



SAS/IML® 14.2

User's Guide

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Chapter 1

What's New in SAS/IML 14.2

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Enhancements in SAS/IML 14.2

The fundamental data type in the IML procedure is the matrix. Prior to SAS/IML 14.2, every symbol in a PROC IML program represented a matrix. A new feature in SAS/IML 14.2 is support for new nonmatrix data types: tables and lists.

- A table is a rectangular data structure that is an in-memory version of a data set. A table contains columns, which can contain either numeric and character data. You can create a table from a SAS data set or from a SAS/IML matrix. You can add new columns to a table or extract columns from a table into matrices. You can pass a table to a SAS/IML module and return a table from a module. The SAS/IML functions that manipulate tables begin with the prefix “TABLE.” For more information about tables, see Chapter 9, “[Mixed-Type Tables](#).”
- A list is a nonrectangular data structure that can contain objects of different sizes and types. A list can contain numeric matrices, character matrices, tables, and other lists. You can insert new items into a list or extract elements from a list. You can pass a list to a SAS/IML module and return a list from a module. The SAS/IML functions that manipulate lists begin with the prefix “LIST.” To help you work with lists, there is a new system package, called the ListUtil package. For more information about lists, see Chapter 10, “[Lists and Data Structures](#).”

The [RANDGEN](#) subroutine supports new distributions and enhancements to existing distributions:

- The *F* and inverse Gaussian (Wald) distributions use more accurate algorithms to generate random variates when parameter values are small.
- The new 'ConMaxPoi' distribution generates discrete random variates from the Conway-Maxwell-Poisson distribution.
- The new 'ExtremeValue' distribution generates random variates from the generalized extreme value distribution.

- The new 'GenPoisson' distribution generates discrete random variates from the generalized Poisson distribution.
- The new 'Gompertz' distribution generates random variates from the Gompertz distribution.
- The new 'Gumbel' distribution generates random variates from the Gumbel distribution.
- The new 'Integer' distribution generates random integers between two specified integers.
- The new 'ShGompertz' distribution generates random variates from the shifted Gompertz distribution.

At the time of its release, SAS/IML 14.2 interfaces correctly with recent versions of R 3.3.x. You can contact SAS Technical Support for the latest information regarding support for newer versions of R.

SAS/IML 14.2 also introduces several enhancements to the **SUBMIT statement**. Global SAS statements that are executed inside a SUBMIT block now also affect the SAS/IML program after the SUBMIT block. In particular:

- Macro variables that are created inside a SUBMIT block are defined and accessible in PROC IML after the SUBMIT block.
- Global SAS statements (such as the LIBNAME, FILEREF, and OPTIONS statements) that are executed inside a SUBMIT block affect the environment outside the SUBMIT block.
- ODS statements executed inside a SUBMIT block can affect subsequent output outside the SUBMIT block.

Enhancements in SAS/IML 14.1

SAS/IML supports creating large matrices and using them in many computations. When previous releases of SAS/IML ran on the Windows operating system, an individual matrix was limited to 2GB. Within this limit, you could create square numerical matrices that had about 16,000 rows and columns. In SAS/IML 14.1, you can create matrices that have up to $2^{31} - 1$ elements, provided that your system has enough RAM. (A numerical matrix that has $2^{31} - 1$ elements requires 16 GB of RAM.) This size increase enables you to create square numerical matrices that have approximately 46,000 rows and columns. Equivalently, you can create matrices that have millions of rows and hundreds of columns. You can create these large matrices on all operating systems.

However, keep in mind that many matrix computations scale cubically with the number of elements in the matrix. That is, many computations on an $n \times n$ matrix require on the order of n^3 floating point operations. Consequently, although you might be able to create extremely large matrices, computing with large matrices can be very expensive.

In addition to supporting large matrices on Windows, SAS/IML 14.1 supports the following new statements and functions:

- The **PACKAGE** statement enables you to install and use packages. A package consists of SAS/IML source code, documentation, data sets, and sample programs. Packages are a convenient way for programmers to download and install functions that extend the functionality of SAS/IML software. Packages are supported only on Linux and Windows operating systems. For more information, see Chapter 11, “[Packages](#).”
- The **EIGEN** subroutine uses vendor-supplied eigenvalue routines such as the Intel Math Kernel Library ([MKL](#)), if they are available on your system. The **EIGVAL** and **EIGVEC** computations also use vendor-supplied libraries. Because eigenvectors are not unique, the results of eigenvector computations in SAS/IML 14.1 are not necessarily identical to the results from earlier releases. If you want to restore the algorithm that was used before SAS/IML 14.1, you can use the **RESET EIGEN93** statement.
- The **RANDSEED** subroutine uses a different initialization algorithm for certain seeds.

The interface to R in SAS/IML 14.1 supports up through R 3.2.5 on Windows. All recent releases of R are supported on Linux.

Lastly, the SAS/IML File Exchange now has a convenient shortcut: <https://communities.sas.com/sas-iml-file-exchange>. Recall that the SAS/IML File Exchange is a website where you can share SAS/IML programs and download programs that are written by others.

Enhancements in SAS/IML 13.2

SAS/IML 13.2 includes the experimental **EXECUTEFILE** subroutine, which executes SAS/IML statements that are contained in a text file.

SAS is proud to announce the availability of the SAS/IML File Exchange. Since 2011, programmers have used the SAS/IML Support Community to discuss SAS/IML programs, ask for help, and provide assistance. In the summer of 2014, SAS added the SAS/IML File Exchange, which enables you to share SAS/IML programs and to download programs written by others. Although the file exchange is not formally part of SAS/IML software, you can use it to post SAS/IML functions, tag files, rate files, and search for files by tags, content, or author. To get to the SAS/IML File Exchange, do the following:

- Go to <https://communities.sas.com/community/support-communities>.
- Click the link for the SAS/IML and SAS/IML Studio Support Community.
- Click the link for the SAS/IML File Exchange.

Enhancements in SAS/IML 13.1

SAS/IML 13.1, which was released as part of the first maintenance release of SAS 9.4 software, contains the following new functions and subroutines:

CV function	returns the sample coefficient of variation for each column of a matrix. This function is part of the IMLMLIB library of modules.
HEATMAPCONT call	creates a heat map of a matrix. The matrix values are visualized by using a continuous color ramp.
HEATMAPDISC call	creates a heat map of a matrix. The matrix values are visualized by using a discrete color ramp.
KURTOSIS function	returns the sample kurtosis for each column of a matrix.
LOGABSDET function	returns the logarithm of the absolute value of a matrix determinant.
LPSOLVE call	solves linear programming problems.
MILPSOLVE call	solves mixed integer linear programming problems.
PALETTE function	returns a discrete color palette that is suitable for choropleth maps, heat maps, and other graphical visualizations that display a relatively small number of discrete values.
PARENTNAME function	returns the name of the matrix that was passed to a module.
SKEWNESS function	returns the sample skewness for each column of a matrix.

SAS/IML 13.1 also includes the following enhancements to the syntax:

- The NEXT keyword now supports expressions, as shown in the section “[Process a Range of Observations](#)” on page 102. This change affects the DELETE, FIND, LIST, READ, and REPLACE statements.
- The **STOP** and **ABORT** statements now accept a default message that is displayed in the SAS log.
- The parentheses in the RETURN statement are now optional.
- The order of resolution has changed for SAS/IML user-defined functions and subroutines. You can now define a function or subroutine that has the same name as a built-in SAS/IML function or subroutine. For more information, see the section “[Order of Resolution for Functions and Subroutines](#)” on page 1166.

Chapter 2

Introduction to SAS/IML Software

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Overview of SAS/IML Software

SAS/IML software gives you access to a powerful and flexible programming language in a dynamic, interactive environment. The acronym IML stands for “interactive matrix language.”

The fundamental object of the language is a data matrix. You can use SAS/IML software interactively (at the statement level) to see results immediately, or you can submit blocks of statements or an entire program. You can also encapsulate a series of statements by defining a module; you can call the module later to execute all of the statements in the module.

SAS/IML software is powerful. SAS/IML software enables you to concentrate on solving problems because necessary (but distracting) activities such as memory allocation and dimensioning of matrices are performed automatically. You can use built-in operators and call routines to perform complex tasks in numerical linear algebra such as matrix inversion or the computation of eigenvalues. You can define your own functions and subroutines by using SAS/IML modules. You can perform operations on a single value or take advantage of matrix operators to perform operations on an entire data matrix. For example, the following statement adds 1 to every element of the matrix **x**, regardless of the dimensions of **x**:

```
x = x+1;
```

The SAS/IML language contains statements that enable you to manage data. You can read, create, and update SAS data sets in SAS/IML software without using the DATA step. For example, the following statement reads a SAS data set to obtain phone numbers for all individuals whose last name begins with “Smith”:

```
read all var{phone} where(lastname=: "Smith");
```

The result is **phone**, a vector of phone numbers.

Highlights of SAS/IML Software

SAS/IML provides a high-level programming language.

You can program easily and efficiently with the many features for arithmetic and character expressions in SAS/IML software. You can access a wide variety of built-in functions and subroutines designed to make your programming fast, easy, and efficient. Because SAS/IML software is part of the SAS System, you can access SAS data sets or external files with an extensive set of data processing commands for data input and output, and you can edit existing SAS data sets or create new ones.

SAS/IML software has a complete set of control statements, such as DO/END, START/FINISH, iterative DO, IF-THEN/ELSE, GOTO, LINK, PAUSE, and STOP, giving you all of the commands necessary for execution control and program modularization. See the section “[Control Statements](#)” on page 16 for details.

SAS/IML software operates on matrices.

Functions and statements in most programming languages manipulate and compare a single data element. However, the fundamental data element in SAS/IML software is the matrix, a two-dimensional (row \times column) array of numeric or character values.

SAS/IML software possesses a powerful vocabulary of operators.

You can access built-in matrix operations that require calls to math-library subroutines in other languages. You can access many matrix operators, functions, and subroutines.

SAS/IML software uses operators that apply to entire matrices.

You can add elements of the matrices **A** and **B** with the expression **A+B**. You can perform matrix multiplication with the expression **A*B** and perform elementwise multiplication with the expression **A#B**.

SAS/IML software is interactive.

You can execute SAS/IML statements one at a time and see the results immediately, or you can submit blocks of statements or an entire program. You can also define a module that encapsulates a series of statements. You can interact with an executing module by using the PAUSE statement, which enables you to enter additional statements before continuing execution.

SAS/IML software is dynamic.

You do not need to declare, dimension, or allocate storage for a data matrix. SAS/IML software does this automatically. You can change the dimension or type of a matrix at any time. You can open multiple files or access many libraries. You can reset options or replace modules at any time.

SAS/IML software processes data.

You can read observations from a SAS data set. You can create either multiple vectors (one for each variable in the data set) or a single matrix that contains a column for each data set variable. You can create a new SAS data set, or you can edit or append observations to an existing SAS data set.

An Introductory SAS/IML Program

This section presents a simple introductory SAS/IML program that implements a numerical algorithm that estimates the square root of a number, accurate to three decimal places. The following statements define a function module named MySqrt that performs the calculations:

```
proc iml;                                /* begin IML session */

start MySqrt(x);                         /* begin module */
  y = 1;                                    /* initialize y */
  do until(w<1e-3);                      /* begin DO loop */
    z = y;                                  /* set z=y */
    y = 0.5#(z+x/z);                     /* estimate square root */
    w = abs(y-z);                          /* compute change in estimate */
  end;                                     /* end DO loop */
  return(y);                               /* return approximation */
finish;                                   /* end module */
```

You can call the MySqrt module to estimate the square root of several numbers given in a matrix literal (enclosed in braces) and print the results:

```
t = MySqrt({3,4,7,9});      /* call function MySqrt */
s = sqrt({3,4,7,9});       /* compare with true values */
diff = t - s;              /* compute differences */
print t s diff;            /* print matrices */
```

Figure 2.1 Approximate Square Roots

t	s	diff
1.7320508	1.7320508	0
2	2	2.22E-15
2.6457513	2.6457513	4.678E-11
3	3	1.397E-9

Support for SAS/IML Programmers

SAS/IML programmers might be interested in the following resources about the SAS/IML language:

- The book *Statistical Programming with SAS/IML Software* (Wicklin 2010) provides tips and techniques for efficient SAS/IML programming and discusses IMLPlus, the programming language in the SAS/IML Studio application.
- You can ask for programming help at the SAS/IML Support Community: <https://communities.sas.com/sas-iml>.
- You can search for and download programs that are written by other SAS/IML programmers at the SAS/IML File Exchange: <https://communities.sas.com/sas-iml-file-exchange>.

- The blog *The DO Loop* (<http://blogs.sas.com/content/iml/>) provides advice about statistical programming in SAS, with an emphasis on SAS/IML programming.

If you are a SAS customer and are unable to resolve your problem by using the self-help resources, you are welcome to contact SAS Technical Support: <http://support.sas.com/techsup/contact/>.

If you are a student or faculty member at a college or university, the IML procedure is available free as part of the SAS University Edition software. Students and professors can ask questions and interact with one another at the SAS Analytics U community: <https://communities.sas.com/community/sas-analytics-u>.

PROC IML Statement

```
PROC IML <SYMSIZE=n1> <WORKSIZE=(n2)> ;
  <SAS/IML language statements> ;
QUIT ;
```

You can specify the following options in the PROC IML statement:

SYMSIZE=n1

specifies the size of memory, in kilobytes, that is allocated to the PROC IML symbol space.

WORKSIZE=n2

specifies the size of memory, in kilobytes, that is allocated to the PROC IML workspace.

If you do not specify any options, PROC IML uses host-dependent defaults. In general, you do not need to be concerned with the details of memory usage because memory allocation is done automatically. However, see the section “[Memory and Workspace](#)” on page 551 for special situations.

Conventions Used in This Book

Typographical Conventions

This book uses several type styles for presenting information. The following list explains the meaning of the typographical conventions used in this book:

text	is the standard type style used for most text.
FUNCTION	is used for the name of SAS/IML functions, subroutines, and statements when they appear in the text. This convention is also used for SAS statements and options. However, you can enter these elements in your own SAS programs in lowercase, uppercase, or a mixture of the two.
SYNTAX	is used in the “Syntax” sections’ initial lists of SAS statements and options.
<i>argument</i>	is used for option values that must be supplied by the user in the syntax definitions.

VariableName	is used for the names of variables and data sets when they appear in the text.
LibName	is used for the names of SAS librefs (such as <code>Sasuser</code>) when they appear in the text.
bold	is used to refer to <i>mathematical</i> matrices and vectors such as in the equation $y = Ax$.
Code	is used to refer to SAS/IML matrices, vectors, and expressions in the SAS/IML language such as the expression <code>y = A*x</code> . This convention is also used for example code. In most cases, this book uses lowercase type for SAS/IML statements.
<i>italic</i>	is used for terms that are defined in the text, for emphasis, and for references to publications.

Output of Examples

This documentation contains many short examples that illustrate how to use the SAS/IML language. Many examples end with a PRINT statement; the output for these examples appears immediately after the program statements.

References

Wicklin, R. (2010). *Statistical Programming with SAS/IML Software*. Cary, NC: SAS Institute Inc.

Chapter 3

Understanding the SAS/IML Language

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Defining a Matrix

A matrix is the fundamental structure in the SAS/IML language. A matrix is a two-dimensional array of numeric or character values. Matrices are useful for working with data and have the following properties:

- Matrices can be either numeric or character. Elements of a numeric matrix are double-precision values. Elements of a character matrix are character strings of equal length.
- The name of a matrix must be a valid SAS name.
- Matrices have dimensions defined by the number of rows and columns.
- Matrices can contain elements that have missing values (see the section “[Missing Values](#)” on page 21).

The dimensions of a matrix are defined by the number of rows and columns. An $n \times p$ matrix has np elements arranged in n rows and p columns. The following nomenclature is standard in this book:

- 1×1 matrices are called *scalars*.
 - $1 \times p$ matrices are called *row vectors*.
 - $n \times 1$ matrices are called *column vectors*.
 - The *type* of a matrix is “numeric” if its elements are numbers; the type is “character” if its elements are character strings. A matrix that has not been assigned values has an “undefined” type.
-

Matrix Names and Literals

Matrix Names

The name of a matrix must be a valid SAS name: a character string that contains between 1 and 32 characters, begins with a letter or underscore, and contains only letters, numbers, and underscores. You associate a name with a matrix when you create or define the matrix. A matrix name exists independently of values. This means that you can change the values associated with a particular matrix name, change the dimension of the matrix, or even change its type (numeric or character).

Matrix Literals

A *matrix literal* is an enumeration of the values of a matrix. For example, `{1, 2, 3}` is a numeric matrix with three elements. A matrix literal can have a single element (a scalar), or it can be an array of many elements. The matrix can be numeric or character. The dimensions of the matrix are automatically determined by the way you punctuate the values.

Use curly braces (`{ }`) to enclose the values of a matrix. Within the braces, values must be either all numeric or all character. Use commas to separate the rows. If you specify multiple rows, all rows must have the same number of elements.

You can specify any of the following types of elements:

- a number. You can specify numbers with or without decimal points, and in standard or scientific notation. For example, `5`, `3.14`, or `1E-5`.
- a period (.), which represents a missing numeric value.
- a number in brackets ([]), which represents a repetition factor.
- a character string. Character strings can be enclosed in single quotes (') or double quotes ("), but they do not need to have quotes. Quotes are required when there are no enclosing braces or when you want to preserve case, special characters, or blanks in the string. Special characters include the following: ?, =, *, :, (,), {, and }.

If the string has embedded quotes, you must double them, as shown in the following statements:

```
w1 = "I said, ""Don't fall!""";
w2 = 'I said, "Don''t fall!"';
```

Creating Matrices from Matrix Literals

You can create a matrix by using matrix literals: simply list the element values inside of curly braces. You can also create a matrix by calling a function, a subroutine, or an assignment statement. The following sections present some simple examples of matrix literals. For more information about matrix literals, see Chapter 5, “Working with Matrices.”

Scalar Literals

The following example statements define scalars as literals. These examples are simple assignment statements with a matrix name on the left-hand side of the equal sign and a value on the right-hand side. Notice that you do not need to use braces when there is only one element.

```
a = 12;
a = . ;
a = 'hi there';
a = "Hello";
```

Numeric Literals

To specify a matrix literal with multiple elements, enclose the elements in braces. Use commas to separate the rows of a matrix. For example, the following statements assign and print matrices of various dimensions:

```
x = {1 . 3 4 5 6};          /* 1 x 6 row vector */
y = {1,2,3,4};              /* 4 x 1 column vector */
z = 3#y;                    /* 3 times the vector y */
w = {1 2, 3 4, 5 6};        /* 3 x 2 matrix */
print x, y z w;
```

Figure 3.1 Matrices Created from Numeric Literals

x
1 . 3 4 5 6

y z w
1 3 1 2
2 6 3 4
3 9 5 6
4 12

Character Literals

You can define a character matrix literal by specifying character strings between braces. If you do not place quotes around the strings, all characters are converted to uppercase. You can use either single or double quotes to preserve case and to specify strings that contain blanks or special characters. For character matrix literals, the length of the elements is determined by the longest element. Shorter strings are padded on the right with blanks. For example, the following statements define and print two 1×2 character matrices with string length 4 (the length of the longer string):

```
a = { abc   defg};           /* no quotes; uppercase */
b = {'abc'  'DEFG'};         /* quotes; case preserved */
print a, b;
```

Figure 3.2 Matrices Created from Character Literals

a
ABC DEFG

b
abc DEFG

Repetition Factors

A repetition factor can be placed in brackets before a literal element to have the element repeated. For example, the following two statements are equivalent:

```
answer = {[2]  'Yes', [2]  'No'};
answer = {'Yes' 'Yes', 'No' 'No'};
```

Reassigning Values

You can assign new values to a matrix at any time. The following statements create a 2×3 numeric matrix named **a**, then redefine **a** to be a 1×3 character matrix:

```
a = {1 2 3, 6 5 4};
a = {'Sales' 'Marketing' 'Administration'};
```

Assignment Statements

Assignment statements create matrices by evaluating expressions and assigning the results. The expressions can be composed of operators (for example, matrix multiplication) or functions that operate on matrices (for example, matrix inversion). The resulting matrices automatically acquire appropriate characteristics and values. Assignment statements have the general form *result* = *expression* where *result* is the name of the new matrix and *expression* is an expression that is evaluated.

Functions as Expressions

You can create matrices as a result of a function call. Scalar functions such as the **LOG** function or the **SQRT** function operate on each element of a matrix. Matrix functions such as the **INV** function or the **RANK** function operate on the entire matrix. The following statements are examples of function calls:

```
a = sqrt(b);          /* elementwise square root */
y = inv(x);          /* matrix inversion */
r = rank(x);         /* ranks (order) of elements */
```

The **SQRT** function assigns each element of **a** the square root of the corresponding element of **b**. The **INV** function computes the inverse matrix of **x** and assigns the results to **y**. The **RANK** function creates a matrix **r** with elements that are the ranks of the corresponding elements of **x**.

Operators within Expressions

Three types of operators can be used in assignment statement expressions. The matrices on which an operator acts must have types and dimensions that are conformable to the operation. For example, matrix multiplication requires that the number of columns of the left-hand matrix be equal to the number of rows of the right-hand matrix.

The three types of operators are as follows:

- Prefix operators are placed in front of an operand (**-A**).
- Binary operators are placed between operands (**A*B**).
- Postfix operators are placed after an operand (**A'**).

All operators can work on scalars, vectors, or matrices, provided that the operation makes sense. For example, you can add a scalar to a matrix or divide a matrix by a scalar. The following statement is an example of using operators in an assignment statement:

```
y = x#(x>0);
```

This assignment statement creates a matrix **y** in which each negative element of the matrix **x** is replaced with zero. The statement actually contains two expressions that are evaluated. The expression **x>0** is an operation that compares each element of **x** to zero and creates a temporary matrix of results; an element of the temporary matrix is 1 when the corresponding element of **x** is positive, and 0 otherwise. The original matrix **x** is then multiplied elementwise by the temporary matrix, resulting in the matrix **y**.

See Chapter 26, “[Language Reference](#),” for a complete listing and explanation of operators.

Types of Statements

Statements in the SAS/IML language can be classified into three general categories:

Control statements

direct the flow of execution. For example, the **IF-THEN/ELSE** statement conditionally controls statement execution.

Functions and CALL statements

perform special tasks or user-defined operations. For example, the [EIGEN subroutine](#) computes eigenvalues and eigenvectors.

Command statements

perform special processing, such as setting options, displaying windows, and handling input and output. For example, the [MATTRIB statement](#) associates matrix characteristics with matrix names.

Control Statements

The SAS/IML language has statements that control program execution. You can use control statements to direct the execution of your program and to define DO groups and modules. Some control statements are shown in the following table:

Table 3.1 Control Statements

Statement	Description
DO, END	Specifies a group of statements
Iterative DO, END	Defines an iteration loop
GOTO, LINK	Specifies the next program statement to be executed
IF-THEN/ELSE	Conditionally routes execution
PAUSE	Instructs a module to pause during execution
QUIT	Exits from the IML procedure
RESUME	Instructs a module to resume execution
RETURN	Returns from a LINK statement or module
RUN	Executes a module
START, FINISH	Defines a module
STOP, ABORT	Stops the execution of an IML program

See Chapter 6, “[Programming Statements](#),” for more information about control statements.

Functions

The general form of a function is $result = \text{FUNCTION}(arguments)$ where $arguments$ is a list of matrix names, matrix literals, or expressions. Functions always return a single matrix, whereas subroutines can return multiple matrices or no matrices at all. If a function returns a character matrix, the matrix to hold the result is allocated with a string length equal to the longest element, and all shorter elements are padded on the right with blanks.

Categories of Functions

Many functions fall into one of the following general categories:

scalar functions

operate on each element of the matrix argument. For example, the ABS function returns a matrix with elements that are the absolute values of the corresponding elements of the argument matrix.

matrix inquiry functions

return information about a matrix. For example, the ANY function returns a value of 1 if any of the elements of the argument matrix are nonzero.

summary functions

return summary statistics based on all elements of the matrix argument. For example, the SSQ function returns the sum of squares of all elements of the argument matrix.

matrix reshaping functions

manipulate the matrix argument and returns a reshaped matrix. For example, the DIAG function returns a diagonal matrix with values and dimensions that are determined by the argument matrix.

linear algebraic functions

perform matrix algebraic operations on the argument. For example, the TRACE function returns the trace of the argument matrix.

statistical functions

perform statistical operations on the matrix argument. For example, the RANK function returns a matrix that contains the ranks of the argument matrix.

The SAS/IML language also provides functions in the following general categories:

- matrix sorting and BY-group processing
- numerical linear algebra
- optimization
- random number generation
- time series analysis
- wavelet analysis

See the section “[Statements, Functions, and Subroutines by Category](#)” on page 569 for a complete listing of SAS/IML functions.

Exceptions to the SAS DATA Step

The SAS/IML language supports most functions that are supported in the SAS DATA step. These functions almost always accept matrix arguments and usually act elementwise so that the result has the same dimension as the argument. See the section “[Base SAS Functions Accessible from SAS/IML Software](#)” on page 1139 for a list of these functions and also a small list of functions that are not supported by SAS/IML software or that behave differently than their Base SAS counterparts.

The SAS/IML random number functions UNIFORM and NORMAL are built-in functions that produce the same streams as the RANUNI and RANNOR functions, respectively, of the DATA step. For example, you can use the following statement to create a 10×1 vector of random numbers:

```
x = uniform(repeat(0,10,1));
```

SAS/IML software does not support the OF clause of the SAS DATA step. For example, the following statement cannot be interpreted in SAS/IML software:

```
a = mean(of x1-x10); /* invalid in the SAS/IML language */
```

The term **x1-x10** would be interpreted as subtraction of the two matrix arguments rather than its DATA step meaning, the variables X1 through X10.

CALL Statements and Subroutines

Subroutines (also called “CALL statements”) perform calculations, operations, or interact with the SAS system. CALL statements are often used in place of functions when the operation returns multiple results or, in some cases, no result. The general form of the CALL statement is

```
CALL SUBROUTINE (arguments);
```

where *arguments* can be a list of matrix names, matrix literals, or expressions. If you specify several arguments, use commas to separate them. When using output arguments that are computed by a subroutine, always use variable names instead of expressions or literals.

Creating Matrices with CALL Statements

Matrices are created whenever a CALL statement returns one or more result matrices. For example, the following statement returns two matrices (vectors), **val** and **vec**, that contain the eigenvalues and eigenvectors, respectively, of the matrix **A**:

```
call eigen(val, vec, A);
```

You can program your own subroutine by using the START and FINISH statements to define a module. You can then execute the module with a CALL or RUN statement. For example, the following statements define a module named MyMod which returns matrices that contain the square root and log of each element of the argument matrix:

```
start MyMod(a,b,c);
  a=sqrt(c);
  b=log(c);
finish;
run MyMod(s,L,{1 2 4 9});
```

Execution of the module statements creates matrices **s** and **L** which contain the square roots and natural logs, respectively, of the elements of the third argument.

Interacting with the SAS System

You can use CALL statements to manage SAS data sets or to access the PROC IML graphics system. For example, the following statement deletes the SAS data set named MyData:

```
call delete(MyData);
```

The following statements activate the traditional graphics system and produce a crude scatter plot:

```
x = 0:100;
y = 50 + 50*sin(6.28*x/100);
call gstart;           /* activate the graphics system */
call gopen;            /* open a new graphics segment */
call gpoint(x,y);     /* plot the points */
call gshow;             /* display the graph */
call gclose;            /* close the graphics segment */
```

SAS/IML software supports two other kinds of graphics:

- The high-level ODS statistical graphics in PROC IML are discussed in Chapter 18, “[Statistical Graphics](#).”
- SAS/IML Studio, which is distributed as part of SAS/IML software, contains dynamically linked graphics. See the *SAS/IML Studio User’s Guide* for a description of the graphs in SAS/IML Studio.

Command Statements

Command statements are used to perform specific system actions, such as storing and loading matrices and modules, or to perform special data processing requests. The following table lists some commands and the actions they perform.

Table 3.2 Command Statements

Statement	Description
FREE	Frees memory associated with a matrix
LOAD	Loads a matrix or module from a storage library
MATTRIB	Associates printing attributes with matrices
PRINT	Prints a matrix or message
RESET	Sets various system options
REMOVE	Removes a matrix or module from library storage
SHOW	Displays system information
STORE	Stores a matrix or module in the storage library

These commands play an important role in SAS/IML software. You can use them to control information displayed about matrices, symbols, or modules.

If a certain computation requires almost all of the memory on your computer, you can use commands to store extraneous matrices in the storage library, free the matrices of their values, and reload them later when you need them again. For example, the following statements define several matrices:

```
proc iml;
a = {1 2 3, 4 5 6, 7 8 9};
b = {2 2 2};
show names;
```

Figure 3.3 List of Symbols in RAM

SYMBOL	ROWS	COLS	TYPE	SIZE
a	3	3	num	8
b	1	3	num	8

Number of symbols = 2 (includes those without values)

Suppose that you want to compute a quantity that does not involve the **a** matrix or the **b** matrix. You can store **a** and **b** in a library storage with the STORE command, and release the space with the FREE command. To list the matrices and modules in library storage, use the SHOW STORAGE command (or the STORAGE function), as shown in the following statements:

```
store a b;           /* store the matrices */
show storage;        /* make sure the matrices are saved */
free a b;           /* free the RAM */
```

The output from the SHOW STORAGE statement (see Figure 3.4) indicates that there are two matrices in storage. (There are no modules in storage for this example.)

Figure 3.4 List of Symbols in Storage

Contents of storage library = WORK. IMLSTOR

Matrices:

Modules:

You can load these matrices from the storage library into RAM with the LOAD command, as shown in the following statement:

load a b;

See Chapter 20, “[Storage Features](#),” for more details about storing modules and matrices.

Data Management Commands

SAS/IML software has many commands that enable you to manage your SAS data sets from within the SAS/IML environment. These data management commands operate on SAS data sets. There are also commands for accessing external files. The following table lists some commands and the actions they perform.

Table 3.3 Data Management Statements

Statement	Description
APPEND	Adds records to an output SAS data set
CLOSE	Closes a SAS data set
CREATE	Creates a new SAS data set
DELETE	Deletes records in an output SAS data set
EDIT	Reads from or writes to an existing SAS data set
FIND	Finds records that satisfy some condition
LIST	Lists records
PURGE	Purges records marked for deletion
READ	Reads records from a SAS data set into IML matrices
SETIN	Sets a SAS data set to be the input data set
SETOUT	Sets a SAS data set to be the output data set
SORT	Sorts a SAS data set
USE	Opens an existing SAS data set for reading

These commands can be used to perform data management. For example, you can read observations from a SAS data set into a target matrix with the USE or EDIT command. You can edit a SAS data set and append or delete records. If you have a matrix of values, you can output the values to a SAS data set with the APPEND command. See Chapter 7, “[Working with SAS Data Sets](#),” and Chapter 8, “[File Access](#),” for more information about these commands.

Missing Values

With SAS/IML software, a numeric element can have a special value called a *missing value*, which indicates that the value is unknown or unspecified. Such missing values are coded, for logical comparison purposes, in the bit pattern of very large negative numbers. A numeric matrix can have any mixture of missing and nonmissing values. A matrix with missing values should not be confused with an empty or unvalued matrix—that is, a matrix with zero rows and zero columns.

In matrix literals, a numeric missing value is specified as a single period (.). In data processing operations that involve a SAS data set, you can append or delete missing values. All operations that move values also move missing values.

However, for efficiency reasons, SAS/IML software does not support missing values in most matrix operations and functions. For example, matrix multiplication of a matrix with missing values is not supported. Furthermore, many linear algebraic operations are not mathematically defined for a matrix with missing values. For example, the inverse of a matrix with missing values is meaningless.

See Chapter 5, “[Working with Matrices](#),” and Chapter 25, “[Further Notes](#),” for more details about missing values.

Summary

This chapter introduced the fundamentals of the SAS/IML language, including the basic data element, the matrix. You learned several ways to create matrices: assignment statements, matrix literals, and CALL statements that return matrix results.

The chapter also introduced various types of programming statements: commands, control statements, iterative statements, module definitions, functions, and subroutines.

Chapter 4, “[Tutorial: A Module for Linear Regression](#),” offers an introductory tutorial that demonstrates how to use SAS/IML software for statistical computations.

Chapter 4

Tutorial: A Module for Linear Regression

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Overview of Linear Regression

You can use SAS/IML software to solve mathematical problems or implement new statistical techniques and algorithms. Formulas and matrix equations are easily translated in the SAS/IML language. For example, if \mathbf{X} is a data matrix and \mathbf{Y} is a vector of observed responses, then you might be interested in the solution, \mathbf{b} , to the matrix equation $\mathbf{X}\mathbf{b} = \mathbf{Y}$. In statistics, the data matrices that arise often have more rows than columns and so an exact solution to the linear system is impossible to find. Instead, the statistician often solves a related equation: $\mathbf{X}'\mathbf{X}\mathbf{b} = \mathbf{X}'\mathbf{Y}$. The following mathematical formula expresses the solution vector in terms of the data matrix and the observed responses:

$$\mathbf{b} = (\mathbf{X}'\mathbf{X})^{-1}\mathbf{X}'\mathbf{Y}$$

This mathematical formula can be translated into the following SAS/IML statement:

```
b = inv(X`*X) * X`*Y;      /* least squares estimates */
```

This assignment statement uses a built-in function (INV) and matrix operators (transpose and matrix multiplication). It is mathematically equivalent to (but less efficient than) the following alternative statement:

```
b = solve(X`*X, X`*Y);    /* more efficient computation */
```

If a statistical method has not been implemented directly in a SAS procedure, you can program it by using the SAS/IML language. The most commonly used mathematical and matrix operations are built directly into the language, so programs that require many statements in other languages require only a few SAS/IML statements.

Example: Solving a System of Linear Equations

Because the syntax of the SAS/IML language is similar to the notation used in linear algebra, it is often possible to directly translate mathematical methods from matrix-algebraic expressions into executable SAS/IML statements. For example, consider the problem of solving three simultaneous equations:

$$\begin{aligned} 3x_1 - x_2 + 2x_3 &= 8 \\ 2x_1 - 2x_2 + 3x_3 &= 2 \\ 4x_1 + x_2 - 4x_3 &= 9 \end{aligned}$$

These equations can be written in matrix form as

$$\begin{bmatrix} 3 & -1 & 2 \\ 2 & -2 & 3 \\ 4 & 1 & -4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 8 \\ 2 \\ 9 \end{bmatrix}$$

and can be expressed symbolically as

$$\mathbf{Ax} = \mathbf{c}$$

where \mathbf{A} is the matrix of coefficients for the linear system. Because \mathbf{A} is nonsingular, the system has a solution given by

$$\mathbf{x} = \mathbf{A}^{-1}\mathbf{c}$$

This example solves this linear system of equations.

- 1 Define the matrices \mathbf{A} and \mathbf{c} . Both of these matrices are input as matrix literals; that is, you type the row and column values as discussed in Chapter 3, “[Understanding the SAS/IML Language](#).”

```
proc iml;
a = {3 -1 2,
      2 -2 3,
      4 1 -4};
c = {8, 2, 9};
```

- 2 Solve the equation by using the built-in INV function and the matrix multiplication operator. The INV function returns the inverse of a square matrix and $*$ is the operator for matrix multiplication. Consequently, the solution is computed as follows:

```
x = inv(a) * c;
print x;
```

Figure 4.1 The Solution of a Linear System of Equations

$$\begin{array}{r} \overline{x} \\ \hline 3 \\ 5 \\ 2 \\ \hline \end{array}$$

- 3** Equivalently, you can solve the linear system by using the more efficient SOLVE function, as shown in the following statement:

```
x = solve(a, c);
```

After SAS/IML executes the statements, the rows of the vector **x** contain the x_1 , x_2 , and x_3 values that solve the linear system.

You can end PROC IML by using the **QUIT** statement:

```
quit;
```

A Module for Linear Regression

The linear systems that arise naturally in statistics are usually *overconstrained*, meaning that the **X** matrix has more rows than columns and that an exact solution to the linear system is impossible to find. Instead, the statistician assumes a linear model of the form

$$\mathbf{y} = \mathbf{X}\mathbf{b} + \mathbf{e}$$

where **y** is the vector of responses, **X** is a design matrix, and **b** is a vector of unknown parameters that are estimated by minimizing the sum of squares of **e**, the error or residual term.

The following example illustrates some programming techniques by using SAS/IML statements to perform linear regression. (The example module does not replace regression procedures such as the REG procedure, which are more efficient for regressions and offer a multitude of diagnostic options.)

Suppose you have response data **y** measured at five values of the independent variable **X** and you want to perform a quadratic regression. In this case, you can define the design matrix **X** and the data vector **y** as follows:

```
proc iml;
x = {1 1 1,
      1 2 4,
      1 3 9,
      1 4 16,
      1 5 25};
y = {1, 5, 9, 23, 36};
```

You can compute the least squares estimate of **b** by using the following statement:

```
b = inv(x`*x) * x`*y;
print b;
```

Figure 4.2 Parameter Estimates

b
2.4
-3.2
2

The predicted values are found by multiplying the data matrix and the parameter estimates; the residuals are the differences between actual and predicted responses, as shown in the following statements:

```
yhat = x*b;
r = y-yhat;
print yhat r;
```

Figure 4.3 Predicted and Residual Values

yhat	r
1.2	-0.2
4	1
10.8	-1.8
21.6	1.4
36.4	-0.4

To estimate the variance of the responses, calculate the sum of squared errors (SSE), the error degrees of freedom (DFE), and the mean squared error (MSE) as follows:

```
sse = ssq(r);
dfe = nrow(x)-ncol(x);
mse = sse/dfe;
print sse dfe mse;
```

Figure 4.4 Statistics for a Linear Model

sse	dfe	mse
6.4	2	3.2

Notice that in computing the degrees of freedom, you use the function **NCOL** to return the number of columns of X and the function **NROW** to return the number of rows.

Now suppose you want to solve the problem repeatedly on new data. To do this, you can define a module. Modules begin with a **START** statement and end with a **FINISH** statement, with the program statements in between. The following statements define a module named Regress to perform linear regression:

```

start Regress;                      /* begin module      */
  xpxi = inv(x`*x);                /* inverse of X'X    */
  beta = xpxi * (x`*y);            /* parameter estimate */
  yhat = x*beta;                  /* predicted values   */
  resid = y-yhat;                 /* residuals          */
                                     /* */

  sse = ssq(resid);               /* SSE                */
  n = nrow(x);                   /* sample size        */
  dfe = nrow(x)-ncol(x);         /* error DF          */
  mse = sse/dfe;                 /* MSE                */
  cssy = ssq(y-sum(y)/n);        /* corrected total SS */
  rsquare = (cssy-sse)/cssy;     /* RSQUARE            */
  results = sse || dfe || mse || rsquare;
  print results[c={"SSE" "DFE" "MSE" "RSquare"}]
                                L="Regression Results";

  stdb = sqrt(vecdiag(xpxi)*mse); /* std of estimates   */
  t = beta/stdb;                  /* parameter t tests  */
  prob = 1-probf(t#t,1,dfe);     /* p-values           */
  paramest = beta || stdb || t || prob;
  print paramest[c={"Estimate" "StdErr" "t" "Pr>|t|"}]
                                L="Parameter Estimates" f=Best6.];
  print y yhat resid;
finish Regress;                     /* end module        */

```

Assuming that the matrices **x** and **y** are defined, you can run the Regress module as follows:

```
run Regress;                      /* run module        */
```

Figure 4.5 The Results of a Regression Module

Regression Results				
SSE	DFE	MSE	RSquare	
6.4	2	3.2	0.9923518	
Parameter Estimates				
Estimate	StdErr	t	Pr> t	
2.4	3.8367	0.6255	0.5955	
-3.2	2.9238	-1.094	0.388	
2	0.4781	4.1833	0.0527	
y yhat resid				
1	1.2	-0.2		
5	4	1		
9	10.8	-1.8		
23	21.6	1.4		
36	36.4	-0.4		

Orthogonal Regression

In the previous section, you ran a module that computes parameter estimates and statistics for a linear regression model. All of the matrices used in the Regress module are global variables because the Regress module does not have any arguments. Consequently, you can use those matrices in additional calculations.

Suppose you want to correlate the parameter estimates. To do this, you can calculate the covariance of the estimates, then scale the covariance into a correlation matrix with values of 1 on the diagonal. The following statements perform these operations:

```
covb = xpxi*mse;          /* covariance of estimates */
s = 1/sqrt(vecdiag(covb)); /* standard errors */
corr = diag(s)*covb*diag(s); /* correlation of estimates */
print covb, s, corr;
```

The results are shown in [Figure 4.6](#). The covariance matrix of the estimates is contained in the **covb** matrix. The vector **s** contains the standard errors of the parameter estimates and is used to compute the correlation matrix of the estimates (**corr**).

Equivalently, you can form the **covb** matrix and then call the [COV2CORR](#) function in order to generate the **corr** matrix: **corr = cov2corr (covb)**.

Figure 4.6 Covariance and Correlation Matrices for Estimates

Regression Results				
SSE	DFE	MSE	RSquare	
6.4	2	3.2	0.9923518	
Parameter Estimates				
Estimate	StdErr	t	Pr> t	
2.4	3.8367	0.6255	0.5955	
-3.2	2.9238	-1.094	0.388	
2	0.4781	4.1833	0.0527	
y yhat resid				
1	1.2	-0.2		
5	4	1		
9	10.8	-1.8		
23	21.6	1.4		
36	36.4	-0.4		
covb				
14.72	-10.56	1.6		
-10.56	8.5485714	-1.371429		
1.6	-1.371429	0.2285714		
s				
0.260643				
0.3420214				
2.0916501				

Figure 4.6 *continued*

corr
1 -0.941376 0.8722784
-0.941376 1 -0.981105
0.8722784 -0.981105 1

You can also use the Regress module to carry out an orthogonalized regression version of the previous polynomial regression. In general, the columns of \mathbf{X} are not orthogonal. You can use the **ORPOL** function to generate orthogonal polynomials for the regression. Using them provides greater computing accuracy and reduced computing times. When you use orthogonal polynomial regression, you can expect the statistics of fit to be the same and expect the estimates to be more stable and uncorrelated.

To perform an orthogonal regression on the data, you must first create a vector that contains the values of the independent variable x , which is the second column of the design matrix \mathbf{X} . Then, use the **ORPOL** function to generate orthogonal second degree polynomials. The following statements perform these operations:

```

x1 = x[,2];          /* data = second column of X */
x = orpol(x1, 2);    /* generate orthogonal polynomials */
run Regress;          /* run Regress module */

covb = xpxi*mse;     /* covariance of estimates */
s = 1 / sqrt(vecdiag(covb));
corr = diag(s)*covb*diag(s);
print covb, s, corr;

```

Figure 4.7 Covariance and Correlation Matrices for Estimates

Regression Results				
SSE	DFE	MSE	RSquare	
6.4	2	3.2	0.9923518	
Parameter Estimates				
Estimate	StdErr	t	Pr> t	
33.094	1.7889	18.5	0.0029	
27.828	1.7889	15.556	0.0041	
7.4833	1.7889	4.1833	0.0527	
y yhat resid				
1	1.2	-0.2		
5	4	1		
9	10.8	-1.8		
23	21.6	1.4		
36	36.4	-0.4		
covb				
3.2	0	0		
0	3.2	0		
0	0	3.2		

Figure 4.7 *continued*

s
0.559017
0.559017
0.559017

corrB
1 0 0
0 1 0
0 0 1

For these data, the off-diagonal values of the **corrB** matrix are displayed as zeros. For some analyses you might find that certain matrix elements are very close to zero but not exactly zero because of the computations of floating-point arithmetic. You can use the RESET FUZZ option to control whether small values are printed as zeros.

Plotting Regression Results

You can produce high-resolution ODS graphics by using modules in the IMLMLIB library. See Chapter 18, “Statistical Graphics,” for more information about high-resolution graphics.

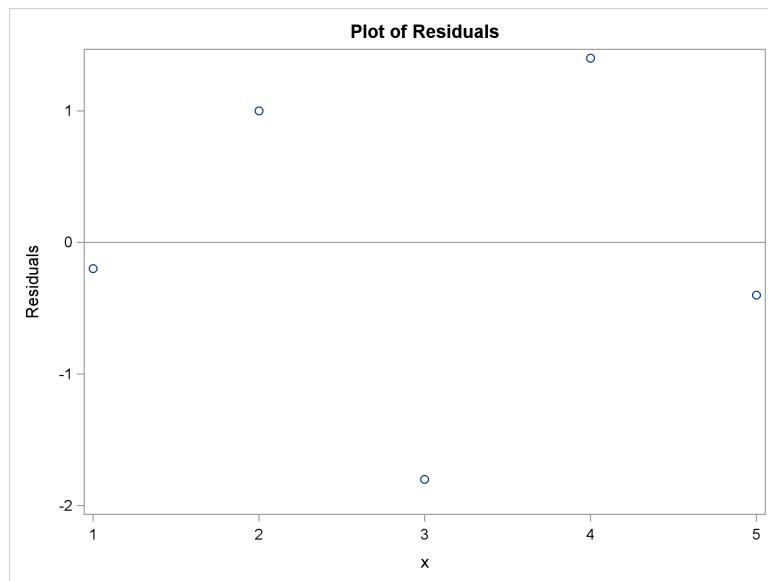
Alternatively, you can create graphics by using the SAS/IML Studio application, which is a Window application that is distributed as part of SAS/IML software. SAS/IML Studio is an environment for developing SAS/IML programs. SAS/IML Studio includes high-level statistical graphics such as scatter plots, histograms, and bar charts. You can use the SAS/IML Studio graphical user interface (GUI) to create graphs, or you can create and modify graphics by writing programs. The GUI is described in the *SAS/IML Studio User’s Guide*. See *SAS/IML Studio for SAS/STAT Users* for an introduction to programming in SAS/IML Studio.

Creating ODS Graphics

You can continue the example of this chapter by using the **SCATTER** subroutine to create scatter plots of the data, the predicted values, and the residuals.

The following statements plot the residual values versus the explanatory variable. The graph is shown in Figure 4.8.

```
title "Plot of Residuals";
call scatter(x1, resid) label={"x" "Residuals"}
      other="refline 0 / axis=y";
```

Figure 4.8 Residual Plot

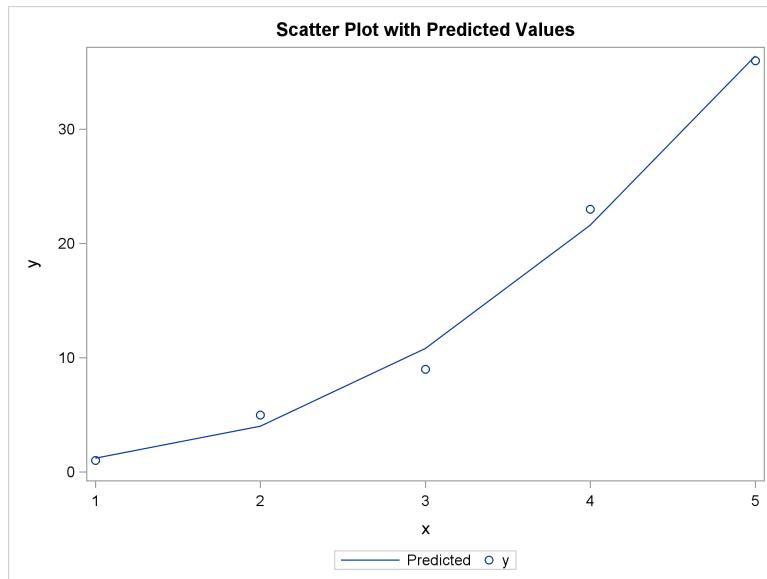
In a similar way, you can use the SCATTER routine to plot the predicted values \hat{y} against x .

For more complicated graphs, you might choose to call the SGPOINT procedure directly from within your SAS/IML program. You can use the **SUBMIT** statement and **ENDSUBMIT** statement to call any SAS procedure from within PROC IML. For this example, you need to first create a SAS data set that contains the data. The following statements write the data to the RegData data set, then call the SGPOINT procedure to create a scatter plot overlaid with a line plot:

```
create RegData var {"x1" "y" "yhat"};
append;
close RegData;

submit;
title "Scatter Plot with Predicted Values";
proc sgplot data=RegData;
  label x1="x" yhat="Predicted";
  series x=x1 y=yhat;
  scatter x=x1 y=y;
run;
endsubmit;
```

The **CREATE** statement creates a SAS data set named RegData. The **APPEND** statement writes the data to the data set. The **SUBMIT** and **ENDSUBMIT** statements bracket SAS programs statements that generate Figure 4.9.

Figure 4.9 Plot of Predicted and Observed Values

SAS/IML Studio Graphics

If you develop your SAS/IML programs in SAS/IML Studio, you can use high-level statistical graphics. For example, the following statements create three scatter plots that duplicate the low-resolution plots created in the previous section. Two of the plots are shown in Figure 4.10. The main steps in the program are indicated by numbered comments; these steps are explained in the list that follows the program.

```

x = {1 1 1, 1 2 4, 1 3 9, 1 4 16, 1 5 25};           /* 1 */
y = {1, 5, 9, 23, 36};
x1 = x[,2];                                         /* data = second column of X */
x = orpol(x1,2);                                     /* generates orthogonal polynomials */
run Regress;                                         /* runs the Regress module */

declare DataObject dobj;                            /* 2 */
dobj = DataObject.Create("Reg",                      /* 3 */
                        {"x" "y" "Residuals" "Predicted"}, 
                        x1 || y || resid || yhat);

declare ScatterPlot p1, p2, p3;
p1 = ScatterPlot.Create(dobj, "x", "Residuals");   /* 4 */
p1.SetTitleText("Plot of Residuals", true);

p2 = ScatterPlot.Create(dobj, "x", "Predicted");    /* 5 */
p2.SetTitleText("Plot of Predicted Values", true);

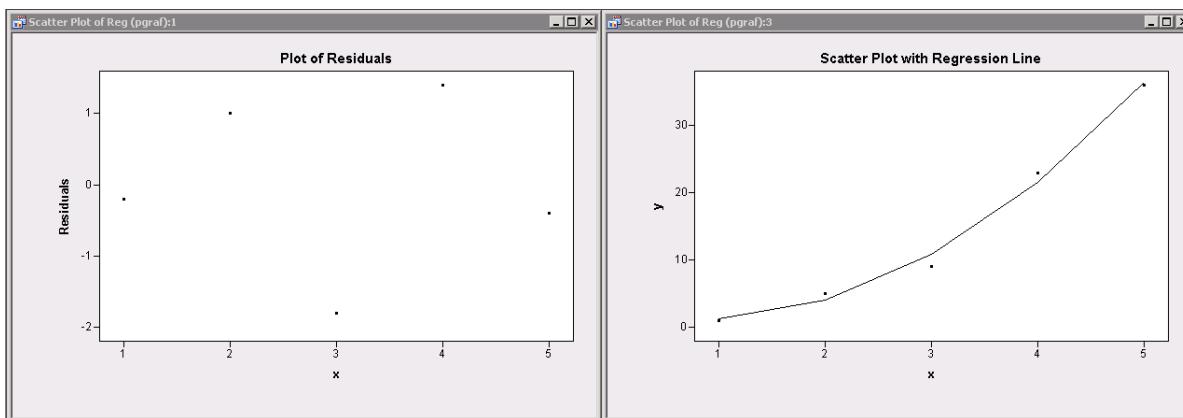
p3 = ScatterPlot.Create(dobj, "x", "y");            /* 6 */
p3.SetTitleText("Scatter Plot with Regression Line", true);
p3.DrawUseDataCoordinates();
p3.DrawLine(x1,yhat);                                /* 7 */

```

To completely understand this program, you should read *SAS/IML Studio for SAS/STAT Users*. The following list describes the main steps of the program:

1. Use SAS/IML to create the data and run the Regress module.
2. Specify that the `dobj` variable is an object of the DataObject class. SAS/IML Studio extends the SAS/IML language by adding object-oriented programming techniques.
3. Create an object of the DataObject class from SAS/IML vectors.
4. Create a scatter plot of the residuals versus the values of the explanatory variable.
5. Create a scatter plot of the predicted values versus the values of the explanatory variable.
6. Create a scatter plot of the observed responses versus the values of the explanatory variable.
7. Overlay a line for the predicted values.

Figure 4.10 Graphs Created by SAS/IML Studio



Chapter 5

Working with Matrices

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Overview of Working with Matrices

SAS/IML software provides many ways to create matrices. You can create matrices by doing any of the following:

- entering data as a matrix literal
- using assignment statements
- using functions that generate matrices
- creating submatrices from existing matrices with subscripts
- using SAS data sets (see Chapter 7, “Working with SAS Data Sets,” for more information)

Chapter 3, “Understanding the SAS/IML Language,” describes some of these techniques.

After you define matrices, you have access to many operators and functions for forming matrix expressions. These operators and functions facilitate programming and enable you to refer to submatrices. This chapter describes how to work with matrices in the SAS/IML language.

Entering Data as Matrix Literals

The simplest way to create a matrix is to define a matrix literal by entering the matrix elements. A matrix literal can contain numeric or character data. A matrix literal can be a single element (called a *scalar*), a single row of data (called a *row vector*), a single column of data (called a *column vector*), or a rectangular array of data (called a *matrix*). The *dimension* of a matrix is given by its number of rows and columns. An $n \times p$ matrix has n rows and p columns.

Scalars

Scalars are matrices that have only one element. You can define a scalar by typing the matrix name on the left side of an assignment statement and its value on the right side. The following statements create and display several examples of scalar literals:

```
proc iml;
x = 12;
y = 12.34;
z = .;
a = 'Hello';
b = "Hi there";
print x y z a b;
```

The output is displayed in [Figure 5.1](#). Notice that you need to use either single quotes ('') or double quotes ("") when defining a character literal. Using quotes preserves the case and embedded blanks of the literal. It is also always correct to enclose data values within braces ({}).

Figure 5.1 Examples of Scalar Quantities

x	y	z	a	b
12	12.34	.	Hello	Hi there

Matrices with Multiple Elements

To enter a matrix having multiple elements, use braces ({}) to enclose the data values. If the matrix has multiple rows, use commas to separate them. Inside the braces, all elements must be either numeric or character. You cannot have a mixture of data types within a matrix. Each row must have the same number of elements.

For example, suppose you have one week of data on daily coffee consumption (cups per day) for four people in your office. Create a 4×5 matrix called **coffee** with each person’s consumption represented by a row of

the matrix and each day represented by a column. The following statements use the **RESET PRINT** command so that the result of each assignment statement is displayed automatically:

```
proc iml;
reset print;
coffee = {4 2 2 3 2,
          3 3 1 2 1,
          2 1 0 2 1,
          5 4 4 3 4};
```

Figure 5.2 A 4×5 Matrix

coffee	4 rows	5 cols	(numeric)
4 2 2 3 2			
3 3 1 2 1			
2 1 0 2 1			
5 4 4 3 4			

Next, you can create a character matrix called **names** with rows that contains the names of the coffee drinkers in your office. Notice in **Figure 5.3** that if you do not use quotes, characters are converted to uppercase.

```
names = {Jenny, Linda, Jim, Samuel};
```

Figure 5.3 A Column Vector of Names

names	4 rows	1 col	(character, size 6)
JENNY			
LINDA			
JIM			
SAMUEL			

Notice that **RESET PRINT** statement produces output that includes the name of the matrix, its dimensions, its type, and (when the type is character) the element size of the matrix. The element size represents the length of each string, and it is determined by the length of the longest string.

Next display the **coffee** matrix using the elements of **names** as row names by specifying the **ROWNAME=** option in the **PRINT** statement:

```
print coffee[rowname=names];
```

Figure 5.4 Rows of a Matrix Labeled by a Vector

coffee	
JENNY	4 2 2 3 2
LINDA	3 3 1 2 1
JIM	2 1 0 2 1
SAMUEL	5 4 4 3 4

Using Assignment Statements

Assignment statements create matrices by evaluating expressions and assigning the results to a matrix. The expressions can be composed of operators (for example, the matrix addition operator (+)), functions (for example, the INV function), and subscripts. Assignment statements have the general form *result* = *expression* where *result* is the name of the new matrix and *expression* is an expression that is evaluated. The resulting matrix automatically acquires the appropriate dimension, type, and value. Details about writing expressions are described in the section “[Using Matrix Expressions](#)” on page 44.

Simple Assignment Statements

Simple assignment statements involve an equation that has a matrix name on the left side and either an expression or a function that generates a matrix on the right side.

Suppose that you want to generate some statistics for the weekly coffee data. If a cup of coffee costs 30 cents, then you can create a matrix with the daily expenses, **dayCost**, by multiplying the per-cup cost with the matrix **coffee**. You can turn off the automatic printing so that you can customize the output with the ROWNAME=, FORMAT=, and LABEL= options in the PRINT statement, as shown in the following statements:

```
reset noprint;
dayCost = 0.30 # coffee; /* elementwise multiplication */
print dayCost[rownames=names format=8.2 label="Daily totals"];
```

Figure 5.5 Daily Cost for Each Employee

Daily totals					
JENNY	1.20	0.60	0.60	0.90	0.60
LINDA	0.90	0.90	0.30	0.60	0.30
JIM	0.60	0.30	0.00	0.60	0.30
SAMUEL	1.50	1.20	1.20	0.90	1.20

You can calculate the weekly total cost for each person by using the matrix multiplication operator (*). First create a 5×1 vector of ones. This vector sums the daily costs for each person when multiplied with the **coffee** matrix. (A more efficient way to do this is by using subscript reduction operators, which are discussed in the section “[Using Matrix Expressions](#)” on page 44.) The following statements perform the multiplication:

```
ones = {1,1,1,1,1};
weektot = dayCost * ones; /* matrix-vector multiplication */
print weektot[rownames=names format=8.2 label="Weekly totals"];
```

Figure 5.6 Weekly Total for Each Employee

<u>Weekly totals</u>	
JENNY	3.90
LINDA	3.00
JIM	1.80
SAMUEL	6.00

You might want to calculate the average number of cups consumed per day in the office. You can use the SUM function, which returns the sum of all elements of a matrix, to find the total number of cups consumed in the office. Then divide the total by 5, the number of days. The number of days is also the number of columns in the `coffee` matrix, which you can determine by using the NCOL function. The following statements perform this calculation:

```
grandtot = sum(coffee);
average = grandtot / ncol(coffee);
print grandtot[label="Total number of cups"],
    average[label="Daily average"];
```

Figure 5.7 Total and Average Number of Cups for the Office

Total number of cups
49

Daily average
9.8

Functions That Generate Matrices

SAS/IML software has many useful built-in functions that generate matrices. For example, the `J` function creates a matrix with a given dimension and specified element value. You can use this function to initialize a matrix to a predetermined size. Here are several functions that generate matrices:

BLOCK	creates a block-diagonal matrix
DESIGNF	creates a full-rank design matrix
I	creates an identity matrix
J	creates a matrix of a given dimension
REPEAT	creates a new matrix by repeating elements of the argument matrix
SHAPE	shapes a new matrix from the argument

The sections that follow illustrate the functions that generate matrices. The output of each example is generated automatically by using the `RESET PRINT` statement:

```
reset print;
```

The BLOCK Function

The BLOCK function has the following general form:

```
BLOCK (matrix1,matrix2,...,matrix15) ;
```

The BLOCK function creates a block-diagonal matrix from the argument matrices. For example, the following statements form a block-diagonal matrix:

```
a = {1 1, 1 1};  
b = {2 2, 2 2};  
c = block(a,b);
```

Figure 5.8 A Block-Diagonal Matrix

c	4 rows	4 cols	(numeric)
	1 1 0 0		
	1 1 0 0		
	0 0 2 2		
	0 0 2 2		

The J Function

The J function has the following general form:

```
J (nrow < ,ncol < ,value >>) ;
```

It creates a matrix that has *nrow* rows, *ncol* columns, and all elements equal to *value*. The *ncol* and *value* arguments are optional; if they are not specified, default values are used. In many statistical applications, it is helpful to be able to create a row (or column) vector of ones. (You did so to calculate coffee totals in the previous section.) You can do this with the J function. For example, the following statement creates a 5×1 column vector of ones:

```
ones = j(5,1,1);
```

Figure 5.9 A Vector of Ones

ones	5 rows	1 col	(numeric)
	1		
	1		
	1		
	1		
	1		

The I Function

The I function creates an identity matrix of a given size. It has the following general form:

```
I (dimension) ;
```

where *dimension* gives the number of rows. For example, the following statement creates a 3×3 identity matrix:

```
I3 = I(3);
```

Figure 5.10 An Identity Matrix

I3	3 rows	3 cols	(numeric)
<hr/>			
1	0	0	
0	1	0	
0	0	1	

The DESIGNF Function

The DESIGNF function generates a full-rank design matrix, which is useful in calculating ANOVA tables. It has the following general form:

```
DESIGNF (column-vector) ;
```

For example, the following statement creates a full-rank design matrix for a one-way ANOVA, where the treatment factor has three levels and there are $n_1 = 3$, $n_2 = 2$, and $n_3 = 2$ observations at the factor levels:

```
d = designf({1,1,1,2,2,3,3});
```

Figure 5.11 A Design Matrix

d	7 rows	2 cols	(numeric)
<hr/>			
1	0		
1	0		
1	0		
0	1		
0	1		
-1	-1		
-1	-1		

The REPEAT Function

The REPEAT function creates a new matrix by repeating elements of the argument matrix. It has the following syntax:

```
REPEAT (matrix, nrow, ncol) ;
```

The function repeats *matrix* a total of $nrow \times ncol$ times. The argument is repeated *nrow* times in the vertical direction and *ncol* times in the horizontal direction. For example, the following statement creates a 4×6 matrix:

```
x = {1 2, 3 4};  
r = repeat(x, 2, 3);
```

Figure 5.12 A Matrix of Repeated Values

r	4 rows	6 cols	(numeric)
<hr/>			
1	2	1	2
3	4	3	4
1	2	1	2
3	4	3	4

The SHAPE Function

The **SHAPE** function creates a new matrix by reshaping an argument matrix. It has the following general form:

```
SHAPE (matrix, nrow <,ncol <,pad-value> >) ;
```

The *ncol* and *pad-value* arguments are optional; if they are not specified, default values are used. The following statement uses the **SHAPE** function to create a 3×3 matrix that contains the values 99 and 33. The function cycles back and repeats values to fill in the matrix when no *pad-value* is given.

```
aa = shape({99 33, 33 99}, 3, 3);
```

Figure 5.13 A Matrix of Repeated Values

aa	3 rows	3 cols	(numeric)
<hr/>			
99	33	33	
99	99	33	
33	99	99	

Alternatively, you can specify a value for *pad-value* that is used for filling in the matrix:

```
bb = shape({99 33, 33 99}, 3, 3, 0);
```

Figure 5.14 A Matrix Padded with Zeros

bb	3 rows	3 cols	(numeric)
<hr/>			
99	33	33	
99	0	0	
0	0	0	

The **SHAPE** function cycles through the argument matrix elements in row-major order and fills in the matrix with zeros after the first cycle through the argument matrix.

Index Vectors

You can create a row vector by using the index operator (:). The following statements show that you can use the index operator to count up, count down, or to create a vector of character values with numerical suffixes:

```
r = 1:5;
s = 10:-6;
t = 'abc1':'abc5';
```

Figure 5.15 Row Vectors Created with the Index Operator

r	1 row	5 cols	(numeric)
1 2 3 4 5			
s	1 row	5 cols	(numeric)
10 9 8 7 6			
t	1 row	5 cols	(character, size 4)
abc1 abc2 abc3 abc4 abc5			

To create a vector based on an increment other than 1, use the DO function. For example, if you want a vector that ranges from -1 to 1 by 0.5, use the following statement:

```
u = do(-1, 1, .5);
```

Figure 5.16 Row Vector Created with the DO Function

u	1 row	5 cols	(numeric)
-1 -0.5 0 0.5 1			

Using Matrix Expressions

A matrix expression is a sequence of names, literals, operators, and functions that perform some calculation, evaluate some condition, or manipulate values. Matrix expressions can appear on either side of an assignment statement.

Operators

Operators used in matrix expressions fall into three general categories:

- | | |
|-------------------|---|
| Prefix operators | are placed in front of operands. For example, <code>-A</code> uses the sign reversal prefix operator (<code>-</code>) in front of the matrix <code>A</code> to reverse the sign of each element of <code>A</code> . |
| Binary operators | are placed between operands. For example, <code>A + B</code> uses the addition binary operator (<code>+</code>) between matrices <code>A</code> and <code>B</code> to add corresponding elements of the matrices. |
| Postfix operators | are placed after an operand. For example, <code>A `</code> uses the transpose postfix operator (<code>`</code>) after the matrix <code>A</code> to transpose the matrix. |

Matrix operators are described in detail in Chapter 26, “[Language Reference](#).”

[Table 5.1](#) shows the precedence of matrix operators in the SAS/IML language.

Table 5.1 Operator Precedence

Priority Group	Operators						
I (highest)	<code>^</code>	<code>`</code>	subscripts	<code>-(prefix)</code>	<code>##</code>	<code>**</code>	
II	<code>*</code>	<code>#</code>	<code><></code>	<code>><</code>	<code>/</code>	<code>@</code>	
III	<code>+</code>	<code>-</code>					
IV	<code> </code>	<code>//</code>	<code>:</code>				
V	<code><</code>	<code><=</code>	<code>></code>	<code>>=</code>	<code>=</code>	<code>^=</code>	
VI	<code>&</code>						
VII (lowest)	<code> </code>						

Compound Expressions

With SAS/IML software, you can write compound expressions that involve several matrix operators and operands. For example, the following statements are valid matrix assignment statements:

```
a = x+y+z;
a = x+y*z`;
a = (-x) #(y-z);
```

The rules for evaluating compound expressions are as follows:

- Evaluation follows the order of operator precedence, as described in [Table 5.1](#). Group I has the highest priority; that is, Group I operators are evaluated first. Group II operators are evaluated after Group I operators, and so forth. Consider the following statement:

```
a = x+y*z;
```

This statement first multiplies matrices **y** and **z** since the ***** operator (Group II) has higher precedence than the **+** operator (Group III). It then adds the result of this multiplication to the matrix **x** and assigns the new matrix to **a**.

- If neighboring operators in an expression have equal precedence, the expression is evaluated from left to right, except for the Group I operators. Consider the following statement:

```
a = x/y/z;
```

This statement first divides each element of matrix **x** by the corresponding element of matrix **y**. Then, using the result of this division, it divides each element of the resulting matrix by the corresponding element of matrix **z**. The operators in Group I, described in [Table 5.1](#), are evaluated from right to left. For example, the following expression is evaluated as $-(X^2)$:

```
-x**2
```

When multiple prefix or postfix operators are juxtaposed, precedence is determined by their order from inside to outside.

For example, the following expression is evaluated as $(A')_{ij}$:

```
a`[i,j]
```

- All expressions enclosed in parentheses are evaluated first, using the two preceding rules. Consider the following statement:

```
a = x/(y/z);
```

This statement is evaluated by first dividing elements of **y** by the elements of **z**, then dividing this result into **x**.

Elementwise Binary Operators

Elementwise binary operators produce a result matrix from element-by-element operations on two argument matrices.

[Table 5.2](#) lists the elementwise binary operators.

Table 5.2 Elementwise Binary Operators

Operator	Description
+	Addition; string concatenation
-	Subtraction
#	Elementwise multiplication
##	Elementwise power
/	Division
<>	Element maximum
><	Element minimum
	Logical OR
&	Logical AND
<	Less than
<=	Less than or equal to
>	Greater than
>=	Greater than or equal to
^=	Not equal to
=	Equal to

For example, consider the following two matrices:

$$\mathbf{A} = \begin{bmatrix} 2 & 2 \\ 3 & 4 \end{bmatrix}, \mathbf{B} = \begin{bmatrix} 4 & 5 \\ 1 & 0 \end{bmatrix}$$

The addition operator (+) adds corresponding matrix elements, as follows:

$$\mathbf{A} + \mathbf{B} \text{ is } \begin{bmatrix} 6 & 7 \\ 4 & 4 \end{bmatrix}$$

The elementwise multiplication operator (#) multiplies corresponding elements, as follows:

$$\mathbf{A} \# \mathbf{B} \text{ is } \begin{bmatrix} 8 & 10 \\ 3 & 0 \end{bmatrix}$$

The elementwise power operator (##) raises elements to powers, as follows:

$$\mathbf{A} \# \# 2 \text{ is } \begin{bmatrix} 4 & 4 \\ 9 & 16 \end{bmatrix}$$

The element maximum operator (<>) compares corresponding elements and chooses the larger, as follows:

$$\mathbf{A} <> \mathbf{B} \text{ is } \begin{bmatrix} 4 & 5 \\ 3 & 4 \end{bmatrix}$$

The less than or equal to operator (<=) returns a 1 if an element of \mathbf{A} is less than or equal to the corresponding element of \mathbf{B} , and returns a 0 otherwise:

$$\mathbf{A} <= \mathbf{B} \text{ is } \begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix}$$

All operators can work on scalars, vectors, or matrices, provided that the operation makes sense. For example, you can add a scalar to a matrix or divide a matrix by a scalar. For example, the following statement replaces each negative element of the matrix **x** with 0:

```
y = x#(x>0);
```

The expression **x>0** is an operation that compares each element of **x** to (scalar) zero and creates a temporary matrix of results; an element of the temporary matrix is 1 when the corresponding element of **x** is positive, and 0 otherwise. The original matrix **x** is then multiplied elementwise by the temporary matrix, resulting in the matrix **y**. To fully understand the intermediate calculations, you can use the **RESET** statement with the **PRINTALL** option to have the temporary result matrices displayed.

Subscripts

Subscripts are special postfix operators placed in square brackets ([]) after a matrix operand. Subscript operations have the general form *operand*[row,column] where

<i>operand</i>	is usually a matrix name, but it can also be an expression or literal.
<i>row</i>	refers to a scalar or vector expression that selects one or more rows from the operand.
<i>column</i>	refers to a scalar or vector expression that selects one or more columns from the operand.

You can use subscripts to do any of the following:

- refer to a single element of a matrix
- refer to an entire row or column of a matrix
- refer to any submatrix contained within a matrix
- perform a *reduction* across rows or columns of a matrix. A reduction is a statistical operation (often a sum or mean) applied to the rows or to the columns of a matrix.

In expressions, subscripts have the same (high) precedence as the transpose postfix operator (^). When both *row* and *column* subscripts are used, they are separated by a comma. If a matrix has row or column names associated with it from a **MATTRIB** or **READ** statement, then the corresponding row or column subscript can also be a character matrix whose elements match the names of the rows or columns to be selected.

Selecting a Single Element

You can select a single element of a matrix in several ways. You can use two subscripts (*row*, *column*) to refer to its location, or you can use one subscript to index the elements in row-major order.

For example, for the coffee example used previously in this chapter, there are several ways to find the element that corresponds to the number of cups that Samuel drank on Monday.

First, you can refer to the element by row and column location. In this case, you want the fourth row and first column. The following statements extract the datum and place it in the matrix **c41**:

```
coffee={4 2 2 3 2, 3 3 1 2 1, 2 1 0 2 1, 5 4 4 3 4};
names={Jenny, Linda, Jim, Samuel};
print coffee[rowname=names];
c41 = coffee[4,1];
print c41;
```

Figure 5.17 Datum Extracted from a Matrix

coffee
JENNY 4 2 2 3 2
LINDA 3 3 1 2 1
JIM 2 1 0 2 1
SAMUEL 5 4 4 3 4
<hr/>
c41
5

You can also use row and column names, which can be assigned with an **MATTRIB** statement as follows:

```
mattrib coffee rowname=names
    colname= {'MON' 'TUE' 'WED' 'THU' 'FRI'};
cSamMon = coffee['SAMUEL', 'MON'];
print cSamMon;
```

Figure 5.18 Datum Extracted from a Matrix with Assigned Attributes

cSamMon
5

You can also look for the element by enumerating the elements of the matrix in row-major order. In this case, you refer to this element as the sixteenth element of **coffee**:

```
c16 = coffee[16];
print c16;
```

Figure 5.19 Datum Extracted from a Matrix by Specifying the Element Number

c16
5

Selecting a Row or Column

To refer to an entire row of a matrix, specify the subscript for the row but omit the subscript for the column. For example, to refer to the row of the **coffee** matrix that corresponds to Jim, you can specify the submatrix that consists of the third row and all columns. The following statements extract and print this submatrix:

```
jim = coffee[3,];
print jim;
```

Alternately, you can use the row names assigned by the **MATTRIB** statement. Both results are shown in Figure 5.20.

```
jim2 = coffee['JIM',];
print jim2;
```

Figure 5.20 Row Extracted from a Matrix

jim
2 1 0 2 1

jim2
2 1 0 2 1

If you want to extract the data for Friday, you can specify the subscript for the fifth column. You omit the row subscript to indicate that the operation applies to all rows. The following statements extract and print this submatrix:

```
friday = coffee[,5];
print friday;
```

Figure 5.21 Column Extracted from a Matrix

friday
2
1
1
4

Alternatively, you could also index by the column name as follows:

```
friday = coffee[, 'FRI'];
```

Submatrices

You refer to a submatrix by specifying the rows and columns that determine the submatrix. For example, to create the submatrix of `coffee` that consists of the first and third rows and the second, third, and fifth columns, use the following statements:

```
submat1 = coffee[{1 3}, {2 3 5}];
print submat1;
```

Figure 5.22 Submatrix Extracted from a Matrix

submat1
2 2 2
1 0 1

The first vector, `{1 3}`, selects the rows and the second vector, `{2 3 5}`, selects the columns. Alternately, you can create the vectors of indices and use them to extract the submatrix, as shown in following statements:

```
rows = {1 3};
cols = {2 3 5};
submat1 = coffee[rows,cols];
```

You can also use the row and column names:

```
rows = {'JENNY' 'JIM'};
cols = {'TUE' 'WED' 'FRI'};
submat1 = coffee[rows, cols];
```

You can use index vectors generated by the index creation operator (:) in subscripts to refer to successive rows or columns. For example, the following statements extract the first three rows and last three columns of **coffee**:

```
submat2 = coffee[1:3, 3:5];
print submat2;
```

Figure 5.23 Submatrix of Contiguous Rows and Columns

submat2
2 3 2
1 2 1
0 2 1

Selecting Multiple Elements

All SAS/IML matrices are stored in row-major order. This means that you can index multiple elements of a matrix by listing the position of the elements in an $n \times p$ matrix. The elements in the first row have positions 1 through p , the elements in the second row have positions $p + 1$ through $2p$, and the elements in the last row have positions $(n - 1)p + 1$ through np .

For example, in the coffee data discussed previously, you might be interested in finding occurrences for which some person (on some day) drank more than two cups of coffee. The LOC function is useful for creating an index vector for a matrix that satisfies some condition. The following statement uses the LOC function to find the data that satisfy the desired criterion:

```
h = loc(coffee > 2);
print h;
```

Figure 5.24 Indices That Correspond to a Criterion

h									
	COL1	COL2	COL3	COL4	COL5	COL6	COL7	COL8	COL9
ROW1	1	4	6	7	16	17	18	19	20

The row vector **h** contains indices of the **coffee** matrix that satisfy the criterion. If you want to find the number of cups of coffee consumed on these occasions, you need to subscript the **coffee** matrix with the indices, as shown in the following statements:

```
cups = coffee[h];
print cups;
```

Figure 5.25 Values That Correspond to a Criterion

cups
4
3
3
3
5
4
4
3
4

Notice that SAS/IML software returns a column vector when a matrix is subscripted by a single array of indices. This might surprise you, but clearly the `cups` matrix cannot be the same shape as the `coffee` matrix since it contains a different number of elements. Therefore, the only reasonable alternative is to return either a row vector or a column vector. Either would be a valid choice; SAS/IML software returns a column vector.

Even if the original matrix is a row vector, the subscripted matrix will be a column vector, as the following example shows:

```
v = {-1 2 5 -2 7}; /* v is a row vector */
v2 = v[{1 3 5}]; /* v2 is a column vector */
print v2;
```

Figure 5.26 Column Vector of Extracted Values

v2
-1
5
7

If you want to index into a row vector and you want the resulting variable also to be a row vector, then use the following technique:

```
v3 = v[,{1 3 5}]; /* Select columns. Note the comma. */
print v3;
```

Figure 5.27 Row Vector of Extracted Values

v3
-1 5 7

Subscripted Assignment

You can assign values into a matrix by using subscripts to refer to the element or submatrix. In this type of assignment, the subscripts appear on the left side of the equal sign. For example, to assign the value 4 in the first row, second column of `coffee`, use subscripts to refer to the appropriate element in an assignment statement, as shown in the following statements and in [Figure 5.27](#):

```
coffee[1,2] = 4;
print coffee;
```

To change the values in the last column of `coffee` to zeros, use the following statements:

```
coffee[,5] = {0,0,0,0}; /* alternatively: coffee[,5] = 0; */
print coffee;
```

Figure 5.28 Matrices after Assigning Values to Elements

<u>coffee</u>
4 4 2 3 2
3 3 1 2 1
2 1 0 2 1
<u>5 4 4 3 4</u>

<u>coffee</u>
4 4 2 3 0
3 3 1 2 0
2 1 0 2 0
<u>5 4 4 3 0</u>

In the next example, you locate the negative elements of a matrix and set these elements to zero. (This can be useful in situations where negative elements might indicate errors.) The LOC function is useful for creating an index vector for a matrix that satisfies some criterion. The following statements use the LOC function to find and replace the negative elements of the matrix `t`:

```
t = {3 2 -1,
      6 -4 3,
      2 2 2 };
i = loc(t<0);
print i;
t[i] = 0;
print t;
```

Figure 5.29 Results of Finding and Replacing Negative Values

<u>i</u>
3 5

<u>t</u>
3 2 0
6 0 3
2 2 2

Subscripts can also contain expressions. For example, the previous example could have been written as follows:

```
t[loc(t<0)] = 0;
```

If you use a noninteger value as a subscript, only the integer portion is used. Using a subscript value less than one or greater than the dimension of the matrix results in an error.

Subscript Reduction Operators

A reduction operator is a statistical operation (for example, a sum or a mean) that returns a matrix of a smaller dimension. Reduction operators are often encountered in frequency tables: the marginal frequencies represent the sum of the frequencies across rows or down columns.

In SAS/IML software, you can use reduction operators in place of values for subscripts to get reductions across all rows or columns. [Table 5.3](#) lists operators for subscript reduction.

Table 5.3 Subscript Reduction Operators

Operator	Description
+	Addition
#	Multiplication
<>	Maximum
><	Minimum
<:>	Index of maximum
>:<	Index of minimum
:	Mean
##	Sum of squares

For example, to get row sums of a matrix **x**, you can sum across the columns with the syntax **x[,+]**. Omitting the first subscript specifies that the operator apply to all rows. The second subscript (+) specifies that summation reduction take place across the columns. The elements in each row are added, and the new matrix consists of one column that contains the row sums.

To give a specific example, consider the coffee data from earlier in the chapter. The following statements use the summation reduction operator to compute the sums for each row:

```
coffee={4 2 2 3 2, 3 3 1 2 1, 2 1 0 2 1, 5 4 4 3 4};
names={Jenny, Linda, Jim, Samuel};
mattrib coffee rowname=names colname={'MON' 'TUE' 'WED' 'THU' 'FRI'};
Total = coffee[,+];
print coffee Total;
```

Figure 5.30 Summation across Columns to Find the Row Sums

coffee	MON	TUE	WED	THU	FRI	Total
JENNY	4	2	2	3	2	13
LINDA	3	3	1	2	1	10
JIM	2	1	0	2	1	6
SAMUEL	5	4	4	3	4	20

You can use these reduction operators to reduce the dimensions of rows, columns, or both. When both rows and columns are reduced, row reduction is done first.

For example, the expression $A[+, <>]$ results in the maximum ($<>$) of the column sums (+).

You can repeat reduction operators. To get the sum of the row maxima, use the expression $A[,<>][+,]$, or, equivalently, $A[, <>][+]$.

A subscript such as $A[\{2 3\}, +]$ first selects the second and third rows of A and then finds the row sums of that submatrix.

The following examples demonstrate how to use the operators for subscript reduction. Consider the following matrix:

$$A = \begin{bmatrix} 0 & 1 & 2 \\ 5 & 4 & 3 \\ 7 & 6 & 8 \end{bmatrix}$$

The following statements are true:

$$A[\{2 3\}, +] \text{ is } \begin{bmatrix} 12 \\ 21 \end{bmatrix} \text{ (row sums for rows 2 and 3)}$$

$$A[+, <>] \text{ is } [13] \text{ (maximum of column sums)}$$

$$A[<>, +] \text{ is } [21] \text{ (sum of column maxima)}$$

$$A[,><][+,] \text{ is } [9] \text{ (sum of row minima)}$$

$$A[, <:>] \text{ is } \begin{bmatrix} 3 \\ 1 \\ 3 \end{bmatrix} \text{ (indices of row maxima)}$$

$$A[>:<,] \text{ is } [1 \ 1 \ 1] \text{ (indices of column minima)}$$

$$A[:] \text{ is } [4] \text{ (mean of all elements)}$$

Displaying Matrices with Row and Column Headings

You can customize the way matrices are displayed with the AUTONAME option, with the ROWNAME= and COLNAME= options, or with the MATTRIB statement.

The AUTONAME Option in the RESET Statement

You can use the RESET statement with the AUTONAME option to automatically display row and column headings. If your matrix has n rows and p columns, the row headings are ROW1 to ROW n and the column headings are COL1 to COL p . For example, the following statements produce the subsequent matrix:

```
coffee={4 2 2 3 2, 3 3 1 2 1, 2 1 0 2 1, 5 4 4 3 4};
reset autoname;
print coffee;
```

Figure 5.31 Result of the AUTONAME Option

coffee					
	COL1	COL2	COL3	COL4	COL5
ROW1	4	2	2	3	2
ROW2	3	3	1	2	1
ROW3	2	1	0	2	1
ROW4	5	4	4	3	4

The ROWNAME= and COLNAME= Options in the PRINT Statement

You can specify your own row and column headings. The easiest way is to create vectors that contain the headings and then display the matrix by using the ROWNAME= and COLNAME= options in the PRINT statement. For example, the following statements display row names and column names for a matrix:

```
names={Jenny, Linda, Jim, Samuel};
days={Mon Tue Wed Thu Fri};
print coffee[rowname=names colname=days];
```

Figure 5.32 Result of the ROWNAME= and COLNAME= Options

coffee					
	MON	TUE	WED	THU	FRI
JENNY	4	2	2	3	2
LINDA	3	3	1	2	1
JIM	2	1	0	2	1
SAMUEL	5	4	4	3	4

The MATTRIB Statement

The MATTRIB statement associates printing characteristics with matrices. You can use the MATTRIB statement to display **coffee** with row and column headings. In addition, you can format the displayed numeric output and assign a label to the matrix name. The following example shows how to customize your displayed output:

```
mattrib coffee rowname=names
  colname=days
  label='Weekly Coffee'
  format=2.0;
print coffee;
```

Figure 5.33 Result of the MATTRIB Statement

	Weekly Coffee				
	MON	TUE	WED	THU	FRI
JENNY	4	2	2	3	2
LINDA	3	3	1	2	1
JIM	2	1	0	2	1
SAMUEL	5	4	4	3	4

More about Missing Values

Missing values in matrices are discussed in Chapter 3, “[Understanding the SAS/IML Language](#).” You should carefully read that chapter and Chapter 25, “[Further Notes](#),” so that you are aware of the way SAS/IML software handles missing values. The following examples show how missing values are handled for elementwise operations and for subscript reduction operators.

Consider the following two matrices X and Y:

$$X = \begin{bmatrix} 1 & 2 & . \\ . & 5 & 6 \\ 7 & . & 9 \end{bmatrix} \quad Y = \begin{bmatrix} 4 & . & 2 \\ 2 & 1 & 3 \\ 6 & . & 5 \end{bmatrix}$$

The following operations handle missing values in matrices:

Matrix addition: $X + Y$ is $\begin{bmatrix} 5 & . & . \\ . & 6 & 9 \\ 13 & . & 14 \end{bmatrix}$

Elementwise multiplication: $X \# Y$ is $\begin{bmatrix} 4 & . & . \\ . & 5 & 18 \\ 42 & . & 45 \end{bmatrix}$

Subscript reduction: $X[+,]$ is $[8 \ 7 \ 15]$

Chapter 6

Programming Statements

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Overview of Programming Statements

The SAS/IML programming language has control statements that enable you to control the path of execution in a program. The control statements in the SAS/IML language are similar to the corresponding statements in the SAS DATA step. This chapter describes the following concepts:

- selection statements
- compound statements

- iteration statements
 - jump statements
 - statements that define and execute modules
 - termination statements
-

Selection Statements

Selection statements choose one of several control paths in a program. The SAS/IML language supports the IF-THEN and the IF-THEN/ELSE statements. You can use an IF-THEN statement to test an expression and to conditionally perform an operation. You can also optionally specify an ELSE statement. The general form of the **IF-THEN/ELSE statement** is as follows:

```
IF expression THEN statement1 ;
ELSE statement2 ;
```

The expression is evaluated first. If the value of expression is true (which means nonzero and nonmissing), the THEN statement is executed. If the value of expression is false (which means zero or missing), the ELSE statement (if present) is executed. If an ELSE statement is not present, control passes to the next statement in the program.

The expression in an IF-THEN statement is often a comparison, as in the following example:

```
a = {17 22, 13 10};
if max(a)<20 then
  p = 1;
else p = 0;
```

The IF clause evaluates the expression `max(a) < 20`. If all values of the matrix `a` are less than 20, `p` is set to 1. Otherwise, `p` is set to 0. For the given values of `a`, the IF condition is false, since `a[1, 2]` is not less than 20.

You can nest IF-THEN statements within the clauses of other IF-THEN or ELSE statements. Any number of nesting levels is allowed. The following is an example of nested IF-THEN statements:

```
w = 0;
if n>0 then
  if x>y then w = x;
  else w = y;
```

There is an ambiguity associated with the previous statements. Is the ELSE statement associated with the first IF-THEN statement or the second? As the indenting indicates, an ELSE statement is associated with the closest previous IF-THEN statement. (If you want the ELSE statement to be associated with the first IF-THEN statement, you need to use a DO group, as described in the next section.)

When the condition to be evaluated is a matrix expression, the result of the evaluation is a temporary matrix of zeros, ones, and possibly missing values. If all values of the result matrix are nonzero and nonmissing, the condition is true; if any element in the result matrix is zero or missing, the condition is false. This evaluation is equivalent to using the ALL function. For example, the following two statements produce the same result:

```
if x<y then      statement;  
if all(x<y) then statement;
```

If you are testing whether at least one element in *x* is less than the corresponding element in *y*, use the **ANY** function, as shown in the following statement:

```
if any(x<y) then statement;
```

Compound Statements

Several statements can be grouped together into a compound statement (also called a *block* or a DO group). You use a DO statement to define the beginning of a DO group and an END statement to define the end. DO groups have two principal uses:

- to group a set of statements so that they are executed as a unit
- to group a set of statements for a conditional (**IF-THEN/ELSE**) clause

DO groups have the following general form:

```
DO ;  
    statements ;  
END ;
```

As with IF-THEN/ELSE statements, you can nest DO groups to any number of levels. The following is an example of nested DO groups:

```
do;  
    statements;  
    do;  
        statements;  
    end;  
    statements;  
end;
```

It is a good programming convention to indent the statements in DO groups as shown, so that each statement's position indicates its level of nesting.

For **IF-THEN/ELSE** conditionals, DO groups can be used as units for either the THEN or ELSE clauses so that you can perform many statements as part of the conditional action, as shown in the following statements:

```
if x<y then  
    do;  
        z1 = abs(x+y) ;  
        z2 = abs(x-y) ;  
    end;  
else  
    do;
```

```

z1 = abs(x-y);
z2 = abs(x+y);
end;

```

An alternative formulation that requires less indented space is to write the DO statement on the same line as the THEN or ELSE clause, as shown in following statements:

```

if x<y then do;
  z1 = abs(x+y);
  z2 = abs(x-y);
end;
else do;
  z1 = abs(x-y);
  z2 = abs(x+y);
end;

```

For some programming applications, you must use either a DO group or a module. For example, [LINK](#) and [GOTO](#) statements must be programmed inside a DO group or a module.

Iteration Statements

The DO statement supports clauses that iterate over compound statements. With an iterative DO statement, you can repeatedly execute a set of statements until some condition stops the execution. The following table lists the different kinds of iteration statements in the SAS/IML language:

Clause	DO Statement
DATA	DO DATA statement
<i>variable</i> = <i>start</i> TO <i>stop</i> < BY <i>increment</i> >	Iterative DO statement
WHILE(<i>expression</i>)	DO WHILE statement
UNTIL(<i>expression</i>)	DO UNTIL statement

A DO statement can have any combination of these four iteration clauses, but the clauses must be specified in the order listed in the preceding table.

DO DATA Statements

The general form of the DO DATA statement is as follows:

```
DO DATA ;
```

The DATA keyword specifies that iteration stops when an end-of-file condition occurs. Other DO specifications exit after tests are performed at the top or bottom of a loop.

See Chapter 7, “[Working with SAS Data Sets](#),” and Chapter 8, “[File Access](#),” for more information about processing data.

You can use the DO DATA statement to read data from an external file or to process observations from a SAS data set. In the DATA step in Base SAS software, the iteration is usually implied. The DO DATA statement simulates this iteration until the end of a file is reached.

The following example reads data from an external file named *MyData.txt* that contains the following data:

Rick	2.40	3.30
Robert	3.90	4.00
Simon	3.85	4.25

The data values are read one at a time into the scalar variables Name, x, and y.

```

filename MyFile 'MyData.txt';
infile MyFile;           /* infile statement      */
do data;                 /* begin read loop    */
  input Name $6. x y;    /* read a data value */
  /* do something with each value */
end;
closefile MyFile;

```

Iterative DO Statements

The general form of the iterative DO statement is as follows:

DO *variable*=*start* **TO** *stop* <**BY** *increment*> ;

The value of the *variable* matrix is initialized to the value of the *start* matrix. This value is then incremented by the *increment* value (or by 1 if *increment* is not specified) until it is greater than or equal to the *stop* value. (If *increment* is negative, then the iterations stop when the value is less than or equal to *stop*.)

For example, the following statement specifies a DO loop that initializes *i* to the value 1 and increments *i* by 2 after each loop. The loop ends when the value of *i* is greater than 10.

```

y = 0;
do i = 1 to 10 by 2;
  y = y + i;
end;

```

DO WHILE Statements

The general form of the DO WHILE statement is as follows:

DO WHILE *expression* ;

With a WHILE clause, the expression is evaluated at the beginning of each loop, with iterations continuing until the expression is false (that is, until the expression contains a zero or a missing value). Note that if the expression is false the first time it is evaluated, the loop is not executed.

For example, the following statements initialize *count* to 1 and then increment *count* four times:

```

count = 1;
do while(count<5);
  count = count+1;
end;

```

DO UNTIL Statements

The general form of the DO UNTIL statement is as follows:

DO UNTIL *expression* ;

The UNTIL clause is like the WHILE clause except that the expression is evaluated at the bottom of the loop. This means that the loop always executes at least once.

For example, the following statements initialize **count** to 1 and then increment **count** five times:

```
count = 1;
do until(count>5);
  count = count+1;
end;
```

Jump Statements

During normal execution, each statement in a program is executed in sequence, one after another. The GOTO and LINK statements cause a SAS/IML program to jump from one statement in a program to another statement without executing intervening statements. The place to which execution jumps is identified by a *label*, which is a name followed by a colon placed before an executable statement. You can program a jump by using either the GOTO statement or the LINK statement:

GOTO *label* ;

LINK *label* ;

Both the GOTO and LINK statements instruct SAS/IML software to jump immediately to a labeled statement. However, if you use a LINK statement, then the program returns to the statement following the LINK statement when the program executes a RETURN statement. The GOTO statement does not have this feature. Thus, the LINK statement provides a way of calling sections of code as if they were subroutines. The statements that define the subroutine begin with the label and end with a RETURN statement. LINK statements can be nested within other LINK statements; any number of nesting levels is allowed.

NOTE: The GOTO and LINK statements must be inside a module or DO group. These statements must be able to resolve the referenced label within the current unit of statements. Although matrix symbols can be shared across modules, statement labels cannot. Therefore, all GOTO statement labels and LINK statement labels must be local to the DO group or module.

The GOTO and LINK statements are not often used because you can usually write more understandable programs by using DO groups and modules. The following statements shows an example of using the GOTO statement, followed by an equivalent set of statements that do not use the GOTO statement:

```
x = -2;
do;
  if x<0 then goto negative;
  y = sqrt(x);
  print y;
  goto TheEnd;
negative:
  print "Sorry, value is negative";
TheEnd:
end;

/* same logic, but without using a GOTO statement */
if x<0 then print "Sorry, value is negative";
```

```

else do;
    y = sqrt(x);
    print y;
end;

```

The output of each section of the program is identical. It is shown in Figure 6.1.

Figure 6.1 Output That Demonstrates the GOTO Statement

Sorry, value is negative

Sorry, value is negative

The following statements show an example of using the LINK statements. You can also rewrite the statements in a way that avoids using the LINK statement.

```

x = -2;
do;
    if x<0 then link negative;
    y = sqrt(x);
    print y;
    goto TheEnd;
negative:
    print "Using absolute value of x";
    x = abs(x);
    return;
TheEnd:
end;

```

The output of the program is shown in Figure 6.2.

Figure 6.2 Output That Demonstrates the LINK Statement

Using absolute value of x

y
1.4142136

Statements That Define and Execute Modules

Modules are used for two purposes:

- to create a user-defined subroutine or function. That is, you can define a group of statements that can be called from anywhere in the program.
- to define variables that are local to the module. That is, you can create a separate environment with its own symbol table (see “Understanding Symbol Tables” on page 64).

A module always begins with a START statement and ends with a FINISH statement. A module is either a function or a subroutine. When a module returns a single parameter, it is called a function. A function is

invoked by its name in an assignment statement. Otherwise, a module is a subroutine. You can execute a subroutine by using either the RUN statement or the CALL statement.

Defining and Executing a Module

A module definition begins with a START statement, which has the following general form:

START <name> <(arguments)> <**GLOBAL**(arguments)> ;

A module definition ends with a FINISH statement, which has the following general form:

FINISH <name> ;

If no name appears in the START statement, the name of the module defaults to MAIN. If no name appears on the FINISH statement, the name of the most recently defined module is used.

There are two ways you can execute a module: you can use either a RUN statement or a CALL statement. The general forms of these statements are as follows:

RUN name <(arguments)> ;

CALL name <(arguments)> ;

The main difference between the RUN and CALL statements is the order of resolution. If you define a module that has the same name as a SAS/IML subroutine, you can use the RUN statement to call the user-defined module and the CALL statement to call the built-in subroutine. For more on the order of resolution, see “[Order of Resolution for Functions and Subroutines](#)” on page 1166.

The RUN and CALL statements must have arguments that correspond to the ones defined in the START statement. A module can call other modules but cannot recursively call itself.

After the last statement in a module is executed, control returns to the statement that initially called the module. You can also force a return from a module by using the [RETURN statement](#).

Understanding Symbol Tables

The *scope* of a variable is the set of locations in a program where a variable can be referenced. A variable defined outside of any module is said to exist at the program’s *main scope*. For a variable defined inside a module, the scope of the variable is the body of the module.

A *symbol* is the name of a SAS/IML matrix. For example, if **x** and **y** are matrices, then the names ‘x’ and ‘y’ are the symbols. Whenever a matrix is defined, its symbol is stored in a *symbol table*. There are two kinds of symbol tables. When a matrix is defined at the main scope, its name is stored in the *global symbol table*. In contrast, each module with arguments is given its own *local symbol table* that contains all symbols used inside the module.

There can be many local symbol tables, one for each module with arguments. (Modules without arguments are described in the next section.) You can have a symbol ‘x’ in the global table and the same symbol in a local table, but these correspond to separate matrices. By default, the value of the matrix at global scope is independent from the value of a local matrix of the same name that is defined inside a module. Similarly, you can have two modules that each use the matrix **x**, and these matrices are not related. You can force a module

to use a variable at main scope by using a GLOBAL clause as described in “[Using the GLOBAL Clause](#)” on page 69.

Values of symbols in a local table are temporary; that is, they exist only while the module is executing. You can no longer access the value of a local variable after the module exits.

Modules with No Arguments

The previous section emphasized that modules with arguments are given a local symbol table. In contrast, a module that has no arguments shares the global symbol table. All variables in such a module are global, which implies that if you modify the value of a matrix inside the module, that change persists when the module exits.

The following example shows a module with no arguments:

```
/* module without arguments, all symbols are global. */
proc iml;
a = 10;                                /* a is global      */
b = 20;                                /* b is global      */
c = 30;                                /* c is global      */
start Mod1;                            /* begin module    */
  p = a+b;                            /* p is global      */
  c = 40;                            /* c already global */
finish;                               /* end module      */

run Mod1;                             /* run the module   */
print a b c p;
```

Figure 6.3 Output from Module with Global Variables

a	b	c	p
10	20	40	30

Notice that after the module exits, the following conditions exist:

- **a** is still 10.
- **b** is still 20.
- **c** has been changed to 40.
- **p** is created, added to the global symbol table, and set to 30.

Modules with Arguments

Most modules contain one or more arguments, and therefore contain a separate local symbol table. The following statements apply to modules with arguments:

- You can specify arguments as variable names, expressions, or literal values.

- If you specify several arguments, use commas to separate them.
- Arguments are passed by reference, not by value. This means that a module can change the value of an argument. An argument that is modified by a module is called an *output argument*.
- If you have both output arguments and input arguments, the SAS/IML convention is to list the output arguments first.
- When a module is run, the input arguments can be a matrix name, expression, or literal. However, you should specify only matrix names for output arguments.

When a module is run, the value for each argument is transferred from the global symbol table to the local symbol table. For example, consider the module Mod2 defined in the following statements:

```
proc iml;
a = 10;
b = 20;
c = 30;
start Mod2(x,y);
  p = x+y;
  x = 100;           /* change the value of an argument */
  c = 25;
finish Mod2;          /* end module */

run Mod2(a,b);
print a b c;
```

The first three statements are submitted in the main scope and define the variables **a**, **b**, and **c**. The values of these variables are stored in the global symbol table. The START statement begins the definition of Mod2 and lists two variables (**x** and **y**) as arguments. This creates a local symbol table for Mod2. All symbols used inside the module (**x**, **y**, **p**, and **c**) are in the local symbol table. There is also a correspondence between the arguments in the RUN statement (**a** and **b**) and the arguments in the START statement (**x** and **y**). Also note that **a** and **b** exist only in the global symbol table, whereas **x**, **y**, and **p** exist only in the local symbol table. The symbol **c** exists in both symbol tables, but the values are completely independent.

When Mod2 is executed with the RUN statement, the local variable **x** becomes the “owner” of the data in the global matrix **a**. Similarly, the local variable **y** becomes the owner of the data in **b**. Because **c** is not an argument, there is no correspondence between the value of **c** in the global table and the value of **c** in the local table. When the module finishes execution, the variables **a** and **b** at main scope regain ownership of the data in **x** and **y**, respectively. The local symbol table that contains **x** and **y** is deleted. If the data were modified within the module, the values of **a** and **b** reflect the change, as shown in [Figure 6.4](#).

Figure 6.4 Output from Module with Arguments

a	b	c
100	20	30

Notice that after the module is executed, the following are true:

- **a** is changed to 100 since the corresponding argument, **x**, was changed to 100 inside the module.
- **b** is still 20.

- **c** is still 30. Inside the module, the local symbol **c** was set to 25, but there is no correspondence between the global symbol **c** and the local symbol **c**.

Also note that, inside the module, the symbols **a** and **b** do not exist. Outside the module, the symbols **p**, **x**, and **y** do not exist.

Passing Arguments by Using Keyword-Value Pairs

The standard way to pass arguments to a module is to supply a comma-separated list of parameter values that is enclosed in parentheses. In this syntax, the arguments are supplied as *positional parameters*. You can call module subroutines by using an alternative syntax, called the *keyword-value pairs* syntax (also known as the *named arguments* syntax and the *keyword parameters* syntax).

When you define a module, the names of the parameters become keywords for calling that module. You can call the module by specifying some of the positional parameters and then specifying the remaining parameters as keyword-value pairs outside parentheses. For example, the Mod2 module that is defined in the previous section has two parameters, named **x** and **y**. The following calls are equivalent:

```
run Mod2(a,b);          /* two positional parameters */
run Mod2(a)  y=b;      /* one positional parameter; one keyword */
run Mod2()   x=a y=b; /* no positional parameters; two keywords */
run Mod2()   y=b x=a; /* order of keywords does not matter */
```

Although the order of positional parameters is important, you can specify keyword-value pairs in any order, as shown in the last statement.

Keyword-value pairs are especially useful for modules that have a large number of optional arguments (see the section “[Modules with Optional and Default Arguments](#)” on page 70). For example, if a module accepts five optional parameters and you want to supply a value for the fifth, it is easier to use keyword-value pairs than to use positional parameters, as shown in the following example:

```
start Sum5(x, a=1, b=2, c=3, d=4, e=5);
  x = a + b + c + d + e;
finish;

run Sum5(x,,,,,10); /* skip some positional parameters */
run Sum5(x) e=10;   /* equivalent, but simpler */
print x;
```

Figure 6.5 Specifying a Keyword-Value Pair

x
20

You can also use keyword-value pairs to specify the optional parameters for many of the SAS/IML built-in subroutines. For an example, see the [QUAD subroutine](#).

The ability to pass arguments to modules by using keyword-value pairs is supported only for subroutines. Function modules, which are described in the next section, do not support keyword-value pairs.

Defining Function Modules

Functions are special modules that return a single value. To write a function module, include a RETURN statement that specifies the value to return. The RETURN statement is necessary for a module to be a function. You can use a function module in an assignment statement, as you would a built-in function.

The symbol-table logic described in the preceding section also applies to function modules. In the following function module, the value of **c** in the local symbol table is assigned to the symbol **z** at main scope:

```
proc iml;
a = 10;
b = 20;
c = 30;
start Mod3(x,y);
  c = 2#x + y;
  return (c);           /* return function value */
finish Mod3;

z = Mod3(a,b);          /* call function           */
print a b c z;
```

Figure 6.6 Output from a Function Module

a	b	c	z
10	20	30	40

Notice the following about this example:

- **a** is still 10 and **b** is still 20.
- **c** is still 30. The symbol **c** in the global table has no connection with the symbol **c** in the local table.
- **z** assigned the value 40, which is the value returned by the module.

Again notice that, inside the module, the symbols **a**, **b**, and **z** do not exist. Outside the module, the symbols **x** and **y** do not exist.

In the next example, you define your own function module, Add, which adds its two arguments:

```
proc iml;
start Add(x,y);
  sum = x+y;
  return(sum);
finish;

a = {9 2, 5 7};
b = {1 6, 8 10};
c = Add(a,b);
print c;
```

Figure 6.7 Output from a Function Module

c
10 8
13 17

Function modules can also be called as arguments to other modules or to built-in functions. For example, in the following statements, the Add module is called twice, and the results from those calls are used as arguments to call the Add module a third time:

```
d = Add(Add({1 2}, {3 4}), Add({5 6}, {7 8}));  
print d;
```

Figure 6.8 Output from a Nested Module Call

d
16 20

Functions are resolved in the following order:

1. SAS/IML built-in functions
2. user-defined function modules
3. SAS DATA step functions

Because of this order of resolution, it is an error to try to define a function module that has the same name as a SAS/IML built-in function.

Using the GLOBAL Clause

For modules with arguments, the variables used inside the module are local and have no connection with any variables that exist outside the module in the global table. However, it is possible to specify that certain variables not be placed in the local symbol table but rather be accessed from the global table. The GLOBAL clause specifies variables that you want to share between local and global symbol tables. The following is an example of a module that uses a GLOBAL clause to define the symbol **c** as global. This defines a one-to-one correspondence between the value of **c** in the global symbol table and the value of **c** in the local symbol table.

```
proc iml;  
a = 10;  
b = 20;  
c = 30;  
start Mod4(x,y) global (c);  
    x = 100;  
    c = 40;  
    b = 500;  
finish Mod4;  
  
run Mod4(a,b);
```

```
print a b c;
```

The output is shown in Figure 6.9.

Figure 6.9 Output from a Module with a GLOBAL Clause

a	b	c
100	20	40

After the module is called, the following facts are true:

- **a** is changed to 100.
- **b** is still 20 and not 500, since **b** exists independently in the global and local symbol tables.
- **c** is changed to 40 because it was declared to be a global variable. The matrix **c** inside the module is the same matrix as the one outside the module.

Because every module with arguments has its own local table, it is possible to have many local tables. You can use the GLOBAL clause with many (or all) modules to share a single global variable among many local symbol tables.

Modules with Optional and Default Arguments

You can define a module that has optional arguments. You can also assign default values to optional arguments. Optional arguments can be skipped when the module is called. Optional arguments are supported for all user-defined modules, both functions and subroutines.

By convention, optional arguments appear at the end of a module argument list.

Optional Arguments without Default Values

To designate an argument as optional, type an equal sign (=) after the argument when defining the module. Arguments that are not followed by an equal sign are required arguments. Optional arguments can be skipped when you call the module. If you skip an optional argument, the local variable is set to the empty matrix, as shown in the following example:

```
proc iml;
  start MyAdd(x, y=);
    if ncol(y)=0 then return(x); /* y is empty matrix */
    return(x+y);
  finish;

z = MyAdd(5);    /* z = 5 */
w = MyAdd(5, 3);/* w = 8 */
```

When the MyAdd module is called the first time, the second argument is skipped. Inside the MyAdd function, the local variable **y** is set to the empty matrix: it has no rows and no columns. Consequently, the IF-THEN condition is true and the function returns the value of the local variable **x**.

When the MyAdd module is called the second time, the second argument is provided. Inside the MyAdd function, the local variable **y** is not empty. Consequently, the IF-THEN condition is false and the function returns the sum of the two arguments.

Because the optional argument appears last in the module argument list, you can call the argument with a single argument. You can also skip optional arguments by not providing an argument when the module is called. For example, the following statement is valid syntax:

```
z = MyAdd(5, ); /* skip second argument */
```

In previous versions of SAS/IML software, you could skip any parameter in a user-defined subroutine. With the new syntax, you can skip only those arguments that are explicitly designated as optional.

Detecting Skipped Arguments

Arguments can be skipped in the call by using white space and a comma, or by simply not supplying the maximum number of arguments declared in the START statement.

The **ISSKIPPED** function enables you to determine at run time whether a module is being called with a skipped argument. The ISSKIPPED function returns 1 if the argument to the function is skipped, and 0 otherwise. For example, the following function returns the inner product (dot product) of two column vectors. If the function is called with a single argument, the function returns the inner product of the first argument with itself. If the function is called with two arguments, the function returns their inner product.

```
start MyDot(x, y=);
  if isskipped(y) then return(x`*x);
  return(x`*y);
finish;
z = MyDot({1,2,3});           /* z = 14 */
w = MyDot({1,2,3}, {-1,0,1});/* w = 2 */
```

Optional Arguments with Default Values

You can assign a default value for an optional argument by specifying the value after the equal sign in the module argument list. For example, you might define the following module:

```
start MySum(x=1, y=2);
  return(x+y);
finish;
```

In this module, if the first argument is skipped, the local variable **x** is assigned the value 1. Similarly, if the second argument is skipped, the local variable **y** is assigned the value 2. Consequently, the syntax that assigns the default values is logically equivalent to the following statements:

```
if IsSkipped(x) then x=1;
if IsSkipped(y) then y=2;
```

Optional Arguments with Constant Default Values

As indicated in the previous section, you can assign a default value for an optional argument by specifying the value after the equal sign in the module argument list. For example, the following module returns the vector sum $ax + y$ for vectors x and y and constant a . If the a parameter is not specified, a default value of 1 is used. The default value is specified as follows:

```

start axpy(a=1, x, y=); /* compute ax + y */
  if isskipped(y) then return(a#x);
  else
    return(a#x + y);
finish;

p = {1 2 3};
q = {1 1 1};
z1 = axpy( , p); /* a and y skipped; a has default value */
z2 = axpy(2, p); /* y skipped */
z3 = axpy(2, p, q); /* no arguments are skipped */
print z1, z2, z3;

```

Figure 6.10 Default Values and Skipped Arguments

<u>z1</u>
1 2 3
<u>z2</u>
2 4 6
<u>z3</u>
3 5 7

The module is called three times. Each call uses a different combination of skipped arguments. The results are shown in Figure 6.10. During the first call, the local variable **a** is set to 1 inside the module, whereas **y** is an empty matrix. During the second call, **a** is set to 2 and **y** is an empty matrix. During the third call, no arguments are skipped.

Optional Arguments with Data-Dependent Default Values

In the previous section, a constant value was used as the default value of an argument. You can also provide an expression for a default value. If the argument is skipped, the expression is evaluated and assigned to the local variable for the skipped argument. The expression can refer to other arguments, so the default values are *data dependent*.

For example, the following module standardizes columns of a matrix:

```

start stdize(x, loc=mean(x), scale=std(x));
  return ( (x-loc)/scale );
finish;

x = {1, 1, 0, -1, -1};
z = stdize(x);           /* use default values */

center = 1; s = 2;
z1 = stdize(x, center); /* skip 3rd argument */
z2 = stdize(x, , s);   /* skip 2nd argument */
z3 = stdize(x, center, s); /* no arguments are skipped */
print z z1 z2 z3;

```

Figure 6.11 Data-Dependent Default Values

z	z1	z2	z3
1	0	0.5	0
1	0	0.5	0
0	-1	0	-0.5
-1	-2	-0.5	-1
-1	-2	-0.5	-1

The module is called four times. The results are shown in Figure 6.11. As discussed previously, the syntax that defines the default arguments is logically equivalent to beginning the module with the following two statements:

```
if IsSkipped(loc) then loc=mean(x);
if IsSkipped(scale) then scale=std(x);
```

During the first call, the second and third arguments are skipped. The local variable **loc** is set to the mean values of the columns of the required argument, **x**, and the local variable **scale** is set to the standard deviation of the columns of **x**. The MEAN and STD functions are evaluated only when the second and third arguments, respectively, are skipped.

During the second call, the third argument is skipped. The local variable **loc** is set to the value 1, and the local variable **scale** is set to the standard deviation of the columns of **x**.

During the third call, the local variable **loc** is set to the mean value of the columns of **x**, and the local variable **scale** is set to 2. During the fourth call, no arguments are skipped.

The argument list is parsed from left to right. Consequently, a good programming practice is to use data-dependent expressions that depend only on arguments that appear earlier in the argument list. The syntax does not forbid referring to variables that appear later in the argument list, but it is often an error to evaluate an expression that involves unassigned (empty) matrices.

Data-dependent expressions can also use global variables that are specified in the GLOBAL statement. For example, the following statements use global variables to form a data-dependent default value:

```
start MyFunc(x, a=max(1,gMax)) global(gmax);
    return(a#x);
finish;

gMax = 2;
y = MyFunc(5);
```

Default values for skipped arguments apply only to local variables in modules. The GLOBAL statement does not support default arguments.

Nesting Module Definitions

You can define one module while in the midst of defining another. Each module definition must be completely contained inside the parent module definition, as shown in the following example:

```

start ModA;
  start ModB;
    x = 1;
  finish ModB;
  run ModB;
finish ModA;

run ModA;

```

In this example, SAS/IML software starts parsing statements for a module called ModA. In the middle of this module definition, it recognizes the start of a new module called ModB. It parses ModB until it encounters the first FINISH statement. It then finishes parsing ModA.

Although it looks like ModB might be “local” to ModA, that is not the case. The previous statements are equivalent to the following:

```

start ModB;
  x = 1;
finish ModB;

start ModA;
  run ModB;
finish ModA;

run ModA;

```

In particular, you can call the ModB module from the program’s main scope or from other modules. The SAS/IML language does not support local modules. All modules are defined at global scope.

Calling a Module from Another Module

Consider the following example of calling one module from another module:

```

proc iml;
start Mod5(a,b);
  c = a+b;
  d = a-b;
  run Mod6(c,d);
  print "In Mod5:" c d;
finish;

start Mod6(x,y);
  x = x#y;
finish;

run Mod5({1 2}, {3 4});

```

When one module calls another, you can pass in any symbol defined in the scope of the calling module. In the previous example, the Mod5 module calls the Mod6 module and passes in the local variables **c** and **d**. The Mod6 module multiplies its arguments and overwrites the first argument, as shown in Figure 6.12.

Figure 6.12 Output from Nested Modules

c	d
In Mod5: -8 -12 -2 -2	

The variables in the local symbol table of Mod5 are available to pass into Mod6. If Mod6 changes the values of an argument, those values are also changed in the environment from which Mod6 was called. For the previous example, this means that the local variable **c** is modified by Mod6.

If a module has no arguments, it can access variables in the environment from which it is called. For example, consider the following modules:

```
x = 123;

start Mod7;
  print "In Mod7:" x;
finish;

start Mod8(p);
  print "In Mod8:" p;
  run Mod7;
finish;

run Mod8(x);
```

In this example, module Mod7 is called from module Mod8. Therefore, the variables available to Mod7 are those defined in the scope of Mod8. There is no variable named **x** in the environment of Mod8. Therefore an error occurs on the PRINT statement in Mod7, as shown in [Figure 6.13](#). An error would not occur if you call Mod7 from the main scope, because **x** is defined at main scope.

Figure 6.13 Error Message When a Variable Is Not Defined in a Module

```
NOTE: IML Ready
NOTE: Module MOD7 defined.
NOTE: Module MOD8 defined.
ERROR: Matrix x has not been set to a value.

statement : PRINT at line 1882 column 4
traceback : module MOD7 at line 1882 column 4
             module MOD8 at line 1887 column 4

NOTE: Paused in module MOD7.
```

Understanding Argument Passing

You can use expressions and subscripted matrices as arguments to a module, but it is important to understand the way the SAS/IML software passes the results to the module. Expressions are evaluated, and the evaluated values are stored in temporary variables. Similarly, submatrices are created from subscripted variables and stored in temporary variables. The temporary variables are passed to the module. In the following example, notice that the matrix **x** does not change; you might expect **x** to contain the squared values of **y**.

```

start Square(a,b);
  a = b##2;
finish;

x = { . . };
y = {3 4};
reset printall;
do i = 1 to 2;
  run Square(x[i],y[i]); /* WRONG: x[i] is not changed */
end;
print x; /* show that x is unchanged */

```

The output is shown in Figure 6.14. The names of the temporary matrices created by the subscript operators are `_TEM1001` and `_TEM1002`. These are the matrices passed into the square module. The module assigns the value 9 to the local matrix `a`, and this value is returned to main scope in the temporary matrix `_TEM1001`, which promptly vanishes! The same sequence of operations repeats for the next call to the Square module.

Figure 6.14 Temporary and Local Matrices in a Module

i	1 row	1 col	(numeric)
	1		
<code>_TEM1002</code>	1 row	1 col	(numeric)
	3		
<code>_TEM1001</code>	1 row	1 col	(numeric)
	—		
	—		
<code>a</code>	1 row	1 col	(numeric)
	9		
<code>_TEM1002</code>	1 row	1 col	(numeric)
	4		
<code>_TEM1001</code>	1 row	1 col	(numeric)
	—		
	—		
<code>a</code>	1 row	1 col	(numeric)
	16		

Consequently, the values of `x` remain unchanged by the previous calls, as shown in Figure 6.15. The lesson to learn from this example is this: do not pass in an expression or literal as an output argument to a module. Use only matrix names for output arguments. For example, the correct way to call the Square module is to eliminate the loop and simply use the statement `run Square(x, y);`.

Figure 6.15 An Unchanged Matrix

Storing and Loading Modules

You can store and reload modules by using the **STORE** statement. The **STORE** statement saves the module in a storage library. The stored module persists even when you exit PROC IML or exit the SAS System. After a module is stored, you can use the module in other SAS/IML programs by using the **LOAD** statement prior to calling the module. The syntax of the **STORE** and **LOAD** statements are as follows:

STORE MODULE= *name* ;

LOAD MODULE= *name* ;

You can view the names of the modules in storage with the **SHOW** statement, as follows:

```
show storage;
```

See Chapter 20, “Storage Features,” for details about using the library storage facilities.

Termination Statements

You can stop execution with a **PAUSE**, **STOP**, or **ABORT** statement. The **QUIT** statement is also a termination statement, but it causes the IML procedure to immediately exit. The other termination statements do not cause PROC IML to exit until the statements are executed. The following sections describe the **PAUSE**, **STOP**, **ABORT**, and **QUIT** statements.

PAUSE Statement

The general form of the **PAUSE** statement is as follows:

PAUSE <*message*> <*> ;

The **PAUSE** statement does the following:

- stops execution of a module
- remembers where it stopped
- prints a message that you can specify
- sets the current program environment and symbol table to be that of the module that contains the **PAUSE** statement. This means that you can type statements that reference local variables in the module. For example, you might want to use a **PAUSE** statement while debugging a module so that you can print the value of local variables.

A RESUME statement enables you to continue execution at the location of the most recent PAUSE statement.

You can use a STOP statement as an alternative to the RESUME statement to remove the paused state and to return to the main scope outside the module. You can specify a message in the PAUSE statement. This message is displayed in the output window when the PAUSE statement is executed. For example, the following PAUSE statements each display a message:

```
pause "Please enter an assignment for X, then enter RESUME;";  
  
msg = "Please enter an assignment for X, then enter RESUME;";  
pause msg;
```

The PAUSE statement also writes a note to the SAS log. To suppress the note, use the * option, as shown in the following statement:

```
pause *;
```

When you use a PAUSE, RESUME, STOP, or ABORT statement, keep in mind the following details:

- The PAUSE statement must be used from inside a module.
- It is an error to execute a RESUME statement without any outstanding pauses.
- You can define and execute modules while paused within another module.
- If a run-time error occurs inside a module, a PAUSE statement is automatically executed. This gives you an opportunity to correct the error and resume execution of the module with a RESUME statement. Alternately, you can submit a STOP statement to exit from the module environment, or an ABORT statement to exit PROC IML.
- You cannot reenter or redefine an active (paused) module.
- When paused, you can run another module that also pauses. The paused environments are stacked.
- You can put a RESUME statement inside a module. For example, suppose you are paused in module A and then run module B, which executes a RESUME statement. Execution is resumed in module A and does not return to module B.
- You can use the PAUSE and RESUME statements in both subroutine and function modules.
- If you pause in a subroutine module that has its own symbol table, then the statements executed while paused use this symbol table. You must use a RESUME or a STOP statement to return to the global symbol table environment.
- You can use the PAUSE and RESUME statements, in conjunction with the PUSH, QUEUE, and EXECUTE subroutines described in Chapter 21, “[Using SAS/IML Software to Generate SAS/IML Statements](#),” to execute SAS/IML statements that you generate within a module.

STOP Statement

The general form of the STOP statement is as follows:

STOP <error-message> ;

The STOP statement clears all pauses and returns to the main scope.

ABORT Statement

The general form of the ABORT statement is as follows:

ABORT <error-message> ;

The ABORT statement stops execution and exits from PROC IML, much like a QUIT statement. The difference is that the ABORT statement is an executable statement that can be used in IF-THEN statements and in modules. For example, you might want to exit PROC IML if a certain error occurs. You can check for the error in a module and execute the ABORT statement if the error occurs.

QUIT Statement

The syntax of the QUIT statement is as follows:

QUIT ;

The QUIT statement stops execution and exits from PROC IML. The QUIT statement is executed as soon as the statement is parsed. Consequently, you cannot use QUIT in a module or as part of an IF-THEN/ELSE statement.

Chapter 7

Working with SAS Data Sets

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Overview

SAS/IML software has statements for creating a matrix from a SAS data set and for creating a SAS data set from a matrix.

You can create a matrix from a SAS data set in several ways. For example:

- You can create a column vector for each data set variable.
- You can create a matrix whose columns correspond to data set variables.
- You can use all the observations in a data set or use a subset of them.

You can read observations from a SAS data set into a matrix. You can read them sequentially (by record number) or conditionally (by using a WHERE clause).

You can also create a SAS data set from a matrix. Each column of the matrix becomes a variable in the data set, and each row becomes an observation.

There are SAS/IML statements that enable you to edit, append, index, rename, and delete SAS data sets from within the SAS/IML environment.

You can dynamically specify which observations and variables are read. For example, the **READ** statement can do the following:

- read all records
- read the next record
- read any number of specified records
- read records that satisfy one or more conditions
- read specified variables, all numeric variables, or all character variables

This chapter demonstrates how to use the SAS/IML language to do the following:

- open a SAS data set
- examine the contents of a SAS data set
- display data values by using the **LIST** statement
- read observations from a SAS data set into matrices or vectors
- edit a SAS data set
- create a SAS data set from a matrix or from vectors
- produce summary statistics for variables in a data set

- sort a SAS data set
- index a SAS data set

The chapter also discusses similarities and differences between the data set and the SAS DATA step. All examples use the `Sashelp.Class` data set, which is distributed as part of SAS software. The `Sashelp.Class` data set contains data about 19 students. The variables are Name, Sex, Age, Height, and Weight.

Open a SAS Data Set

You must open a SAS data set before you can access the data. There are three ways to open a SAS data set:

- To read from an existing data set, submit the USE statement, which opens a data set for input. The general form of the USE statement is as follows:

USE SAS-data-set <VAR operand> <WHERE(expression)> ;

You can use the FIND, INDEX, LIST, and READ statements after the data set is open.

- To read and write to an existing data set, use the EDIT statement. The general form of the EDIT statement is as follows:

EDIT SAS-data-set <VAR operand> <WHERE(expression)> ;

This statement enables you to use both the reading statements (LIST, READ, INDEX, and FIND) and the writing statements (REPLACE, APPEND, DELETE, and PURGE).

- To create a new data set, use the CREATE statement, which opens a new data set for both output and input. The general form of the CREATE statement is as follows:

CREATE SAS-data-set <VAR operand> ;

**CREATE SAS-data-set FROM matrix-name <[COLNAME=column-name
ROWNAME=row-name]> ;**

Use the APPEND statement to place data into the newly created data set. If you do not use the APPEND statement, the new data set will not contain any observations.

See the section “[Process Data by Using the WHERE Clause](#)” on page 104 for details about using the WHERE clause; see the section “[Select Variables with the VAR Clause](#)” on page 103 for details about using the VAR clause.

Specify a data set name as the first operand to the USE, EDIT, and CREATE statements. This name can have either one or two levels. If it is a two-level name, the first level refers to the name of the SAS data library, and the second level refers to the data set name. If the libref is `Work`, the data set is stored in a temporary directory. All data in the `Work` library are deleted at the end of the SAS session.

You can use the LIBNAME statement to assign a libref that refers to a permanent directory, as described in *SAS Language Reference: Concepts*. If you specify only a single name, then a default libref is used. The default libref is `Sasuser` if `Sasuser` is defined or `Work` otherwise. You can reset the default libref by using the RESET DEFLIB statement, as shown in the following statements:

```
libname mydir "C:\Users\userid\Documents\My SAS Files";
reset deflib=mydir;
```

If you run these statements, one-level names are read from and written to the `mydir` library.

Syntax for Specifying a SAS Data Set

You can specify a SAS data set by using a literal value, such as “`Sashelp.Class`,” or by specifying an expression that resolves to the name of a SAS data set. Most of the examples in this chapter use a literal value, such as the following statements:

```
proc iml;
use Sashelp.Class;
read all var _NUM_ into x;
close Sashelp.Class;
```

The statements open the `Sashelp.Class` data set, read all the numerical variables into a matrix named `x`, and close the `Sashelp.Class` data set. The previous statements are equivalent to the following statements, which use an expression (which must be enclosed in parentheses) to specify the data set:

```
dsname = "Sashelp.Class";
use (dsname);
read all var _NUM_ into x;
close (dsname);
```

This alternate syntax is available for specifying a data set name in the CLOSE, CREATE, EDIT, SETIN, SETOUT, SORT, and USE statements.

You can use expressions to interact with a data set whose name is not known until run time. For example, the following statements read several data sets and perform an analysis on each:

```
lib = "Sashelp";
dsnames = {"Class" "Enso" "Iris"};
do i = 1 to ncol(dsnames);
  dsname = concat(lib,".",dsnames[i]);
  use (dsname); /* Sashelp.Class, Sashelp.Enso, etc. */
  read all var _NUM_ into X[c=varNames];
  /* do something with the data in X */
  print dsname varNames;
  close (dsname);
end;
```

Figure 7.1 Looping over Data Sets

dsname	varNames
Sashelp.Class	Age Height Weight

dsname	varNames
Sashelp.Enso	Month Year Pressure

dsname	varNames
Sashelp.Iris	SepalLength SepalWidth PetalLength PetalWidth

Make a SAS Data Set Current

The SAS/IML statements that process data operate on the current data set. It is therefore unnecessary to specify the data set as an operand to most statements. There are two current data sets, one for input and one for output. When you open a data set, it is set to be “current.” You can also make a data set current by using the **SETIN statement** or the **SETOUT statement**. The following list summarizes the statements that change the current data set:

- The USE and SETIN statements make a data set current for input.
- The SETOUT statement makes a data set current for output.
- The CREATE and EDIT statements make a data set current for both input and output.

The SHOW DATASETS statement displays which data sets are open and which are current for input and output.

The current observation is set by the last operation that performed input/output (I/O). If you want to set the current observation without doing any I/O, use the SETIN (or SETOUT) statement with the POINT option. After a data set is opened, the current observation is set to 0. If you attempt to list or read the current observation, the current observation is changed to 1. You can make the Sashelp.Class data set current for input and position the pointer at the tenth observation by using the following statements:

```
use Sashelp.Class;
setin Sashelp.Class point 10;
```

You can then read the tenth observation by using the READ statement, as follows:

```
read current var _NUM_ into x[colname=numVars];
read current var _CHAR_ into c[colname=charVars];
print x[colname=numVars], c[colname=charVars];
```

Figure 7.2 A Single Observation

x		
Age	Height	Weight
12	59	99.5

c	
Name	Sex
John	M

Display SAS Data Set Information

You can use the SHOW statement to display information about your SAS data sets. The SHOW DATASETS statement lists all open SAS data sets and their status. The SHOW CONTENTS statement displays the variable names and types, the size, and the number of observations in the current input data set. For example, the following statements display information about the Sashelp.Class data set:

```
use Sashelp.Class;
show datasets;
```

Figure 7.3 Open Data Sets

LIBNAME	MEMNAME	OPEN	MODE	STATUS
SASHHELP	CLASS		Input	Current Input

As shown in Figure 7.3, Sashelp.Class is the only data set that is open. The USE statement opens the data set for input and makes it the current input data set.

You can see the names of variables, their lengths, and whether they are numeric or character by using the SHOW CONTENTS statement, as follows:

```
show contents;
```

Figure 7.4 Variable Names and Types

```

DATASET : SASHELP.CLASS.DATA
LABEL   : Student Data

VARIABLE          TYPE  SIZE
-----
Name             char   8
Sex              char   1
Age              num    8
Height           num    8
Weight           num    8

Number of Variables : 5
Number of Observations: 19

```

The five variables are shown in Figure 7.4. Name and Sex are character variables; Age, Height, and Weight are numeric variables. The variable Sex has length 1, which means that each observation contains a single character.

List Observations

You can list variables and observations in a SAS data set by using the **LIST** statement. The general form of the LIST statement is as follows:

LIST <range><**VAR** operand><**WHERE**(expression)> ;

where

- range* specifies a range of observations. For details, see the section “[Process a Range of Observations](#)” on page 102.
- operand* selects a set of variables. For details about the VAR clause, see the section “[Select Variables with the VAR Clause](#)” on page 103.
- expression* is an expression that is evaluated as being true or false. For details about the WHERE clause, see the section “[Process Data by Using the WHERE Clause](#)” on page 104.

The next three sections discuss how to use each of these clauses with the Sashelp.Class data set.

Specify a Range of Observations

You can specify a range of observations with a keyword or by record number by using the POINT option. For example, if you want to list all observations in the Sashelp.Class data set, use the ALL keyword to indicate that the range is all observations, as shown in the following example:

```
use Sashelp.Class;
list all;
```

Figure 7.5 All Observations

OBS	Name	Sex	Age	Height	Weight
1	Alfred	M	14.0000	69.0000	112.5000
2	Alice	F	13.0000	56.5000	84.0000
3	Barbara	F	13.0000	65.3000	98.0000
4	Carol	F	14.0000	62.8000	102.5000
5	Henry	M	14.0000	63.5000	102.5000
6	James	M	12.0000	57.3000	83.0000
7	Jane	F	12.0000	59.8000	84.5000
8	Janet	F	15.0000	62.5000	112.5000
9	Jeffrey	M	13.0000	62.5000	84.0000
10	John	M	12.0000	59.0000	99.5000
11	Joyce	F	11.0000	51.3000	50.5000
12	Judy	F	14.0000	64.3000	90.0000
13	Louise	F	12.0000	56.3000	77.0000
14	Mary	F	15.0000	66.5000	112.0000
15	Philip	M	16.0000	72.0000	150.0000
16	Robert	M	12.0000	64.8000	128.0000
17	Ronald	M	15.0000	67.0000	133.0000
18	Thomas	M	11.0000	57.5000	85.0000
19	William	M	15.0000	66.5000	112.0000

If you do not explicitly specify a range of observations, the LIST statement displays the current observation. Because of the previous LIST statement, the current observation for the Sashelp.Class data is the last observation, as shown in Figure 7.6:

```
list;
```

Figure 7.6 Current Observation

OBS	Name	Sex	Age	Height	Weight
19	William	M	15.0000	66.5000	112.0000

To display a specific set of observations, use the POINT keyword and specify a vector of observation numbers, as shown in the following statement:

```
p = {3 6 9};
list point p;
```

Figure 7.7 Other Observations

OBS	Name	Sex	Age	Height	Weight
3	Barbara	F	13.0000	65.3000	98.0000
6	James	M	12.0000	57.3000	83.0000
9	Jeffrey	M	13.0000	62.5000	84.0000

Select a Set of Variables

You can use the VAR clause to select a set of variables. For example, the following statements list students' names from the Sashelp.Class data set:

```
varNames = {Name Sex Age};
p = {3 6 9};
use Sashelp.Class;
list point p var varNames;
```

Figure 7.8 Listing Specific Variables and Observations

OBS	Name	Sex	Age
3	Barbara	F	13.0000
6	James	M	12.0000
9	Jeffrey	M	13.0000

Select a Set of Observations

The WHERE clause conditionally selects observations, within the *range* specification, according to conditions given in the *expression*. For example, to list the names of all teenage males in the Sashelp.Class data set, use the following statements:

```
varNames = {Name Sex Age};
use Sashelp.Class;
list all var varNames where(Sex='M' & Age>12);
```

Figure 7.9 A Subset of Observations

OBS	Name	Sex	Age
1	Alfred	M	14.0000
5	Henry	M	14.0000
9	Jeffrey	M	13.0000
15	Philip	M	16.0000
17	Ronald	M	15.0000
19	William	M	15.0000

You can use matrices on the right-hand side of the comparison operator. The following example uses the `=*` operator to find a string that sounds like or is spelled like certain strings:

```
list all var varNames where(name=*&{"JON", "CAROL", "JUDI"});
```

Figure 7.10 Names That Are Close to Specified Strings

OBS	Name	Sex	Age
4	Carol	F	14.0000
7	Jane	F	12.0000
10	John	M	12.0000
12	Judy	F	14.0000

Read Observations from a SAS Data Set

You can use the **READ** statement to create a SAS/IML matrix from data in a SAS data set. You must first open a SAS data set by using the USE or EDIT statement. If you have several data sets open, you can use the SETIN statement to make one the current input data set.

The general form of the READ statement is as follows:

```
READ <range> <VAR operand> <WHERE(expression)> <INTO name> ;
```

where

range specifies a range of observations. For details, see the section “[Process a Range of Observations](#)” on page 102.

operand selects a set of variables. For details about the VAR clause, see the section “[Select Variables with the VAR Clause](#)” on page 103.

expression is an expression that is evaluated as being true or false. For details about the WHERE clause, see the section “[Process Data by Using the WHERE Clause](#)” on page 104.

name names a target matrix for the data.

Use the READ Statement with the VAR Clause

Use the READ statement with the VAR clause to read variables from the current SAS data set into column vectors. Each variable in the VAR clause becomes a column vector with the same name as the variable in the SAS data set. The number of rows is equal to the number of observations that are processed, depending on the *range* specification and the WHERE clause. For example, to read the numeric variables Age, Height, and Weight for all observations in the Sashelp.Class data set, use the following statements:

```
proc iml;
use Sashelp.Class;
read all var {Age Height Weight};
close Sashelp.Class;
```

Now use the SHOW NAMES statement to display all the matrices in the current SAS/IML session:

```
show names;
```

Figure 7.11 Matrices Created from Data

SYMBOL	ROWS	COLS	TYPE	SIZE
Age	19	1	num	8
Height	19	1	num	8
Weight	19	1	num	8
Number of symbols = 5 (includes those without values)				

Figure 7.11 shows that the READ statement created three numeric vectors: **Age**, **Height**, and **Weight**.

Notice, however, that Figure 7.11 tells you that there are five symbols. The USE statement creates SAS/IML symbols for Name and Sex, but these variables were never read and so the symbols were not assigned values. (You can use the SHOW ALLNAMES statement to see the unassigned symbols.) If the data set contains many variables, it can be more efficient to subset the data set by using the VAR clause in the USE statement. For example, the following statements create the same vectors but do not create symbols for the unread variables:

```
use Sashelp.Class var {Age Height Weight};
read all;
close Sashelp.Class;
```

Use the READ Statement with the INTO Clause

Sometimes it is convenient to read all the numeric variables into columns of a matrix. To do this, use the READ statement with the INTO clause and specify the name of a matrix to create. Each variable that is specified in the VAR clause becomes a column of the target matrix. If there are p variables in the VAR clause and n observations are processed, the target matrix is an $n \times p$ matrix.

The following statement creates a matrix **x** that contains the first five observations of the numeric variables of the Sashelp.Class data set. The keyword **_NUM_** in the VAR clause specifies that all numeric variables be read.

```
proc iml;
use Sashelp.Class;
read point (1:5) var _NUM_ into X;
/* Equivalent: range=1:5; read point range var _NUM_ into X; */
print X;
```

Figure 7.12 All Numeric Variables

X
14 69 112.5
13 56.5 84
13 65.3 98
14 62.8 102.5
14 63.5 102.5

Every SAS/IML matrix is of either character or numeric type. Therefore, when you read data by using the INTO clause, you should use the **_NUM_** or **_CHAR_** keyword to specify the types of variables that you want to read. If you use the **_ALL_** keyword with the INTO statement, all numeric variables are read.

Use the READ Statement with the WHERE Clause

Use the WHERE clause to conditionally select observations from within the specified range. The following statements create a matrix to contain the variables Age, Height, and Weight for females in the Sashelp.Class data set:

```
use Sashelp.Class;
read all var _num_ into Female where(sex="F");
print Female;
```

Figure 7.13 Female Students

Female
13 56.5 84
13 65.3 98
14 62.8 102.5
12 59.8 84.5
15 62.5 112.5
11 51.3 50.5
14 64.3 90
12 56.3 77
15 66.5 112

The section “Process Data by Using the WHERE Clause” on page 104 describes other features of the WHERE clause. For example, you can create a matrix to contain the student names that begin with the letter “J,” by using the following statements:

```
read all var {Name} into J where(name=: "J");
print J;
```

Figure 7.14 Names That Begin with the Letter J

J
James
Jane
Janet
Jeffrey
John
Joyce
Judy

Edit a SAS Data Set

You can edit a SAS data set by using the **EDIT** statement. You can update values of variables, mark observations for deletion, delete the marked observations, and save your changes. The general form of the **EDIT** statement is as follows:

EDIT SAS-data-set <VAR operand> <WHERE(expression)> ;

where

SAS-data-set names an existing SAS data set.

operand selects a set of variables. For details about the VAR clause, see the section “Select Variables with the VAR Clause” on page 103.

expression is an expression that is evaluated as being true or false. For details about the WHERE clause, see the section “Process Data by Using the WHERE Clause” on page 104.

This section edits and deletes observations, so make a copy of the Sashelp.Class data set by running the following DATA step:

```
data Class;
set Sashelp.Class;
run;
```

Update Observations

Suppose you have updated data and want to change some values in the Class data set. For instance, suppose the student named Henry recently had a birthday. You can do the following:

- use the EDIT statement to open the Class data set for input and output
- read the data

- change the appropriate data value
- replace the changed data in the data set

The following statements open the Class data set and use the **FIND** statement to find the observation number that corresponds to Henry. The observation number is stored in the matrix **Obs**, as shown in [Figure 7.15](#).

```
proc iml;
edit Class;
find all where(name={'Henry'}) into Obs;
list point Obs;
```

Figure 7.15 Selected Observation

OBS	Name	Sex	Age	Height	Weight
5	Henry	M	14.0000	63.5000	102.5000

You can read in the Age variable, increment its value, and use the REPLACE statement to overwrite the value in the Class data set, as follows:

```
read point Obs var {Age};
Age = Age + 1;
replace point Obs var {Age};
list point Obs;
close Class;
```

Figure 7.16 New Value

OBS	Name	Sex	Age	Height	Weight
5	Henry	M	15.0000	63.5000	102.5000

[Figure 7.16](#) shows that the value for Henry's age has been updated.

Delete Observations

Use the **DELETE** statement to mark an observation for subsequent deletion. The general form of the **DELETE** statement is as follows:

DELETE <range> <**WHERE**(expression)> ;

where

- range* specifies a range of observations. For details, see the section “[Process a Range of Observations](#)” on page 102.
- expression* is an expression that is evaluated as being true or false. For details about the WHERE clause, see the section “[Process Data by Using the WHERE Clause](#)” on page 104.

The DELETE statement marks observations for deletion. To actually delete the marked observations and renumber the remaining observations, use the PURGE statement.

Suppose the student named John has moved and you want to delete the corresponding observation from the Class data set, which was created in the section “Edit a SAS Data Set” on page 93. The following statements find the observation for John and mark it for deletion:

```
edit Class;
  find all where(name={'John'}) into Obs;
  delete point Obs;
```

To update the data set and renumber the observations, use the PURGE statement. Be aware that the PURGE statement deletes any indexes associated with a data set.

```
purge;
show contents;
```

Figure 7.17 Updated Data Set

```
DATASET : WORK.CLASS.DATA

VARIABLE          TYPE   SIZE
-----
Name             char    8
Sex              char    1
Age              num     8
Height           num     8
Weight           num     8

Number of Variables : 5
Number of Observations: 18
```

The data set now has 18 observations, whereas it used to have 19.

Create a SAS Data Set from a Matrix

SAS/IML software provides the capability to create a new SAS data set from a matrix. You can use the CREATE and APPEND statements to create a SAS data set from a matrix. An $n \times p$ matrix creates a SAS data set with p variables and n observations. That is, the columns of the matrix become the data set variables, and the rows of the matrix become the observations. The CREATE statement creates the new SAS data set, and the APPEND statement writes the observations.

Use the CREATE Statement with the FROM Option

You can create a SAS data set from a matrix by using the CREATE statement with the FROM option. This form of the CREATE statement is as follows:

```
CREATE SAS-data-set FROM matrix-name <[COLNAME=column-name  
ROWNAME=row-name]> ;
```

where

- SAS-data-set* specifies the name of the new data set.
- matrix* specifies the matrix that contains the data.
- column-name* specifies names for the data set variables.
- row-name* adds a character variable that identifies each row in the data set.

Suppose you want to create a SAS data set to contain a variable with the height-to-weight ratio for each student. The following statements read variables from the *Sashelp.Class* data set, form the ratio, and use the CREATE and APPEND statements to write a new SAS data set called *Ratio*:

```
proc iml;  
use Sashelp.Class;  
read all var {Name Height Weight};  
  
HWRatio = Height/Weight;  
create Ratio from HWRatio[colname="HtWt"];  
append from HWRatio;  
show contents;  
close Ratio;
```

Figure 7.18 New Data Set from a Matrix

```
DATASET : WORK.RATIO.DATA  
  
VARIABLE TYPE SIZE  
-----  
HtWt num 8  
  
Number of Variables : 1  
Number of Observations: 19
```

The variable in the *Ratio* data set is called *HtWt*. If you do not specify the COLNAME= option, the variables in the new data set are named COL1, COL2, and so forth.

Use the CREATE Statement with the VAR Clause

You can use a VAR clause with the CREATE statement to select the variables that you want to include in the new data set.

The syntax is as follows:

```
CREATE SAS-data-set <VAR operand> ;
```

In the previous example, the new data set *Ratio* had one variable. You can use the VAR clause to create a similar data set to contain both *HWRatio* and *Name*. Notice that the variable *HWRatio* is numeric and

the variable Name is character. Consequently, these two variables cannot coexist in a single matrix. The following statements create a new data set, Ratio2, to contain the variables Name and HWRatio:

```
create Ratio2 var {"Name" "HWRatio"};
append;
show contents;
close Ratio2;
```

Figure 7.19 New Data Set from Variables

DATASET : WORK.RATIO2.DATA

VARIABLE	TYPE	SIZE
Name	char	8
HWRatio	num	8

Number of Variables : 2
Number of Observations: 19

Understand the End-of-File Condition

An *end-of-file condition* occurs when you try to read past the end of a data set or when you point to an observation that exceeds the number of observations in a data set. If an end-of-file condition occurs inside a DO DATA iteration loop, control passes to the first statement after the DO DATA loop.

The following example uses a DO DATA loop to read observations from the Sashelp.Class data set. The loop reads the data one observation at a time and accumulates the weights of the students in the SAS/IML matrix named **sum**. After the data are read, the variable **sum** contains the sum of the weights for the class.

```
proc iml;
use Sashelp.Class;
/* if data set already open, use
   setin class point 0; */
sum=0;
do data;
  read next var{weight};
  sum = sum + weight;
end;
print sum;
```

Figure 7.20 Sum of Data Values

sum
1900.5

The example shows how to read data one observation at a time within a DO loop. However, there are more efficient ways to read data in the SAS/IML language. If all the data can fit into memory, it is more efficient to read all the data into a vector and use vector operations to compute statistical quantities such as a sum. For

example, the following statements compute the same quantity (the sum of the `Weight` variable) but are more efficient:

```
read all var{weight};
sum = sum(weight);
```

Produce Summary Statistics

You can use the `SUMMARY` statement to compute summary statistics of numeric variables in a SAS data set. The statistics can be computed for subgroups of the data by using the `CLASS` clause. The `SAVE` option in the `OPT` clause enables you to save the computed statistics in matrices. For example, consider the following statements:

```
proc iml;
use Sashelp.class;
summary class {sex} var {height weight};
```

Figure 7.21 Summary Statistics

Sex	Nobs	Variable	MIN	MAX	MEAN	STD
F	9	Height	51.30000	66.50000	60.58889	5.01833
		Weight	50.50000	112.50000	90.11111	19.38391
M	10	Height	57.30000	72.00000	63.91000	4.93794
		Weight	83.00000	150.00000	108.95000	22.72719
All	19	Height	51.30000	72.00000	62.33684	5.12708
		Weight	50.50000	150.00000	100.02632	22.77393

As shown in Figure 7.21, the default statistics are the minimum, maximum, mean, and standard deviation of each variable specified in the `VAR` clause. The default behavior is to display the summary statistics in a table.

You can also store the summary statistics in SAS/IML matrices. For example, the following statement creates four matrices: `Sex`, `_OBS_`, `Height`, and `Weight`:

```
summary class {sex} var {height weight}
stat {mean std var} opt {noprint save};
```

Because the `SAVE` option was specified, the statistics of the variables are stored in matrices under the name of the corresponding variables: each column corresponds to a statistic, and each row corresponds to a subgroup. Two other vectors, `Sex` and `_NOBS_`, are also created. The vector `Sex` contains the two distinct values of the `CLASS` variable. The vector `_NOBS_` contains the number of observations in each subgroup. The following statements display the SAS/IML matrices that are defined and print the `height` and `weight` matrices:

```
show names;
/* print matrices that show the stats */
print height[r=sex c={"Mean" "Std" "Var"}],
      weight[r=sex c={"Mean" "Std" "Var"}];
```

Figure 7.22 Summary Statistics

SYMBOL	ROWS	COLS	TYPE	SIZE
Height	2	3	num	8
Sex	2	1	char	1
Weight	2	3	num	8
NOBS	2	1	num	8
Number of symbols = 6 (includes those without values)				

Height			
	Mean	Std	Var
F	60.588889	5.0183275	25.183611
M	63.91	4.937937	24.383222

Weight			
	Mean	Std	Var
F	90.111111	19.383914	375.73611
M	108.95	22.727186	516.525

You can specify more than one CLASS variable, in which case subgroups are defined by the joint combinations of the values of the CLASS variables.

Sort a SAS Data Set

The observations in a SAS data set can be ordered (sorted) by specific variables. To sort a SAS data set, first close the data set if it is open. Then submit a SORT statement and specify the ordering variables. You can also specify an output data set name if you do not want to overwrite the original data set. For example, the following statements create a new SAS data set named Sorted:

```
proc iml;
  sort Sashelp.Class out=Sorted by name;
```

The new data set contains the observations from the data set Sashelp.Class, ordered by the variable Name. If you omit the OUT= option, the original data set is replaced by the sorted data set.

You can specify multiple sort variables. Optionally, each variable can be preceded by the keyword DESCENDING, which denotes that the subsequent variable is to be sorted in descending order.

Index a SAS Data Set

Searching through a large data set for observations that satisfy some complex criteria can take a long time. You can reduce this search time by indexing the data set. The INDEX statement builds a special companion file that contains the values and record numbers of the indexed variables. After the index is built, queries that

use a WHERE clauses might use the index to make the processing more efficient. Any number of variables can be indexed, but only one index is in use at a given time.

If you sort a data set in place or use the PURGE statement to delete observations, indices for the data set are deleted.

After you index a data set, the SAS/IML language has the option to use the index when a search is conducted with respect to the indexed variables. The indexes are updated automatically whenever you change values in indexed variables. When an index is in use, observations cannot be randomly accessed by their physical location numbers. In other words, you cannot use the POINT clause when an index is in effect.

To see how the INDEX statement works, make a copy of the Sashelp.Class data set, as follows:

```
data Class;
  set Sashelp.Class;
  run;
```

If you want a list of all female students in the Class data set, you can first index the data by the Sex variable:

```
proc iml;
  use Class;
  index Sex;
```

If you subsequently submit a WHERE clause that uses the Sex variable, the index is used. Of course, the Class data set is small, so you will not notice any performance improvement for these data. However, for large data sets indexing can improve performance.

Now list all students by using the following statement:

```
list all;
```

Figure 7.23 Indexed Observations

OBS	Name	Sex	Age	Height	Weight
2	Alice	F	13.0000	56.5000	84.0000
3	Barbara	F	13.0000	65.3000	98.0000
4	Carol	F	14.0000	62.8000	102.5000
7	Jane	F	12.0000	59.8000	84.5000
8	Janet	F	15.0000	62.5000	112.5000
11	Joyce	F	11.0000	51.3000	50.5000
12	Judy	F	14.0000	64.3000	90.0000
13	Louise	F	12.0000	56.3000	77.0000
14	Mary	F	15.0000	66.5000	112.0000
1	Alfred	M	14.0000	69.0000	112.5000
5	Henry	M	14.0000	63.5000	102.5000
6	James	M	12.0000	57.3000	83.0000
9	Jeffrey	M	13.0000	62.5000	84.0000
10	John	M	12.0000	59.0000	99.5000
15	Philip	M	16.0000	72.0000	150.0000
16	Robert	M	12.0000	64.8000	128.0000
17	Ronald	M	15.0000	67.0000	133.0000
18	Thomas	M	11.0000	57.5000	85.0000
19	William	M	15.0000	66.5000	112.0000

Notice that the indexed observations are sorted by `Sex` rather than by the `OBS` number. Retrievals that use the `Sex` variable are quicker than retrievals of data that are not indexed.

Data Set Maintenance Functions

The following functions and subroutines perform data set maintenance tasks:

- | | |
|--------------------------|---|
| DATASETS function | obtains members in a data library. This function returns a character matrix that contains the names of the SAS data sets in a library. |
| CONTENTS function | obtains variables in a SAS data set. This function returns a character matrix that contains the variable names for the data set. The variable list is returned in alphabetical order. |
| RENAME subroutine | renames a SAS data set member in a specified library. |
| DELETE subroutine | deletes a SAS data set member in a specified library. |

See [Chapter 26](#) for details and examples of these functions and routines.

Summary of Commands

You can use the functions, subroutines, and statements in this chapter to interact with SAS data sets. [Table 7.1](#) summarizes the statements that you can use to perform management tasks from within the SAS/IML language.

Table 7.1 Data Management Commands

Command	Description
APPEND	Adds observations to the end of a SAS data set
CLOSE	Closes a SAS data set
CREATE	Creates and opens a new SAS data set for input and output
DELETE	Marks observations for deletion in a SAS data set
EDIT	Opens an existing SAS data set for input and output
FIND	Finds observations
INDEX	Indexes variables in a SAS data set
LIST	Lists observations
PURGE	Purges all deleted observations from a SAS data set
READ	Reads observations into SAS/IML variables
REPLACE	Writes observations back into a SAS data set
RESET DEFLIB	Names default libref
SAVE	Saves changes and reopens a SAS data set
SETIN	Selects an open SAS data set for input
SETOUT	Selects an open SAS data set for output
SHOW CONTENTS	Shows contents of the current input SAS data set
SHOW DATASETS	Shows SAS data sets currently open
SORT	Sorts a SAS data set

SUMMARY	Produces summary statistics for numeric variables
USE	Opens an existing SAS data set for input

Shared Concepts for Processing Data

This section describes concepts that are common to two or more SAS/IML statements and that are related to reading or writing data.

Process a Range of Observations

The following SAS/IML statements enable you to specify a range of observations to process:

- [DELETE statement](#)
- [FIND statement](#)
- [LIST statement](#)
- [READ statement](#)
- [REPLACE statement](#)

You can specify a range of observations by using one of the following keywords:

ALL	specifies all observations.
CURRENT	specifies the current observation.
NEXT <number>	specifies the next observation or the next <i>number</i> of observations.
AFTER	specifies all observations after the current one.
POINT <i>value</i>	specifies observations by number.

Usually the **ALL** keyword is used, but the default value for the range is **CURRENT**. The NEXT and POINT keywords support values. The values can be literals, expressions, and numeric matrices, as shown in [Table 7.2](#).

Table 7.2 Values Supported by the POINT and NEXT Keywords

Value	Example
A single record number	<code>read point 5</code>
A literal that contains several record numbers	<code>read point {2 5 10}</code>
The name of a matrix that contains record numbers	<code>p=1:5; read point p;</code>
An expression in parentheses	<code>read point (p+1);</code>

If the current data set has an index in use (see the [INDEX statement](#)), the **POINT** keyword is invalid.

The following statements specify ranges of observations to the LIST statement. The output is not shown.

```
proc iml;
use Sashelp.class;

list all;                                /* lists whole data set */
list;                                     /* lists current observation */
list var{name age};           /* lists NAME and AGE in current obs */
list all where(age<=13); /* lists all obs where condition holds */
list next;                                /* lists next observation */
list point 18;                            /* lists observation 18 */
range = 10:15;
list point range;                         /* lists observations 10 through 15 */

close Sashelp.class;
```

The *range* operand is usually listed first when you are using the access statements DELETE, FIND, LIST, READ, and REPLACE. The following table shows access statements and their default ranges:

Statement	Default Range
LIST	Current
READ	Current
FIND	All
REPLACE	Current
DELETE	Current

The APPEND statement does not support a *range* operand; new observations are always appended to the end of a data set.

Select Variables with the VAR Clause

Several SAS/IML statements support a VAR clause that specifies variables to use for subsequent processing. The VAR clause is supported by the following statements:

- APPEND statement
- CREATE statement
- EDIT statement
- LIST statement
- READ statement
- REPLACE statement
- SUMMARY statement

- USE statement

The general form of the VAR clause is

VAR *vars* ;

The argument *vars* is one of the following:

- a literal matrix that contains variable names
- a character matrix that contains variable names
- an expression in parentheses that yields variable names
- one of the following keywords:

ALL	for all variables
CHAR	for all character variables
NUM	for all numeric variables

The following examples demonstrate ways to use the VAR clause:

```
proc iml;
use Sashelp.Class;
read all var {age sex};      /* a literal matrix of names */
varNames = {"weight" "height"};
read all var varNames;        /* a matrix that contains the names */
read all var _NUM_ into X;    /* a keyword */
close Sashelp.Class;

x1 = X[,1]; x2 = X[,2]; x3 = X[,3];
create Test var ("x1":"x3");  /* an expression */
append;
close Test;
```

Process Data by Using the WHERE Clause

Several SAS/IML statements support a WHERE clause that selects observations that satisfy specified criteria. The WHERE clause is supported by the following statements:

- DELETE statement
- EDIT statement
- FIND statement
- LIST statement
- READ statement
- REPLACE statement

- SUMMARY statement
- USE statement

The WHERE clause conditionally selects observations that satisfy some criterion. The general form of the WHERE clause is

WHERE *variable comparison-op operand* ;

The arguments to the WHERE clause are as follows:

variable is a variable in the SAS data set.

comparison-op is one of the following comparison operators:

<	less than
<=	less than or equal to
=	equal to
>	greater than
>=	greater than or equal to
^=	not equal to
?	contains a given string
^?	does not contain a given string
=:	begins with a given string
=*	sounds like or is spelled like a given string

operand is a literal value, a matrix name, or an expression in parentheses.

For example, a typical use of the WHERE clause is to subset data:

```
proc iml;
use Sashelp.Class where(age>14);
read all var {Age Weight} into X;
close Sashelp.Class;
print X[colname={"Age" "Weight"}];
```

Figure 7.24 Observations That Satisfy a Criterion

X	
Age	Weight
15	112.5
15	112
16	150
15	133
15	112

You can also use a WHERE clause in the READ statement. For example, to conduct BY-group processing of all the students in the Sashelp.Class data set, first call the FREQ procedure to find the unique BY groups, and

then use a WHERE clause in a DO loop to read observations from each BY group, as shown in the following example:

```
/* find unique BY combinations of Age and Sex */
proc freq data=Sashelp.Class;
tables Age*Sex / out=freqout
            nocum norow nocol nopercnt;
run;

proc iml;
/* read unique BY groups */
use freqout;
read all var {Age Sex};
close freqout;

use Sashelp.Class;           /* open data set for reading */
MeanHeight = j(nrow(Sex), 1); /* allocate vector for results */
do i = 1 to nrow(Age);      /* for each BY group */
    /* read data for the i_th group */
    read all var {Height} where(Sex=(sex[i]) & Age=(age[i]));
    MeanHeight[i] = mean(Height); /* analyze this BY group */
end;
close Sashelp.Class;

print Age Sex MeanHeight[format=4.1];
```

Figure 7.25 BY-Group Processing

The FREQ Procedure

Frequency		Table of Age by Sex			
		Sex			
Age		F	M	Total	
11		1	1	2	
12		2	3	5	
13		2	1	3	
14		2	2	4	
15		2	2	4	
16		0	1	1	
Total		9	10	19	

Age	Sex	MeanHeight
11	F	51.3
11	M	57.5
12	F	58.1
12	M	60.4
13	F	60.9
13	M	62.5
14	F	63.6
14	M	66.3
15	F	64.5
15	M	66.8
16	M	72.0

The *operand* argument in a WHERE comparison can be a matrix. For the following operators, the WHERE clause succeeds if *any* of the elements in the matrix satisfy the condition:

=, ?, =:, =*

For the following operators, the WHERE clause succeeds only if *all* the elements in the matrix satisfy the condition:

^=, ^?, <, <=, >, >=

You can specify logical expressions within the WHERE clause by using the AND (&) and OR (|) operators. If *clause* is a valid WHERE expression, then you can combine expressions as follows:

Both conditions satisfied	<i>clause1</i> & <i>clause2</i>
Either condition satisfied	<i>clause1</i> <i>clause2</i>

In the WHERE clause, the expression on the left side of a comparison operator refers to values of the data set variables, whereas the expression on the right side is a constant or SAS/IML matrix. Expressions that involve more than one data set variable in a single clause are not supported. For example, you cannot use either of the following expressions:

```
list all where(weight>height); /* not supported */
list all where(weight-height>0);/* not supported */
```

Using Data Set Options

The SAS/IML USE, EDIT, and CREATE statements support most of the standard SAS data set options, as documented in *SAS Data Set Options: Reference*. For example, the following statements use the OBS=, RENAME=, and DROP= data set options to read data from the Sashelp.Class data set:

```
proc iml;
use sashelp.class(obs=5
      rename=(sex=Gender)
      drop=Age);
read all var _NUM_ into X[colname=nNames];
read all var _CHAR_ into C[colname=cNames];
close sashelp.class;
print X[c=NNames] C[c=cNames];
```

Comparison with the SAS DATA Step

The SAS/IML environment enables you to perform basic manipulation of data. However, there are some differences between the SAS/IML language and the SAS DATA step:

- With SAS/IML software, you open a file for output by using the CREATE statement. You must explicitly set up all your variables with the correct attributes before you create a data set. This means that you must define character variables to have the desired length. Numeric variables are the default, so any variable not defined as character is assumed to be numeric. In the DATA step, the variable attributes are determined from context across the whole step.

- With SAS/IML software, you must use an APPEND statement to output an observation; in the DATA step, you either use an OUTPUT statement or let the DATA step output each observation automatically.
- With SAS/IML software, you iterate with a DO DATA loop. In the DATA step, the iterations are implied.
- With SAS/IML software, you have to close the data set with a CLOSE statement. (However, PROC IML automatically closes all open data sets when the procedure exits.) The DATA step closes the data set automatically at the end of the step.
- When reading or writing data, the DATA step usually executes faster than the equivalent operation in the SAS/IML language.

In short, the DATA step treats the problem with greater simplicity, allowing shorter programs. However, the SAS/IML language is more flexible and interactive, and it has powerful matrix-handling capabilities.

Chapter 8

File Access

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Overview of File Access

In this chapter you learn about external files and how to refer to an external file, whether it is a text file or a binary file. You learn how to read data from a file by using the **INFILE** and **INPUT** statements and how to write data to an external file by using the **FILE** and **PUT** statements.

With external files, you must know the format in which the data are stored or to be written. This is in contrast to SAS data sets, which are specialized files with a structure that is already known to the SAS System.

The SAS/IML statements used to access files are very similar to the corresponding statements in the SAS DATA step. The following table summarizes the SAS/IML statements and their functions.

Statement	Function
CLOSEFILE	closes an external file
FILE	opens an external file for output
INFILE	opens an external file for input
INPUT	reads from the current input file
PUT	writes to the current output file
SHOW FILES	Shows all open files, their attributes, and their status (current input and output files)

Referring to an External File

Suppose that you have data for students in a class. You have recorded the values for the variables NAME, SEX, AGE, HEIGHT, and WEIGHT for each student and have stored the data in an external text file named USER.TEXT.CLASS. If you want to read these data into SAS/IML variables, you need to indicate where the data are stored. In other words, you need to name the input file. If you want to write data from matrices to a file, you also need to name an output file.

There are two ways to refer to an input or output file: a *pathname* and a *filename*. A pathname is the name of the file as it is known to the operating system. A filename is an indirect SAS reference to the file made by using the FILENAME statement. You can identify a file in either way by using the FILE and INFILE statements.

For example, you can refer to the input file where the class data are stored by using a literal pathname—that is, a quoted string. The following statement opens the file USER.TEXT.CLASS for input:

```
infile 'user.text.class';
```

Similarly, if you want to output data to the file USER.TEXT.NEWCLASS, you need to reference the output file with the following statement:

```
file 'user.text.newclass';
```

You can also refer to external files by using a filename. When using a filename as the operand, simply give the name. The name must be one already associated with a pathname by a previously issued FILENAME statement.

For example, suppose you want to reference the file with the class data by using a FILENAME statement. First, you must associate the pathname with an alias (called a *fileref*), such as INCLASS. Then you can refer to USER.TEXT.CLASS with the fileref INCLASS.

The following statements achieve the same result as the previous INFILE statement with the quoted pathname:

```
filename inclass 'user.text.class';
infile inclass;
```

You can use the same technique for output files. The following statements have the same effect as the previous FILE statement:

```
filename outclass 'user.text.newclass';
file outclass;
```

Three filenames have special meaning in the SAS/IML language: CARDS, LOG, and PRINT. These refer to the standard input and output streams for all SAS sessions, as follows:

CARDS is a special filename for instream input data.

LOG is a special filename for log output.

PRINT is a special filename for standard print output.

When the pathname is specified, there is a limit of 64 characters to the operand.

Types of External Files

Most files that you work with are *text files*, which means that they can be edited and displayed without any special program. Text files under most host environments have special characters, called carriage-control characters or end-of-line characters, to separate one record from the next.

If your file does not adhere to these conventions, it is called a *binary file*. Typically, binary files do not have the usual record separators, and they can use any binary codes, including unprintable control characters. If you want to read a binary file, you must specify RECFM=N in the INFILE statement and use the byte operand (<) in the INPUT statement to specify the length of each item you want read. Treating a file as binary enables you to have direct access to a file position by byte address by using the byte operand (>) in the INPUT or PUT statement.

You write data to an external file by using the FILE and PUT statements. The output file can be text or binary. If your output file is binary, you must specify RECFM=N in the FILE statement. One difference between binary files and text files in output is that with binary files, the PUT statement does not put the record-separator characters at the end of each record written.

Reading from an External File

After you have chosen a method to refer to the external file you want to read, you need an INFILE statement to open it for input and an INPUT statement to specify how to read the data.

The next several sections cover how to use an INFILE statement and how to specify an INPUT statement so that you can input data from an external file.

Using the INFILE Statement

An INFILE statement identifies an external file that contains data that you want to read. It opens the file for input or, if the file is already open, makes it the current input file. This means that subsequent INPUT statements are read from this file until another file is made the current input file.

The following options can be used with the INFILE statement:

FLOWOVER

enables the INPUT statement to go to the next record to obtain values for the variables.

LENGTH=variable

names a variable that contains the length of the current record, where the value is set to the number of bytes used after each INPUT statement.

MISSOVER

prevents reading from the next input record when an INPUT statement reaches the end of the current record without finding values for all variables. It assigns missing values to all values that are expected but not found.

RECFM=N

specifies that the file is to be read in as a pure binary file rather than as a file with record-separator characters. You must use the byte operands (< and >) to get new records rather than separate INPUT statements or the new line operator (/).

STOPOVER

stops reading when an INPUT statement reaches the end of the current record without finding values for all variables in the statement. It treats going past the end of a record as an error condition, triggering an end-of-file condition. The STOPOVER option is the default.

The FLOWOVER, MISSOVER, and STOPOVER options control how the INPUT statement works when you try to read past the end of a record. You can specify only one of these options. Read these options carefully so that you understand them completely.

The following example uses the INFILE statement with a FILENAME statement to read the class data file. The MISSOVER option is used to prevent reading from the next record if values for all variables in the INPUT statement are not found.

```
filename inclass 'user.text.class';
infile inclass missover;
```

You can specify the pathname with a quoted literal also. The preceding statements could be written as follows:

```
infile 'user.text.class' missover;
```

Using the INPUT Statement

Once you have referenced the data file that contains your data with an INFILE statement, you need specify the following information about how the data are arranged:

- the number of variables and their names
- each variable's type, either numeric or character
- the format of each variable's values
- the columns that correspond to each variable

In other words, you must specify how to read the data.

The INPUT statement describes the arrangement of values in an input record. The INPUT statement reads records from a file specified in the previously executed INFILE statement, reading the values into SAS/IML variables.

There are two ways to describe a record's values in a SAS/IML INPUT statement:

- list (or scanning) input
- formatted input

Following are several examples of valid INPUT statements for the class data file, depending, of course, on how the data are stored.

If the data are stored with a blank or a comma between fields, then list input can be used. For example, the INPUT statement for the class data file might look as follows:

```
infile inclass;
input name $ sex $ age height weight;
```

These statements specify the following:

- There are five variables: NAME, SEX, AGE, HEIGHT and WEIGHT.
- Data fields are separated by commas or blanks.
- NAME and SEX are character variables, as indicated by the dollar sign (\$).
- AGE, HEIGHT, and WEIGHT are numeric variables, the default.

The data must be stored in the same order in which the variables are listed in the INPUT statement. Otherwise, you can use formatted input, which is column specific. Formatted input is the most flexible and can handle any data file. Your INPUT statement for the class data file might look as follows:

```
infile inclass;
input @1 name $char8. @10 sex $char1. @15 age 2.0
      @20 height 4.1 @25 weight 5.1;
```

These statements specify the following:

- NAME is a character variable; its value begins in column 1 (indicated by @1) and occupies eight columns (\$CHAR8.).
- SEX is a character variable; its value is found in column 10 (\$CHAR1.).
- AGE is a numeric variable; its value is found in columns 15 and 16 and has no decimal places (2.0).
- HEIGHT is a numeric variable found in columns 20 through 23 with one decimal place implied (4.1).
- WEIGHT is a numeric variable found in columns 25 through 29 with one decimal place implied (5.1).

The next sections discuss these two modes of input.

List Input

If your data are recorded with a comma or one or more blanks between data fields, you can use list input to read your data. If you have missing values—that is, unknown values—they must be represented by a period (.) rather than a blank field.

When the SAS/IML language looks for a value, it skips past blanks and tab characters. Then it scans for a delimiter to the value. The delimiter is a blank, a comma, or the end of the record. When the ampersand (&) format modifier is used, SAS/IML looks for two blanks, a comma, or the end of the record.

The general form of the INPUT statement for list input is as follows:

```
INPUT variable < $> < &> < . . . variable < $> > < &> > ;
```

where

- variable* names the variable to be read by the INPUT statement.
- \$ indicates that the preceding variable is character.
- & indicates that a character value can have a single embedded blank. Because a blank normally indicates the end of a data value, use the ampersand format modifier to indicate the end of the value with at least two blanks or a comma.

With list input, SAS/IML scans the input lines for values. Consider using list input in the following cases:

- when blanks or commas separate input values
- when periods rather than blanks represent missing values

List input is the default in several situations. Descriptions of these situations and the behavior of SAS/IML follow:

- If no input format is specified for a variable, SAS/IML scans for a number.
- If a single dollar sign or ampersand format modifier is specified, SAS/IML scans for a character value. The ampersand format modifier enables single embedded blanks to occur.
- If a format is given with width unspecified or zero, SAS/IML scans for the first blank or comma.

If the end of a record is encountered before a value is found, then the behavior is as described by the record overflow options in the INFILE statement discussed in the section “[Using the INFILE Statement](#)” on page 111.

When you read with list input, the order of the variables listed in the INPUT statement must agree with the order of the values in the data file. For example, consider the following data:

Alice	f	10	61	97
Beth	f	11	64	105
Bill	m	12	63	110

You can use list input to read these data by specifying the following INPUT statement:

```
input name $ sex $ age height weight;
```

NOTE: This statement implies that the variables are stored in the order given. That is, each line of data contains a student's name, sex, age, height, and weight in that order and separated by at least one blank or by a comma.

Formatted Input

The alternative to list input is formatted input. An INPUT statement reading formatted input must have a SAS informat after each variable. An *informat* gives the data type and field width of an input value. Formatted input can be used with pointer controls and format modifiers. However, neither pointer controls nor format modifiers are necessary for formatted input.

Pointer Control Features

Pointer controls reset the pointer's column and line positions and tell the INPUT statement where to go to read the data value. You use pointer controls to specify the columns and lines from which you want to read:

- *Column pointer controls* move the pointer to the column you specify.
- *Line pointer controls* move the pointer to the next line.
- *Line hold controls* keep the pointer on the current input line.
- *Binary file indicator controls* indicate that the input line is from a binary file.

Column Pointer Controls

Column pointer controls indicate in which column an input value starts. Column pointer controls begin with either an at sign (@) or a plus sign (+). A complete list follows:

@ <i>n</i>	moves the pointer to column <i>n</i> .
@ <i>point-variable</i>	moves the pointer to the column given by the current value of <i>point-variable</i> .
@(<i>expression</i>)	moves the pointer to the column given by the value of the <i>expression</i> . The <i>expression</i> must evaluate to a positive integer.
+ <i>n</i>	moves the pointer <i>n</i> columns.
+ <i>point-variable</i>	moves the pointer the number of columns given by the value of <i>point-variable</i> .
+(<i>expression</i>)	moves the pointer the number of columns given by the value of <i>expression</i> . The value of <i>expression</i> can be positive or negative.

Here are some examples of using column pointer controls:

Example	Meaning
@12	go to column 12
@N	go to the column given by the value of N
@(N-1)	go to the column given by the value of N-1
+5	skip 5 spaces
+N	skip N spaces
+(N+1)	skip N+1 spaces

In the earlier example that used formatted input, you used several pointer controls. Here are the statements:

```
infile inclass;
input @1 name $char8. @10 sex $char1. @15 age 2.0
      @20 height 4.1 @25 weight 5.1;
```

The @1 moves the pointer to column 1, the @10 moves it to column 10, and so on. You move the pointer to the column where the data field begins and then supply an informat specifying how many columns the variable occupies. The INPUT statement could also be written as follows:

```
input @1 name $char8. +1 sex $char1. +4 age 2. +3 height 4.1
      +1 weight 5.1;
```

In this form, you move the pointer to column 1 (@1) and read eight columns. The pointer is now at column 9. Now, move the pointer +1 columns to column 10 to read SEX. The \$char1. informat says to read a character variable occupying one column. After you read the value for SEX, the pointer is at column 11, so move it to column 15 with +4 and read AGE in columns 15 and 16 (the 2. informat). The pointer is now at column 17, so move +3 columns and read HEIGHT. The same idea applies for reading WEIGHT.

Line Pointer Control

The line pointer control (/) directs SAS/IML to skip to the next line of input. You need a line pointer control when a record of data takes more than one line. You use the new line pointer control (/) to skip to the next line and continue reading data. In the example reading the class data, you do not need to skip a line because each line of data contains all the variables for a student.

Line Hold Control

The trailing at sign (@), when at the end of an INPUT statement, directs SAS/IML to hold the pointer on the current record so that you can read more data with subsequent INPUT statements. You can use it to read several records from a single line of data. Sometimes, when a record is very short—say, 10 columns or so—you can save space in your external file by coding several records on the same line.

Binary File Indicator Controls

When the external file you want to read is a binary file (RECFM=N is specified in the INFILE statement), you must specify how to read the values by using the following binary file indicator controls:

- >*n* start reading the next record at the byte position *n* in the file.
- >*point-variable* start reading the next record at the byte position in the file given by *point-variable*.
- >(*expression*) start reading the next record at the byte position in the file given by *expression*.
- <*n* read the number of bytes indicated by the value of *n*.
- <*point-variable* read the number of bytes indicated by the value of *point-variable*.
- <(*expression*) read the number of bytes indicated by the value of *expression*.

Pattern Searching

You can have the input mechanism search for patterns of text by using the at sign (@) with a character operand. SAS/IML starts searching at the current position, advances until it finds the pattern, and leaves the pointer at the position immediately after the found pattern in the input record. For example, the following statement searches for the pattern **NAME=** and then uses list input to read the value after the found pattern:

```
input @ 'NAME=' name $;
```

If the pattern is not found, then the pointer is left past the end of the record, and the rest of the INPUT statement follows the conventions based on the options MISSOVER, STOPOVER, and FLOWOVER described in the section “[Using the INFILE Statement](#)” on page 111. If you use pattern searching, you usually specify the MISSOVER option so that you can control for the occurrences of the pattern not being found.

Notice that the MISSOVER feature enables you to search for a variety of items in the same record, even if some of them are not found. For example, the following statements are able to read in the ADDR variable even if **NAME=** is not found (in which case, NAME is unvalued):

```
infile in1 missover;
input @1 @ "NAME=" name $
      @1 @ "ADDR=" addr &
      @1 @ "PHONE=" phone $;
```

The pattern operand can use any characters except for the following:

```
%  $  [ ]  { }  <  >  -  ?  *  #  @  ^  ` (backquote)
```

Record Directives

Each INPUT statement goes to a new record except in the following special cases:

- An at sign (@) at the end of an INPUT statement specifies that the record is to be held for future INPUT statements.
- Binary files (RECFM=N) always hold their records until the > directive.

As discussed in the syntax of the INPUT statement, the line pointer operator (/) instructs the input mechanism to go immediately to the next record. For binary (RECFM=N) files, the > directive is used instead of the /.

Blanks

For character values, the informat determines the way blanks are interpreted. For example, the \$CHARw. format reads blanks as part of the whole value, while the BZw. format turns blanks into zeros. See *SAS Language Reference: Dictionary* for more information about informats.

Missing Values

Missing values in formatted input are represented by blanks or a single period for a numeric value and by blanks for a character value.

Matrix Use

Data values are either character or numeric. Input variables always result in scalar (one row by one column) values with type (character or numeric) and length determined by the input format.

End-of-File Condition

End of file is the condition of trying to read a record when there are no more records to read from the file. The consequences of an end-of-file condition are described as follows.

- All the variables in the INPUT statement that encountered end of file are freed of their values. You can use the NROW or NCOL function to test if this has happened.
- If end of file occurs inside a DO DATA loop, execution is passed to the statement after the END statement in the loop.

For text files, end of file is encountered first as the end of the last record. The next time input is attempted, the end-of-file condition is raised.

For binary files, end of file can result in the input mechanism returning a record that is shorter than the requested length. In this case SAS/IML still attempts to process the record, using the rules described in the section “[Using the INFILE Statement](#)” on page 111.

The DO DATA mechanism provides a convenient mechanism for handling end of file.

For example, to read the class data from the external file USER.TEXT.CLASS into a SAS data set, you need to perform the following steps:

1. Establish a *fileref* referencing the data file.
2. Use an INFILE statement to open the file for input.
3. Initialize any character variables by setting the length.
4. Create a new SAS data set with a CREATE statement. You want to list the variables you plan to input in a VAR clause.
5. Use a DO DATA loop to read the data one line at a time.
6. Write an INPUT statement that specifies how to read the data.
7. Use an APPEND statement to add the new data line to the end of the new SAS data set.
8. End the DO DATA loop.

9. Close the new data set.
10. Close the external file with a CLOSEFILE statement.

Your statements should look as follows:

```

filename inclass 'user.text.class';
infile inclass missover;
name="12345678";
sex="1";
create class var{name sex age height weight};
do data;
  input name $ sex $ age height weight;
  append;
end;
close class;
closefile inclass;

```

Notice that the APPEND statement is not executed if the INPUT statement reads past the end of file because SAS/IML escapes the loop immediately when the condition is encountered.

Differences with the SAS DATA Step

If you are familiar with the SAS DATA step, you will notice that the following features are supported differently or are not supported in SAS/IML:

- The pound sign (#) directive supporting multiple current records is not supported.
- Grouping parentheses are not supported.
- The colon (:) format modifier is not supported.
- The byte operands (< and >) are new features supporting binary files.
- The ampersand (&) format modifier causes SAS/IML to stop reading data if a comma is encountered. Use of the ampersand format modifier is valid with list input only.
- The RECFM=F option is not supported.

Writing to an External File

If you have data in matrices and you want to write these data to an external file, you need to reference, or point to, the file (as discussed in the section “[Referring to an External File](#)” on page 110). The FILE statement opens the file for output so that you can write data to it. You need to specify a PUT statement to direct how the data are output. These two statements are discussed in the following sections.

Using the FILE Statement

The FILE statement is used to refer to an external file. If you have values stored in matrices, you can write these values to a file. Just as with the INFILE statement, you need a fileref to point to the file you want to write to. You use a FILE statement to indicate that you want to write to rather than read from a file.

For example, if you want to output to the file USER.TEXT.NEWCLASS, you can specify the file with a quoted literal pathname. Here is the statement:

```
> file 'user.text.newclass';
```

Otherwise, you can first establish a fileref and then refer to the file by its fileref, as follows:

```
> filename outclass 'user.text.class';
> file outclass;
```

There are two options you can use in the FILE statement:

RECFM=N specifies that the file is to be written as a pure binary file without record-separator characters.

LRECL=*operand* specifies the size of the buffer to hold the records.

The FILE statement opens a file for output or, if the file is already open, makes it the current output file so that subsequent PUT statements write to the file. The FILE statement is similar in syntax and operation to the INFILE statement.

Using the PUT Statement

The PUT statement writes lines to the SAS log, to the SAS output file, or to any external file specified in a FILE statement. The file associated with the most recently executed FILE statement is the *current output file*.

You can use the following arguments with the PUT statement:

variable names the SAS/IML variable with a value that is put to the current pointer position in the record. The variable must be scalar valued. The put variable can be followed immediately by an output format.

literal gives a literal to be put to the current pointer position in the record. The literal can be followed immediately by an output format.

<i>(expression)</i>	must produce a scalar-valued result. The expression can be immediately followed by an output format.
<i>format</i>	names the output formats for the values.
<i>pointer-control</i>	moves the output pointer to a line or column.

Pointer Control Features

Most PUT statements need the added flexibility obtained with pointer controls. SAS/IML keeps track of its position on each output line with a pointer. With specifications in the PUT statement, you can control pointer movement from column to column and line to line. The pointer controls available are discussed in the section “Using the INPUT Statement” on page 112.

Differences with the SAS DATA Step

If you are familiar with the SAS DATA step, you will notice that the following features are supported differently or are not supported:

- The pound sign (#) directive supporting multiple current records is not supported.
- Grouping parentheses are not supported.
- The byte operands (< and >) are a new feature supporting binary files.

Examples

Writing a Matrix to an External File

If you have data stored in an $n \times m$ matrix and you want to output the values to an external file, you need to write out the matrix element by element.

For example, suppose you have a matrix X that contains data that you want written to the file USER.MATRIX. Suppose also that X contains ones and zeros so that the format for output can be one column. You need to do the following:

1. Establish a fileref, such as OUT.
2. Use a FILE statement to open the file for output.
3. Specify a DO loop for the rows of the matrix.
4. Specify a DO loop for the columns of the matrix.

5. Use a PUT statement to specify how to write the element value.
6. End the inner DO loop.
7. Skip a line.
8. End the outer DO loop.
9. Close the file.

Your statements should look as follows:

```
filename out 'user.matrix';
file out;
do i = 1 to nrow(x);
  do j = 1 to ncol(x);
    put (x[i,j]) 1.0 +2 @;
  end;
  put;
end;
closefile out;
```

The output file contains a record for each row of the matrix. For example, if your matrix is 4×4 , then the file might look as follows:

```
1  1  0  1
1  0  0  1
1  1  1  0
0  1  0  1
```

Quick Printing to the PRINT File

You can use the FILE PRINT statement to route output to the standard print file. The following statements generate data that are output to the PRINT file:

```
> file print;
> do a = 0 to 6.28 by .2;
>   x = sin(a);
>   p = (x+1) #30;
>   put @1 a 6.4 +p x 8.4;
> end;
```

Here is the resulting output:

0.0000	0.0000
0.2000	0.1987
0.4000	0.3894
0.6000	0.5646
0.8000	0.7174
1.0000	0.8415
1.2000	0.9320
1.4000	0.9854
1.6000	0.9996
1.8000	0.9738
2.0000	0.9093
2.2000	0.8085
2.4000	0.6755
2.6000	0.5155
2.8000	0.3350
3.0000	0.1411
3.2000	-0.0584
3.4000	-0.2555
3.6000	-0.4425
3.8000	-0.6119
4.0000	-0.7568
4.2000	-0.8716
4.4000	-0.9516
4.6000	-0.9937
4.8000	-0.9962
5.0000	-0.9589
5.2000	-0.8835
5.4000	-0.7728
5.6000	-0.6313
5.8000	-0.4646
6.0000	-0.2794
6.2000	-0.0831

Listing Your External Files

To list all open files and their current input or current output status, use the SHOW FILES statement.

Closing an External File

The CLOSEFILE statement closes files opened by an INFILE or FILE statement. You specify the CLOSEFILE statement just as you do the INFILE or FILE statement. For example, the following statements open the external file USER.TEXT.CLASS for input and then close it:

```
filename in 'user.text.class';
infile in;
closefile in;
```

Summary

In this chapter, you learned how to refer to, or point to, an external file by using a FILENAME statement. You can use the FILENAME statement whether you want to read from or write to an external file. The file can also be referenced by a quoted literal pathname. You also learned about the difference between a text file and a binary file.

You learned how to read data from an external file with the INFILE and INPUT statements, using either list or formatted input. You learned how to write your matrices to an external file by using the FILE and PUT statements. Finally, you learned how to close your files.

Chapter 9

Mixed-Type Tables

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Introduction to Tables

The matrix is the fundamental data type for SAS/IML computations. A matrix must contain either all numeric or all character values. You cannot create a matrix in which one column has numeric values and another column has character values.

In contrast, SAS data sets can contain mixed-type data. Beginning with SAS/IML 14.2, you can create *tables*, which are in-memory versions of data sets. You can create a table from a SAS data set or from a SAS/IML matrix. You can add new columns to the table or extract values from the table into matrices. You can pass the table to a SAS/IML module, and modules can create new tables or modify existing tables.

Tables are a convenient way to store mixed-type data and to pass data to modules. You cannot perform linear algebraic operations on a table. For example, you cannot add two tables together or compute the eigenvalues of a table, even if all the columns of the table are numeric. However, SAS/IML includes functions for creating matrices from the columns of tables, so you can extract the data and then compute with the matrices.

In this chapter, the word “variable” can have several meanings. When there is the potential for confusion, this chapter uses the following conventions:

- A **variable** is a column in a data set.
- A *column* is a column in a SAS/IML table.
- A *symbol* is the name of a SAS/IML matrix, vector, or table.
- A *dynamic variable* is a symbol that is named in the DYNAMIC statement in the TEMPLATE procedure. The value of a dynamic variable is specified at run time.

For example, you might read a data set that has three variables into a SAS/IML table that has three columns. The name of the table might be the symbol *tbl*.

Create Tables from SAS Data Sets

The easiest way to create an in-memory table is to use the `TableCreateFromDataSet` function to create a table directly from a SAS data set. The following statements read the `Sashelp.Class` data set into a table:

```
proc iml;
tClass = TableCreateFromDataSet("Sashelp", "Class");
```

The *tClass* symbol is a table. It can be passed as an argument to any SAS/IML function that supports tables. For example, you can use the `NROW` and `NCOL` functions to obtain the number of rows and columns, respectively, for the *tClass* table:

```
nrow = nrow(tClass);
ncol = ncol(tClass);
print nrow ncol;
```

Figure 9.1 Number of Rows and Columns for a Table

nrow	ncol
19	5

You can also use data set options to filter data. For example, you can use the `DROP=`, `KEEP=`, `OBS=`, and `WHERE=` options to restrict the data that are read into a table, as shown in the following statements:

```
dsOpt = "drop=Name rename=(Weight=Mass) where=(Sex='M')";
tblBoys = TableCreateFromDataSet("Sashelp", "Class", dsOpt);
```

Create Tables from Matrices

You can use the `TableCreate` function to create a table from a SAS/IML matrix. You can also use the `TableAddVar` subroutine to add columns to an existing table.

The following statements define two character vectors that contain data about historical hurricanes in the Atlantic basin. The TableCreate function is used to create a table from the data:

```
proc iml;
Hurr = {"Katrina", "Ike", "Andrew", "Wilma"};
Month = {"August", "September", "August", "October"};
tbl = TableCreate({{"Name" "Month"}, Hurr||Month});
```

Because a matrix cannot contain mixed types, you might need to call the TableAddVar subroutine to add columns to the table. The following statements add two new columns to the existing table:

```
Yr = {2005, 2008, 1992, 2005};
Wind = { 175, 145, 175, 185}; /* max wind, mph */
call TableAddVar(tbl, {"Year" "MaxWind"}, Yr||Wind); /* add numeric cols */
```

The order of the columns in the table is the order in which the columns were added. For the current table, the character columns appear first, followed by the numeric columns. You can use the [TableGetVarName](#) function to obtain the column names of a table:

```
colNames = TableGetVarName(tbl);
print colNames;
```

Figure 9.2 Names of Table Columns

colNames
Name Month Year MaxWind

Query Properties of Tables

The following list describes functions that enable you to retrieve properties of a table:

- The [TYPE](#) function returns the type of the input symbol:
 - If a symbol is undefined, the [TYPE](#) function returns U.
 - If a symbol is a character matrix, the [TYPE](#) function returns C.
 - If a symbol is a numeric matrix, the [TYPE](#) function returns N.
 - If a symbol is a table, the [TYPE](#) function returns T.
- The following functions return the dimensions of a table:
 - The [NROW](#) function returns the number of rows.
 - The [NCOL](#) function returns the number of columns.
 - The [DIMENSION](#) function returns both quantities in a row vector.
- The following functions return a row vector that contains information about the columns, such as names, labels, and types (character or numeric):
 - The [TableGetVarFormat](#) function returns the formats that are associated with columns. If a column does not have a format, a blank is returned.

- The `TableGetVarIndex` function returns the column numbers when you specify the column names.
- The `TableGetVarInformat` function returns the informats that are associated with columns. If a column does not have an informat, a blank is returned.
- The `TableGetVarLabel` function returns the labels that are associated with columns. If a column does not have a label, a blank is returned.
- The `TableGetVarName` function returns the names of columns in a table when you specify the column numbers (indices).
- The `TableGetVarType` function returns a vector that contains values C and N to represent character and numeric columns, respectively.
- The `TableIsExistingVar` function determines whether a table contains a specified column name. The function returns a binary indicator vector.
- The `TableIsVarNumeric` function returns a vector that contains values 0 and 1 to indicate character and numeric columns, respectively.

The following statements create a table from the `Sashelp.Class` data set and return information about the columns. The information is shown in [Figure 9.3](#).

```
proc iml;
tClass = TableCreateFromDataSet("Sashelp", "Class");
colnames = TableGetVarName(tClass);
type = TableGetVarType(tClass);
isNum = TableIsVarNumeric(tClass);
print (type // char(isNum)) [c=colnames r={"Type" "IsNum"}];
```

Figure 9.3 Information about a Table

	Name	Sex	Age	Height	Weight
Type	C	C	N	N	N
IsNum	0	0	1	1	1

Set Properties of Tables

The columns of tables have properties such as names, formats, informats, and labels. The following functions enable you to set the properties for columns of a table:

- The `TableRenameVar` call sets the names of columns.
- The `TableSetVarFormat` call sets the formats that are associated with columns.
- The `TableSetVarInformat` call sets the informats that are associated with columns.
- The `TableSetVarLabel` call sets the labels that are associated with columns.

Extract Data from a Table to Matrices

You can use the `TableGetVarData` function to extract values from the table into a matrix. You can then perform standard matrix computations on the data. For example, the following statements create a table from the `Sashelp.Class` data set. The `TableGetVarData` function extracts the numeric variables `Height` and `Weight` into a matrix. The `COV` function then computes the covariance matrix for those two variables. The covariance matrix is shown in [Figure 9.4](#).

```
proc iml;
tClass = TableCreateFromDataSet("Sashelp", "Class");
colNames = {"Height" "Weight"};
X = tableGetVarData(tClass, colNames);
cov = cov(X);
print cov[c=colNames r=colNames];
```

Figure 9.4 Covariance Matrix for Numeric Variables

		cov	
		Height	Weight
Height	26.286901	102.49342	
Weight	102.49342	518.65205	

Because the `TableGetVarData` function returns a matrix, the variable names that you specify must be all numeric or all character.

Modify Tables

Tables enable you to use a single parameter to send mixed-type data into a SAS/IML module. The module can use the `TableGetVarData` function to extract values from the table into a matrix. It can also use the `TableAddVar` function to add new columns to the table.

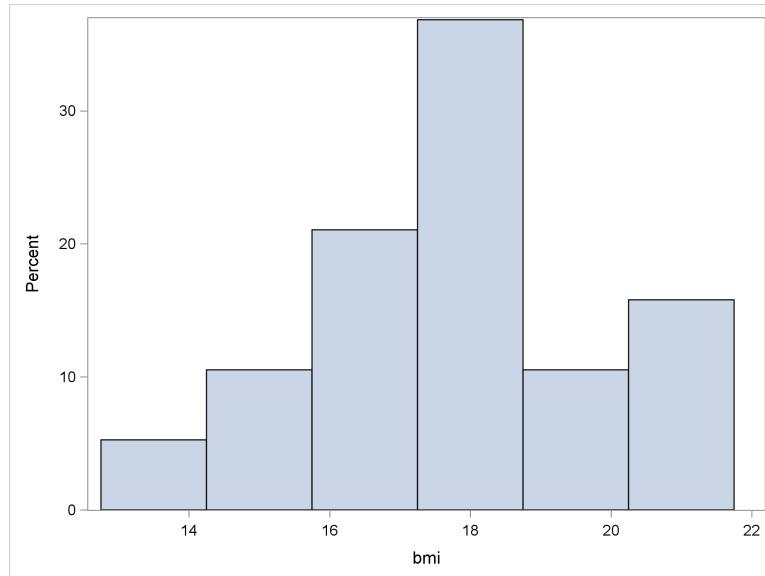
The following module takes a table as an argument. It assumes that the table contains columns named `Height` and `Weight`, where height is measured in inches and weight is measured in pounds. (It could use the `TableIsExistingVar` function to verify that columns with these names exist.) The module extracts the data from these columns into vectors, and uses a standard formula to compute the body mass index (BMI) for each person in the data. The BMI values are then added to the table.

```
proc iml;
/* Compute BMI from the Height and Weight vars */
start AddBMI(tbl);
  weight = TableGetVarData(tbl, "Weight");
  height = TableGetVarData(tbl, "Height");
  BMI = weight / height##2 * 703; /* standard formula */
  call TableAddVar(tbl, "BMI", BMI); /* add numeric col */
  return;
finish;
```

The following statements create a table from the Sashelp.Class data set. The table is passed into the AddBMI module, which modifies the table. When the module returns, the main program extracts the BMI values from the table and displays a histogram of the BMI values. The histogram is shown in Figure 9.5.

```
tClass = TableCreateFromDataSet("Sashelp", "Class");
run AddBMI(tClass);           /* call a module that modifies the table */
bmi = TableGetVarData(tClass, "BMI");
call histogram(bmi);         /* graph distribution of derived column */
```

Figure 9.5 Histogram of Computed Column



Save Tables to SAS Data Sets

Just as the TableCreateFromDataSet function enables you to read a data set into a SAS/IML table, the TableWriteToDataSet call enables you to create a SAS data set from a table. The following statements create a table from two vectors and then write the data to a SAS data set named Letters in the Work library. The CONTENTS function is used to retrieve the names of the variables in the data set. The names are displayed in Figure 9.6.

```
proc iml;
tbl = TableCreate("Letters", T("A":"Z")); /* create a character column */
call TableAddvar(tbl, "ID", T(1:26));    /* create a numeric column */
call TableWriteToDataSet(tbl, "work", "Letters"); /* create SAS data set */

vars = contents("Letters");             /* variables in work.Letters */
print vars;
```

Figure 9.6 Creating a SAS Data Set from a Table

vars
Letters
ID

You can include data set options in order to write a subset of the table to a data set. The following statement uses the WHERE= option to write half of the data to a data set. The Letters2 data set contains all data for which the ID column is a multiple of 2.

```
call TableWriteToDataSet(tbl, "work", "Letters2",
                        "where=(mod(ID,2)=0)"); /* write subset */
```

In a similar way, you can use the DROP= and KEEP= data set options to create a SAS data set that contains only certain columns in a table.

Copy Tables

You can copy a table from one symbol into another by using the assignment operator (=) as shown in the following statements:

```
proc iml;
tClass = TableCreateFromDataSet("Sashelp", "Class");
tNew = tClass;           /* make a copy of the table */
quit;
```

Tables are copied by value. After you make a copy of a table, changes to the original table do not affect the copy. Similarly, you can modify the copy without affecting the original table.

The **VALUE** function and **VALSET** call also enable you to copy a table by specifying the name of the table.

Release Table Memory

Like matrices, tables are stored in memory. Consequently, large tables might consume a lot of the RAM on your computer. When you are finished using a table, you can use the **FREE** statement to free the symbol and release the memory. You can then reuse the symbol.

For example, the following statements create a table and then use the FREE statement to delete the table from memory and free the symbol. The SHOW NAMES statement displays the symbols that have values. Figure 9.7 shows that the **tbl** symbol is no longer defined.

```
proc iml;
x = 1:10;
y = {1 2, 3 4};
tbl = TableCreateFromDataSet("Sashelp", "BWeight"); /* load a big table */
free tbl;                                         /* delete the big table */
show names;
quit;
```

Figure 9.7 Symbols after Deleting Table

SYMBOL	ROWS	COLS	TYPE	SIZE
x	1	10	num	8
y	2	2	num	8
Number of symbols = 3 (includes those without values)				

Compute Statistics for Columns of Tables

The computational functions and operators in the SAS/IML language are designed to operate on matrices, not tables. You cannot add two tables or pass a table to the MEAN function to compute the mean of each column. However, you can write a SAS/IML module that accepts a table as a parameter and computes statistics for one or more columns. To do this, use the TableGetVarData function to extract the data from a table into a matrix. For example, the following function prints a table of descriptive statistics for each numeric column in a table. The statistics are shown in Figure 9.8.

```

proc iml;
start PrintDescStats( tbl );
  cols = loc( TableIsVarNumeric(tbl) ); /* get column numbers */
  if ncol(cols)=0 then do;
    print "The table does not contain any numeric columns.";
    return;
  end;
  stats = j(5, ncol(cols));           /* allocate matrix for results */
  m = TableGetVarData(tbl, cols);     /* extract data into matrix */
  stats[1,] = countn(m);             /* N       for each column */
  stats[2,] = mean(m);               /* Mean    for each column */
  stats[3,] = std(m);                /* Std Dev for each column */
  stats[4,] = m[><, ];               /* Minimum for each column */
  stats[5,] = m[><, ];               /* Maximum for each column */
  varNames = TableGetVarName(tbl, cols);
  rowNames = {"N", "Mean", "Std Dev", "Minimum", "Maximum"};
  print stats[L="Descriptive Statistics" r=rowNames c=varNames];
finish;

table = TableCreateFromDataSet("Sashelp", "Class");
run PrintDescStats(table);

```

Figure 9.8 Descriptive Statistics for Numeric Columns

Descriptive Statistics			
	Age	Height	Weight
N	57	57	57
Mean	13.315789	62.336842	100.02632
Std Dev	1.4926722	5.1270752	22.773933
Minimum	11	51.3	50.5
Maximum	16	72	150

Print Tables

The SAS Output Delivery System (ODS) displays tables by using a template. A template determines the layout of the table and the styles that are used to display the individual headers, columns, and cells. You can print a table in SAS/IML software by using the **TablePrint** subroutine. By default, the **TablePrint** subroutine uses the **IML.Table** template. The following PROC TEMPLATE statements display the **IML.Table** template in the SAS log:

```
proc template;
  source IML.Table;
run;
```

The **IML.Table** template is not complicated. It defines columns that can be used to display numeric or character variables. The **IML.Table** template supports standard tables that contain a table header, column headers, and row headers.

The following basic options for the **TablePrint** subroutine control the appearance of the displayed table:

- The **VAR=** option specifies the columns to print. By default, all columns are printed.
- The **ID=** option specifies a column to use as row headers. By default, row numbers are used as row headers.
- The **LABEL=** option specifies a header for the entire table. By default, the subroutine prints the name of the SAS/IML symbol as the table header.
- The **FIRSTOBS=** option specifies the initial row to print. By default, the subroutine prints the first row in the table as the initial row.
- The **NUMOBS=** option specifies the number of rows to print. By default, the initial row and all subsequent rows are printed.
- The **COLHEADER=** option specifies the column headers. Valid values are “Names”, “Labels”, and “None”. By default, **COLHEADER=“Labels”**.
- The **JUSTIFY=** option specifies the horizontal alignment (left, center, or right) for each column. By default, character columns are left-justified and numeric columns are right-justified.

The following program creates a table from the **Sashelp.Class** data set. The **TablePrint** subroutine options request that only a portion of the table be printed. The output is shown in [Figure 9.9](#).

```
proc iml;
tClass = TableCreateFromDataSet("Sashelp", "Class");
call TablePrint(tClass) label="Subset of Students"
  var={"Name" "Sex" "Age" "Weight"}
  justify={"R" "C" "C" "R"}
  ID="Name"
  firstObs=3 numobs=5;
```

Figure 9.9 A Printed Table

Subset of Students			
Name	Sex	Age	Weight
Barbara	F	13	98
Carol	F	14	102.5
Henry	M	14	102.5
James	M	12	83
Jane	F	12	84.5

The PrintTable subroutine supports advanced options that enable you to use custom templates to display tables. These advanced options are discussed in the next section.

Advanced Printing of Tables

You can use the TEMPLATE= option in the TablePrint subroutine to specify a custom template that specifies the layout for a SAS/IML table. This section describes how to use the TEMPLATE procedure to define a custom template. For an introduction to table templates, see Smith (2007, 2013).

When you use the TEMPLATE= option to specify a custom template, you can still use the VAR=, FIRSTOBS=, and NUMOBS= options. You can use the LABEL= option if the template includes the HEADER_LABEL_ statement. You cannot use the ID= or JUSTIFY= options with custom templates, nor can you use the COLHEADER=“None” option.

The following options to the TablePrint subroutine enable you to specify templates and to pass values at run time to dynamic variables in the templates.

- The TEMPLATE= option specifies the name of a template that ODS should use to display the table.
- The DYNAMIC= option specifies the names of SAS/IML matrices whose values are passed to the template and used as the values of dynamic variables.
- The COLTEMPLATE= option specifies the names of column templates that are defined by using the DEFINE COLUMN statement in PROC TEMPLATE. The names should be known to the template that is specified by the TEMPLATE= option.
- The COLDYNAMIC= option specifies the names of SAS/IML matrices. The values of these matrices are passed to dynamic variables in column templates.

You must specify the TEMPLATE= option in order to specify the DYNAMIC= or COLTEMPLATE= options. You must specify the COLTEMPLATE= option in order to specify the COLDYNAMIC= option.

Using Custom Templates

This example defines a custom template and uses it to print a SAS/IML table. The following call to PROC TEMPLATE defines a table template called “Custom1.” The table has three columns that have specified

names. The table contains a main header and a secondary header that spans the second and third column. For more information about how to use PROC TEMPLATE to define a template, see *SAS Output Delivery System: Procedures Guide*.

```
proc template;
define table Custom1;
  column Estimate LowerCL UpperCL;      /* names and order of columns */
  define header topHeader;              /* header at top of table */
    text "Parameter Estimates";
  end;
  define header SpanHeader;            /* define spanning header */
    text "95% Confidence Limits";      /* title of spanning header */
    start = LowerCL;                  /* span starts at second column */
    end   = UpperCL;                  /* span ends at third column */
  end;
end;
run;
```

You can use the TEMPLATE= option to request that the “Custom1” template be used to print a SAS/IML table. The following SAS/IML statements create a table that has three columns. The names of the columns agree with the names that were specified in the template. The TablePrint subroutine displays the table. The output is shown in Figure 9.10.

```
proc iml;
x = {1 0.5 1.5,
      1.8 1.6 2.0,
      2.8 2.1 3.5};
ParamEst = TableCreate({"Estimate" "LowerCL" "UpperCL"}, x);
call TablePrint(ParamEst) template="Custom1";
quit;
```

Figure 9.10 Output That Uses a Custom Template

Parameter Estimates		
95%		
Confidence Limits		
Estimate	LowerCL	UpperCL
1	0.5	1.5
1.8	1.6	2
2.8	2.1	3.5

Figure 9.10 shows that the table has a header that displays the text “Parameter Estimates.” The table also has a spanning header that displays the text “95% Confidence Limits.”

A second example of a custom template is a table that colors certain cells in a table according to the values in those cells.

For example, the Sashelp.Class data includes variables that indicate gender and weight. You might want to highlight males by using a light blue background and females by using a pink background, and you might want to highlight any child that weighs more than 100 pounds by using a light orange background. The following call to PROC TEMPLATE uses the CELLSTYLE statement to define a table with these attributes.

```

proc template;
define table CustomColor1;
  cellstyle _COL_ = 2 && _VAL_="M" as {backgroundcolor=LightBlue},
             _COL_ = 2 && _VAL_="F" as {backgroundcolor=Pink},
             _COL_ = 5 && _VAL_>100 as {backgroundcolor=LightOrange};
end;
run;

```

The following call to the TablePrint subroutine uses this template to display the table. The output is displayed in Figure 9.11.

```

proc iml;
tbl = TableCreateFromDataSet("Sashelp", "Class");
call TablePrint(tbl) numobs=6
                     template="CustomColor1";
quit;

```

Figure 9.11 Output That Colors Cells According to Their Values

Name	Sex	Age	Height	Weight
Alfred	M	14	69	112.5
Alice	F	13	56.5	84
Barbara	F	13	65.3	98
Carol	F	14	62.8	102.5
Henry	M	14	63.5	102.5
James	M	12	57.3	83

In Figure 9.11, the cells in the Sex column are colored pink or blue. Cells in the Weight column are colored orange if the student weighs more than 100 pounds. The table does not have a main header because the template does not define one.

Using Dynamic Variables in Custom Templates

Dynamic variables enable you to specify attributes of a table when the table is rendered, rather than when the template is stored.

For example, the previous section defined the CustomColor1 template, which used the colors pink, blue, and orange to highlight certain cells in a table. But suppose you want the flexibility to change the background colors in the CustomColor1 template. Although the DYNAMIC statement in PROC TEMPLATE supports default values, the following template defines three dynamic variables that are unspecified until run time:

```

proc template;
define table CustomColor2;
  dynamic MaleColor FemaleColor OverweightColor;
  cellstyle _COL_ = 2 && _VAL_="M" as {backgroundcolor=MaleColor},
             _COL_ = 2 && _VAL_="F" as {backgroundcolor=FemaleColor},
             _COL_ = 5 && _VAL_>100 as {backgroundcolor=OverweightColor};
end;
run;

```

You can use the DYNAMIC= option in the TablePrint subroutine to specify (at run time) values for the MaleColor, FemaleColor, and OverweightColor dynamic variables. The argument to the DYNAMIC= option in the TablePrint subroutine is a vector of keyword-value pairs. Each element of the vector specifies the name of a dynamic variable in a template, an equal sign, and the name of a SAS/IML symbol whose value will be used for the corresponding dynamic variable.

For example, the following SAS/IML program contains three symbols: M, F, and Wt. Each symbol contains a string that specifies a valid color. The dynamicVar variable is a vector that specifies the keyword-value pairs. The first element indicates that the value of the M symbol should be used for the MaleColor dynamic variable in the CustomColor2 template, the second element indicates that the value of the F symbol should be used for the FemaleColor dynamic variable, and so on. The output is shown in [Figure 9.12](#).

```
proc iml;
tbl = TableCreateFromDataSet("Sashelp", "Class");
M = "LightGreen";
F = "LightRed";
Wt = "LightGrey";
/* Syntax: DynamicVar1=Symbol1, DynamicVar2=Symbol2, . . . */
dynamicVar = {"MaleColor=M" "FemaleColor=F" "OverweightColor=Wt"};
call TablePrint(tbl) numobs=6
      template="CustomColor2"
      dynamic=dynamicVar;
```

Figure 9.12 Output from a Custom Template That Contains Dynamic Variables

Name	Sex	Age	Height	Weight
Alfred	M	14	69	112.5
Alice	F	13	56.5	84
Barbara	F	13	65.3	98
Carol	F	14	62.8	102.5
Henry	M	14	63.5	102.5
James	M	12	57.3	83

The DYNAMIC= option in the TablePrint subroutine also supports an alternate syntax. If the name of the SAS/IML symbol is the same as the name of a template dynamic variable, then you can omit the value part of a keyword-value pair. For example, the following program creates the same output as [Figure 9.12](#).

```
MaleColor = "LightGreen";
FemaleColor = "LightRed";
OverweightColor = "LightGrey";
/* names of SAS/IML symbols = names of dynamic variables in template */
dynamicVar = {"MaleColor" "FemaleColor" "OverweightColor"};
call TablePrint(tbl) numobs=6
      template="CustomColor2"
      dynamic=dynamicVar;
```

Using Column Templates

The DEFINE COLUMN statement in PROC TEMPLATE enables you to specify the attributes of a column within a table. This column definition is known as the column template. You can use the COLTEMPLATE=

option in the TablePrint subroutine to specify which column templates should be used to render particular columns of a table.

For example, the following statements define three column templates. Each template specifies the GENERIC=ON attribute, which means that you can use the column template for multiple columns.

```

proc template;
define table ColTemp1;
  header _LABEL_;                      /* main header */
  define column Generic;
    generic=ON;                         /* multiple variables can use */
  end;
  /* column for numeric variables */
  define column Float;
    generic=ON;                         /* multiple variables can use */
    format=7.2;                          /* display in 7.2 format */
    style=DataStrong;                   /* boldface */
    cellstyle _COL_ as {color=Blue};   /* blue text */
  end;
  /* column for numeric integer variables */
  define column Integer;
    generic=ON;                         /* multiple variables can use */
    format=6.;                           /* display in 6. format */
    cellstyle _COL_ as {color=Red backgroundcolor=GrayEE};
    justify=ON; just=C;                 /* center text */
  end;
end;
run;

```

The HEADER _LABEL_ statement enables you to set the table label by using the LABEL= option in the TablePrint subroutine.

The ColTemp1 template defines the following three columns:

- The Generic column is defined as a column that contains only one attribute. Character and numeric columns will be given default values for formats and justification.
- The Float column template uses the 7.2 format to displays values of numeric variables. The STYLE= statement causes text to be displayed in a bold typeface, and the CELLSTYLE= statement causes it to be displayed in a blue color.
- The Integer column template displays values for integer values. The values will be centered in the column, and the text will be displayed in a red color on a light gray background.

```

proc iml;
tbl = TableCreateFromDataSet("Sashelp", "Class");
call TablePrint(tbl)
  label="Custom Column Templates"
  numobs=6
  template="ColTemp1"
  var      ={ "Name" "Height" "Weight" "Age" }
  coltemplate={Generic Generic Float Integer};

```

Figure 9.13 Output from a Custom Template That Defines Column Templates

Custom Column Templates			
Name	Height	Weight	Age
Alfred	69	112.50	14
Alice	56.5	84.00	13
Barbara	65.3	98.00	13
Carol	62.8	102.50	14
Henry	63.5	102.50	14
James	57.3	83.00	12

Using Dynamic Variables in Column Templates

You can define a column template that uses dynamic variables. Dynamic variables enable you to specify attributes of a table when the table is rendered, rather than when the template is defined.

For example, the previous section describes the ColTempl1 template, which defines column templates that use hardcoded formats and colors. In the following table template, dynamic variables are used for formats, styles, and colors:

```

proc template;
define table ColTempl2;
  header _LABEL_;
  /* column for character variables */
  define column Generic;
    generic=ON;           /* multiple variables can use */
  end;
  /* column for numeric variables */
  define column Float;
    dynamic ColFormat="7.2"
      ColStyle="DataStrong"
      ColTextColor="Blue";
    generic=ON;           /* multiple variables can use */
    format=ColFormat;
    style=ColStyle;
    cellstyle _COL_ as {color=ColTextColor};
  end;
  define column Integer;
    dynamic ColTextColor="Red"
      ColBGCOLOR="GrayEE";
    generic=ON;           /* multiple variables can use */
    format=6.;
    cellstyle _COL_ as {color=ColTextColor backgroundcolor=ColBGCOLOR};
    justify=ON; just=C; /* center text */
  end;
end;
run;

```

The default values for the dynamic variables are the same as the hardcoded values in the ColTempl1 template. Consequently, if you use the COLTEMPLATE=ColTempl2 option in the PrintTable subroutine, you will

obtain the same table as shown in [Figure 9.13](#). However, you can override the default formats, styles, and colors by using the COLDYNAMIC= option to specify values at run time.

For example, suppose you want to print columns of the Sashelp.Class data that contain the Name, Height, Weight, and Age variables. You want to use the Generic column template to display the first two variables, the Float column template for the third variable, and the Integer column template for the fourth variable. Furthermore, suppose you want the values in the Weight column to be displayed by using the 8.3 format and you want to change the colors for the Age column so that the table displays black text on a light pink background.

The following SAS/IML program defines SAS/IML symbols that contain the format and color values:

```
proc iml;
tbl = TableCreateFromDataSet("Sashelp", "Class");
varNames = {"Name" "Height" "Weight" "Age"};
colTemplates = {Generic Generic Float Integer};

Fmt="8.3"; /* specify one value for Float column template */
ColBGCOLOR="LightPink"; /* specify two values for Integer column template */
ColTextColor="Black";
```

You can use the COLDYNAMIC= option to pass these values into the ColTemp12 template. Because you are going to print four columns, you must specify a four-element matrix to the COLDYNAMIC= option, as follows:

```
DynValues = {" " " " " /* no dynamic vals for Generic columns */
             "ColFormat=Fmt" /* vals for Float */
             "ColBGCOLOR ColTextColor"}; /* vals for Integer */
call TablePrint(tbl)
      label="Column Templates with Dynamic Variables"
      numobs=6
      template="ColTemp12"
      var=varNames
      coltemplate=colTemplates
      coldynamic=DynValues;
```

Figure 9.14 Output from Column Templates That Define Dynamic Variables

Column Templates with Dynamic Variables				
Name	Height	Weight	Age	
Alfred	69	112.500	14	
Alice	56.5	84.000	13	
Barbara	65.3	98.000	13	
Carol	62.8	102.500	14	
Henry	63.5	102.500	14	
James	57.3	83.000	12	

The *i*th element of the DynValues matrix specifies the values for the dynamic variables in the *i*th column template. For this example, the first two columns do not have any dynamic variables; therefore the first two elements of DynValues are blank strings. For the third column, the ColFormat dynamic variable in the Float template is assigned the value of the Fmt variable. Consequently, the third column in [Figure 9.14](#) displays three digits after the decimal point. For the fourth column, the ColBGCOLOR and ColTextColor dynamic

variables are assigned values from the SAS/IML variables of the same name. Consequently, the fourth column in Figure 9.14 contains black text on a light pink background.

Notice that the third element of the DynValues vector uses the “keyword=value” syntax, whereas the fourth element uses the alternate syntax. You can use whichever syntax is most convenient.

Using Existing SAS Templates

SAS software is shipped with hundreds of table templates. Every time you run a SAS procedure, it uses an ODS template to format and display the output. Previous sections show how you can define your own table templates. This section describes how to specify an existing template as input to the TablePrint subroutine.

For example, suppose you run the following statements to call the REG procedure:

```
ods trace on;
proc reg data=Sashelp.Class plots=none;
  model height=weight age / CLB;
  ods output ParameterEstimates=Parms;
  ods select ParameterEstimates;
quit;
ods trace off;
```

PROC REG produces the ParameterEstimates table, which is shown in Figure 9.15. The first column is a row header. The last two columns share a common spanning header that displays the text “95% Confidence Limits.”

Figure 9.15 Parameter Estimates Table

The REG Procedure
Model: MODEL1
Dependent Variable: Height

Parameter Estimates						
Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > t	95% Confidence Limits
Intercept	1	32.19431	5.08227	6.33	<.0001	21.42039 42.96824
Weight	1	0.13805	0.03475	3.97	0.0011	0.06438 0.21171
Age	1	1.22667	0.53019	2.31	0.0343	0.10272 2.35062

Because of the ODS TRACE ON statement, ODS echoes information about SAS templates to the SAS log. The log shows that the template that PROC REG uses to display the parameter estimates table is `Stat.REG.ParameterEstimates`. You can view the template by using the SOURCE statement in PROC TEMPLATE, as follows:

```
proc template;
  source Stat.Reg.ParameterEstimates;
run;
```

The source of the template is written to the log. The template definition is long and complex. However, a careful inspection reveals the column names in the templates and also reveals that a dynamic variable named Confidence is used to form the spanning header.

The REG procedure saved the data in the ParameterEstimates table to a data set called `Parms`. The following statements read the data into a SAS/IML table and print the table by using the default template. The output is shown in Figure 9.16.

```
proc iml;
tbl = TableCreateFromDataSet("Parms");
call TablePrint(tbl) colheader="Names";
```

Figure 9.16 Output When Using the Standard Template

tbl										
Obs	Model	Dependent Variable	DF	Estimate	StdErr	tValue	Prbt	LowerCL	UpperCL	
1	MODEL1	Height	Intercept	1	32.19431	5.08227	6.33 <.0001	21.42039	42.96824	
2	MODEL1	Height	Weight	1	0.13805	0.03475	3.97 0.0011	0.06438	0.21171	
3	MODEL1	Height	Age	1	1.22667	0.53019	2.31 0.0343	0.10272	2.35062	

Although the table displays information that is consistent with Figure 9.15, the SAS/IML table does not look as nice. You can use the `TEMPLATE=` option to request that the `TablePrint` subroutine use the `Stat.REG.ParameterEstimates` template to display the table.

The following statement uses the `Stat.REG.ParameterEstimates` template to display the table. In order to format the spanning header correctly, you must pass a value for the `Confidence` dynamic variable into the template. The result is shown in Figure 9.17.

```
Confidence=95;
call TablePrint(tbl) template="Stat.Reg.ParameterEstimates"
      dynamic={Confidence};
```

Figure 9.17 Output When Using a SAS/STAT Template

Parameter Estimates						
Variable	DF	Parameter Estimate	Standard Error	95%		
				t Value	Pr > t	Confidence Limits
Intercept	1	32.19431	5.08227	6.33 <.0001	21.42039	42.96824
Weight	1	0.13805	0.03475	3.97 0.0011	0.06438	0.21171
Age	1	1.22667	0.53019	2.31 0.0343	0.10272	2.35062

Notice that Figure 9.15 and Figure 9.17 are identical. This shows that you can use templates for SAS/STAT procedures to display data from within SAS/IML programs.

References

Smith, K. D. (2007). “PROC TEMPLATE Tables from Scratch.” In *Proceedings of the SAS Global Forum 2007 Conference*. Cary, NC: SAS Institute Inc. <http://www2.sas.com/proceedings/forum2007/221-2007.pdf>.

Smith, K. D. (2013). *PROC TEMPLATE Made Easy: A Guide for SAS Users*. Cary, NC: SAS Institute Inc.

Chapter 10

Lists and Data Structures

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Overview

The matrix is the fundamental data type for SAS/IML computations. A matrix must contain either all numeric or all character values. You cannot create a matrix in which one column has numeric values and another column has character values.

However, beginning with SAS/IML 14.2, you can create lists. The objects in a list can be of different sizes and types. A list can contain numeric matrices, character matrices, tables, and other lists.

A SAS/IML list is similar to a *dynamic array*. A dynamic array (also called a *growable array* or a *mutable array*) is a random-access array that can grow and shrink. Elements in a dynamic array are directly accessed by specifying their position (index). Because matrices are sometimes called arrays, the word “list” is used to describe the SAS/IML data structure that can contain other data structures.

Lists are a convenient way to store related data and to pass that data to modules, but they do not support arithmetic operations. For example, you cannot add or multiply two lists.

You can use the ListAddItem and ListInsertItem subroutines to insert new items into a list. You can use the ListDeleteItem subroutine to remove items from a list. You can use the ListSetItem subroutine to modify an existing item.

You can use the list structure and the associated SAS/IML functions to emulate many different data structures, including the following:

- Associative arrays. An *associative array* (also called a *map* or a *dictionary*) is a set of key-value pairs. Elements in an associative array are accessed by specifying the key. In the SAS/IML language, you can use the ListSetName subroutine to assign names to some or all elements. You can then access the elements by name.
- Structs. A *struct* is a collection of named elements called *members*. The members can be *inhomogeneous*, which means they do not have to be the same type or size. For example, you could create a list that contains named fields for a person's name, address, telephone number, and salary. You can use the ListSetName subroutine to assign names to list items.
- Stacks. A *stack* is a linear array in which objects can be inserted and removed only at the beginning of the array. A push operation adds an item to the front of the list; a pop operation removes the item at the front of the list. A stack obeys the last-in first-out principle (LIFO). You can access only the first element of a stack. In the SAS/IML language, you can use the ListGetItem function to implement the pop operation and use the ListInsertItem operation to implement the push operation.
- Queues. A *queue* is a linear array in which objects can be inserted at the end of the array and removed from the beginning of the array. A queue obeys the first-in first-out principle (FIFO) but is otherwise similar to a stack.
- Trees. A *tree* contains nodes and directed edges. A tree starts with a root node. The root node is connected via branches to other nodes, called child nodes. Every node except the root node has exactly one parent node. In SAS/IML, lists can contain sublists. For an example, see the section “[Construct a Binary Search Tree](#)” on page 156.

Getting Started

This section provides several examples of using lists.

Create a Growable List of Matrices

Suppose you want to store three matrices in a list. One way is to allocate a list that contains three elements and use the ListSetItem subroutine to assign each element to a matrix. The following statements store matrices of different sizes in a list. The ListLen function is used to iterate over the elements in the list.

```
proc iml;
/* create a list of matrices; use ListSetItem to fill */
L = ListCreate(3);           /* allocate list of 3 elements */
do n = 1 to ListLen(L);     /* for each element in list */
  A = j(n, n, n-1);        /* define n x n matrix */
  call ListSetItem(L, n, A); /* assign n_th element of L */
end;
```

Notice the order of the arguments to the list functions. For most functions, the first argument is the name of the list object, and the second argument specifies positions or names. This is the same order that you would use to specify the element of a matrix: $M[i]$. In particular, the syntax to assign a matrix element is reminiscent of the syntax $M[i]=b$.

The list L contains three elements. You can use the `ListGetItem` function to extract each element into a SAS/IML matrix, as shown by the following statements:

```
sum = j(ListLen(L), 1);
do n = 1 to ListLen(L);      /* for each element in list */
  B = ListGetItem(L, n);      /* get n_th matrix of L */
  sum[n] = sum(B);           /* compute sum of elements */
end;
```

The vector sum contains the sums of the values in the three matrices.

You can use the `ListAddItem` subroutine to add more items to the list. The list will automatically grow to accommodate the new elements. The new elements are added to the end of the list, as shown in the following statements:

```
C = 1:3;
call ListAddItem(L, C);      /* add C as 4th element to L */
D = {4 3, 2 1};
call ListAddItem(L, D);      /* add 5th element to L */
```

If you want to view the contents of the list, you can use the `ListPrint` or the `Struct` subroutines in the `ListUtil` package, as described in the section “[List Utilities: The ListUtil Package](#)” on page 151. For example, the following statements load the package and display the structure of the list, which has five elements:

```
package load ListUtil;
run struct(L);
```

Figure 10.1 Structure of a List

L									
Name	Level	NRow	NCol	Type	Value1	Value2	Value3	Value4	More
L	0	.	5	List	L[1]	L[2]	L[3]	L[4]	...
=> L[1]	1	1	1	Num	0				
=> L[2]	1	2	2	Num	1	1	1	1	
=> L[3]	1	3	3	Num	2	2	2	2	...
=> L[4]	1	1	3	Num	1	2	3		
=> L[5]	1	2	2	Num	4	3	2	1	

Figure 10.1 shows the structure of the list. The first row provides information about the list L , including that the list contains five unnamed elements. Subsequent rows provide information about each element, including the dimensions of the matrix, the type of the matrix, and the first few matrix values.

The meaning of each column is as follows:

- The **Name** column provides the name of an object or a subobject. Unnamed elements are named by using subscripts. For example, $L[1]$ is the first element of a list L . By default, the string “=>” is used to indicate subobjects that are contained in a higher-level object.

- The **Level** column contains the value 0, 1, or 2. The value 0 means that the row is a top-level object that you can directly reference by using a SAS/IML symbol. The value 1 indicates a subobject, such as an element of a list or a variable in a table. The value 2 indicates a subobject of a subobject.
- The **NRow** column indicates the number of rows for a matrix or a table. For a list, this column has a missing value.
- The **NCol** column indicates the number of columns for a matrix or a table. For a list, this value is the number of elements.
- The **Type** column indicates the type of each object. Valid values are List, Table, Num (for a numeric matrix), Char (for a character matrix), or Empty (for an undefined matrix).
- The **Value1** through **Value4** columns display the values of the first few elements of a matrix. For a table, they display the names of the first few variables. For a list, they display the names of the first few elements.
- The **More** column is an indicator variable. The column has two possible values: blank indicates that an object has fewer than four elements, and the symbol “...” indicates that there are more than four elements in a matrix or list, or more than four columns in a table.

Not only can you add and modify elements, but you can also remove elements from a list. The following statements use the ListDeleteItem subroutine to remove the first, third, and fifth elements, thus leaving only two elements:

```
call ListDeleteItem(L, {1 3 5}); /* remove three elements */
```

Create a List of Items of Different Types

The elements of a list can be matrices, tables, or other lists. A list can store inhomogeneous types. The following SAS/IML statements create four different types of variables: a numeric matrix, a character vector, a table, and a list that contains three elements.

```
proc iml;
M = {1 2, 3 4};
C = "A":"G";
tbl = TableCreateFromDataSet("Sashelp", "Class", "obs=5");
sublist = ListCreate(3);
do i = 1 to ListLen(sublist);
  call ListSetItem(sublist, i, j(i, i, i##2));
end;
```

You can create a second list that contains a copy of the previous list as a sublist. The following statements create the new list:

```
list = ListCreate();
call ListAddItem(list, {1.2 3.45 6.789}); /* add numeric vector */
call ListAddItem(list, {"Male" "Female"}); /* add character vector */
call ListAddItem(list, sublist); /* add sublist */
```

If you want to print the elements in the list, you can use the ListPrint subroutine. The ListPrint subroutine is included in the ListUtil package, which is described in the section “List Utilities: The ListUtil Package” on page 151. The results of the ListPrint call are shown in Figure 10.2.

```
package load ListUtil;
run ListPrint(list);
```

Figure 10.2 Printing a List

----- List = list -----
Item 1
1.2 3.45 6.789
Item 2
Male Female
Item 3
[LIST]
Item 3[1]
1
Item 3[2]
4 4
4 4
Item 3[3]
9 9 9
9 9 9
9 9 9

The first output is a label that provides the name of the symbol being printed. Then each item in the list is printed. The first item (labeled “Item 1”) is a numeric matrix that contains three elements. The second item (labeled “Item 2”) is a character matrix that contains two elements. The third item (labeled “Item 3”) is a list that contains three elements, each of which is a numeric matrix. The matrices are printed with the labels “Item 3[1],” “Item 3[2],” and “Item 3[2].”

Create an Associative Array

This example shows how to create a list of named elements, which is sometimes called an *associative array*. Some of the elements are numeric vectors; others are character vectors. The elements can have different lengths. Associative arrays are useful because they enable you to create a single object that contains related data elements.

As an example, suppose you want to create a list that contains information about a linear regression. The following call to the REG procedure creates two output data sets:

- The PE data set contains information about parameter estimates, standard errors, and *p*-values.
- The Out data set contains original data and the predicted values and residual values for each observation.

```
proc reg data=Sashelp.Class plots=none;
  where sex="M";
  model weight = height;
  output out=Out p=Pred r=Res;
  ods output ParameterEstimates=PE;
quit;
```

The PE data set has two observations, whereas the Out data set has 10 observations. The following SAS/IML statements create vectors from variables in these data sets:

```
proc iml;
use PE; read all var {"Variable" "Estimate"}; close;
use Out; read all var {"Weight" "Pred" "Res"}; close;
```

The following statements create a new list that contains five named elements. Data from the PE data set are copied into two elements. Data from the Out data set are copied into three elements.

```
StructNames = {"Variable" "Estimate" "DepVar" "Predicted" "Residual"};
RegModel = ListCreate( StructNames );
call ListSetItem(RegModel, "Variable", Variable);
call ListSetItem(RegModel, "Estimate", Estimate);
call ListSetItem(RegModel, "DepVar", Weight);
call ListSetItem(RegModel, "Predicted", Pred);
call ListSetItem(RegModel, "Residual", Res);
```

If you want to print the elements in the RegModel list, you can use the ListPrint subroutine. The ListPrint subroutine is included in the ListUtil package, which is described in the section “List Utilities: The ListUtil Package” on page 151. The results are shown in Figure 10.3.

```
package load ListUtil; /* load ListPrint module */
run ListPrint(RegModel);
```

Figure 10.3 Printing an Associative Array

<hr/> ----- List = RegModel -----	
Item	
1 : "Variable"	
Intercept Height	
Item 2 : "Estimate"	
-141.101 3.9125492	
Item 3 : "DepVar"	
112.5 102.5 83 84 99.5 150 128 133 85 112	
Item 4 : "Predicted"	
128.86488 107.34585 83.08805 103.43331 89.739384 140.60252 112.43217 121.03978 83.87056 119.0835	
Item 5 : "Residual"	
-16.36488 -4.845855 -0.08805 -19.43331 9.7606164 9.3974773 15.567831 11.960223 1.1294401 -7.083502	

The output shows the five elements (items) in the list. Two elements are 1×2 matrices, and three elements are 1×10 matrices.

You can use a list to pass multiple objects to a module. For example, the following module creates a plot of the observed response versus the predicted response. Provided that you pass in a list object that contains fields named “DepVar” and “Predicted”, this module can handle a wide variety of regression models. The output of this module is not shown.

```
/* Module that creates a plot of observed vs predicted response.
   Pass in a list that contains elements named "DepVar" and "Predicted" */
start PredPlot(L);
  Observed = ListGetItem(L, "DepVar");
  Predicted = ListGetItem(L, "Predicted");
  call Scatter(Observed, Predicted) procopt="noautolegend"
              other="lineparm x=0 y=0 slope=1 / clip";
finish;

run PredPlot(RegModel);
```

Syntax

Chapter 26, “[Language Reference](#),” describes the syntax of the functions and subroutines that create and manipulate lists. You can group the functions into categories as follows:

Create and Delete Lists

- The [ListCreate](#) subroutine creates a new list. You can create an empty list and use the [ListAddItem](#) subroutine to add items to the list. Alternatively, you can create a list that contains a specified number of initially empty items, then use the [ListSetItem](#) subroutines to set the value for each item.
- The [FREE](#) statement frees the symbol and memory associated with a list.
- The [ListLen](#) function returns the number of items in a list. Uninitialized items and items that have an empty value are included in the count.

Add, Set, or Delete Items in a List

- The [ListAddItem](#) subroutine adds a new item to the end of a list. The length of the list increases by one.
- The [ListSetItem](#) subroutine sets or replaces the value of an existing list item. The length of the list stays the same.
- The [ListDeleteItem](#) subroutine deletes an item from a list. The length of the list decreases by one.
- The [ListInsertItem](#) subroutine inserts an item at a specified position in the list. The length of the list increases by one.
- The [ListSetSubItem](#) sets the value of an item in a nested sublist. The length of the list stays the same.

Get Items from a List

- The [ListGetItem](#) function returns a list item.
- The [ListGetSubItem](#) function returns an item from a nested sublist.

Use Named Items in a List

- The [ListDeleteName](#) subroutine removes a name from an item, but it does not remove the item itself.
- The [ListGetAllNames](#) function returns the complete set of names for items in a list.
- The [ListGetName](#) function returns the names that are associated with specific items in a list.
- The [ListIndex](#) function returns the positions of named items in the list.
- The [ListSetName](#) subroutine sets the name of an item.

Details

This section provides additional information about creating and modifying lists.

Add Elements to a List

SAS/IML lists are essentially arrays that can shrink and grow. You can use the [ListAddItem](#) subroutine to add a new item to the end of a list.

You can use the [ListInsertItem](#) subroutine to add a new item to an existing list. If the list has k elements, you can insert a new element in positions $1, 2, \dots, k + 1$. If you insert an item at position i where $i \leq k$, then the existing elements at positions $i, i + 1, \dots, k$ are shifted to the right to make room for the new item. In other words, the new item is inserted prior to the existing element in the specified position, and the length of the list increases by one.

It is more efficient to add a new item to the end of a list than to insert the item at the beginning or in the middle of a list. Inserting an item at position $k + 1$ is equivalent to adding an item to the end of the list.

Delete Elements from a List

You can use the [ListDeleteItem](#) subroutine to delete items from a list. If a list has k items and you delete m items, then the new length of the list is $k - m$.

Extract Elements from a List

You can use the ListGetItem or ListGetSubItem function to extract one element from a list. These functions support options that control whether the extracted item is copied, moved, or deleted from the list. If the item is copied or moved, the length of the list does not change. If the item is deleted, then the length of the list or sublist decreases by one.

Release List Memory

If you no longer need a list, you can use the FREE statement to delete the list and all its elements. The FREE statement also frees all memory that was used to store the list; there is no need to use the ListDeleteItem subroutine prior to running the FREE statement.

List Utilities: The ListUtil Package

SAS/IML software includes the ListUtil package, which is a system package that contains useful functions for working with lists. The ListUtil package is pre-installed, so the following statements load the package and print a short overview of the package in the SAS log:

```
proc iml;
  package load ListUtil;
  package help ListUtil; /* display overview in SAS log */
  quit;
```

For information about how to use packages, see Chapter 11, “[Packages](#).” Several examples in this chapter use the following modules from the ListUtil package:

- The ListPrint subroutine prints elements in a list. If a list contains sublists, elements of sublists are also printed.
- The Struct subroutine prints a table that shows the structure of a SAS/IML object. The Struct subroutine is especially useful for showing the structure of a list.

Examples

This section provides examples of creating complex list structures, including a list of lists, a stack structure, and a binary search tree.

Create a List of Lists

The Sashelp.Class data set contains data about 19 students. The data include each student’s age and gender.

If you sort the data by age and gender, you have created a hierarchical structure. There are six ages (11 through 16) and two genders (“F” for females and “M” for males). You could represent these data as a list of named lists. The main list has six elements, which are named “11” through “16”. Each element in turn contains a two-element sublist. The sublists contain a vector of male names and a vector of female names. A vector can be empty if a particular age does not contain any students for a particular gender.

For example, in the list for 12-year-old students, the “F” element is the vector {Jane, Louise} and the “M” element is the vector {James, John, Robert}.

The following code builds a list of lists that contains the data. The outer list, **L**, contains the unique values of the ages. Each element of **L** is a two-element list that contains two vectors.

```

proc iml;
use Sashelp.Class;           /* read data */
read all var {Age Sex Name};
close Sashelp.Class;

Age = char(Age, 2);          /* convert to character vector */
ages = unique(Age);
L = ListCreate(ages);        /* outer list: elements named "11":"16" */

gender = unique(Sex);
K = ListCreate(gender);      /* inner list: elements named {"F" "M"} */

do i = 1 to ncol(ages);     /* For each age level... */
  idx = loc(Age=ages[i]);   /* Find observations for this age */
  do j = 1 to ncol(gender); /* for each gender... */
    jdx = loc( Sex[idx]=gender[j] ); /* find this age and gender */
    if ncol(jdx)=0 then students = {}; /* no students found */
    else students = Name[idx[jdx]]; /* get student names */
    call ListSetItem(K, gender[j], students); /* value of inner list */
  end;
  call ListSetItem(L, ages[i], K); /* set sublist as value */
end;

```

Notice that the **K** sublist is used multiple times. For each age, the **K** list is updated in place. The **ListSetItem** subroutine copies the contents of the **K** list into the appropriate element of the **L** list.

Construct a Stack

A stack is linear array in which objects can be inserted and removed only at the beginning of the array. A push operation adds an item to the front of the list; a pop operation removes the item at the front of the list. A stack obeys the last-in first-out (LIFO) principle. You can access only the first element of a stack.

In the SAS/IML language, you can use the **ListInsertItem** operation to implement the push operation and use the **ListGetItem** function to implement the pop operation. For efficiency, this implementation adds and removes new items from the *end* of a list, so that the positions of other elements are unchanged. This prevents unnecessary copying of data.

The following SAS/IML modules define other useful operations on stacks:

- The StackCreate function creates and returns a list. When called with zero arguments, the function returns an empty stack. When called with one argument, it returns a stack that contains one element.
- The StackPush subroutine pushes an item onto an existing stack.
- The StackPop function returns the item on the top of the stack and removes the item from the stack.
- The StackPeek function returns the item on the top of the stack but does not change the stack.
- The StackIsEmpty function returns 1 (true) if the stack is empty and 0 (false) if the stack contains at least one element.

The modules are defined as follows. Each module is a thin wrapper around calls that manipulate lists.

```

proc iml;
/* implement a stack, which is a 1-D LIFO structure */
start StackCreate( item= );
  S = ListCreate();           /* create empty list */
  if ^IsSkipped(item) then   /* if item specified, */
    call ListAddItem(S, item); /*   add item to list */
  return S;
finish;

/* push an item onto the stack */
start StackPush(S, item);
  call ListAddItem(S, item); /* add item to the end */
finish;

/* pop an item from the stack */
start StackPop(S);
  A = ListGetItem(S, ListLen(S), 'd'); /* get & remove last item */
  return A;
finish;

/* peek at the item at the top of the stack without removing it */
start StackPeek(S);
  A = ListGetItem(S, ListLen(S), 'c'); /* get last item */
  return A;
finish;

/* return 1 if stack is empty; 0 otherwise */
start StackIsEmpty(S);
  return (ListLen(S) = 0);
finish;

/* return number of elements in stack */
start StackLen(S);
  return ListLen(S);
finish;

store module=_all_;
quit;

```

In the same way, you could define helper functions for a queue, which is a one-dimensional first-in first-out (FIFO) data structure.

If you want to use the Stack or Queue functions, you can use the following statements to define the modules:

```
%include sampsas(LstStack.sas);
%include sampsas(LstQueue.sas);
proc iml;
load module = _all_;
/* use modules for stacks and queues */
quit;
```

You can specify the SOURCE option in the %INCLUDE statement to display the contents of the program file in the SAS log.

Reverse the Words in a Sentence

By using the helper functions in the previous section, you can use SAS/IML lists to simulate stacks. One of the simplest applications of stacks is to reverse the contents of a list. The following example loads the helper functions and uses the StackPush subroutine to create a list of words. The StackPop subroutine then retrieves the list elements. Because the elements are retrieved in LIFO order, the sequence of words is reversed.

```
proc iml;
load module=(StackCreate StackPush StackPop
              StackPeek StackIsEmpty StackLen);

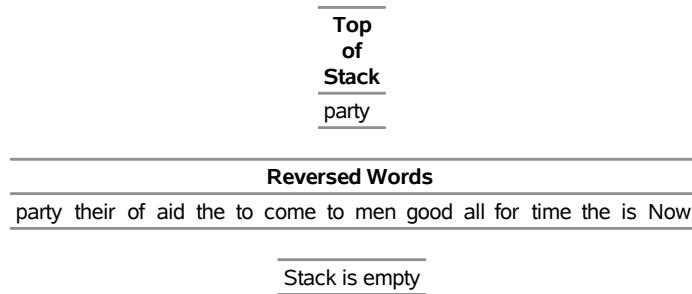
/* Create sentence. Break into vector of words. */
str = "Now is the time for all good men to come to the aid of their party.";
n = countw(str, " .");           /* use blanks and period as delimiters */
words = scan(str, 1:n, " .");   /* character vector */

S = StackCreate();               /* create an empty stack */
do i = 1 to ncol(words);
  run StackPush(S, words[i]); /* push each element onto the stack */
end;

print (StackPeek(S)) [L="Top of Stack"]; /* the last word is on top */

/* retrieve the data in reverse order */
w = j(1, StackLen(S), "      ");
do i = 1 to ncol(w);           /* pop each element; insert into stack */
  w[i] = StackPop(S);
end;
print w[L="Reversed Words"];

if StackIsEmpty(S) then
  print "Stack is empty";
else print (StackPeek(S)) [L="Top of Stack"];
```

Figure 10.4 Using a Stack to Reverse Words

The output from the program is shown in [Figure 10.4](#). The program illustrates pushing elements onto a stack and popping elements off the stack. In practice there are simpler ways to reverse the words in a sentence, such as the matrix expression `words[, ncol(words) :1]`.

Implement a Postfix Calculator

Another elementary application of stacks is to implement a postfix calculator. Postfix notation (sometimes called reverse Polish notation in honor of its inventor, the logician Jan Lukasiewicz) is a way of writing arithmetic expressions in a way that does not require parentheses. In postfix notation, the operands (numbers) appear before the operators that act on them. This section implements a postfix expression calculator that can perform the following binary operations: addition, subtraction, multiplication, and division.

In postfix notation, an expression is read from right to left. Each binary operator operates on the two numbers that precede the operator. Thus the usual (infix) expression ‘3 + 4’ is represented in postfix notation as ‘3 4 +’. The infix expression ‘2*(3+4)’ is equivalent to the postfix expression ‘2 3 4 + *’.

The following SAS/IML program loads the helper functions for working with stacks. The program then defines two modules. The `BinaryCalc` function takes a binary operation and two numbers and returns the result of the operation. The `PostfixCalc` function takes a space-separated string that represents an expression in postfix notation. The function splits the string into tokens and then uses stacks to compute the result of the expression. The module assumes that the postfix expression is valid.

```

proc iml;
load module=(StackCreate StackPush StackPop);

/* Given a binary operator, return the expression
(L op R) where op is in the set {+, -, *, /} */
start BinaryCalc(operator, L, R);
  if operator="+" then return L + R;
  else if operator="-" then return L - R;
  else if operator="*" then return L * R;
  else if operator="/" then return L / R;
  else return .;
finish;

/* Input a space-separated string that represents a valid
arithmetic operation in postfix notation. The string
can contain numbers and the binary operators {+, -, *, /}.
The string must represent a valid operation; no error
checking is performed. */

```

```

start PostfixCalc(str);
  n = countw(str, " ");
  tokens = scan(str, 1:n, " ");
  binOps = {"+", "-", "*", "/"};
  S = StackCreate();
  do i = 1 to ncol(tokens);
    token = tokens[i];
    if element(token, binOps) then do; /* it is a binary op */
      R = StackPop(S); /* retrieve the previous */
      L = StackPop(S); /* two numbers */
      result = BinaryCalc(token, num(L), num(R));
      run StackPush(S, char(result)); /* push result on stack */
    end;
    else
      run StackPush(S, token); /* push number on stack */
  end;
  return num(StackPop(S)); /* return result as number */
finish;

/* examples of parsing postfix expressions */
str = {"2 2 .8 7.2 + * 5 /", /* 2*(2.8+7.2) / 5 = 4 */
        "4 5 7 2 + - *", /* 4*(5 - (7+2)) = -16 */
        "4 -5 + 6 -2 - *", /* (4 + -5)*(6 - -2)= -8 */
        "2 2 2 2 * * *" }; /* 2**4 = 16 */
result = j(nrow(str), 1);
do i = 1 to nrow(str);
  result[i] = PostfixCalc(str[i]);
end;
print str result;

```

The output of the program is shown in Figure 10.5, which displays the result of parsing four postfix expressions. The comments in the program show the equivalent infix notation for each expression.

Figure 10.5 Using a Stack to Evaluate Postfix Expressions

str	result
2 2 .8 7.2 + * 5 /	4
4 5 7 2 + - *	-16
4 -5 + 6 -2 - *	-8
2 2 2 2 * * *	16

Construct a Binary Search Tree

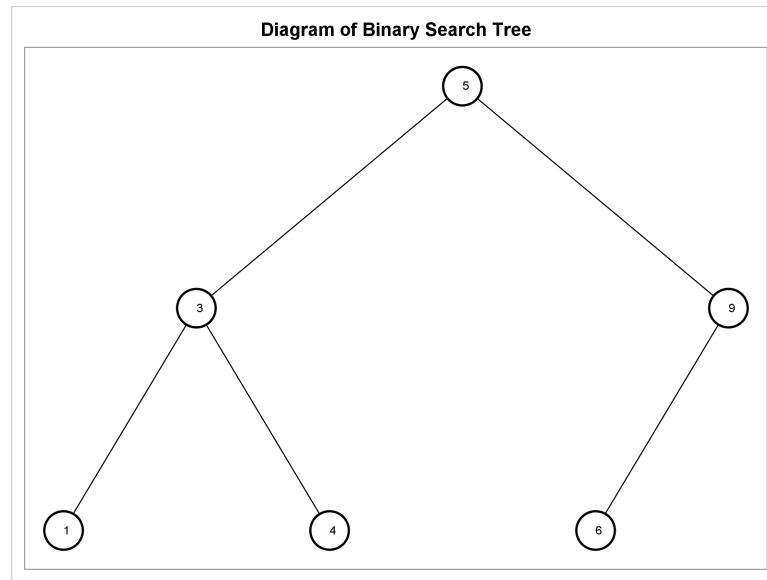
A *tree* contains nodes and edges and starts with a root node. The root node is connected via branches to other nodes, called child nodes. Every node except the root node has exactly one parent node. A tree has no cycles: any two nodes can be connected by a unique path through the tree.

A binary tree is a tree in which every node has at most two child nodes. A binary search tree (BST) is a binary tree in which each node has a value (called a key), a link to a left child node, and a link to a right child node. Either or both child nodes might be null. By starting at the root node, you can quickly determine

whether a value is in the tree. If not, you can insert the value into the tree by modifying one of the null left or right child nodes of an existing node.

Figure 10.6 shows the binary search tree that corresponds to the integer sequence {5, 3, 1, 9, 6, 4}.

Figure 10.6 Visualization of a Binary Search Tree



In terms of data structures, each node is a list that contains three elements: the first element is the key value, and the second and third elements are the child nodes. The child nodes are initially empty, but values can be assigned to them as the tree grows. In terms of SAS/IML lists, the following statements define a node in a BST. The call to PROC FORMAT defines a format that will be useful later in this section.

```

/* L[i] is key value, L[2] is left child, L[3] is right child */
proc format;
  value BSTFmt  1='Key'  2='Left'  3='Right';
run;

proc iml;
/* A node is a three-element list:
   node[1] contains the KEY value
   node[2] contains the LEFT value (or empty if null)
   node[3] contains the RIGHT value (or empty if null) */
start BSTNewNode(value);
  node = ListCreate(3);      /* create list with 3 null elements */
  call ListSetItem(node, 1, value); /* set KEY value */
  return node;
finish;
  
```

The following algorithm searches a binary tree to determine whether a target value is in the tree:

1. Set the current node to be the root node of the tree.
2. If the target value equals the key value for the current node, then the target value is found. Return information about the path to the node that contains the target value.

3. If the target value is less than the key value for a node, make the current node the left child. Otherwise, make the current node the right child.
4. If the current node is null, the target value is not in the tree. Return the path to the current node. You can create and insert a new node at that location to add the target value to the tree.
5. Go to Step 2.

In particular, the following SAS/IML function uses lists to look up a value in a binary search tree:

```

/* Search for a target value in a binary search tree.
   Input: root is the root node of a BST,
          value is the target value.
   Output: path contains the path to the node that contains the target
          value or the node where the target value can be inserted.
   Return: 1 if the target value is in the tree; 0 otherwise */
start BSTLookup(path, root, value);
  KEY = 1; LEFT = 2; RIGHT = 3;
  path = {};
  T = root;
  do while (1);
    if value = ListGetItem(T, KEY) then
      return 1; /* found it: return path to subitem */
    else if value < ListGetItem(T, KEY) then do;
      path = path || LEFT; /* add to path */
      T = ListGetItem(T, LEFT); /* new root is left child */
    end;
    else do;
      path = path || RIGHT; /* add to path */
      T = ListGetItem(T, RIGHT); /* new root is right child */
    end;
    if type(T)='U' then
      return 0; /* not found: return path to subitem */
  end;
finish;

```

For example, if the target value is 6 and you run the algorithm on the binary tree in Figure 10.6, the function does the following:

- The target value is greater than the root value (5), so the right child of the “5” node becomes the current node.
- The target value is less than the key value 9, so the left child of the “9” node becomes the current node.
- The target value equals the key value, so the target value has been found. Return the row vector {3, 3}, which represents unformatted values for the path {Right, Right}.

The previous BSTLookup function assumes that the binary search tree already exists. You can write additional functions to create a BST. The following statements define two functions:

- The BSTCreate function takes a vector of values and calls the BSTNewNode and BSTInsert functions to create a BST.
- The BSTInsert function takes one item and inserts it into the BST.

```

/* pass a vector of key values to this routine to create a BST
   that has those values as keys */
start BSTCreate(x);
  bst = BSTNewNode( x[1] );
  do i = 2 to nrow(colvec(x));
    run BSTInsert(bst, x[i]);
  end;
  return bst;
finish;

/* Insert a new branch for a key value in a BST. If the value
   already exists, do nothing (so there are never duplicates) */
start BSTInsert(root, value);
  if ListLen(root)=0 then do; /* List empty. Set root node */
    root = BSTNewNode(value);
    return;
  end;
  /* otherwise, search tree to find value */
  found = BSTLookup(path, root, value); /* if found, return */
  if ^found then
    /* else add to sub-path */
    call ListSetSubItem(root, path, BSTNewNode(value));
  finish;

```

To illustrate the process of building the tree in Figure 10.6, the following sequence traces through the algorithm for the key values {5, 3, 1, 9, 6, 4}:

- The first value is 5. Create the root node and assign the key value 5.
- The next value is 3, which is less than 5. Insert a new node with key value 3 as the left child of the “5” node.
- The next value is 1, which is less than 5 and less than 3. Insert a new node with key value 1 as the left child of the “3” node.
- The next value is 9, which is greater than 5. Insert a new node with key value 9 as the right child of the “5” node.
- The next value is 6, which is greater than 5 and less than 9. Insert a new node with key value 6 as the left child of the “9” node.
- The last value is 4, which is less than 5 and greater than 3. Insert a new node with key value 4 as the right child of the “3” node.

With these functions defined, you can create and search a BST. The following statements create the tree in Figure 10.6 and determine whether the target values 6 and 10 are in the tree:

```

x = {5 3 1 9 1 6 4}`;
bst = BSTCreate(x);

found = BSTLookup(path, bst, 6);
print found[L="Was 6 found?"], path[L="Path from root" F=BSTFmt.];
found = BSTLookup(path, bst, 10);

```

```
print found[L="Was 10 found?"] , path[L="Path from root" F=BSTFmt.];
quit;
```

Figure 10.7 Look for Values in a Binary Search Tree

Was 6 found?
1
Path from root
Right Left
Was 10 found?
0
Path from root
Right Right

There are other algorithms that you can define to operate on binary trees. The *LstBST.sas* file, which is contained in the SAS/IML sample library, includes functions that produce a graph of a BST (like Figure 10.6), that compute the depth of a BST, and that return the set of all edges in a BST. For example, Figure 10.6 is created by using the following statements:

```
%include sampsr(LstBST.sas);           /* define modules */
proc iml;
load module = _all_;                  /* load modules */
x = {5 3 1 9 1 6 4}`;
bst = BSTCreate(x);
title "Diagram of Binary Search Tree";
call BSTPlot(bst);
quit;
```

You can specify the SOURCE option in the %INCLUDE statement to display the contents of the program file in the SAS log.

Chapter 11

Packages

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Overview of Packages

A SAS/IML package consists of SAS/IML source code, documentation, data sets, and sample programs. A package is a convenient way for a programmer to download and install a function that extends the functionality of SAS/IML software. Similarly, authoring a package is a convenient way for an expert to disseminate a SAS/IML module that implements complex computations.

You use the following PACKAGE statements to install, uninstall, and load packages:

- The **PACKAGE HELP** statement displays documentation for the package.
- The **PACKAGE INFO** statement displays information about an installed package.
- The **PACKAGE INSTALL** statement installs a package in a predetermined location.
- The **PACKAGE LIBNAME** statement creates a SAS libref to the data directory for a package.
- The **PACKAGE LIST** statement lists the installed packages.
- The **PACKAGE LOAD** statement loads modules that are defined by a package.
- The **PACKAGE UNINSTALL** statement uninstalls a package.

You might obtain a package by downloading it from a website, such as the SAS/IML File Exchange (<https://communities.sas.com/sas-iml-file-exchange>). The File Exchange is also a great place to post a package so that other SAS/IML programmers can easily download it.

The File Exchange contains the RightTriangle package that is used as an example in this documentation.

Installing, Loading, and Uninstalling a Package

Packages are distributed as ZIP files. The name of the ZIP file must be the package name. To install a package, specify the full path name of the ZIP file in the PACKAGE INSTALL statement. For example, if the file **C:\Packages\RightTriangle.zip** contains the source code for the RightTriangle package, you can install the package as follows:

```
proc iml;
  package install "C:\Packages\RightTriangle.zip";
  quit;
```

The PACKAGE INSTALL statement creates a subdirectory named **righttriangle** in a directory whose location is system-dependent and then unzips the contents of the ZIP file into that subdirectory. Although the SAS language is case-insensitive, some operating systems (notably Linux) are case-sensitive. When you specify a ZIP file on a case-sensitive operating system, be sure to match the case of the filename in the operating system.

By default, the PACKAGE INSTALL statement installs the package in the PRIVATE collection. For more information about the installation directory and the collections, see the section “[Collections of Packages](#)” on page 166.

The IML procedure also accepts a SAS fileref, as created by the FILENAME statement in Base SAS. Consequently, the following statements also install the RightTriangle package:

```
filename ThePkg "C:\Packages\RightTriangle.zip";
proc iml;
  package install ThePkg;
  quit;
```

You should install a package only once. The section “[Displaying Information about Installed Packages](#)” on page 163 describes how to display information about the installed package.

When you want to call modules in the package, use the PACKAGE LOAD statement to load the package’s modules into a SAS/IML session, as described in the section “[Using a Package](#)” on page 165.

If you no longer need a package, you can use the PACKAGE UNINSTALL statement to uninstall the package.

Installing and uninstalling a package does not change or delete the ZIP file. Although you are free to delete the ZIP file from your local machine after you have installed the package, you might want to keep the ZIP file on your local machine if you are running SAS on a remote server. When SAS runs on a remote server, the help files and source files for the package are installed on the remote server. Consequently, it might be difficult to view or browse those files. If you keep the ZIP file on your local machine, you can locally access the help files and source files.

Displaying Information about Installed Packages

You can use the following PACKAGE statements to display information about packages that have been installed:

- The PACKAGE LIST statement displays the packages that are installed on your system. For each collection of packages, the statement produces a table that shows the names of packages in that collection. For more information about collections, see the section “[Collections of Packages](#)” on page 166. The following statement produces the output in [Figure 11.1](#) for a hypothetical user and site. The results of the PACKAGE LIST statement will be different on your system.

```
proc iml;
  package list;
```

Figure 11.1 Names of Installed Packages

Private Packages	
Name	Version
RightTriangle	1.0
SimWithSAS	1.0

Public Packages	
Name	Version
pharmaTools	2.1

System Packages	
Name	Version
AboveBelow	1.0

- The PACKAGE INFO statement displays information about a particular package that is installed. For example, the following statement produces the output in [Figure 11.2](#), information about the AboveBelow package, which is distributed with SAS/IML software:

```
package info AboveBelow;
```

Figure 11.2 Information about an Installed Package

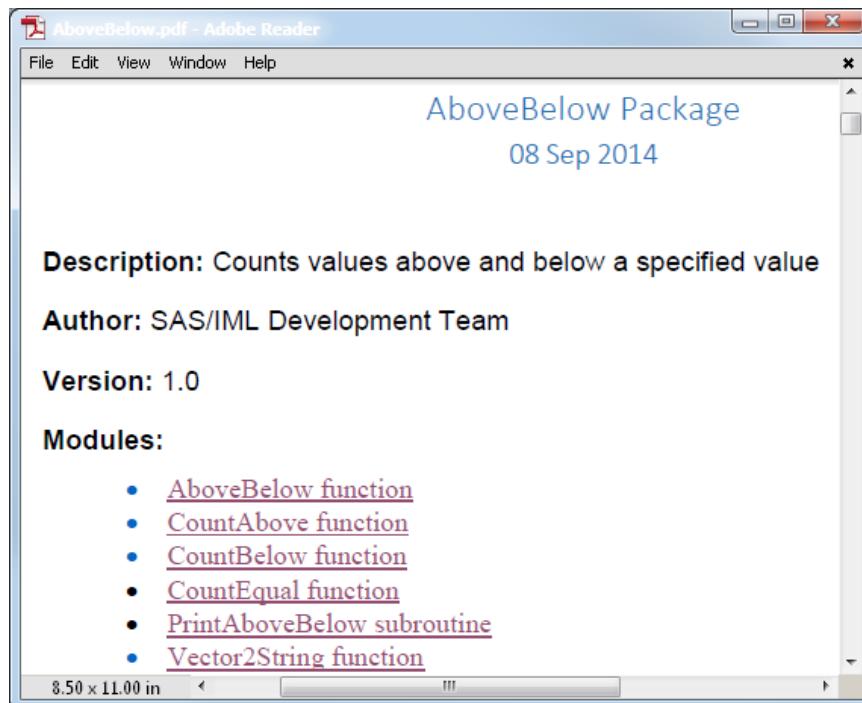
Package Information	
Name	AboveBelow
Description	Counts values above and below a specified value
Author	SAS/IML Development Team
Collection	System
Version	1.0
Requires IML	14.2
Directory	C:\Program Files\SASHome\SASFoundation\9.4\iml\sasmisc\packages\AboveBelow

The table in [Figure 11.2](#) provides the name of the package, a brief description, the package author, the collection to which the package belongs, the package version, the version of SAS/IML software that is required to run the package, and the directory in which the package is installed. The location of the directory depends on the operating system.

- The PACKAGE HELP statement displays the help that was supplied by the author of the package. Usually the help includes information about the modules in the package and their calling syntax. The SAS/IML Studio application displays help in the form of a PDF file or HTML page, if these formats are provided by the package author. The IML procedure displays the function names and syntax in the SAS Log window. The following statement displays information about the functions in the AboveBelow package. The PDF output is shown in [Figure 11.3](#).

```
package help AboveBelow;
```

Figure 11.3 Help File Displayed as PDF Document



Alternately, if you are running SAS on your local machine, you can view the documentation in PDF format by doing the following:

- 1 Use the PACKAGE INFO statement to display the package installation directory, as shown in [Figure 11.2](#).
- 2 Use the operating system to navigate to the package installation directory.
- 3 Navigate to the **help** subdirectory of the installation directory.
- 4 Use an application such as Adobe Reader to display the PDF file in that directory.

If you install a package on a remote SAS server, you can keep the ZIP file on your local computer and use similar steps to open the ZIP file and view the documentation.

Using a Package

Before you can use a package, it must be installed, as described in the section “[Installing, Loading, and Uninstalling a Package](#)” on page 162.

Usually a package provides definitions of SAS/IML modules. To use a package, use the PACKAGE LOAD statement to load the module definitions. The following statement loads the AboveBelow package, which is distributed as part of SAS/IML software:

```
package load AboveBelow;
```

If the package includes a **data** directory, you can use the PACKAGE LIBNAME statement to create a libref that points to the data directory. (If the package does not include a **data** directory, the PACKAGE LIBNAME statement generates an error.) The following statements assign the libref ABDATA to point to the data directory for the AboveBelow package. The USE and READ statements read the data into the matrix **A**.

```
package libname abdata AboveBelow;
use abdata.example; read all var _NUM_ into A; close;
```

Loading a package defines all modules and variables in the package. (Use the PACKAGE HELP statement to view the module syntax, as shown in the section “[Displaying Information about Installed Packages](#)” on page 163.) The following statements call a module in the AboveBelow package and run it on the example data. Figure 11.4 illustrates the data and the module’s output, which shows the numbers of negative values, zero values, positive values, and missing values for each of the three columns of the data matrix.

```
print A;
run PrintAboveBelow(A); /* call module in package */
```

Figure 11.4 Matrix and Result of Calling a Module in the AboveBelow Package

A		
.	-9	-8
-7	0	.
0	.	.
-1	0	1
0	3	4
5	6	0

Counts		
Negative	2	1
Zero	2	2
Positive	1	2
Missing	1	2

In a similar way, you can call other functions in the AboveBelow package.

Collections of Packages

SAS/IML software supports the following *collections* of packages, which reflect different ways that SAS/IML software is used:

- The SYSTEM collection contains packages that are installed as part of SAS/IML software and are available to any user. These packages enable developers at SAS to write and distribute specialized packages of functions that might be of interest to some—but perhaps not all—SAS/IML programmers. The SYSTEM collection is a generalization of the IMLMLIB library of modules. The SYSTEM collection includes the AboveBelow package, which serves as an example of how to load and use packages.
- The PUBLIC collection contains packages that are installed by a system administrator in a public location and are available to any user. These packages enable SAS administrators at a site to install a library of common modules that are used by programmers who work together. These modules ensure that the programmers use the same module library.
- The PRIVATE collection contains packages that are installed by a user and are available only to that user. These packages enable a SAS/IML programmer to install libraries of modules for personal use. This collection enables an individual to extend the capabilities of SAS/IML software by using modules written by others.

If you specify the name of a package in the PACKAGE statement but you do not specify a collection, then the PACKAGE statement searches for the package first in the PRIVATE collection, then in the PUBLIC collection, and finally in the SYSTEM collection.

You can use this search behavior to control which version of a package is loaded. Suppose that your site administrator has installed version 1.0 of a package named Pkg1 in the PUBLIC collection. If the package author releases version 2.0 and you want to use that newer version, you can install the newer version in the PRIVATE collection. The following statement loads the newer version of the package:

```
package load Pkg1;      /* the PRIVATE collection is searched first */
```

If you discover that the newer version is not robust and you want to use the older version, you can use the following statement to explicitly load the older package from the PUBLIC collection:

```
package load Pkg1(public); /* specify the PUBLIC collection */
```

Each collection is installed in a different directory. The IML procedure uses directory locations that are system specific:

- Private packages are installed in the directory that is specified by the IMLPACKAGEPRIVATE system option.
- Public packages are installed in the directory that is specified by the IMLPACKAGEPUBLIC system option.
- System packages are installed in the directory that is specified by the IMLPACKAGESYSTEM system option.

The following statement displays the location for private, public, and system packages:

```
proc options option=(imlpackageprivate imlpackagepublic imlpackagesystem) value;
run;
```

The SAS/IML Studio application uses the installation directories in [Table 11.1](#).

Table 11.1 SAS/IML Studio Installation Directories

Collection	Default Directory
SYSTEM	SASHOME\SASIMLStudio\14.2\Packages , where SASHOME is the root directory for the SAS system, such as C:\Program Files\SASHome
PUBLIC	C:\ProgramData\SAS\IML Studio\Packages
PRIVATE	C:\Users\ UserID\Documents\My IML Studio Files\Packages

Creating a Package

The previous sections of this chapter show how to install and use a package that was written by someone else. This section shows how you can author a new SAS/IML package. A package can contain source files that define modules, data sets, documentation, and programs that demonstrate how to use the package.

Suppose you have written some SAS/IML functions that compute certain facts about right triangles in the Euclidean plane. You decide to create a package called RightTriangle to share these functions with others.

This section guides you through the creation of the RightTriangle package. The steps are summarized as follows and described in more detail in subsequent sections:

- 1 Create a package directory structure.
- 2 Create a file named *info.txt*, which provides SAS/IML software with information about the package. The file name must contain only lowercase letters.
- 3 Create one or more source files that define the SAS/IML modules in the package.
- 4 Create a program file that demonstrates how to call the modules.
- 5 Create a help file that documents the purpose of the package and shows the syntax of the modules.
- 6 Create a ZIP file that preserves the directory structure and contains all the package files.

Step 1: Create the Package Directory Structure

To create a package, you must first create a directory hierarchy on your local computer.

If you install a package by using PROC IML, the root directory is the name of your package in lowercase. To match that behavior, create a directory named **righttriangle**.

Within the **righttriangle** directory, create four subdirectories: **data**, **help**, **programs**, and **source**. It is recommended that you create these directories even though one or more of them might be empty. The purpose of each subdirectory is as follows:

data	Contains all SAS data sets (sas7bdat files) that are used by the package. Use lowercase characters for the names of the data sets in this directory.
help	Contains documentation for the package. You should include a plain text file with a <i>.txt</i> extension. Optionally, you can include a PDF or HTML file in this subdirectory.
programs	Contains SAS/IML programs that call functions in the package. For example, this subdirectory can include demo programs, test programs, and programs that reproduce results in a journal article or conference proceedings.
source	Contains the source files that are read by the PACKAGE LOAD statement. These files usually contain module definitions. The files should not contain a PROC IML statement or a QUIT statement.

The RightTriangle package does not contain a data file, so the **data** subdirectory remains empty. The following sections describe how to create the *info.txt* file and the files for the other subdirectories.

A package can contain other subdirectories in addition to these four subdirectories.

Step 2: Create the Package Information File

The PACKAGE INSTALL statement reads the *info.txt* file, which must be in the root directory for the package. The file must be stored in UTF-8 format. The first line in the file, which tells the SAS/IML software how to interpret subsequent lines, must be as follows:

```
# SAS/IML Package Information File Format 1.0
```

Subsequent lines define keyword-value pairs. A keyword must begin in the first column and must be followed by a colon (:). The value that follows the colon is free-form text, unless otherwise noted. A value is ended by either a new keyword-value pair or a blank line. If a value requires more than one line of text, subsequent lines must be indented by at least one space or tab character.

If the first character on a line is the number sign (#), then the rest of the line is ignored. You can use the number sign to put comments in the *info.txt* file.

The SAS/IML language supports the following list of keyword-value pairs. Only the NAME keyword is required. If a keyword is marked “Reported,” then that keyword-value pair (up to 100 characters) is displayed by the PACKAGE INFO statement.

NAME: (Reported) Specify the name of the package. The package name must be a valid SAS name, which means it must contain 32 characters or less, begin with a letter or underscore, and contain only letters, underscores, and digits.

The case (uppercase, lowercase, or mixed case) of this keyword value is important for the following reasons:

- The PACKAGE LIST and PACKAGE INFO statements display the value of the NAME keyword exactly as you specify it.
- The help system looks for a file of the name *PkgName.pdf* or *PkgName.txt*, where *PkgName* is the exact value of the NAME keyword.
- In the SAS/IML Studio application, the value determines the case of the name of the package's directory.

DESCRIPTION:	(Reported) Specify a brief description of the package.
AUTHOR:	(Reported) Specify the authors of the package. Optionally, you can include contact information such as an email address or website.
VERSION:	(Reported) Specify the version of the package. The default value is 0.0.0.0. The version can have up to four levels, separated by decimal points (.). For example, valid values are 1.0, 2.7.1, and 3.1.4.1.
REQUIRESIML:	(Reported) Specify the version of SAS/IML software that is required to run the package. The default value is 14.1.0.0. The specified value must be greater than or equal to 14.1.0.0. You can specify this value when your package relies on a new feature of SAS/IML software.
SOURCEFILES:	<p>Specify a list of the source filenames for the package, with one filename per line. The case (uppercase, lowercase, or mixed case) of this keyword value is important because certain file systems (such as Linux) are case-sensitive. The source files usually have a <i>.sas</i> or <i>.iml</i> extension.</p> <p>If a source file uses a specific character encoding, you can add an equal sign (=) and a value that indicates the character encoding after the name of the source file. For example, the following statement indicates that the file contains characters in the Windows Latin1 encoding:</p> <pre>File1.iml = wlatin1</pre> <p>It is not necessary to indicate the encoding of UTF-8 or UTF-16 files if the files begin with a byte-order mark. For more information about character encoding in SAS, see the section “Encoding Values in SAS Language Elements” in <i>SAS National Language Support: Reference Guide</i>.</p>
Copyright:	Specify copyright information for the package.
License:	Specify an open-source license, such as those approved by the Open Source Initiative (https://opensource.org/licenses).
Dependencies:	Specify other packages that your package requires. Each package must be written on a separate line. A user must install the packages in this dependency list before installing the current package.
Notes:	Specify other information that the user needs to know in order to use the package.

For example, the keyword-value pairs in the following statements define a valid *info.txt* file for the Right-Triangle package. To create this file, create a plain text file in the **righttriangle** directory, paste in the following text, and save the file.

```
# SAS/IML Package Information File Format 1.0
# Do NOT edit the line above!

Name: RightTriangle
Description: Computes side lengths for right triangles
Author: SAS/IML Development Team
Version: 1.0
SourceFiles: RightTriangle.iml
Notes: An example package from the SAS/IML documentation
```

Step 3: Create the Source Files

Usually the first files that you create are the source files that define the SAS/IML modules that you will distribute.

You can use *.sas* or *.iml* as the extension for a source file. For more information about file extensions, see the section “[Naming Source Files](#)” on page 175. This documentation uses the *.iml* extension.

In the **source** directory, create a file named *RightTriangle.iml*. (Notice that the case of this filename matches the case that was specified in the *info.txt* file.) Include the following SAS/IML statements in the file. Notice that the file does *not* contain the PROC IML or QUIT statements.

```
/* Modules for the RightTriangle package */
/* Do NOT include the PROC IML or QUIT statements! */

/* Given a vector that contains the three side lengths of a
triangle, this function returns 1 if the triangle is a right
triangle and 0 otherwise. */
start IsRightTriangle(vert);
  v = colvec(vert);
  call sort(v, 1);
  a = v[1]; b = v[2]; c = v[3];
  return ( a##2 + b##2 = c##2 );
finish;

/* Given the lengths of the hypotenuse and a leg of a right
triangle, this function finds the length of the other leg. */
start FindLeg(v);
  b = min(v);  c = max(v);
  d = c##2 - b##2;
  if d>0 then return( sqrt(d) );
  else return( . );
finish;

/* Given the lengths of two legs of a right triangle,
this function finds the length of the hypotenuse. */
```

```

start FindHypotenuse(v);
  b = max(v);
  a = min(v);
  return( sqrt(a##2 + b##2) );
finish;

```

Save the *RightTriangle.iml* file. When the package is loaded, this file will be read and these functions will be defined.

Step 4: Create a Program File

Examples are very useful to the programmers who will download and use your package. Create a file named *Example.sas* in the **programs** directory. Include the following SAS/IML statements in the file and save the file:

```

/* Examples of calling modules in the RightTriangle package. If you have
not installed the package, modify and run the following statements:

proc iml;
package install "C:\<path>\righttriangle.zip";
quit;
*/
proc iml;
package load RightTriangle;

Rt = IsRightTriangle({3 4 5});      /* 1 = valid lengths */
NotRt = IsRightTriangle({5 6 7}); /* 0 = not valid lengths */
print Rt NotRt;

leg = FindLeg({3 5});           /* find 2nd leg from hypotenuse and leg */
hypot = FindHypotenuse({3 4}); /* find hypotenuse from legs */
print leg hypot;               /* correct answer is {4 5} */
quit;

```

The *Example.sas* file contains an example of calling each function in the package, and the comments provide the correct answer to each call. Programmers who want to use the package can study the program and modify it for their own use. The program also serves as a simple test program.

Step 5: Create a Help File

Every package should contain help in at least two formats: a short plain text file that describes the syntax of functions, and a PDF or HTML file that contains the complete documentation. The root name for the PDF and plain-text help files must match the case that you specified for the NAME keyword in the *info.txt* file. For example, the help files for the RightTriangle package must be *RightTriangle.pdf* and *RightTriangle.txt*. If you create an HTML file, the name of the file must be *index.html* or *index.htm*. All help files should be in the **help** subdirectory.

An example of a PDF help file is included with the AboveBelow package, which is distributed with SAS/IML software and is installed in the SYSTEM collection.

For simplicity, this step creates only a plain text file that documents the syntax of the functions in the RightTriangle package. Navigate to the **help** subdirectory, and use a text editor to create a file called *RightTriangle.txt*. Insert the following text and save the file:

```
RightTriangle Package

Description: Computes side lengths for right triangles

Modules:
ISRIGHTTRIANGLE(v);
Given a three-element vector that contains the three side lengths
of a triangle, this function returns 1 if the triangle is a right
triangle and 0 otherwise.

FINDLEG(v);
Given a two-element vector that contains the lengths of the
hypotenuse and a leg of a right triangle, this function finds
the length of the other leg.

FINDHYPOTENUSE(v);
Given a two-element vector that contains the lengths of two legs of
a right triangle, this function finds the length of the hypotenuse.
```

The PACKAGE HELP statement displays a help file for an installed package. The file that is displayed depends on how you are running the SAS/IML software:

- The SAS/IML Studio application searches the **help** subdirectory for one of the following help files: *PkgName.pdf*, *index.html*, *index.htm*, or *PkgName.txt*, where *PkgName* is the name of your package. If a PDF or an HTML file is found, then that file is displayed.
- In PROC IML, the PACKAGE HELP statement displays the *PkgName.txt* file in the SAS Log window. This is a convenient way to see the syntax for the package functions.
- If SAS/IML is installed on a local or networked computer, you can use the PACKAGE INFO statement to discover the location of the directory where the package is installed. After you navigate to that directory, you can use a PDF viewer or a browser to view the documentation in the **help** subdirectory.
- If you are running a SAS/IML program on a remote SAS server (such as through SAS Enterprise Guide or SAS Studio), you might not be able to navigate to the location of the **help** subdirectory. You might want to keep a copy of the package files (or the ZIP file) in a local directory so that you can browse the help files and view the source code.

Step 6: Create a ZIP File

All packages are distributed as ZIP files. The filename of the ZIP file must be the name of the package followed by the *.zip* extension.

This section assumes that you have created a directory hierarchy and that you have created source files, help files, program files, and an *info.txt* file, as described in the previous sections. For the RightTriangle package, the directories and files are arranged as shown in the Figure 11.5.

Figure 11.5 RightTriangle Directory Structure

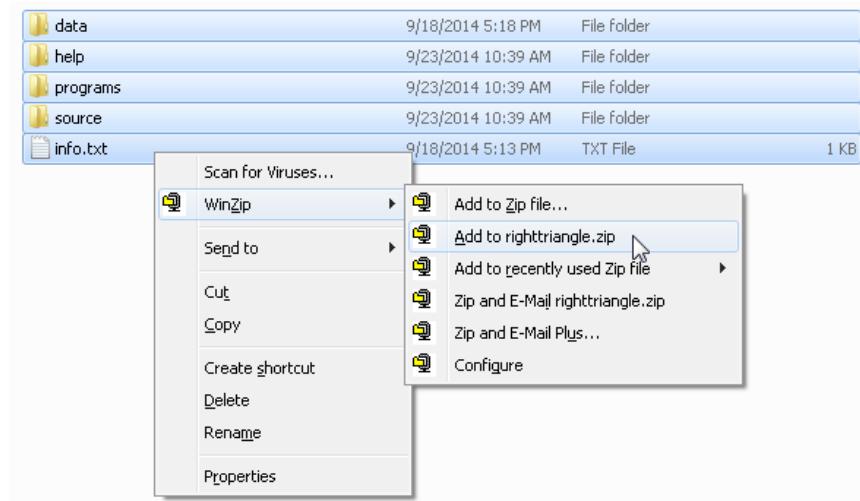
```

|   info.txt
|
+---data
+---help
|   RightTriangle.txt
|
+---programs
|   example.sas
|
+---source
    RightTriangle.sas

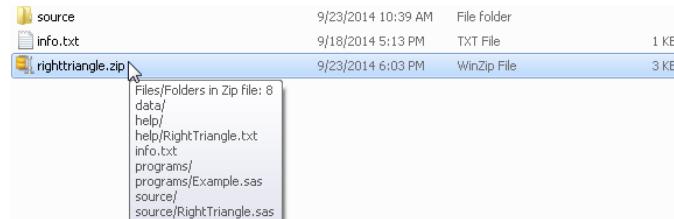
```

This section uses WinZip® software and the Windows operating system to illustrate how to create a ZIP file of the RightTriangle package. If you use other software to create ZIP file, the process will be different.

To create a ZIP file by using WinZip software, use Windows Explorer to navigate to the `righttriangle` directory. Select all the files and subdirectories in the `righttriangle` directory. Right-click on the selected files, and choose **WinZip ► Add to righttriangle.zip** from the pop-up menu, as shown in Figure 11.6.

Figure 11.6 Creating a ZIP File by Using WinZip

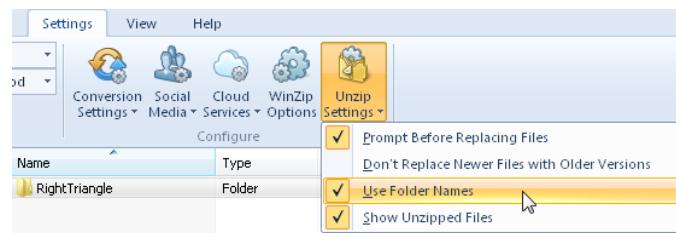
The program will create the file `righttriangle.zip`. You can examine the contents of the ZIP file to make sure that all the files are included and that the directory structure was preserved. The ZIP file will look similar to Figure 11.7.

Figure 11.7 Checking the Contents of a ZIP File

So that the ZIP file can be correctly unzipped by the SAS/IML PACKAGE statement, make sure that the ZIP file satisfies the following requirements:

- The ZIP file should preserve the directory hierarchy when the files are unzipped. In WinZip 18.0, click the **Settings** tab and select the **Use Folder Names** option under the **Unzip Settings** menu, as shown in Figure 11.8.
- The ZIP file cannot be password-protected.
- The ZIP file must use the original ZIP compression scheme.

Figure 11.8 WinZip Options



Testing a Package

Before you send a ZIP file that contains a SAS/IML package to a colleague or post it to the SAS/IML File Exchange, you are strongly encouraged to install and run the package.

To test the RightTriangle package:

- 1 Store the ZIP file somewhere on your file system. This example assumes that the ZIP file is located in the directory **C:\Packages**.
- 2 Run the PACKAGE INSTALL statement to install the package from the ZIP file, as follows:

```
proc iml;
package install "C:\Packages\righttriangle.zip";
quit;
```

- 3 Run the following statements to ensure that the package installed correctly:

```
proc iml;
package list;
package info RightTriangle;
package help RightTriangle;
```

- 4** Load the package and run the programs in the **programs** directory, as described in the section “[Step 4: Create a Program File](#)” on page 171. For example, the following statements test each function in the RightTriangle package:

```
package load RightTriangle;
Rt = IsRightTriangle({3 4 5}); /* 1 = valid lengths */
leg = FindLeg({3 5});          /* find 2nd leg from hypotenuse and leg */
hypot = FindHypotenuse({3 4}); /* find hypotenuse from legs */
print Rt leg hypot;           /* correct answer is {1 4 5} */
```

Naming Source Files

Some operating systems (notably Linux) are case-sensitive. Make sure that the names of all files in the **source** directory match the case of the names for the **SourceFiles** keyword in the *info.txt* file.

To ensure that data sets are found on all operating systems, lowercase the names of all data sets in the **data** directory of a package.

Knowing when to use lowercase versus mixed-case file names can be confusing. When it doubt, use lowercase file names.

Another potential source of confusion is whether to use *.iml* or *.sas* as the extension for source files in the **source** directory. The choice of a filename extension does not affect the functionality of a package. However, the choice of an extension does determine which application is used to edit the file. It also determines how that file is displayed by an application.

Under the Windows operating system, double-clicking a file automatically launches the default application that is associated with the file extension. A file with a *.sas* extension might be opened by a program such as the SAS windowing environment or SAS Enterprise Guide. A file with an *.iml* extension is opened by SAS/IML Studio, if it is installed.

Some text editors perform syntax highlighting based on a file’s extension. A file with a *.sas* extension is opened as a SAS file by most program editors. Consequently, SAS/IML statements in the source files might not be colored correctly.

A file with an *.iml* extension is colored according to IMLPlus syntax when the file is opened by the SAS/IML Studio application. The same file might be treated as a plain-text file by other applications. For example, the enhanced editor in the SAS windowing environment does not apply syntax highlighting to a file that has an *.iml* extension.

Chapter 12

General Statistics Examples

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Overview

Linear algebra is fundamental to regression, principal component analysis, and other multivariate statistical techniques. You can use the functions and high-level operators in SAS/IML software to implement these techniques. The similarity between the SAS/IML syntax and matrix algebra notation often makes it straightforward to translate an algorithm into a SAS/IML program.

The examples in this chapter demonstrate a variety of matrix computations. You can use these examples to gain insight into other complex problems you might need to solve. Some of the examples perform the same analyses as are performed by procedures in SAS/STAT software and are not meant to replace them. The examples are included as learning tools.

General Statistics Examples

Example 12.1: Correlation Computation

The following statements show how you can define modules to standardized columns for a matrix of numeric data. For a more robust implementation, see the **STANDARD** function.

```

proc iml;
/* Standardize data: Assume no column has 0 variance */
start stdMat(x);
  mean = mean(x);                                /* means for columns */
  cx = x - mean;                                 /* center x to mean zero */
  std = std(x);                                  /* standard deviation estimate*/
  y = cx / std(x);                             /* scaling to std dev 1 */
  return( y );
finish stdMat;

x = { 1 2 3,
      3 2 1,
      4 2 1,
      0 4 1,
      24 1 0,
      1 3 8};
nm = {age weight height};
std = stdMat(x);
print std[colname=nm label="Standardized Data"];

```

Output 12.1.1 Standardized Variables

Standardized Data		
AGE	WEIGHT	HEIGHT
-0.490116	-0.322749	0.2264554
-0.272287	-0.322749	-0.452911
-0.163372	-0.322749	-0.452911
-0.59903	1.6137431	-0.452911
2.0149206	-1.290994	-0.792594
-0.490116	0.6454972	1.924871

The columns shown in Output 12.1.1 have zero mean and unit variance.

In a similar way, you can define a module that returns the correlation matrix of numeric data. The following module computes the correlation matrix according to a formula that you might see in a statistics textbook. For a more efficient implementation that supports missing values, use the built-in **CORR** function.

```

/* Compute correlations: Assume no missing values */
start corrMat(x);
  n = nrow(x);                                /* number of observations */
  sum = x[+,];                                 /* compute column sums */
  xpx = x*x - sum`*sum/n;                      /* compute sscp matrix */
  s = diag(1/sqrt(vecdiag(xpx)));             /* scaling matrix */

```

```

corr = s*xpx*s;
      /* correlation matrix */
return( corr );
finish corrMat;

corr = corrMat(x);
print corr[rowname=nm colname=nm label="Correlation Matrix"];

```

Output 12.1.2 A Correlation Matrix

Correlation Matrix			
	AGE	WEIGHT	HEIGHT
AGE	1	-0.717102	-0.436558
WEIGHT	-0.717102	1	0.3508232
HEIGHT	-0.436558	0.3508232	1

There are many equivalent ways to compute a correlation matrix. If you have already written and debugged the STDMAT function, you might want to call that function during the computation of the correlation matrix. The following function is an alternative way to compute the correlation matrix of data:

```

/* Another way to compute correlations: Assume no missing values */
start corrMat2(x);
  y = StdMat(x);                                /* standardize columns */
  corr = (y`*y)/(nrow(x)-1);                  /* correlation matrix */
  return( corr );
finish corrMat2;

c = corrMat2(x);

```

Example 12.2: Newton's Method for Solving Nonlinear Systems of Equations

This example solves a nonlinear system of equations by Newton's method. Let the nonlinear system be represented by

$$F(\mathbf{x}) = 0$$

where \mathbf{x} is a vector and F is a vector-valued nonlinear function.

Newton's method is an iterative technique. The method starts with an initial estimate \mathbf{x}_0 of the root. The estimate is refined iteratively in an attempt to find a root of F . Given an estimate \mathbf{x}_n , the next estimate is given by

$$\mathbf{x}_{n+1} = \mathbf{x}_n - \mathbf{J}^{-1}(\mathbf{x}_n)F(\mathbf{x}_n)$$

where $\mathbf{J}(\mathbf{x})$ is the Jacobian matrix of partial derivatives of F with respect to \mathbf{x} . (For more efficient computations, use the built-in [NLPNRA subroutine](#).)

For optimization problems, the same method is used, where $F(\mathbf{x})$ is the gradient of the objective function and $\mathbf{J}(\mathbf{x})$ becomes the Hessian (Newton-Raphson).

In this example, the system to be solved is

$$\begin{aligned} \mathbf{x}_1 + \mathbf{x}_2 - \mathbf{x}_1\mathbf{x}_2 + 2 &= 0 \\ \mathbf{x}_1 \exp(-\mathbf{x}_2) - 1 &= 0 \end{aligned}$$

The following statements are organized into three modules, NEWTON, FUN, and DERIV:

```
*****  
/*      Newton's Method to Solve a Nonlinear Function      */  
/* The user must supply initial values,                      */  
/* and the FUN and DERIV functions.                         */  
/* On entry: FUN evaluates the function f in terms of x    */  
/* initial values are given to x                           */  
/* DERIV evaluates Jacobian J                            */  
/* Tuning parameters: CONVERGE, MAXITER.                  */  
/* On exit: return x such that FUN(x) is close to 0       */  
proc iml;  
/* User-supplied function evaluation */  
start Fun(x);  
    x1 = x[1]; x2 = x[2];          /* extract components */  
    f1 = x1 + x2 - x1*x2 + 2;  
    f2 = x1*exp(-x2) - 1;  
    return( f1 // f2 );  
finish Fun;  
  
/* User-supplied derivatives of the function */  
start Deriv(x);  
    x1 = x[1]; x2 = x[2];  
    df1dx1 = 1 - x2;  
    df1dx2 = 1 - x1;  
    df2dx1 = exp(-x2);  
    df2dx2 = -x1 * exp(-x2);  
    J = (df1dx1 || df1dx2) //  
        (df2dx1 || df2dx2);  
    return( J );           /* Jacobian matrix */  
finish Deriv;  
  
/* Implementation of Newton's method with default arguments */  
/* By default, maximum iterations (maxiter) is 25           */  
/* convergence criterion (converge) is 1e-6                 */  
start NewtonMethod(x0, maxIter=25, converge=1e-6);  
    x = x0;  
    f = Fun(x);      /* evaluate function at starting values */  
    do iter = 1 to maxiter          /* iterate until maxiter */  
        while(max(abs(f))>converge);      /* or convergence */  
        J = Deriv(x);                /* evaluate derivatives */  
        delta = -solve(J, f);     /* solve for correction vector */  
        x = x + delta;            /* the new approximation */  
        f = fun(x);               /* evaluate the function */  
    end;  
    /* return missing if no convergence */  
    if iter > maxIter then  
        x = j(nrow(x0),ncol(x0),.);  
    return( x );  
finish NewtonMethod;  
  
print "Solve the system: X1+X2-X1*X2+2=0, X1*EXP(-X2)-1=0" ;  
x0 = {.1, -2};      /* starting values */  
x = NewtonMethod(x0);
```

```
f = Fun(x);
print x f;
```

Output 12.2.1 Newton's Method: Results

Solve the system: $X_1 + X_2 - X_1 \cdot X_2 + 2 = 0$, $X_1 \cdot \text{EXP}(-X_2) - 1 = 0$

x	f
0.0977731	5.3523E-9
-2.325106	6.1501E-8

The results are shown in Output 12.2.1. Notice that the NEWTONMETHOD function was called with only a single argument, which causes the module to use the default number of iterations and the default convergence criterion. To change those parameter values, call the module with additional arguments, as follows:

```
x = NewtonMethod(x0, 15, 0.001);
```

Example 12.3: Regression

This example is a module that calculates statistics that are associated with a linear regression. The following module is similar to the [REGRESS module](#), which is included in the IMLMLIB library:

```
proc iml;
start regress( x, y, name, tval=, l1=, l2=, l3= );
  n = nrow(x);                                /* number of observations */
  k = ncol(x);                                /* number of variables */
  xpx = x` * x;                               /* cross-products */
  xpy = x` * y;                               /* inverse crossproducts */
  xpxi = inv(xpx);                            /* */

  b = xpxi * xpy;                            /* parameter estimates */
  yhat = x * b;                             /* predicted values */
  resid = y - yhat;                           /* residuals */
  sse = resid` * resid;                      /* sum of squared errors */
  dfe = n - k;                             /* degrees of freedom error */
  mse = sse / dfe;                           /* mean squared error */
  rmse = sqrt(mse);                          /* root mean squared error */

  covb = xpxi # mse;                         /* covariance of estimates */
  stdb = sqrt(vecdiag(covb));                /* standard errors */
  t = b / stdb;                            /* ttest for estimates=0 */
  probt = 1 - cdf("F",t#t,1,dfe);          /* significance probability */
  paramest = b || stdb || t || probt;
  print paramest[c={"Estimate" "StdErr" "t" "Pr>|t|"} r=name
                 l="Parameter Estimates" f=Best6.];

  s = diag(1/stdb);
  corrb = s * covb * s;                      /* correlation of estimates */
  reset fw=6 spaces=3;                        /* for proper formatting */
  print covb[r=name c=name l="Covariance of Estimates"],
        corrb[r=name c=name l="Correlation of Estimates"];
```

```

if nrow(tval) = 0 then return;           /* is a t-value specified? */
projx = x * xpxi * x`;                 /* hat matrix */
vresid = (i(n) - projx) * mse;         /* covariance of residuals */
vpred = projx # mse;                  /* covariance of pred vals */
h = vecdiag(projx);                   /* hat leverage values */
lowerm = yhat - tval # sqrt(h*mse);   /* lower conf limit for mean*/
upperm = yhat + tval # sqrt(h*mse);   /* upper CL for mean */
lower = yhat - tval # sqrt(h*mse+mse);/* lower CL for individual */
upper = yhat + tval # sqrt(h*mse+mse);/* upper CL */

R = y || yhat || resid || h || lowerm || upperm || lower || upper;
labels = {"y" "yhat" "resid" "h" "lowerm" "upperm" "lower" "upper"};
reset fw=6 spaces=1;
print R[c=labels label="Predicted values, Residuals, and Limits"];

/* test hypoth that L*b = 0, where L is linear comb of estimates */
do i = 1 to 3;
  L = value("L"+ strip(char(i)));    /* get L matrix for L1, L2, and L3 */
  if nrow(L) = 0 then return;
  dfn = nrow(L);
  Lb = L * b;
  vLb = L * xpxi * L`;
  q = Lb` * inv(vLb) * Lb / dfn;
  f = q / mse;
  prob = 1 - cdf("F", f, dfn, dfe);
  test = dfn || dfe || f || prob;
  print L, test[c={"dfn" "dfe" "F" "Pr>F"} f=Best6.
                l="Test Hypothesis that L*b = 0"];
end;
finish;

```

The module accepts up to three matrices for testing the hypothesis that a linear combination of the parameters is zero. For more information about the computation, see the documentation for the TEST statement in the REG procedure in *SAS/STAT User's Guide*.

The following statements call the REGRESS module on data that describes the size of the US population during eight decades 1790–1860. The following statements fit a quadratic regression model to the data. The program also tests three hypotheses about the parameters in the model.

```

/* Quadratic regression on US population for decades beginning 1790 */
decade = T(1:8);
name={"Intercept", "Decade", "Decade**2" };
x= decade##0 || decade || decade##2;
y= {3.929,5.308,7.239,9.638,12.866,17.069,23.191,31.443};

/* n-p=5 dof at 0.025 level to get 95% confidence interval */
tval = quantile("T", 1-0.025, nrow(x)-ncol(x));
L1 = { 0 1 0 }; /* test hypothesis Lb=0 for linear coef */
L2 = { 0 1 0,      /* test hypothesis Lb=0 for linear,quad */
       0 0 1 };
L3 = { 0 1 1 }; /* test hypothesis Lb=0 for linear+quad */
option linesize=100;
run regress( x, y, name, tval, L1, L2, L3 );

```

The parameters estimates are shown in the first table in [Output 12.3.1](#). The next two tables show the covariance and correlation of the estimates, respectively.

Output 12.3.1 Regression Results

Parameter Estimates					
	Estimate	StdErr	t	Pr> t	
Intercept	5.0693	0.9656	5.25	0.0033	
Decade	-1.11	0.4923	-2.255	0.0739	
Decade**2	0.5396	0.0534	10.106	0.0002	

Covariance of Estimates			
	Intercept	Decade	Decade**2
Intercept	0.9324	-0.436	0.0428
Decade	-0.436	0.2424	-0.026
Decade**2	0.0428	-0.026	0.0029

Correlation of Estimates			
	Intercept	Decade	Decade**2
Intercept	1	-0.918	0.8295
Decade	-0.918	1	-0.976
Decade**2	0.8295	-0.976	1

The predicted values, residuals, leverage, and confidence limits for the mean and individual predictions are shown in [Output 12.3.2](#).

Output 12.3.2 Regression Results: Predicted Values and Residuals

Predicted values, Residuals, and Limits							
y	yhat	resid	h	lowerm	upperm	lower	upper
3.929	4.499	-0.57	0.7083	3.0017	5.9964	2.1737	6.8244
5.308	5.008	0.3	0.2798	4.067	5.949	2.9954	7.0207
7.239	6.5963	0.6427	0.2321	5.7391	7.4535	4.6214	8.5711
9.638	9.2638	0.3742	0.2798	8.3228	10.205	7.2511	11.276
12.866	13.011	-0.145	0.2798	12.07	13.952	10.998	15.023
17.069	17.837	-0.768	0.2321	16.979	18.694	15.862	19.812
23.191	23.742	-0.551	0.2798	22.801	24.683	21.729	25.755
31.443	30.727	0.7164	0.7083	29.229	32.224	28.401	33.052

The results of the hypothesis tests are shown in [Output 12.3.3](#). The first hypothesis is that the coefficient of the linear term is 0. This hypothesis is not rejected at the 0.05 significance level. The second hypothesis is that the coefficients of the linear and quadratic terms are simultaneously 0. This hypothesis is soundly rejected. The third hypothesis is that the linear coefficient is equal to the negative of the quadratic coefficient. Given the data, this hypothesis is not rejected.

Output 12.3.3 Regression Results: Hypothesis Tests

<hr/>			
<hr/> L <hr/>			
0 1 0			
<hr/>			
Test Hypothesis that $L^*b = 0$			
<hr/>			
dfn	dfe	F	Pr>F
1	5	5.0832	0.0739
<hr/>			
<hr/> L <hr/>			
0 1 0			
<hr/> L <hr/>			
0 0 1			
<hr/>			
Test Hypothesis that $L^*b = 0$			
<hr/>			
dfn	dfe	F	Pr>F
2	5	666.51	854E-9
<hr/>			
<hr/> L <hr/>			
0 1 1			
<hr/>			
Test Hypothesis that $L^*b = 0$			
<hr/>			
dfn	dfe	F	Pr>F
1	5	1.6775	0.2518

Example 12.4: Alpha Factor Analysis

This example shows how an algorithm for computing alpha factor patterns (Kaiser and Caffrey 1965) could be implemented in the SAS/IML language. This algorithm is similar to that provided by the METHOD=ALPHA option in the FACTOR procedure.

The following statements define a SAS/IML module for computing an alpha factor analysis. The input is a matrix of correlations. The module computes eigenvalues, communalities, and a factor pattern.

```

proc iml;
/*          Alpha Factor Analysis      */
/* Ref: Kaiser et al., 1965 Psychometrika, pp. 12-13      */
/* Input: r = correlation matrix      */
/* Output: m = eigenvalues      */
/*          h = communalities      */
/*          f = factor pattern      */
start alpha(m, h, f, r);
  p = ncol(r);
  q = 0;
  h = 0;                                /* initialize */
  h2 = I(p) - diag(1/vecdiag(inv(r))); /* smc=sqr mult corr */
  do while(max(abs(h-h2))>.001); /* iterate until converges */
    h = h2;
    hi = diag(sqrt(1/vecdiag(h)));
    g = hi*(r-I(p))*hi + I(p);
    call eigen(m,e,g);           /* get eigenvalues and vecs */
    if q=0 then do;
      q = sum(m>1);             /* number of factors */
      iq = 1:q;
    end;                          /* index vector */
    mm = diag(sqrt(m[iq,]));      /* collapse eigvals */
    e = e[,iq];                  /* collapse eigvecs */
    h2 = h*diag((e*mm) [,##]);   /* new communalities */
  end;
  hi = sqrt(h);
  h = vecdiag(h2);                /* communalities as vector */
  f = hi*e*mm;                  /* resulting pattern */
finish;

```

The following statements call the ALPHA module on a sample correlation matrix. The results are shown in Output 12.4.1.

```

/* Correlation Matrix from Harmon, Modern Factor Analysis, */
/* Second edition, page 124, "Eight Physical Variables" */
nm = {Var1 Var2 Var3 Var4 Var5 Var6 Var7 Var8};
r ={ 1.00 .846 .805 .859 .473 .398 .301 .382 ,
     .846 1.00 .881 .826 .376 .326 .277 .415 ,
     .805 .881 1.00 .801 .380 .319 .237 .345 ,
     .859 .826 .801 1.00 .436 .329 .327 .365 ,
     .473 .376 .380 .436 1.00 .762 .730 .629 ,
     .398 .326 .319 .329 .762 1.00 .583 .577 ,
     .301 .277 .237 .327 .730 .583 1.00 .539 ,
     .382 .415 .345 .365 .629 .577 .539 1.00};

run alpha(Eigenvalues, Communalities, Factors, r);
print Eigenvalues,
      Communalities[rowname=nm],
      Factors[label="Factor Pattern" rowname=nm];

```

Output 12.4.1 Alpha Factor Analysis: Results**Eigenvalues**

5.937855
2.0621956
0.1390178
0.0821054
0.018097
-0.047487
-0.09148
-0.100304

Communalities

VAR1	0.8381205
VAR2	0.8905717
VAR3	0.81893
VAR4	0.8067292
VAR5	0.8802149
VAR6	0.6391977
VAR7	0.5821583
VAR8	0.4998126

Factor Pattern

VAR1	0.813386	-0.420147
VAR2	0.8028363	-0.49601
VAR3	0.7579087	-0.494474
VAR4	0.7874461	-0.432039
VAR5	0.8051439	0.4816205
VAR6	0.6804127	0.4198051
VAR7	0.620623	0.4438303
VAR8	0.6449419	0.2895902

Example 12.5: Categorical Linear Models

This example fits a linear model to a function of the response probabilities

$$\mathbf{K} \log \pi = \mathbf{X}_\epsilon + \epsilon$$

where \mathbf{K} is a matrix that compares each response category to the last category.

First, the Grizzle-Starmer-Koch approach (Grizzle, Starmer, and Koch 1969) is used to obtain generalized least squares estimates of β . These form the initial values for the Newton-Raphson solution for the maximum likelihood estimates. The CATMOD procedure can also be used to analyze these binary data (Cox 1970).

```
proc iml ;
/* Subroutine to compute new probability estimates */
/* Last column not needed since sum of each row is 1 */
start prob(x, beta, q);
  la = exp(x*shape(beta, 0, q));
  pi = la / ((1+la[,+])*repeat(1, 1, q));
  return( colvec(pi) );
```

```

finish prob;

/* Categorical Linear Models          */
/* by Least Squares and Maximum Likelihood   */
/* Input:                                */
/*      n the s by p matrix of response counts  */
/*      x the s by r design matrix           */
start catlin(n, x);
  s = nrow(n);                      /* number of populations */
  r = ncol(n);                      /* number of responses */
  q = r-1;                          /* number of function values */
  d = ncol(x);                      /* number of design parameters */
  qd = q*d;                         /* total number of parameters */

  /* initial (empirical) probability estimates */
  rown = n[,+];                     /* row totals */
  pr = n/rown;                      /* probability estimates */
  print pr[label="Initial Probability Estimates"];

  /* function of probabilities */
  p = colvec(pr[,1:q]);            /* cut and shaped to vector */
  f = log(p) - log(pr[,r])@repeat(1,q,1);

  /* estimate by the GSK method */
  /* inverse covariance of f    */
  si = (diag(p)-p*p`); # (diag(rown)@repeat(1,q,q));
  z = x@I(q);                      /* expanded design matrix */
  h = z`*si*z;                      /* crossproducts matrix */
  g = z`*si*f;                      /* cross with f */
  beta = solve(h,g);                /* least squares solution */
  stder = sqrt(vecdiag(inv(h)));    /* standard errors */
  pi = prob(x, beta, q);
  est = beta || stder;
  pr = shape(pi, 0, q);
  print est[colname={"beta" "stder"} label="GSK Estimates"], pr;

  /* ML solution */
  crit = 1;
  do it = 1 to 8 while(crit>.0005);/* iterate until converge*/
    /* block diagonal weighting */
    si = (diag(pi)-pi*pi`); #( diag(rown)@repeat(1,q,q));
    g = z`*(rown@repeat(1,q,1)##(p-pi));        /* gradient */
    h = z`*si*z;                          /* hessian */
    delta = solve(h,g); /* correction via Newton's method */
    beta = beta+delta;                    /* apply the correction */
    pi = prob(x, beta, q);               /* compute prob estimates */
    crit = max(abs(delta));             /* convergence criterion */
  end;
  stder = sqrt(vecdiag(inv(h)));        /* standard errors */
  est = beta || stder;
  pr = shape(pi, 0, q);
  print est[colname={"beta" "stder"} label="ML Estimates"], pr;
  print it[label="Iterations"] crit[label="Criterion"];
finish catlin;

```

The following statements call the CATLIN module to analyze data from Kastenbaum and Lamphiear (1959):

```
/* frequency counts */
n= { 58 11 05,
      75 19 07,
      49 14 10,
      58 17 08,
      33 18 15,
      45 22 10,
      15 13 15,
      39 22 18,
      04 12 17,
      05 15 08};

/* design matrix */
x= { 1  1  1  0  0  0,
      1 -1  1  0  0  0,
      1  1  0  1  0  0,
      1 -1  0  1  0  0,
      1  1  0  0  1  0,
      1 -1  0  0  1  0,
      1  1  0  0  0  1,
      1 -1  0  0  0  1,
      1  1 -1 -1 -1 -1,
      1 -1 -1 -1 -1 -1};

run catlin(n, x);
```

The maximum likelihood estimates are shown in [Output 12.5.1](#).

Output 12.5.1 Maximum Likelihood Estimates

Initial Probability Estimates
0.7837838 0.1486486 0.0675676
0.7425743 0.1881188 0.0693069
0.6712329 0.1917808 0.1369863
0.6987952 0.2048193 0.0963855
0.5 0.2727273 0.2272727
0.5844156 0.2857143 0.1298701
0.3488372 0.3023256 0.3488372
0.4936709 0.278481 0.2278481
0.1212121 0.3636364 0.5151515
0.1785714 0.5357143 0.2857143

Output 12.5.1 *continued*

GSK Estimates	
beta	stderr
0.9454429	0.1290925
0.4003259	0.1284867
-0.277777	0.1164699
-0.278472	0.1255916
1.4146936	0.267351
0.474136	0.294943
0.8464701	0.2362639
0.1526095	0.2633051
0.1952395	0.2214436
0.0723489	0.2366597
-0.514488	0.2171995
-0.400831	0.2285779
pr	
0.7402867	0.1674472
0.7704057	0.1745023
0.6624811	0.1917744
0.7061615	0.2047033
0.516981	0.2648871
0.5697446	0.2923278
0.3988695	0.2589096
0.4667924	0.3034204
0.1320359	0.3958019
0.1651907	0.4958784
ML Estimates	
beta	stderr
0.9533597	0.1286179
0.4069338	0.1284592
-0.279081	0.1156222
-0.280699	0.1252816
1.4423195	0.2669357
0.4993123	0.2943437
0.8411595	0.2363089
0.1485875	0.2635159
0.1883383	0.2202755
0.0667313	0.236031
-0.527163	0.216581
-0.414965	0.2299618

Output 12.5.1 *continued*

pr
0.7431759 0.1673155
0.7723266 0.1744421
0.6627266 0.1916645
0.7062766 0.2049216
0.5170782 0.2646857
0.5697771 0.292607
0.3984205 0.2576653
0.4666825 0.3027898
0.1323243 0.3963114
0.165475 0.4972044

Iterations	Criterion
3	0.0004092

Example 12.6: Regression of Subsets of Variables

This example performs regression along with variable selection. Some of the methods used in this example are also used in the REG procedure in SAS/STAT software. The GLMSELECT procedure implements these and other variable selection techniques.

To simplify communication between modules, the modules in this example do not take any arguments. This means that the modules do not use a local symbol table: all variables are defined at the main scope of the program. In this programming technique, modules are used to organize the algorithm and, potentially, to enable code reuse.

```

proc iml;
/*-----Initialization-----*/
| c,csave the crossproducts matrix      |
| n      number of observations          |
| k      total number of variables to consider |
| l      number of variables currently in model |
| in    0-1 vector of whether variable is in model |
| b      print collects results (L MSE RSQ BETAS ) |
*-----*/
start initial;
n=nrow(x); k=ncol(x); k1=k+1; ik=1:k;
bnames={nparm mse rsquare} || varnames;

/*---correct by mean, adjust out intercept parameter---*/
y=y-y[,]/n;                                /* correct y by mean */
x=x-repmat(x[,]/n,n,1);                    /* correct x by mean */
xpy=x`*y;                                     /* crossproducts */
ypy=y`*y;
xpx=x`*x;
free x y;                                     /* no longer need the data*/
csave=(xpx || xpy) //                         /* save copy of crossproducts*/
      (xpy` || ypy);
finish;

```

```

/*-----forward method-----*/
start forward;
print "FORWARD SELECTION METHOD";
free bprint;
c=csave; in=repeat(0,k,1); L=0;      /* no variables are in */
dfe=n-1; mse=ypy/dfe;
sprob=0;

do while(sprob<.15 & l<k);
  indx=loc(^in);                  /* where are the variables not in? */
  cd=vecdiag(c)[indx,];           /* xpx diagonals               */
  cb=c[indx,k1];                 /* adjusted xpy                 */
  tsqr=cb#cb/(cd#mse);          /* squares of t tests           */
  imax=tsqr[<:>,];             /* location of maximum in indx */
  sprob=(1-probt(sqrt(tsqr[imax,]),dfe))*2;
  if sprob<.15 then do;          /* if t-test significant        */
    ii=indx[,imax];              /* pick most significant        */
    run swp;                     /* routine to sweep             */
    run bpr;                     /* routine to collect results   */
  end;
end;
print bprint[colname=bnames];
finish;

/*-----backward method-----*/
start backward;
print "BACKWARD ELIMINATION ";
free bprint;
c=csave; in=repeat(0,k,1);
ii=1:k; run swp; run bpr;          /* start with all variables in */
sprob=1;

do while(sprob>.15 & L>0);
  indx=loc(in);                  /* where are the variables in? */
  cd=vecdiag(c)[indx,];           /* xpx diagonals               */
  cb=c[indx,k1];                 /* bvalues                      */
  tsqr=cb#cb/(cd#mse);          /* squares of t tests           */
  imin=tsqr[>:<,];             /* location of minimum in indx */
  sprob=(1-probt(sqrt(tsqr[imin,]),dfe))*2;
  if sprob>.15 then do;          /* if t-test nonsignificant   */
    ii=indx[,imin];              /* pick least significant       */
    run swp;                     /* routine to sweep in variable*/
    run bpr;                     /* routine to collect results   */
  end;
end;
print bprint[colname=bnames];
finish;

/*-----stepwise method-----*/
start stepwise;
print "STEPWISE METHOD";
free bprint;
c=csave; in=repeat(0,k,1); L=0;

```

```

dfe=n-1; mse=ypy/dfe;
sprob=0;

do while(sprob<.15 & L<k);
  indx=loc('^in);          /* where are the variables not in?*/
  nindx=loc(in);          /* where are the variables in?      */
  cd=vecdiag(c)[indx,];    /* xpx diagonals                  */
  cb=c[indx,k1];          /* adjusted xpy                   */
  tsqr=cb#cb/cd/mse;     /* squares of t tests             */
  imax=tsqr[<:>,];      /* location of maximum in indx   */
  sprob=(1-probt(sqrt(tsqr[imax,]),dfe))*2;
  if sprob<.15 then do;   /* if t-test significant          */
    ii=indx[,imax];        /* find index into c              */
    run swp;               /* routine to sweep               */
    run backstep;          /* check if remove any terms     */
    run bpr;                /* routine to collect results    */
  end;
end;
print bprint[colname=bnames] ;
finish;

/*----routine to backwards-eliminate for stepwise---*/
start backstep;
  if nrow(nindx)=0 then return;
  bprob=1;
  do while(bprob>.15 & L<k);
    cd=vecdiag(c)[nindx,];    /* xpx diagonals                  */
    cb=c[nindx,k1];          /* bvalues                         */
    tsqr=cb#cb/(cd#mse);    /* squares of t tests             */
    imin=tsqr[>:<,];       /* location of minimum in nindx*/
    bprob=(1-probt(sqrt(tsqr[imin,]),dfe))*2;
    if bprob>.15 then do;
      ii=nindx[,imin];
      run swp;
      run bpr;
    end;
  end;
finish;

/*----search all possible models-----*/
start all;
  /*--use method of Schatzoff et al. for search technique--*/
  betak=repeat(0,k,k); /* record estimates for best l-param model*/
  msek=repeat(1e50,k,1); /* record best mse per # parms           */
  rsqk=repeat(0,k,1);   /* record best rsquare                   */
  ink=repeat(0,k,k);    /* record best set per # parms           */
  limit=2##k-1;         /* number of models to examine           */
  c=csave; in=repeat(0,k,1); /* start with no variables in model*/

  do kk=1 to limit;
    run ztrail;           /* find which one to sweep             */
    run swp;               /* sweep it in                      */
    bb=bb//(L||mse||rsq||(c[ik,k1]#in));
    if mse<msek[L,] then do; /* was this best for L parms? */

```

```

msek[L,]=mse;          /* record mse           */
rsqk[L,]=rsq;          /* record rsquare        */
ink[,L]=in;            /* record which parms in model*/
betak[L,]=(c[ik,k1]#in)`; /* record estimates      */
end;
end;

print "ALL POSSIBLE MODELS IN SEARCH ORDER";
print bb[colname=bnames]; free bb;

bprint=ik`||msek||rsqk||betak;
print "THE BEST MODEL FOR EACH NUMBER OF PARAMETERS";
print bprint[colname=bnames];
finish;

/*-subroutine to find number of trailing zeros in binary number*/
/* on entry: kk is the number to examine                      */
/* on exit:  ii has the result                                */
/*-----*/
start ztrail;
ii=1; zz=kk;
do while(mod(zz,2)=0); ii=ii+1; zz=zz/2; end;
finish;

/*-----subroutine to sweep in a pivot-----*/
/* on entry: ii has the position(s) to pivot                  */
/* on exit:  in, L, dfe, mse, rsq recalculated               */
/*-----*/
start swp;
if abs(c[ii,ii])<1e-9 then do; print "failure", c;stop;end;
c=sweep(c,ii);
in[ii,]=^in[ii,];
L=sum(in); dfe=n-1-L;
sse=c[k1,k1];
mse=sse/dfe;
rsq=1-sse/ypy;
finish;

/*-----subroutine to collect bprint results-----*/
/* on entry: L,mse,rsq, and c set up to collect             */
/* on exit:  bprint has another row                           */
/*-----*/
start bpr;
bprint=bprint//(L||mse||rsq||(c[ik,k1]#in)`);
finish;

/*-----stepwise methods-----*/
/* after a call to the initial routine, which sets up*/
/* the data, four different routines can be called   */
/* to do four different model-selection methods.    */
/*-----*/
start seq;
run initial;           /* initialization          */
run all;                /* all possible models     */

```

```

run forward;           /* forward selection method */
run backward;          /* backward elimination method*/
run stepwise;          /* stepwise method */
finish;

```

The following statements call the SEQ module, which in turn calls modules that perform all-subset regression, forward selection, backward selection, and stepwise selection. The results are shown in [Output 12.6.1](#).

```

*-----data on physical fitness-----*
| These measurements were made on men involved in a physical      |
| fitness course at N.C.State Univ. The variables are age(years)  |
| weight(kg), oxygen uptake rate(ml per kg body weight per       |
| minute), time to run 1.5 miles(minutes), heart rate while     |
| resting, heart rate while running (same time oxygen rate       |
| measured), and maximum heart rate recorded while running.    |
| Certain values of maxpulse were modified for consistency.      |
| Data courtesy Dr. A.C. Linnerud                           |
*-----*/
data =
{ 44 89.47  44.609 11.37 62 178 182 ,
  40 75.07  45.313 10.07 62 185 185 ,
  44 85.84  54.297  8.65 45 156 168 ,
  42 68.15  59.571  8.17 40 166 172 ,
  38 89.02  49.874  9.22 55 178 180 ,
  47 77.45  44.811 11.63 58 176 176 ,
  40 75.98  45.681 11.95 70 176 180 ,
  43 81.19  49.091 10.85 64 162 170 ,
  44 81.42  39.442 13.08 63 174 176 ,
  38 81.87  60.055  8.63 48 170 186 ,
  44 73.03  50.541 10.13 45 168 168 ,
  45 87.66  37.388 14.03 56 186 192 ,
  45 66.45  44.754 11.12 51 176 176 ,
  47 79.15  47.273 10.60 47 162 164 ,
  54 83.12  51.855 10.33 50 166 170 ,
  49 81.42  49.156  8.95 44 180 185 ,
  51 69.63  40.836 10.95 57 168 172 ,
  51 77.91  46.672 10.00 48 162 168 ,
  48 91.63  46.774 10.25 48 162 164 ,
  49 73.37  50.388 10.08 67 168 168 ,
  57 73.37  39.407 12.63 58 174 176 ,
  54 79.38  46.080 11.17 62 156 165 ,
  52 76.32  45.441  9.63 48 164 166 ,
  50 70.87  54.625  8.92 48 146 155 ,
  51 67.25  45.118 11.08 48 172 172 ,
  54 91.63  39.203 12.88 44 168 172 ,
  51 73.71  45.790 10.47 59 186 188 ,
  57 59.08  50.545  9.93 49 148 155 ,
  49 76.32  48.673  9.40 56 186 188 ,
  48 61.24  47.920 11.50 52 170 176 ,
  52 82.78  47.467 10.50 53 170 172 };
y=data[,3];
x=data[,{1 2 4 5 6 7 }];
free data;

```

```
varnames={age weight runtime rstpuls runpuls maxpuls};
reset fw=6 linesize=87;
run seq;
```

Output 12.6.1 Model Selection: Results

Initial Probability Estimates		
0.7837838	0.1486486	0.0675676
0.7425743	0.1881188	0.0693069
0.6712329	0.1917808	0.1369863
0.6987952	0.2048193	0.0963855
0.5	0.2727273	0.2272727
0.5844156	0.2857143	0.1298701
0.3488372	0.3023256	0.3488372
0.4936709	0.278481	0.2278481
0.1212121	0.3636364	0.5151515
0.1785714	0.5357143	0.2857143

GSK Estimates

beta	stderr
0.9454429	0.1290925
0.4003259	0.1284867
-0.277777	0.1164699
-0.278472	0.1255916
1.4146936	0.267351
0.474136	0.294943
0.8464701	0.2362639
0.1526095	0.2633051
0.1952395	0.2214436
0.0723489	0.2366597
-0.514488	0.2171995
-0.400831	0.2285779

pr

0.7402867	0.1674472
0.7704057	0.1745023
0.6624811	0.1917744
0.7061615	0.2047033
0.516981	0.2648871
0.5697446	0.2923278
0.3988695	0.2589096
0.4667924	0.3034204
0.1320359	0.3958019
0.1651907	0.4958784

Output 12.6.1 *continued*

ML Estimates	
beta	stderr
0.9533597	0.1286179
0.4069338	0.1284592
-0.279081	0.1156222
-0.280699	0.1252816
1.4423195	0.2669357
0.4993123	0.2943437
0.8411595	0.2363089
0.1485875	0.2635159
0.1883383	0.2202755
0.0667313	0.236031
-0.527163	0.216581
<u>-0.414965</u>	<u>0.2299618</u>

pr
0.7431759 0.1673155
0.7723266 0.1744421
0.6627266 0.1916645
0.7062766 0.2049216
0.5170782 0.2646857
0.5697771 0.292607
0.3984205 0.2576653
0.4666825 0.3027898
0.1323243 0.3963114
0.165475 0.4972044

Iterations	Criterion
3	0.0004092

Example 12.7: Response Surface Methodology

A regression model that has a complete quadratic set of regressions across several factors can be processed to yield the estimated critical values that can optimize a response. First, the regression is performed for two variables according to the following model:

$$y = c + b_1x_1 + b_2x_2 + a_{11}x_1^2 + a_{12}x_1x_2 + a_{22}x_2^2 + e$$

The estimates are then divided into a vector of linear coefficients (estimates), \mathbf{b} , and a matrix of quadratic coefficients, \mathbf{A} . The solution for critical values is

$$\mathbf{x} = -\frac{1}{2}\mathbf{A}^{-1}\mathbf{b}$$

The following program creates a module to perform quadratic response surface regression. For more information about response surface modeling, see the documentation for the RSREG procedure in *SAS/STAT User's Guide*.

```

proc iml;
/*          Quadratic Response Surface Regression      */
/* This matrix routine reads in the factor variables and      */
/* the response, forms the quadratic regression model and      */
/* estimates the parameters, and then solves for the optimal   */
/* response, prints the optimal factors and response, and      */
/* displays the eigenvalues and eigenvectors of the           */
/* matrix of quadratic parameter estimates to determine if    */
/* the solution is a maximum or minimum, or saddlepoint, and   */
/* which direction has the steepest and gentlest slopes.       */
/*
/* Given:                                                 */
/* d contains the factor variables                      */
/* y contains the response variable                   */
/*
start rsm(d, y);
n=nrow(d);
k=ncol(d);                                /* dimensions */
x=j(n,1,1) || d;                          /* set up design matrix */
do i=1 to k;                               /* add quadratic effects */
  x = x || d[,i] #d[,1:i];
end;
beta=solve(x`*x, x`*y);                  /* estimate parameters */
names = "b0":("b"+strip(char(nrow(beta)-1)));
print beta[rowname=names label="Parameter Estimates"];

c=beta[1];                                /* intercept estimate */
b=beta[2:(k+1)];                         /* linear estimates */
a=j(k,k,0);
L=k+1;                                     /* form quadratics into matrix */
do i=1 to k;
  do j=1 to i;
    L=L+1;
    a[i,j]=beta [L,];
  end;
end;
a=(a+a`)/2;                                /* symmetrize */
xx = -0.5*solve(a,b);                    /* solve for critical value */
print xx[label="Critical Factor Values"];

/* Compute response at critical value */
yopt=c + b`*xx + xx`*a*xx;
print yopt[label="Response at Critical Value"];

call eigen(eval,evec,a);
if min(eval)>0 then print "Solution Is a Minimum";
if max(eval)<0 then print "Solution Is a Maximum";
finish rsm;

```

The following statements run the RSM module and use sample data that represent the result of a designed experiment with two factors. The results are shown in [Output 12.7.1](#)

```
/* Sample Problem with Two Factors */
d = {-1 -1, -1 0, -1 1,
      0 -1, 0 0, 0 1,
      1 -1, 1 0, 1 1};
y = {71.7, 75.2, 76.3, 79.2, 81.5, 80.2, 80.1, 79.1, 75.8};
run rsm(d,y);
```

Output 12.7.1 Response Surface Regression: Results

Parameter Estimates	
b0	81.222222
b1	1.9666667
b2	0.2166667
b3	-3.933333
b4	-2.225
b5	-1.383333

Critical Factor Values	
0.2949376	
-0.158881	

Response at Critical Value	
81.495032	

Solution Is a Maximum	
-----------------------	--

Output 12.7.1 displays the parameter estimates from the regression and shows that the values $(0.295, -0.159)$ are values of the factors that result in a maximum response, based on a quadratic fit of the data. The maximum value of the response is predicted to be about 81.5.

Example 12.8: Logistic and Probit Regression for Binary Response Models

A binary response Y is fit to a linear model according to

$$\begin{aligned}\Pr(Y = 1) &= F(\mathbf{X}\beta) \\ \Pr(Y = 0) &= 1 - F(\mathbf{X}\beta)\end{aligned}$$

where F is some smooth probability distribution function. In this example, the normal and logistic distributions are used.

The regression computes parameter estimates by using maximum likelihood via iteratively reweighted least squares, as described in Charnes, Frome, and Yu (1976); Jennrich and Moore (1975); Nelder and Wedderburn (1972). Rows are scaled by the derivative of the distribution, which is the density. The weights are assigned by using the expression $w/p(1-p)$, where w is a count or some other weight.

The following statements define the module BINEST, which computes logistic and probit regressions for binary response models:

```

proc iml ;
/* compute density function (PDF) */
start Density(model, z);
  if upcase(model)='LOGIT'  then
    return( pdf("Logistic", z) );
  else /* "PROBIT" */
    return( pdf("Normal", z) );
finish;

/* compute cumulative distribution function (CDF) */
start Distrib(model, z);
  if upcase(model)='LOGIT'  then
    return( cdf("Logistic", z) );
  else /* "PROBIT" */
    return( cdf("Normal", z) );
finish;

/* routine for estimating binary response models      */
/* model is "logit" or "probit"                      */
/* varNames has the names of the regressor variables   */
start BinEst(nEvents, nTrials, data, model, varNames);
  /* set up design matrix */
  n = nrow(data);
  x = j(n,1,1) || data;                                /* add intercept */
  x = x // x;                                         /* regressors */
  y = j(n,1,1) // j(n,1,0);      /* binary response: 1s and 0s */
  wgt = nEvents // (nTrials-nEvents);                 /* count weights */

  parms = "Intercept" || rowvec(varNames);
  k = ncol(x);
  b = j(k,1,0);                                     /* starting values */
  oldb = b+1;
  results = j(20, 2+k, .);                          /* store iteration history */
  do iter=1 to nrow(results) while(max(abs(b-oldb))>1e-8);
    oldb = b;
    z = x*b;
    p = Distrib(model, z);
    loglik = sum( wgt#((y=1)#log(p) + (y=0)#log(1-p)) );
    results[iter, ] = iter || loglik || b`;
    w = wgt / (p#(1-p));
    f = Density(model, z);
    xx = f#x;
    xpxi = inv(xx`*(w#xx));
    b = b + xpxi*(xx`*(w#(y-p)));
  end;
  idx = loc(results^=.);    /* trim results if few iterations */
  results = shape(results[idx],0,2+ncol(parms));
  colnames = {"Iter" "LogLik"} || parms;
  lbl = "Iteration History: " + model + " Model";
  print results[colname=colnames label=lbl];

```

```

p0 = sum((y=1)#wgt) / sum(wgt); /* average response */
loglik0 = sum( wgt#((y=1)#log(p0) + (y=0)#log(1-p0)) );
chisq = 2#(loglik-loglik0);
df = k-1;
prob = 1 - cdf("ChiSq", chisq, df);
stats = chisq || df || prob;
print stats[colname={'ChiSq' 'DF' 'Prob'}
            label='Likelihood Ratio, Intercept-only Model'];

stderr = sqrt(vecdiag(xpxi));
tRatio = b/stderr;
print (parms`)[label="parms"] b stderr tRatio;
finish;

```

The following statements call the BINEST module to compute a logistic regression for data that appear in Cox and Snell (1989, pp. 10–11). The data consist of the number of ingots that are not ready for rolling (nReady) and the total number tested (nTested) for a number of combinations of heating time and soaking time. The results are shown in [Output 12.8.1](#).

```

data={ 7 1.0 0 10, 14 1.0 0 31, 27 1.0 1 56, 51 1.0 3 13,
       7 1.7 0 17, 14 1.7 0 43, 27 1.7 4 44, 51 1.7 0 1,
       7 2.2 0 7, 14 2.2 2 33, 27 2.2 0 21, 51 2.2 0 1,
       7 2.8 0 12, 14 2.8 0 31, 27 2.8 1 22,
       7 4.0 0 9, 14 4.0 0 19, 27 4.0 1 16, 51 4.0 0 1};

x = data[, 1:2];
parms = {"Heat" "Soak"};
nReady = data[, 3];
nTotal = data[, 4];

run BinEst(nReady, nTotal, x, "Logit", parms); /* run logit model */

```

Output 12.8.1 Logistic Regression: Results

Iteration History: Logit Model				
Iter	LogLik	Intercept	Heat	Soak
1	-268.248	0	0	0
2	-76.29481	-2.159406	0.0138784	0.0037327
3	-53.38033	-3.53344	0.0363154	0.0119734
4	-48.34609	-4.748899	0.0640013	0.0299201
5	-47.69191	-5.413817	0.0790272	0.04982
6	-47.67283	-5.553931	0.0819276	0.0564395
7	-47.67281	-5.55916	0.0820307	0.0567708
8	-47.67281	-5.559166	0.0820308	0.0567713

Likelihood Ratio, Intercept-only Model		
ChiSq	DF	Prob
11.64282	2	0.0029634

parms	b	stderr	tRatio
Intercept	-5.559166	1.1196947	-4.964895
Heat	0.0820308	0.0237345	3.4561866
Soak	0.0567713	0.3312131	0.1714042

You can use the LOGISTIC procedure in SAS/STAT software to perform a similar analysis. See the section “Getting Started: Logistic Procedure” in *SAS/STAT User’s Guide*.

In a similar way, you can call the BINEST module and request a probit-model regression. The results, which appear in Output 12.8.2, are consistent with results from the PROBIT procedure.

```
run BinEst(nReady, nTotal, x, "Probit", parms); /* run probit model */
```

Output 12.8.2 Probit Regression: Results

Iteration History: Logit Model				
Iter	LogLik	Intercept	Heat	Soak
1	-268.248	0	0	0
2	-76.29481	-2.159406	0.0138784	0.0037327
3	-53.38033	-3.53344	0.0363154	0.0119734
4	-48.34609	-4.748899	0.0640013	0.0299201
5	-47.69191	-5.413817	0.0790272	0.04982
6	-47.67283	-5.553931	0.0819276	0.0564395
7	-47.67281	-5.55916	0.0820307	0.0567708
8	-47.67281	-5.559166	0.0820308	0.0567713

Likelihood Ratio, Intercept-only Model		
ChiSq	DF	Prob
11.64282	2	0.0029634

parms	b	stderr	tRatio
Intercept	-5.559166	1.1196947	-4.964895
Heat	0.0820308	0.0237345	3.4561866
Soak	0.0567713	0.3312131	0.1714042

Example 12.9: Linear Programming

You can solve the following general linear programming problem by using the LPSOLVE call:

$$\begin{aligned} & \text{max } \mathbf{c}' \mathbf{x} \\ \text{st. } & \mathbf{Ax} \leq, =, \geq \mathbf{b} \\ & \mathbf{x} \geq 0 \end{aligned}$$

Consider the following product mix example (Hadley 1962). A shop that has three machines, A, B, and C, turns out four different products. Each product must be processed on each of the three machines (for example, lathes, drills, and milling machines). The following table shows the number of hours required by each product on each machine:

Machine	Product			
	1	2	3	4
A	1.5	1	2.4	1
B	1	5	1	3.5
C	1.5	3	3.5	1

The weekly time available on each of the machines is 2,000, 8,000, and 5,000 hours, respectively. The products contribute 5.24, 7.30, 8.34, and 4.18 to profit, respectively. What mixture of products can be manufactured to maximize profit?

The following SAS/IML program calls the LPSOLVE routine and displays a summary of the optimization results:

```

proc iml;
names={'product 1' 'product 2' 'product 3' 'product 4'};
/* coefficients of the linear objective function */
c = {5.24 7.30 8.34 4.18};
/* coefficients of the constraint equation */
A = { 1.5 1 2.4 1 ,
      1 5 1 3.5 ,
      1.5 3 3.5 1 };

/* right-hand side of constraint equation */
b = { 2000, 8000, 5000};
/* operators: 'L' for <=, 'G' for >=, 'E' for =
ops = { 'L', 'L', 'L' };

n=ncol(A);                                /* number of variables */
cntl = j(1,7,.);                          /* control vector */
cntl[1] = -1;                            /* 1 for minimum; -1 for maximum */
call lpsolve(rc, value, x, dual, redcost,
            c, A, b, cntl, ops);

print x[r=names L='Optimal Product Mix'];
print value[L='Maximum Profit'];
lhs = A*x;
Constraints = lhs || b;
print Constraints[r={"Machine1" "Machine2" "Machine3"}
                  c={"Actual" "Upper Bound"}
                  L="Time Constraints"];

```

The results from this example are shown in [Output 12.9.1](#). The optimal mix of products is to produce 295 units of product 1, 1,500 units of product 2, no units of product 3, and 58 units of product 4. Manufacturing that product mix results in an optimal profit and also utilizes the maximum availability of the three machines.

Output 12.9.1 Product Mix: Optimal Solution

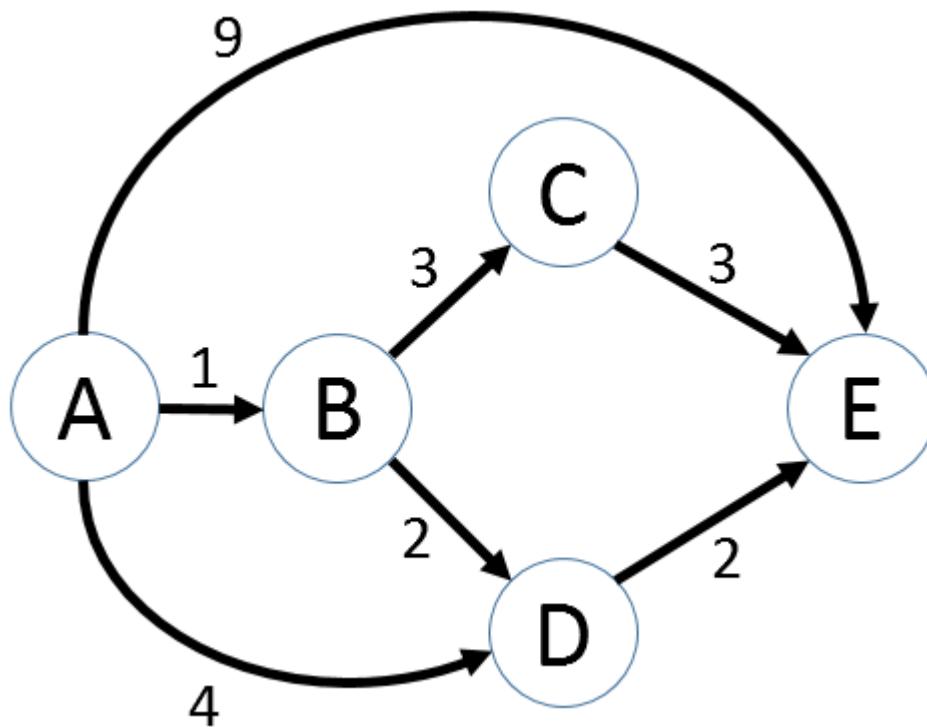
<u>Optimal Product Mix</u>	
product 1	294.11765
product 2	1500
product 3	0
product 4	58.823529

Output 12.9.1 *continued*

Maximum Profit		
<hr/>		
	12737.059	
Time Constraints		
	Upper Actual Bound	
Machine1	2000	2000
Machine2	8000	8000
Machine3	5000	5000

The next example shows how to find the minimum cost flow through a network by using linear programming. The network consists of five nodes, named A, B, C, D, and E. Seven arcs connect certain nodes. The arcs are named by the tail and head nodes that define the arc. [Output 12.1](#) shows the network.

Figure 12.1 A Network of Nodes and Arcs



Suppose that some nodes have an excess supply of goods whereas others have a deficit of goods, and suppose that you want to transport goods from the nodes that have excess supply to nodes that have the demand. Each route (arc) between nodes has a cost that is associated with it. In [Output 12.1](#), the cost is represented by a number next to an arc. Given a distribution of goods, what is the optimal way to move goods through the network?

This example sets up the problem and calls the LPSOLVE subroutine to find an optimal solution. In the example, two units of goods are located at node A. One unit needs to be moved to node D; the other unit needs to travel to node E.

The first part of the problem requires generating the node-arc incidence matrix.

```

arcs = { 'ab' 'bd' 'ad' 'bc' 'ce' 'de' 'ae' }; /* decision variables */
n=ncol(arcs);                                /* number of variables */
nodes = {'a', 'b', 'c', 'd', 'e'};
inode = substr(arcs, 1, 1);
onode = substr(arcs, 2, 1);
/* coefficients of the constraint equation */
A = j(nrow(nodes), n, 0);
do j = 1 to n;
  A[,j] = (inode[j]=nodes) - (onode[j]=nodes);
end;

```

The matrix **A** constrains the goods to flow through the existing arcs between nodes. A solution to the problem is a vector that contains the number of goods that flow through each arc. The cost of moving goods is a linear function of a solution. The following statements define the supply and demand of goods within the network and call the LPSOLVE subroutine to obtain a solution that minimizes the cost:

```

/* coefficients of the linear objective function          */
cost = { 1 2 4 3 3 2 9 };
/* right-hand side of constraint equation              */
supply = { 2, 0, 0, -1, -1 };
/* operators: 'L' for <=, 'G' for >=, 'E' for =      */
ops = repeat('E',nrow(nodes),1);

cntl = j(1,7,.);                                /* control vector */
cntl[1] = 1;                                     /* 1 for minimum; -1 for maximum */
call lpssolve(rc, value, x, dual, redcost,
            cost, A, supply, cntl, ops);

print value[L='Minimum Cost'];
print x[r=arcs L='Optimal Flow'];

```

The solution is shown in [Output 12.9.2](#). The optimal solution is to move both units along arc AB and then along arc BD. One unit stays at node D, while the other proceeds along arc DE. The minimum cost is 8.

Output 12.9.2 Minimum Cost Flow: Optimal Solution

Minimum Cost	
8	
<hr/>	
<hr/>	
Optimal Flow	
ab	2
bd	2
ad	0
bc	0
ce	0
de	1
ae	0

Example 12.10: Quadratic Programming

The following quadratic program can be solved by solving an equivalent linear complementarity problem when \mathbf{H} is positive semidefinite:

$$\begin{aligned} & \min \mathbf{c}'\mathbf{x} + \mathbf{x}'\mathbf{H}\mathbf{x}/2 \\ \text{st. } & \mathbf{G}\mathbf{x} \leq, =, \geq \mathbf{b} \\ & \mathbf{x} \geq 0 \end{aligned}$$

This approach is outlined in the discussion of the LCP subroutine.

The following routine solves the quadratic problem:

```

proc iml;
start qp( names, c, H, G, rel, b, activity);
  if min(eigval(h))<0 then do;
    error={'The minimum eigenvalue of the H matrix is negative.',
           'Thus it is not positive semidefinite.',
           'QP is terminating.'};
    print error;
    stop;
  end;
  nr=nrow(G);
  nc=ncol(G);

  /* Put in canonical form */
  rev = (rel='<=');
  adj = (-1 * rev) + ^rev;
  g = adj# G;
  b = adj # b;
  eq = ( rel = '=' );
  if max(eq)=1 then do;
    g = g // -(diag(eq)*G)[loc(eq),];
    b = b // -(diag(eq)*b)[loc(eq)];
  end;
  m = (h || -g`) // (g || j(nrow(g),nrow(g),0));
  q = c // -b;

  /* Solve the problem */
  call lcp(rc,w,z,M,q);

  /* Report the solution */
  print ({'*****Solution is optimal*****',
         '*****No solution possible*****',
         ' ', ' ', ' ',
         '*****Solution is numerically unstable*****',
         '*****Not enough memory*****',
         '*****Number of iterations exceeded*****'}[rc+1]);
activity = z[1:nc];
objval = c`*activity + activity`*H*activity/2;
print objval[L='Objective Value'];

```

```

activity[r=names l= 'Decision Variables'];
finish qp;

```

As an example, consider the following problem in portfolio selection. Models used in selecting investment portfolios include assessment of the proposed portfolio's expected gain and its associated risk. One such model seeks to minimize the variance of the portfolio subject to a minimum expected gain. This can be modeled as a quadratic program in which the decision variables are the proportions to invest in each of the possible securities. The quadratic component of the objective function is the covariance of gain between the securities. The first constraint is a proportionality constraint; the second constraint gives the minimum acceptable expected gain.

The following data are used to illustrate the model and its solution:

```

c = { 0, 0, 0, 0 };
h = { 1003.1 4.3 6.3 5.9 ,
      4.3 2.2 2.1 3.9 ,
      6.3 2.1 3.5 4.8 ,
      5.9 3.9 4.8 10 };
g = { 1   1   1   1 ,
      .17 .11 .10 .18 };

/* constraints: proportions sum to 1; gain at least 10% */
b = { 1 , .10 };
rel = { '=' , '>='};
names = 'Asset1':'Asset4';
run qp(names, c, h, g, rel, b, activity);

```

The results in [Output 12.10.1](#) show that the minimum variance portfolio that achieves the 0.10 expected gain is composed of Asset2 and Asset3 in proportions of 0.933 and 0.067, respectively.

Output 12.10.1 Portfolio Selection: Optimal Solution

*****Solution is optimal*****

Objective Value
1.0966667
Decision Variables
Asset1 0
Asset2 0.9333333
Asset3 0.0666667
Asset4 0

Example 12.11: Regression Quantiles

The technique of estimating parameters in linear models by using regression quantiles is a generalization of the LAE or LAV least absolute value estimation technique. For a given quantile q , the estimate \mathbf{b}^* of $\boldsymbol{\beta}$ in the model

$$\mathbf{Y} = \mathbf{X}\boldsymbol{\beta} + \epsilon$$

is the value of b that minimizes

$$\sum_{t \in T} q|y_t - x_t b| - \sum_{t \in S} (1-q)|y_t - x_t b|$$

where $T = \{t | y_t \geq x_t b\}$ and $S = \{t | y_t \leq x_t b\}$. For $q = 0.5$, the solution b^* is identical to the estimates that are produced by the LAE. The following routine finds this estimate by using linear programming.

This subroutine follows the approach given in Koenker and Bassett (1978); Bassett and Koenker (1982). When $q = 0.5$, this is equivalent to minimizing the sum of the absolute deviations, which is also known as L1 regression. For L1 regression, a faster and more accurate algorithm is available in the SAS/IML LAV subroutine, which is based on the approach given in Madsen and Nielsen (1993). For more information about quantile regression, see the documentation for the QUANTREG procedure in *SAS/STAT User's Guide*.

```

proc iml;
/*-----*/
/* Routine to find regression quantiles */
/* yname: name of dependent variable */
/* y: dependent variable */
/* xname: names of independent variables */
/* X: independent variables */
/* b: estimates */
/* predict: predicted values */
/* error: difference of y and predicted. */
/* q: quantile */
/*-----*/
start rq( yname, y, xname, X, b, predict, error, q);
  bound=1.0e10;
  coef = X`;
  m = nrow(coef);
  n = ncol(coef);
  /*-----build rhs and bounds-----*/
  e = repeat(1,1,n)`;
  r = {0 0} || ((1-q)*coef*e)`;
  sign = repeat(1,1,m);
  do i=1 to m;
    if r[2+i] < 0 then do;
      sign[i] = -1;
      r[2+i] = -r[2+i];
      coef[i,] = -coef[i,];
    end;
  end;
  l = repeat(0,1,n) || repeat(0,1,m) || -bound || -bound ;
  u = repeat(1,1,n) || repeat(0,1,m) || { . . . } ;
  /*-----build coefficient matrix and basis-----*/
  a = ( y` || repeat(0,1,m) || { -1 0 } ) //
  ( repeat(0,1,n) || repeat(-1,1,m) || { 0 -1 } ) //
  ( coef || I(m) || repeat(0,m,2)) ;
  /*-----find the optimal solution-----*/
  cost = j(1,n+m+2,0);
  cost[n+m+1] = 1.0;
  call lpssolve(rc,optimum,p,d,rcost,
               cost,a,r,-1,j(m+2,1,'E'),,l,u);

```

```

/*----- report the solution-----*/
variable = xname`; b=d[3:m+2];
do i=1 to m;
  b[i] = b[i] * sign[i];
end;
predict = X*b;
error = y - predict;
wsum = sum ( choose(error<0 , (q-1)*error , q*error) );

label = 'Estimation for ' + yname;
desc = q // n // wsum;
rownames = {'Regression Quantile', 'Number of Observations',
            'Sum of Weighted Absolute Errors'};
print desc[L=label r=rownames];
print b[r=variable];
print X y predict error;
finish rq;

```

The following example uses data on the United States population from 1790 to 1970, and compares the L1 residuals to the least square residuals:

```

z = { 3.929 1790 ,
      5.308 1800 ,
      7.239 1810 ,
      9.638 1820 ,
     12.866 1830 ,
     17.069 1840 ,
     23.191 1850 ,
     31.443 1860 ,
     39.818 1870 ,
     50.155 1880 ,
     62.947 1890 ,
     75.994 1900 ,
     91.972 1910 ,
    105.710 1920 ,
    122.775 1930 ,
    131.669 1940 ,
    151.325 1950 ,
    179.323 1960 ,
   203.211 1970 };

y=z[,1];
x=repeat(1,19,1)||z[,2]||z[,2]##2;
run rq('pop',y,{'intercpt' 'year' 'yearsq'},x,b1,pred,resid,.5);
/* Compare L1 residuals with least squares residuals */
/* Compute the least squares residuals */
LSResid=y-x*inv(x`*x)*x`*y;
L1Resid = resid;
t = z[,2];
create Residuals var{t L1Resid LSResid}; append; close Residuals;
quit;

proc sgplot data=Residuals;
  scatter x=t y=L1Resid / LEGENDLABEL= "L(1) residuals";

```

```

scatter x=t y=LSResid / LEGENDLABEL= "Least squares residuals";
yaxis label="Residuals";
refline 0 / axis=y;
run;

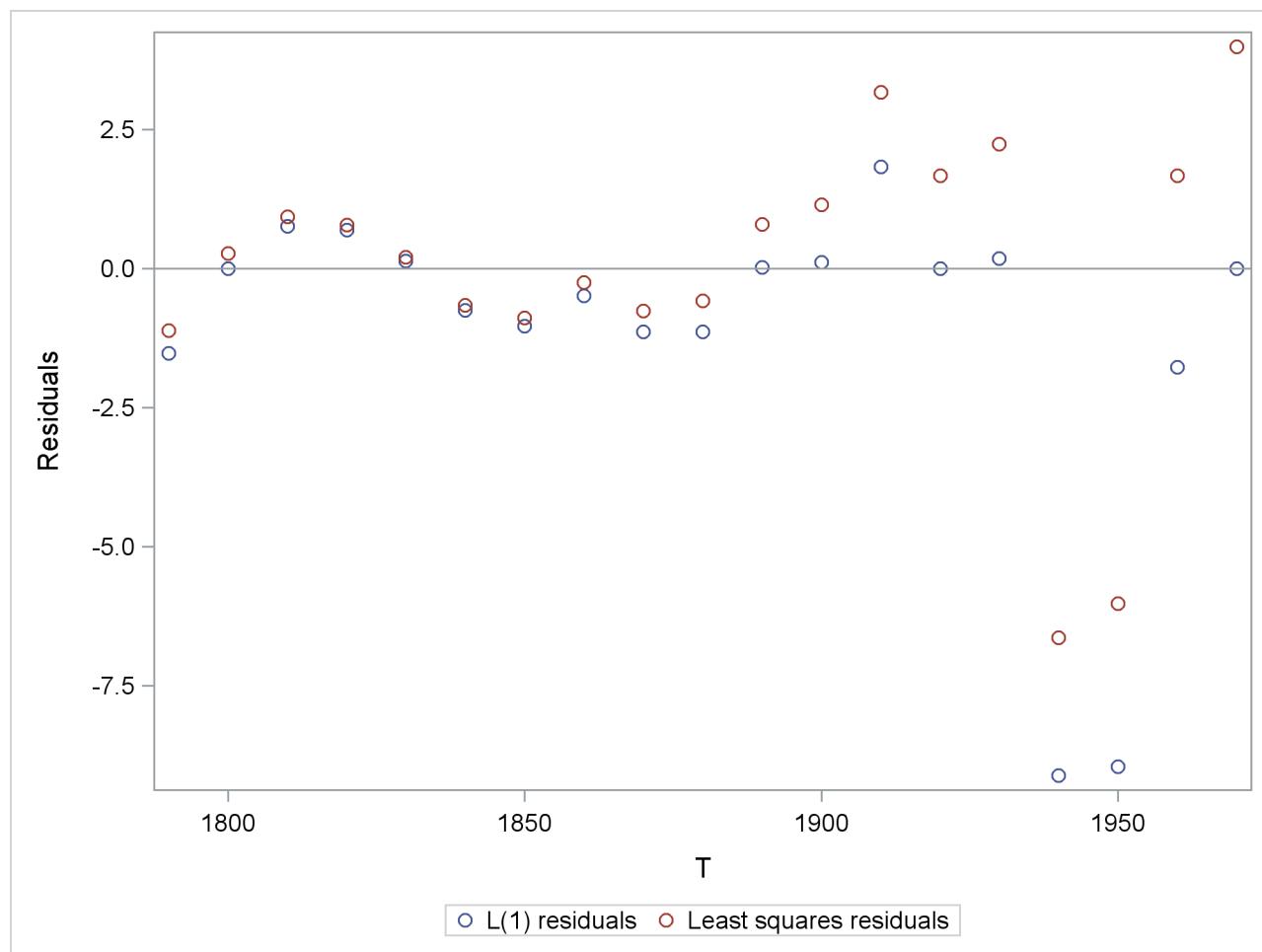
```

The results are shown in Output 12.11.1.

Output 12.11.1 Regression Quantiles: Results

Estimation for pop			
Regression Quantile			0.5
Number of Observations			19
Sum of Weighted Absolute Errors			14.826429
b			
intercpt			21132.758
year			-23.52574
yearsq			0.006549
X	y	predict	error
1 1790 3204100	3.929	5.4549176	-1.525918
1 1800 3240000	5.308	5.308	-9.02E-13
1 1810 3276100	7.239	6.4708902	0.7681098
1 1820 3312400	9.638	8.9435882	0.6944118
1 1830 3348900	12.866	12.726094	0.1399059
1 1840 3385600	17.069	17.818408	-0.749408
1 1850 3422500	23.191	24.220529	-1.029529
1 1860 3459600	31.443	31.932459	-0.489459
1 1870 3496900	39.818	40.954196	-1.136196
1 1880 3534400	50.155	51.285741	-1.130741
1 1890 3572100	62.947	62.927094	0.0199059
1 1900 3610000	75.994	75.878255	0.1157451
1 1910 3648100	91.972	90.139224	1.8327765
1 1920 3686400	105.71	105.71	4.505E-12
1 1930 3724900	122.775	122.59058	0.1844157
1 1940 3763600	131.669	140.78098	-9.111976
1 1950 3802500	151.325	160.28118	-8.956176
1 1960 3841600	179.323	181.09118	-1.768184
1 1970 3880900	203.211	203.211	6.821E-13

The L1 norm (when $q = 0.5$) tends to cause the fit to be better at more points at the expense of causing the fit to be worse at some points, as shown in Output 12.11.2, which shows a plot that compares the L1 residuals with the least squares residuals.

Output 12.11.2 L1 Residuals versus Least Squares Residuals

When $q = 0.5$, the results of this module can be compared with the results of the LAV routine, as follows:

```
b0 = {1 1 1};           /* initial value */
optn = j(4,1,.);        /* options vector */

optn[1]= .;             /* gamma default */
optn[2]= 5;              /* print all */
optn[3]= 0;              /* McKean-Schrader variance */
optn[4]= 1;              /* convergence test */

call LAV(rc, xr, x, y, b0, optn);
```

Example 12.12: Simulations of a Univariate ARMA Process

Simulations of time series with known autoregressive moving average (ARMA) structure are often needed as part of other simulations or as sample data sets for developing skills in time series analysis. You can use the **ARMASIM** function to simulate a univariate series from an ARMA model. The following module shows some of the computations that are required to simulate data from an ARMA model. The module uses many

SAS/IML functions, including the ARMACOV, HANKEL, PRODUCT, RATIO, TOEPLITZ, and ROOT functions. A short simulated ARMA(1,1) series is shown in Output 12.12.1.

```

proc iml;
start armasim(y,n,phi,theta,seed);
/*-----*/
/* IML Module: armasim */
/* Purpose: Simulate n data points from ARMA process */
/*          exact covariance method */
/* Arguments: */
/* */
/* Input: n    : series length */
/*        phi   : AR coefficients */
/*        theta: MA coefficients */
/*        seed  : integer seed for normal deviate generator */
/* Output: y: realization of ARMA process */
/*-----*/
p = ncol(phi)-1;
q = ncol(theta)-1;
y = normal(j(1,n+q,seed));

/* Pure MA or white noise */
if p=0 then y=product(theta,y)[, q+1:n+q];
else do; /* Pure AR or ARMA */
  /* Get the autocovariance function */
  call armacov(gamma,cov,ma,phi,theta,p);
  if gamma[1]<0 then do;
    print ({'ARMA parameters not stable.',
           'Execution terminating.'});
    stop;
  end;

  /* Form covariance matrix */
  gamma = toeplitz(gamma);

  /* Generate covariance between initial y and */
  /* initial innovations */
  if q>0 then do;
    psi = ratio(phi,theta,q);
    psi = hankel(psi[,q:1]);
    m = max(1,q-p+1);
    psi = psi[q:m,];
    if p>q then psi = j(p-q,q,0) // psi;
    gamma = (gamma||psi) // (psi`||I(q));
  end;

  /* Use Cholesky root to get startup values */
  gamma = root(gamma);
  startup = y[,1:p+q]*gamma;
  e = y[,p+q+1:n+q];

  /* Generate MA part */
  if q>0 then do;
    e = startup[,p+1:p+q] || e;
  end;
end;

```

```

e = product(theta,e)[,q+1:n+q-p];
end;

phi1 = phi[,p+1:2]';
y=startup[,1:p];

/* Use difference equation to generate remaining values */
do i = 1 to n-p;
    y = y || (e[,i]-y[,i:i+p-1]*phi1);
end;

end;
y = y`;
finish armasim; /* ARMASIM */

run armasim(y,10,{1 -0.8},{1 0.5}, 1234321);
print y[label="Simulated Series"];

```

Output 12.12.1 Simulated Series

Simulated Series
3.0764594
1.8931735
0.9527984
0.0892395
-1.811471
-2.8063
-2.52739
-2.865251
-1.332334
0.1049046

Example 12.13: Parameter Estimation for a Regression Model with ARMA Errors

Nonlinear estimation algorithms are required for obtaining estimates of the parameters of a regression model with innovations that have an ARMA structure. Three estimation methods used by the ARIMA procedure in SAS/ETS software are implemented in the following SAS/IML program. The implemented algorithms are slightly different from those used by PROC ARIMA, but the results should be similar. This example uses the ARMALIK, PRODUCT, and RATIO functions to perform the estimation. Note the interactive nature of this example, illustrating how you can adjust the estimates when they venture outside the stationary or invertible regions.

```
/*
----- Grunfeld's Investment Models Fit with ARMA Errors -----
*/
/*
data grunfeld;
  input year gei gef gec wi wf wc;
  label gei='gross investment ge'
        gec='capital stock lagged ge'
        wi='real wage rate'
        wf='output price deflator'
        wc='consumption per capita'
```

```

gef='value of outstanding shares ge lagged'
wi ='gross investment w'
wc ='capital stock lagged w'
wf ='value of outstanding shares lagged w';
/*---- GE STANDS FOR GENERAL ELECTRIC AND W FOR WESTINGHOUSE ----*/
data;
datalines;
1935    33.1     1170.6   97.8    12.93    191.5    1.8
1936    45.0     2015.8   104.4   25.90    516.0    .8
1937    77.2     2803.3   118.0   35.05    729.0    7.4
1938    44.6     2039.7   156.2   22.89    560.4    18.1
1939    48.1     2256.2   172.6   18.84    519.9    23.5
1940    74.4     2132.2   186.6   28.57    628.5    26.5
1941    113.0    1834.1   220.9   48.51    537.1    36.2
1942    91.9     1588.0   287.8   43.34    561.2    60.8
1943    61.3     1749.4   319.9   37.02    617.2    84.4
1944    56.8     1687.2   321.3   37.81    626.7    91.2
1945    93.6     2007.7   319.6   39.27    737.2    92.4
1946    159.9    2208.3   346.0   53.46    760.5    86.0
1947    147.2    1656.7   456.4   55.56    581.4    111.1
1948    146.3    1604.4   543.4   49.56    662.3    130.6
1949    98.3     1431.8   618.3   32.04    583.8    141.8
1950    93.5     1610.5   647.4   32.24    635.2    136.7
1951    135.2    1819.4   671.3   54.38    723.8    129.7
1952    157.3    2079.7   726.1   71.78    864.1    145.5
1953    179.5    2371.6   800.3   90.08    1193.5   174.8
1954    189.6    2759.9   888.9   68.60    1188.9   213.5
;
run;

proc iml;
/*-----*/
/* Estimation for regression model with ARMA errors */
/* The ARMAREG module uses the following global parameters: */
/* x      - matrix of predictors.          */
/* y      - response vector.            */
/* iphi   - defines indices of nonzero AR parameters,
           omit the index 0 which corresponds to the zero */
/*          order constant one.          */
/* itheta - defines indices of nonzero MA parameters,
           omit the index 0 which corresponds to the zero */
/*          order constant one.          */
/* ml     - estimation option: -1 if Conditional Least
           Squares, 1 if Maximum Likelihood, otherwise
           Unconditional Least Squares. */
/* delta  - step change in parameters (default 0.005). */
/* par    - initial values of parms. First ncol(iphi)
           values correspond to AR parms, next ncol(itheta) */
/*           values correspond to MA parms, and remaining
           are regression coefficients. */
/* init   - undefined or zero for first call to ARMAREG. */
/* maxit  - maximum number of iterations. No other
           convergence criterion is used. You can invoke
           ARMAREG without changing parameter values to
           continue iterations. */

```

```

/*  nopr  - undefined or zero implies no printing of          */
/*          intermediate results.                           */
/*
/* Notes: Optimization using Gauss-Newton iterations      */
/*
/* Invertibility and stationarity are not checked during   */
/* the estimation process. The parameter array PAR can be    */
/* modified after running ARMAREG to place estimates        */
/* in the stationary and invertible regions, and then       */
/* ARMAREG can be run again. If a nonstationary AR operator */
/* is employed, a PAUSE will occur after calling ARMALIK    */
/* because of a detected singularity. Using STOP will       */
/* permit termination of ARMAREG so that the AR             */
/* coefficients can be modified.                            */
/*
/* T-ratios are only approximate and can be undependable,  */
/* especially for small series.                           */
/*
/* The notation is the same as for the ARMALIK function.   */
/* The autoregressive and moving average coefficients have */
/* signs opposite those given by PROC ARIMA.              */
/*
/* Begin ARMA estimation modules */

/* Generate residuals */
start gres;
  noise=y-x*beta;
  previous=noise[:];
  if ml=-1 then do;                                /* Conditional LS */
    noise=j(nrow(y),1,previous)//noise;
    resid=product(phi,noise`)[,nrow(y)+1:nrow(noise)];
    resid=ratio(theta,resid,ncol(resid));
    resid=resid[,1:ncol(resid)]`;
  end;
  else do;                                         /* Maximum likelihood */
    free l;
    call armalik(l,resid,std,noise,phi,theta);

  /* Nonstationary condition produces PAUSE */
  if nrow(l)=0 then do;
    print
      'In GRES: Parameter estimates outside stationary region.';
  end;
  else do;
    temp=l[3,]/(2#nrow(resid));
    if ml=1 then resid=resid#exp(temp);
  end;
end;
finish gres;                                     /* finish module GRES */

start getpar;                                     /* get parameters */
  if np=0 then phi=1;
  else do;
    temp=parm[,1:np];

```

```

phi=1||j(1,p,0);
phi[,iphi] =temp;
end;
if nq=0 then theta=1;
else do;
  temp=parm[,np+1:np+nq];
  theta=1||j(1,q,0);
  theta[,itheta] =temp;
end;
beta=parm[, (np+nq+1):ncol(parm)]`;
finish getpar; /* finish module GETPAR */

/* Get SS Matrix - First Derivatives */
start getss;
  parm=par;
  run getpar;
  run gres;
  s=resid;
  oldsse=ssq(resid);
  do k=1 to ncol(par);
    parm=par;
    parm[,k]=parm[,k]+delta;
    run getpar;
    run gres;
    ss=s || ((resid-s[,1])/delta); /* append derivatives */
  end;
  ss=s`*s;
  if nopr^=0 then print ss[L='Gradient Matrix'];
  sssave=ss;
  do k=1 to 20; /* Iterate if no reduction in SSE */
    do ii=2 to ncol(ss);
      ss[ii,ii]=(1+lambda)*ss[ii,ii];
    end;
    ss=sweep(ss,2:ncol(ss)); /* Gaussian elimination */
    delpar=ss[1,2:ncol(ss)]; /* update parm increments */
    parm=par+delpar;
    run getpar;
    run gres;
    sse=ssq(resid);
    ss=sssave;
    if sse<oldsse then do; /* reduction, no iteration */
      lambda=max(lambda/10,1e-12);
      k=21;
    end;
    else do; /* no reduction */
      /* increase lambda and iterate */
      if nopr^=0 then
        print lambda[L='Lambda']=sse oldsse,
          ss[L='Gradient Matrix'];
      lambda=min(10*lambda,1e12);
      if k=20 then do;
        print ({'GETSS: No improvement in SSE after twenty iterations.',
          'Possible Ridge Problem.'});
      end;
    end;
  end;
end;

```

```

        return;
    end;
end;
if nopr^=0 then print ss[L='Gradient Matrix'];
finish getss; /* Finish module GETSS */

start armareg; /* ARMAREG main module */
/* Initialize options and parameters */
if nrow(delta)=0 then delta=0.005;
if nrow(maxiter)=0 then maxiter=5;
if nrow(nopr)=0 then nopr=0;
if nrow(ml)=0 then ml=1;
if nrow(init)=0 then init=0;
if init=0 then do;
    p=max(iphi);
    q=max(itheta);
    np=ncol(iphi);
    nq=ncol(itheta);

    /* Make indices one-based */
    do k=1 to np;
        iphi[,k]=iphi[,k]+1;
    end;
    do k=1 to nq;
        itheta[,k]=itheta[,k]+1;
    end;

    /* Create row labels for Parameter estimates */
    if p>0 then parname = concat("AR",char(1:p,2));
    if q>0 then parname = parname||concat("MA",char(1:q,2));
    parname = parname||concat("B",char(1:ncol(x),2));

    /* Create column labels for Parameter estimates */
    pname = {"Estimate" "Std. Error" "T-Ratio"};
    init=1;
end;

/* Generate starting values */
if nrow(par)=0 then do;
    beta=inv(x`*x)*x`*y;
    if np+nq>0 then par=j(1,np+nq,0)||beta`;
    else par=beta`;
end;
print par [colname=parname L='Parameter Starting Values'];
lambda=1e-6; /* Controls step size */
do iter=1 to maxiter; /* Do maxiter iterations */
    run getss;
    par=par+delpar;
    if nopr^=0 then do;
        print par[colname=parname L='Parameter Update'];
        print lambda[L='Lambda='];
    end;
end;

```

```

sighat=sqrt(sse/(nrow(y)-ncol(par)));
print sighat[L='Innovation Standard Deviation'];
ss=sweep(ss,2:ncol(ss));           /* Gaussian elimination */
estm=par`||(sqrt(diag(ss[2:ncol(ss)],2:ncol(ss))));
   *j(ncol(par),1,sighat));
estm=estm||(estm[,1] /estm[,2]);
if ml=1 then label='Maximum Likelihood Estimation Results';
else if ml=-1 then label='Conditional Least Squares Estimation Results';
else label='Unconditional Least Squares Estimation Results';
print estm [rowname=parmname colname=pname L=label];
finish armareg;
/* End of ARMA Estimation modules */

/* Begin estimation for Grunfeld's investment models */
use grunfeld;
read all var {gei} into y;
read all var {gef gec} into x;
close grunfeld;

x=j(nrow(x),1,1)||x;
iphi=1;
itheta=1;
maxiter=10;
delta=0.0005;
ml=-1;
/*---- To prevent overflow, specify starting values ----*/
par={-0.5 0.5 -9.956306 0.0265512 0.1516939};
run armareg; /*---- Perform CLS estimation ----*/

```

The results are shown in Output 12.13.1.

Output 12.13.1 Conditional Least Squares Results

Parameter Starting Values				
AR 1	MA 1	B 1	B 2	B 3
-0.5	0.5	-9.956306	0.0265512	0.1516939

GETSS: No improvement in SSE after twenty iterations.

Possible Ridge Problem.

GETSS: No improvement in SSE after twenty iterations.

Possible Ridge Problem.

GETSS: No improvement in SSE after twenty iterations.

Possible Ridge Problem.

Innovation Standard Deviation
22.653769

Output 12.13.1 *continued*

Conditional Least Squares Estimation Results			
	Std. Estimate	Error	T-Ratio
AR 1	-0.230905	0.3429525	-0.673287
MA 1	0.69639	0.2480617	2.8073252
B 1	-20.87774	31.241368	-0.668272
B 2	0.038706	0.0167503	2.3107588
B 3	0.1216554	0.0441722	2.7541159

```
/*---- With CLS estimates as starting values, ----*/
/*---- perform ML estimation. ----*/
ml=1;
maxiter=10;
run armareg;
```

The results are shown in Output 12.13.2.

Output 12.13.2 Maximum Likelihood Results

Parameter Starting Values				
AR 1	MA 1	B 1	B 2	B 3
-0.230905	0.69639	-20.87774	0.038706	0.1216554

Innovation Standard Deviation
23.039253

Maximum Likelihood Estimation Results

	Std. Estimate	Error	T-Ratio
AR 1	-0.196224	0.3510868	-0.558904
MA 1	0.6816033	0.2712043	2.5132468
B 1	-26.47514	33.752826	-0.784383
B 2	0.0392213	0.0165545	2.3692242
B 3	0.1310306	0.0425996	3.0758622

Example 12.14: Iterative Proportional Fitting

The classical use of iterative proportional fitting is to adjust frequencies to conform to new marginal totals. You can use the IPF subroutine to perform this kind of analysis. You supply a table that contains new margins and a table that contains old frequencies. The IPF subroutine returns a table of adjusted frequencies that preserves any higher-order interactions appearing in the initial table.

This example is a census study that estimates a population distribution according to age and marital status (Bishop, Fienberg, and Holland 1975). Estimates of the distribution are known for the previous year, but only estimates of marginal totals are known for the current year. The following program adjusts the distribution of the previous year to fit the estimated marginal totals of the current year:

```

proc iml;
mod={0.01 15}; /* Stopping criteria */
dim={3 8}; /* Marital status has 3 levels; age has 8 */

/* New marginal totals for age by marital status */
table={1412 0 0 ,
       1402 0 0 ,
       1174 276 0 ,
       0 1541 0 ,
       0 1681 0 ,
       0 1532 0 ,
       0 1662 0 ,
       0 5010 2634};

/* Marginal totals are known for both marital status and age */
config={1 2};

/* Use known distribution for initial values */
initab={1306 83 0 ,
        619 765 3 ,
        263 1194 9 ,
        173 1372 28 ,
        171 1393 51 ,
        159 1372 81 ,
        208 1350 108 ,
        1116 4100 2329};

call ipf(fit,status,dim,table,config,initab,mod);

c={' SINGLE' ' MARRIED' 'WIDOWED/DIVORCED'};
r={'15 - 19' '20 - 24' '25 - 29' '30 - 34' '35 - 39' '40 - 44'
   '45 - 49' '50 OR OVER'};
print initab[colname=c rowname=r format=8.0
            label='Known Distribution (Previous Year)'],
      fit[colname=c rowname=r format=8.2
            label='Adjusted Estimates (Current Year)'];

```

The results are shown in Output 12.14.1.

Output 12.14.1 Iterative Proportional Fitting: Results

Known Distribution (Previous Year)			
	SINGLE	MARRIED	WIDOWED/DIVORCED
15 - 19	1306	83	0
20 - 24	619	765	3
25 - 29	263	1194	9
30 - 34	173	1372	28
35 - 39	171	1393	51
40 - 44	159	1372	81
45 - 49	208	1350	108
50 OR OVER	1116	4100	2329

Adjusted Estimates (Current Year)			
	SINGLE	MARRIED	WIDOWED/DIVORCED
15 - 19	1325.27	86.73	0.00
20 - 24	615.56	783.39	3.05
25 - 29	253.94	1187.18	8.88
30 - 34	165.13	1348.55	27.32
35 - 39	173.41	1454.71	52.87
40 - 44	147.21	1308.12	76.67
45 - 49	202.33	1352.28	107.40
50 OR OVER	1105.16	4181.04	2357.81

Example 12.15: Nonlinear Regression and Specifying a Model at Run Time

This example demonstrates two techniques: The first is an iterative statistical technique for fitting a nonlinear regression model (Hartley 1961). The second is a programming technique for generating modules at run time by using the **QUEUE** subroutine.

The typical nonlinear regression program defines modules for the regression model and its derivative as follows:

```
start nlfit;
  /* fit model, residuals, and SSE for current parameter values */
finish;
start nlderiv;
  /* evaluate derivatives of model w.r.t parameters */
finish;
```

However, there might be situations in which the regression model is not known until run time. For example, the model might be specified in a file or from an equation that is typed into a dialog box.

In this situation, you can use the **QUEUE** subroutine to write the **NLFIT** and **NLDERIV** modules at run time. You can insert equations for the model and its derivative into the module definitions by using the techniques that are described in the section “Statements That Define and Execute Modules” on page 63 in Chapter 6, “Programming Statements.”

The following module specifies the model and its derivatives as character strings:

```

proc iml;

/* _FUN and _DER are text strings that define model and deriv */
/* _parm contains parm names                                */
/* _beta contains initial values for parameters           */
/* _k is the number of parameters                          */
start nlinit;
  _dep = "uspop";                                     /* dependent variable */
  _fun = "a0*exp(a1*time)";    /* nonlinear regression model */
  /* deriv w.r.t. parameters */
  _der = {"exp(a1*time)", "time*a0*exp(a1*time)"};
  _parm = {"a0", "a1"};                               /* names of parameters */
  _beta = {3.9, 0};        /* initial guess for parameters */
  _k= nrow(_parm);          /* number of parameters */
finish nlinit;

```

All variables are global in scope. Consequently, their names are prefixed by an underscore in order to reduce the likelihood of conflicting with other variables in your program.

The following statements use equations for the model to write the NLFIT and NLDERIV modules:

```

/* Generate the following modules at run time:                      */
/* NLFIT: evaluate the model. After RUN NLFIT:                   */
/*      _y contains response,                                     */
/*      _p contains predictor after call                         */
/*      _r contains residuals                                    */
/*      _sse contains sse                                       */
/* NLDERIV: evaluate derivs w.r.t params. After RUN NLDERIV:   */
/*      _x contains jacobian                                    */
start nlgen;
  call change(_fun, '*', '#', 0);  /* substitute '#' for '*' */
  call change(_der, '*', '#', 0);

  /* Write the NLFIT module at run time */
  call queue('start nlfit;');
  do i=1 to _k;
    call queue(_parm[i], "=_beta[", char(i,2), "]");"
  end;
  call queue("_y = ", _dep, ";",
            "_p = ", _fun, ";",
            "_r = _y - _p;",
            "_sse = ssq(_r);",
            "finish;" );

  /* Write the NLDERIV function at run time */
  call queue('start nlnderiv; free _NULL_; _x = ');
  do i=1 to _k;
    call queue("(" , _der[i], ")||");
  end;
  call queue("_NULL_; finish");

  call queue("resume;");    /* Pause to compile the functions */
  pause *;
finish nlgen;

```

The program proceeds by calling the NLFIT and NLDERIV modules. The algorithm uses a Gauss-Newton nonlinear regression with step-halving to solve the nonlinear least squares estimation problem:

```
/* Gauss-Newton nonlinear regression with Hartley step-halving */
start nlest;
  run nlfit;                      /* f, r, and sse for initial beta */

  /* Gauss-Newton iterations to estimate parameters */
  do _iter=1 to 30 until(_eps<1e-8);
    run nlnderiv;                  /* subroutine for derivatives */
    _lastsse = _sse;
    _xpxi=sweep(_x`*_x);
    _delta = _xpxi*_x`*_r;          /* correction vector */
    _old = _beta;                  /* save previous parameters */
    _beta = _beta + _delta;         /* apply the correction */
    run nlfit;                     /* compute residual */
    _eps = abs((_lastsse-_sse)) / (_sse+1e-6);
    /* Hartley subiterations */
    do _subit=1 to 10 while(_sse>_lastsse);
      _delta = _delta/2;           /* halve the correction vector */
      _beta = _old+_delta;         /* apply the halved correction */
      run nlfit;                  /* find sse et al */
    end;
    /* if no improvement after 10 halvings, exit iter loop */
    if _subit>10 then _eps=0;
  end;

  /* display table of results */
  if _iter < 30 then do; /* convergence */
    _dfe = nrow(_y) - _k;
    _mse = _sse/_dfe;
    _std = sqrt(vecdiag(_xpxi)##_mse);
    _t = _beta/_std;
    _prob = 1 - cdf("F", _t##_t, 1, _dfe);
    print _beta[label="Estimate"] _std[label="Std Error"]
          _t[label="t Ratio"]      _prob[format=pvalue6.];
    print _iter[label="Iterations"] _lastsse[label="SSE"];
  end;
  else print "Convergence failed";
finish nlest;
```

Finally, the following statements define the data for the problem. The dependent variable is the US population from 1790–1970. The explanatory variable is the number of years since 1790. The program fits an exponential model $y = a_0 \exp(a_1 t) + \epsilon$, where ϵ is an error term. The program estimates the parameters a_0 and a_1 . The results are shown in [Output 12.15.1](#).

```
/* main program: run nonlinear regression on data */
uspop = {3929, 5308, 7239, 9638, 12866, 17069, 23191, 31443, 39818,
         50155, 62947, 75994, 91972, 105710, 122775, 131669, 151325,
         179323, 203211}/1000; /* US population, in thousands */
year = do(1790,1970,10)`;
time = year - 1790;
```

```
run nlinit; /* define strings that define the regression model */
run nlgen; /* write modules that evaluate the model           */
run nlest; /* compute param estimates, std errs, and p-values */
```

Output 12.15.1 Nonlinear Regression Estimates

Estimate	Std Error	t Ratio	_prob
11.72004	1.2287001	9.5385689	<.0001
0.0160908	0.0006682	24.081729	<.0001
Iterations	SSE		
10	1087.2447		

Output 12.15.1 shows that the US population data are best fit by the model $y = 11.7 \exp(0.016 \times t)$.

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Chapter 13

Submitting SAS Statements

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Introduction to Submitting SAS Statements

In 2002, the IML Workshop application (now known as SAS/IML Studio) introduced a mechanism for submitting SAS statements from programs written in the IMLPlus language. As of SAS/IML 9.22, this feature is also available in PROC IML. This chapter shows you how to submit SAS statements from PROC IML by using the `SUBMIT` and `ENDSUBMIT` statements. By using these statements, SAS/IML programmers can call any SAS procedure without losing the state of their PROC IML session.

The statements between the `SUBMIT` and the `ENDSUBMIT` statements are referred to as a *SUBMIT block*. The `SUBMIT` block is processed by the SAS language processor. You can use the `SUBMIT` statement to call DATA steps, macros, and SAS procedures.

This chapter covers the following topics:

- calling a SAS procedure from PROC IML
- passing parameters into the `SUBMIT` block
- creating ODS graphics in a `SUBMIT` block
- handling errors in the `SUBMIT` block

Calling a Procedure

This section describes how to call a procedure from PROC IML.

Suppose you have data in a SAS/IML matrix that you want to analyze by using a statistical procedure. In general, you can use the following steps to analyze the data:

1. Write the data to a SAS data set by using the **CREATE** and **APPEND** statements.
2. Use the **SUBMIT** statement to call a SAS procedure that analyzes the data.
3. Read the results of the analysis into SAS/IML matrices by using the **USE** and **READ** statements.
4. Use the results in further computations.

Of course, if the data are already in a SAS data set, you can skip the first step. Similarly, if you are solely interested in the printed output from a procedure, you can skip the third and fourth steps.

The following example calls the **UNIVARIATE** procedure in Base SAS software to compute a regression analysis. In order to tell the SAS/IML language interpreter that you want certain statements to be sent to the SAS System, you must enclose your SAS statements with **SUBMIT** and **ENDSUBMIT** statements. The **ENDSUBMIT** statement must appear on a line by itself.

- 1** The following statements create a SAS data set from data in a vector:

```
proc iml;
q = {3.7, 7.1, 2, 4.2, 5.3, 6.4, 8, 5.7, 3.1, 6.1, 4.4, 5.4, 9.5, 11.2};

create MyData var {q};
append;
close MyData;
```

The **MyData** data set is used in the rest of this chapter.

- 2** You can call the **UNIVARIATE** procedure to analyze these data. The following statements use the **ODS SELECT** statement to limit the output from the **UNIVARIATE** procedure. The output is shown in Figure 13.1.

```
submit;
ods select Moments;
proc univariate data=MyData;
  var q;
  ods output Moments=Moments;
run;
endsubmit;
```

Figure 13.1 Output from the **UNIVARIATE** Procedure

The UNIVARIATE Procedure
Variable: Q

Moments		
N	14	Sum Weights
Mean	5.86428571	Sum Observations
Std Deviation	2.49387161	Variance
Skewness	0.66401924	Kurtosis
Uncorrected SS	562.31	Corrected SS
Coeff Variation	42.5264343	Std Error Mean

- 3** The previous statements also used the ODS OUTPUT statement to create a data set named Moments that contains the statistics shown in Figure 13.1. In the data set, the first column of Figure 13.1 is contained in a variable named Label1 and the second column is contained in a variable named nValue1. The following statements read those variables into SAS/IML vectors of the same names and print the values:

```
use Moments;
read all var {"nValue1" "Label1"};
close Moments;

label = "Statistics for " + name(q);
print nValue1[rowname=Label1 label=label];
```

Figure 13.2 Statistics Read into SAS/IML Vectors

Statistics for q	
N	14
Mean	5.8642857
Std Deviation	2.4938716
Skewness	0.6640192
Uncorrected SS	562.31
Coeff Variation	42.526434

- 4** By using this technique, you can read the value of any statistic that is created by any SAS procedure. You can then use these values in subsequent computations in PROC IML. For example, if you want to standardize the **y** vector, you can use the mean and standard deviation as computed by the UNIVARIATE procedure, as shown in the following statements:

```
mean = nValue1[2];
stddev = nValue1[3];
stdQ = (q - mean)/stddev;
```

Passing Parameters from SAS/IML Matrices

The SUBMIT statement enables you to substitute the values of a SAS/IML matrix into the statements that are submitted to the SAS System. For example, the following program calls the UNIVARIATE procedure to analyze data in the MyData data set that was created in the section “Calling a Procedure” on page 225. The program submits SAS statements that are identical to the SUBMIT block in that section:

```
table = "Moments";
varName = "q";

submit table varName;
ods select &table;
```

```

proc univariate data=MyData;
  var &varName;
  ods output &table=&table;
run;
endsubmit;

```

You can list the names of SAS/IML matrices in the SUBMIT statement and refer to the contents of those matrices inside the SUBMIT block. The syntax is reminiscent of the syntax for macro variables: an ampersand (&) preceding an expression means “substitute the value of the expression.” However, the substitution takes place before the SUBMIT block is sent to the SAS System; no macro variables are actually created.

You can substitute values from character or numeric matrices and vectors. If **x** is a vector, then **&x** lists the elements of **x** separated by spaces. For example, the following statements compute trimmed means for three separate values of the TRIM= option:

```

table = "TrimmedMeans";
varName = "q";
n = {1, 3, 5};           /* number of observations to trim */

submit table varName n;
ods select &table;
proc univariate data=MyData trim=&n;
  var &varName;
run;
endsubmit;

```

The output is shown in Figure 13.3. The values in the column labeled “Number Trimmed in Tail” correspond to the values in the **n** matrix. These values were substituted into the TRIM= option in the PROC UNIVARIATE statement.

Figure 13.3 Statistics Read into SAS/IML Vectors

The UNIVARIATE Procedure
Variable: Q

Trimmed Means									
Percent Trimmed in Tail	Number Trimmed in Tail	Std Error Trimmed Mean	95% Confidence Limits	DF	t for H0: Mu0=0.00	Pr > t			
7.14	1	5.741667	0.664486	4.279142	7.204191	11	8.64076	<.0001	
21.43	3	5.575000	0.587204	4.186483	6.963517	7	9.49414	<.0001	
35.71	5	5.625000	0.408613	4.324612	6.925388	3	13.76609	0.0008	

Details of Parameter Substitution

The SUBMIT statement supports two kinds of parameter substitution: full substitution and specific substitution.

Full Substitution

If you want to substitute many values into a SUBMIT block, it can be tedious to explicitly list the name of every SAS/IML matrix that you reference. You can use an asterisk (*) in the SUBMIT statement as a “wildcard character” to indicate that all SAS/IML matrices are available for parameter substitution. This is called *full substitution* and is shown in the following statements:

```
proc iml;
DSName = "Sashelp.Class";
NumObs = 1;

submit *;
proc print data=&DSName(obs=&NumObs);
run;
endsubmit;
```

Figure 13.4 Full Substitution

Obs	Name	Sex	Age	Height	Weight
1	Alfred	M	14	69	112.5

If the SUBMIT block contains a parameter reference (that is, a token that begins with an ampersand (&) for which there is no matching SAS/IML matrix, the parameter reference is not modified prior to being sent to the SAS language processor. In this way, you can reference SAS macro variables in a SUBMIT block.

Specific Substitution

A SUBMIT statement that contains an explicit list of parameters is easier to understand than a SUBMIT statement that contains only the asterisk wildcard character (*). Specifying an explicit list of parameters is called *specific substitution*. These—and only these—parameters are used to make substitutions into the SUBMIT block.

```
proc iml;
DSName = "Sashelp.Class";
NumObs = 2;

submit DSName NumObs;
proc print data=&DSName(obs=&NumObs);
run;
endsubmit;
```

Figure 13.5 Specific Substitution

Obs	Name	Sex	Age	Height	Weight
1	Alfred	M	14	69.0	112.5
2	Alice	F	13	56.5	84.0

If the SUBMIT block contains a parameter reference (that is, a token that begins with an ampersand (&) for which there is no matching parameter, the parameter reference is not modified prior to being sent to the SAS language processor. In this way, you can reference SAS macro variables in a SUBMIT block.

With specific substitution, you have additional options for specifying the value of a parameter. You can use

any of the following ways to specify the value of a parameter:

- Specify the name of a SAS/IML matrix to use for the value of a parameter, as shown in the following statements:

```
s = "Sashelp.Class";    n = 2;

submit DSName=s NumObs=n;
proc print data=&DSName(obs=&NumObs);
run;
endsubmit;
```

- Specify a literal value to use for the value of a parameter, as shown in the following statements:

```
submit DSName="Sashelp.Class" NumObs=2;
proc print data=&DSName(obs=&NumObs);
run;
endsubmit;
```

- Specify a matrix expression that is enclosed in parentheses, as shown in the following statements:

```
libref = "Sashelp";
fname  = "Class";
NumObs = 2;

submit DSName=(libref+"."+fname) NumObs;
proc print data=&DSName(obs=&NumObs);
run;
endsubmit;
```

Creating Graphics in a SUBMIT Block

If you use the SUBMIT statement to call a SAS procedure that creates a graph, that graph is sent to the current ODS destination. The following statements call the UNIVARIATE procedure, which creates a histogram as part of the analysis:

```
ods graphics on;

proc iml;
msg1 = "First PRINT Statement in PROC IML";
msg2 = "Second PRINT Statement in PROC IML";
print msg1;

submit;
ods select Moments Histogram;
proc univariate data=Sashelp.Class;
```

```

var Height;
histogram / kernel;
run;
endsubmit;

print msg2;
ods graphics off;

```

When you run the program, the PROC UNIVARIATE output is interleaved with the PROC IML output. The output from the program is shown in Figure 13.6 through Figure 13.8.

Figure 13.6 Output from PROC IML and from SUBMIT Block

msg1

First PRINT Statement in PROC IML

The UNIVARIATE Procedure
Variable: Height

Moments		
N	19	Sum Weights
Mean	62.3368421	Sum Observations
Std Deviation	5.12707525	Variance
Skewness	-0.2596696	Kurtosis
Uncorrected SS	74304.92	Corrected SS
Coeff Variation	8.22479143	Std Error Mean

Figure 13.7 Graphic Created in a SUBMIT Block

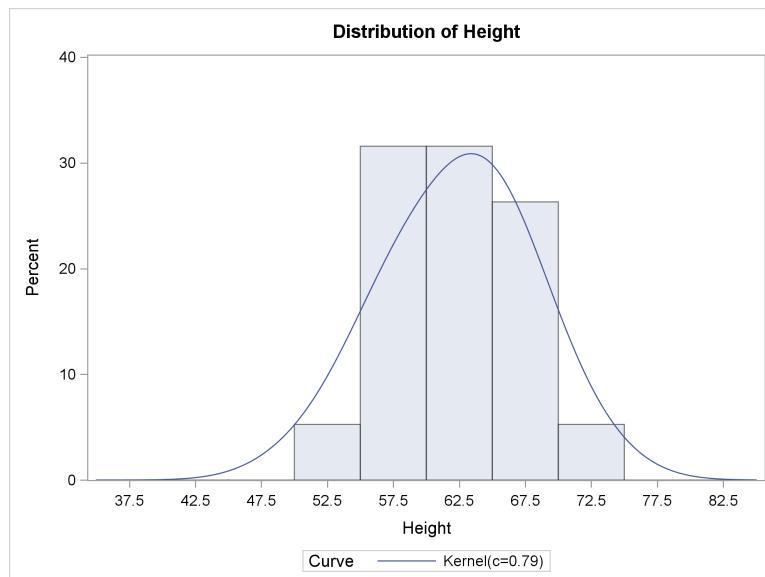


Figure 13.8 Further PROC IML Output

msg2

Second PRINT Statement in PROC IML

Handling Errors in a SUBMIT Block

After executing a SUBMIT block, PROC IML continues to execute the remaining statements in the program. However, if there is an error in the SUBMIT block, it might make sense to abort the program or to handle the error in some other way.

The OK= option in the SUBMIT statement provides a limited form of error handling. If you specify the OK= option, then PROC IML sets a matrix to the value 1 if the SUBMIT block executes without error. Otherwise, the matrix is set to the value 0.

The following statements contain an error in a SUBMIT block: two letters are transposed when specifying the name of a data set. Consequently, the **isOk** matrix is set to 0, and the program handles the error.

```
DSName = "Sashelp.calss"; /* mistyped name; data set does not exist */

submit DSName / ok=isOk;
proc univariate data=&DSName;
  var Height;
  ods output Moments=Moments;
run;
endsubmit;

if isOK then do;           /* handle the no-error case */
  use Moments;
  read all var {"nValue1"} into m;
  close Moments;
  skewness = m[4];          /* get statistic from procedure output */
end;
else
  skewness = .;            /* handle an error */

print skewness;
```

Figure 13.9 The Result of Handling an Error in a SUBMIT Block

skewness

Chapter 14

Calling Functions in the R Language

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Overview of Calling Functions in the R Language

R is a freely available language and environment for statistical computing and graphics. Like the SAS/IML language, the R language has features suitable for developers of statistical algorithms: the ability to manipulate matrices and vectors, a large number of built-in functions for computing statistical quantities, and the capability to extend the basic function library by writing user-defined functions. There are also a large number of user-contributed packages in R that implement specialized computations.

In 2009, the SAS/IML Studio application introduced a mechanism for calling R functions from programs written in the IMLPlus language. As of SAS/IML 9.22, this feature is available in PROC IML. This chapter shows you how to call R functions from PROC IML by using the **SUBMIT** and **ENDSUBMIT** statements.

This chapter describes how to configure the SAS system so that you can call functions in the R language. The chapter also describes how to do the following:

- transfer data to R
- call R functions from PROC IML
- transfer the results from R to a number of SAS data structures

You cannot call R from the free SAS University Edition. The SAS University Edition runs on a virtual machine that does not have R installed.

Installing the R Statistical Software

SAS does not distribute R software. In order to call R software, you must first install R on the same computer that runs SAS software. If you access a SAS workspace server through client software such as SAS® Enterprise Guide®, then R must be installed on the SAS server.

You can download R from The Comprehensive R Archive Network Web site: <http://cran.r-project.org>. If you experience problems installing R, consult the R FAQ: <http://cran.r-project.org/doc/FAQ/R-FAQ.html>. SAS Technical Support does not provide support for installing or configuring third-party software.

In SAS/IML, the interface to R is supported on computers that run a 32-bit or 64-bit Windows operating system or Linux operating systems. If you are using SAS software in a 64-bit Linux environment, you must download a 64-bit binary distribution of R. Otherwise, download a 32-bit binary distribution.

The document “Installing R on Linux Operating Systems” is available on support.sas.com and includes pointers for installing R on Linux that it works with the SAS interface to R.

The RLANG System Option

The RLANG system option determines whether you have permission to call R from the SAS system. You can determine the value of the RLANG option by submitting the following SAS statements:

```
proc options option=RLANG;
run;
```

The result is one of the following statements in the SAS log:

NORLANG Do not support access to R language interfaces

If the SAS log contains this statement, you do not have permission to call R from the SAS system.

RLANG Support access to R language interfaces

If the SAS log contains this statement, you can call R from the SAS system.

The RLANG option can be changed only at SAS start-up. In order to call R, the SAS system must be launched with the -RLANG option. (It is often convenient to insert this option in a SASV9.CFG file.) For security reasons, some system administrators configure the SAS system to start with the -NORLANG option. The RLANG option is similar to the XCMD option in that both options enable SAS users to potentially write or delete important data and system files.

If you attempt to submit R statements on a system that was not launched with the `-RLANG` option, you get the following error message:

ERROR: The RLANG system option must be specified in the SAS configuration file or on the SAS invocation command line to enable the submission of R language statements.

Some operating systems do not support the RLANG system option. The RLANG system option is currently supported for the Windows and Linux operating systems. If you attempt to submit R statements on a host that does not support the RLANG option, you get the following warning message:

WARNING: SAS option RLANG is not supported on this host.

Submit R Statements

In order to call R from the SAS system, the R statistical software must be installed on the SAS workspace server and the RLANG system option must be enabled. (See the section “[The RLANG System Option](#)” on page 234.)

Chapter 13, “[Submitting SAS Statements](#),” describes how to submit SAS statements from PROC IML. Submitting R statements is similar. You use a SUBMIT statement, but add the R option: SUBMIT / R. All statements in the program between the SUBMIT statement and the next ENDSUBMIT statement are sent to R for execution. The ENDSUBMIT statement must appear on a line by itself.

The simplest program that calls R is one that does not transfer any data between the two environments. In the following program, SAS/IML is used to compute the product of a matrix and a vector. The result is printed. Then the SUBMIT statement with the R option is used to send an equivalent set of statements to R.

```

print "----- R Results -----";
submit / R;
  rx <- matrix( 1:3, nrow=1)           # vector of sequence 1,2,3
  rm <- matrix( 1:9, nrow=3, byrow=TRUE) # 3 x 3 matrix
  rq <- rm %*% t(rx)                  # matrix multiplication
  print(rq)
endsubmit;

```

The printed output from R is automatically routed to the SAS output window, as shown in Figure 14.1. As expected, the result of the computation is the same in R as in SAS/IML.

Figure 14.1 Output from SAS/IML and R

SAS/IML Results	
q	14
	32
	50

R Results	
[,1]	14
[2,]	32
[3,]	50

Transferring Data between SAS and R Software

Many research statisticians take advantage of special-purpose functions and packages written in the R language. When you call an R function, the data must be accessible to R, either in a data frame or in an R matrix. This section describes how you can transfer data and statistical results (for example, fitted values or parameter estimates) between SAS and R data structures.

You can transfer data to and from the following SAS data structures:

- a SAS data set in a libref
- a SAS/IML matrix

In addition, you can transfer data to and from the following R data structures:

- an R data frame
- an R matrix

Transfer from a SAS Source to an R Destination

Table 14.1 summarizes the subroutines that copy data from a SAS source to an R destination. For more information, see the section “[Details of Data Transfer](#)” on page 244.

Table 14.1 Transferring from a SAS Source to an R Destination

Subroutine	SAS Source	R Destination
ExportDataSetToR	SAS data set	R data frame
ExportMatrixToR	SAS/IML matrix	R matrix

As a simple example, the following program transfers a data set from the Sashelp libref into an R data frame named df. The program then submits an R statement that displays the names of the variables in the data frame.

```
proc iml;
call ExportDataSetToR("Sashelp.Class", "df" );
submit / R;
  names(df)
endsubmit;
```

The R `names` function produces the output shown in Figure 14.2.

Figure 14.2 Result of Sending Data to R

```
[1] "Name"    "Sex"     "Age"     "Height"   "Weight"
```

Transfer from an R Source to a SAS Destination

You can transfer data and results from R data frames or matrices to a SAS data set or a SAS/IML matrix. Table 14.2 summarizes the frequently used methods that copy from an R source to a SAS destination.

Table 14.2 Transferring from an R Source to a SAS Destination

Subroutine	R Source	SAS Destination
ImportDataSetFromR	R expression	SAS data set
ImportMatrixFromR	R expression	SAS/IML matrix

The next section includes an example of calling an R analysis. Some of the results from the analysis are then transferred into SAS/IML matrices.

The result of an R analysis can be a complicated structure. In order to transfer an R object via the previously mentioned methods and modules, the object must be coercible to a data frame. (The R object `m` can be coerced to a data frame provided that the function `as.data.frame(m)` succeeds.) There are many data

structures that cannot be coerced into data frames. As the example in the next section shows, you can use R statements to extract and transfer simpler objects.

Call an R Analysis from PROC IML

You can use the techniques in Chapter 13, “Submitting SAS Statements,” to perform a linear regression by calling a regression procedure (such as REG, GLM, or MIXED) in SAS/STAT software. This section presents examples of submitting statements to R to perform a linear regression. The first example performs a linear regression on data that are transferred from SAS/IML vectors. The second example performs an identical analysis on data that are transferred from a SAS data set.

Using R to Analyze Data in SAS/IML Matrices

The program in this section consists of four parts:

1. Read the data into SAS/IML vectors.
2. Transfer the data to R.
3. Call R functions to analyze the data.
4. Transfer the results of the analysis into SAS/IML vectors.

- 1** Read the data. The following statements read the Weight and Height variables from the Sashelp.Class data set into SAS/IML vectors with the same names:

```
proc iml;
use Sashelp.Class;
read all var {Weight Height};
close Sashelp.Class;
```

- 2** Transfer the data to R. The following statements run the `ExportMatrixToR` subroutine in order to transfer data from a SAS/IML matrix into an R matrix. The names of the corresponding R vectors that contain the data are `w` and `h`.

```
/* send matrices to R */
call ExportMatrixToR(Weight, "w");
call ExportMatrixToR(Height, "h");
```

- 3** Call R functions to perform some analysis. The SUBMIT statement with the R option is used to send statements to R. Comments in R begin with a hash mark (#, also called a number sign or a pound sign).

```

submit / R;
  Model    <- lm(w ~ h, na.action="na.exclude")           # a
  ParamEst <- coef(Model)                                # b
  Pred     <- fitted(Model)
  Resid    <- residuals(Model)
endsubmit;

```

The R program consists of the following steps:

- The `lm` function computes a linear model of `w` as a function of `h`. The `na.action=` option specifies how the model handles missing values (which in R are represented by NA). In particular, the `na.exclude` option specifies that the `lm` function should not omit observations with missing values from residual and predicted values. This option makes it easier to merge the R results with the original data when the data contain missing values.
 - Various information is retrieved from the linear model and placed into R vectors named `ParamEst`, `Pred`, and `Resid`.
- 4 Transfer the data from R. The `ImportMatrixFromR` subroutine transfers the `ParamEst` vector from R into a SAS/IML vector named `pe`. This vector is printed by the SAS/IML PRINT statement. The predicted values (`Pred`) and residual values (`Resid`) can be transferred similarly. The parameter estimates are used to compute the predicted values for a series of hypothetical heights, as shown in Figure 14.3.

```

call ImportMatrixFromR(pe, "ParamEst");
print pe[r={"Intercept" "Height"}];

ht = T( do(55, 70, 5) );
A = j(nrow(ht),1,1) || ht;
pred_wt = A * pe;
print ht pred_wt;

```

Figure 14.3 Results from an R Analysis

pe	
Intercept	-143.0269
Height	3.8990303

ht	pred_wt
55	71.419746
60	90.914898
65	110.41005
70	129.9052

You cannot directly transfer the contents of the `Model` object. Instead, various R functions are used to extract portions of the `Model` object, and those simpler pieces are transferred.

Using R to Analyze Data in a SAS Data Set

As an alternative to the data transfer statements in the previous section, you can call the ExportDataSetToR subroutine to transfer the entire SAS data set to an R data frame. For example, you could use the following statements to create an R data frame named Class and to model the Weight variable:

```
call ExportDataSetToR("Sashelp.Class", "Class");
submit / R;
  Model <- lm(Weight ~ Height, data=Class, na.action="na.exclude")
endsubmit;
```

The R language is case-sensitive so you must use the correct case to refer to variables in a data frame. You can use the CONTENTS function in the SAS/IML language to obtain the names and capitalization of variables in a SAS data set.

Passing Parameters to R

The SUBMIT statement supports parameter substitution from SAS/IML matrices as detailed in the section “[Passing Parameters from SAS/IML Matrices](#)” on page 227. For example, you can substitute the names of analysis variables into a SUBMIT block by using the following statements:

```
YVar = "Weight";
XVar = "Height";
submit XVar YVar / R;
  Model <- lm(&YVar ~ &XVar, data=Class, na.action="na.exclude")
  print (Model$call)
endsubmit;
```

Figure 14.4 shows the result of the `print (Model$call)` statement. The output shows that the values of the `yvar` and `xvar` matrices were substituted into the SUBMIT block.

Figure 14.4 Parameter Substitutions in a SUBMIT Block

```
lm(formula = Weight ~ Height, data = Class, na.action = "na.exclude")
```

Call R Packages from PROC IML

You do not need to do anything special to call an R package. Provided that an R package is installed, you can call `library(package)` from inside a SUBMIT block to load the package. You can then call the functions in the package.

The example in this section calls an R package and imports the results into a SAS data set. This example is similar to the example in the section “[Creating Graphics in a SUBMIT Block](#)” on page 230, which calls the UNIVARIATE procedure to create a kernel density estimate. The program in this section consists of the following steps:

1. Define the data and transfer the data to R.
2. Call R functions to analyze the data.
3. Transfer the results of the analysis into SAS/IML vectors.

1 Define the data in the SAS/IML vector **q** and then transfer the data to R by using the **ExportMatrixToR** subroutine. In R, the data are stored in a vector named **rq**.

```
proc iml;
q = {3.7, 7.1, 2, 4.2, 5.3, 6.4, 8, 5.7, 3.1, 6.1, 4.4, 5.4, 9.5, 11.2};
RVar = "rq";
call ExportMatrixToR( q, RVar );
```

2 Load the KernSmooth package. Because the functions in the KernSmooth package do not handle missing values, the nonmissing values in **q** must be copied to a matrix **p**. (There are no missing values in this example.) The Sheather-Jones plug-in bandwidth is computed by calling the **dpi**k function in the KernSmooth package. This bandwidth is used in the **bkde** function (in the same package) to compute a kernel density estimate.

```
submit RVar / R;
library(KernSmooth)
idx <- which(!is.na(&RVar))           # must exclude missing values (NA)
p <- &RVar[idx]                      # from KernSmooth functions
h = dpi(p)                            # Sheather-Jones plug-in bandwidth
est <- bkde(p, bandwidth=h)          # est has 2 columns
endsubmit;
```

3 Copy the results into a SAS data set or a SAS/IML matrix, and perform additional computations. For example, the following statements use the trapezoidal rule to numerically estimate the density that is contained in the tail of the density estimate of the data:

```
call ImportMatrixFromR( m, "est" );
/* estimate the density for q >= 8 */
x = m[,1];                           /* x values for density */
idx = loc( x>=8 );                  /* find values x >= 8 */
y = m[idx, 2];                      /* extract corresponding density values */

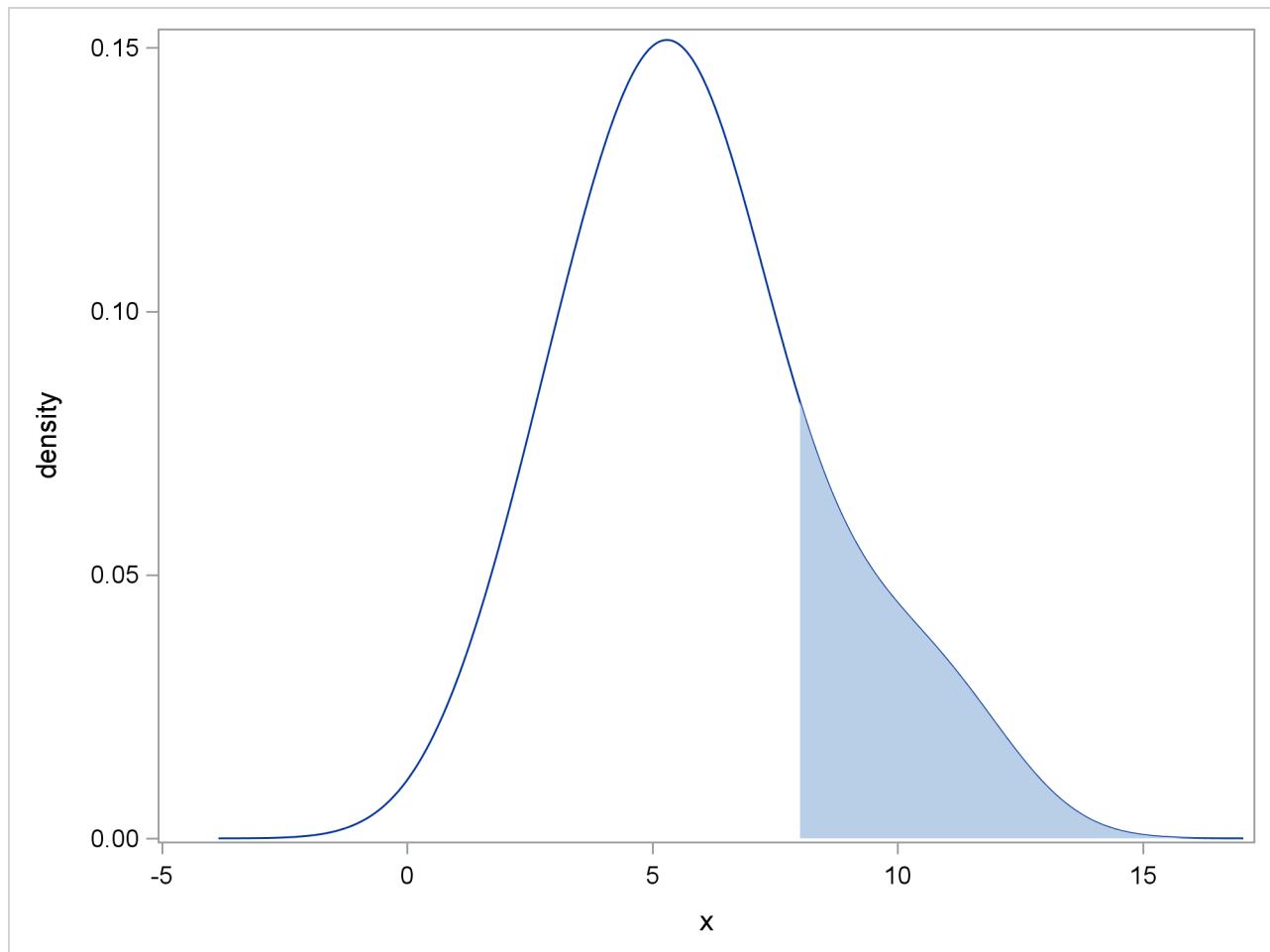
/* Use the trapezoidal rule to estimate the area under the density curve.
   The area of a trapezoid with base w and heights h1 and h2 is
   w*(h1+h2)/2. */
w = m[2,1] - m[1,1];
h1 = y[1:nrow(y)-1];
h2 = y[2:nrow(y)];
Area = w * sum(h1+h2) / 2;
print Area;
```

The numerical estimate for the conditional density is shown in Figure 14.5. The estimate is shown graphically in Figure 14.6, where the conditional density corresponds to the shaded area in the figure. Figure 14.6 was created by using the SGPOINT procedure to display the density estimate computed by the R package.

Figure 14.5 Computation That Combines SAS/IML and R Computations

Area
0.2118117

Figure 14.6 Estimated Density for $x \geq 8$



Call R Graphics from PROC IML

R can create graphics in a separate window which, by default, appears on the same computer on which R is running. If you are running PROC IML and R locally on your desktop or laptop computer, you can display R graphics. However, if you are running client software that connects with a remote SAS server that is running PROC IML and R, then R graphics might be disabled.

The following statements describe some common scenarios for running a PROC IML program:

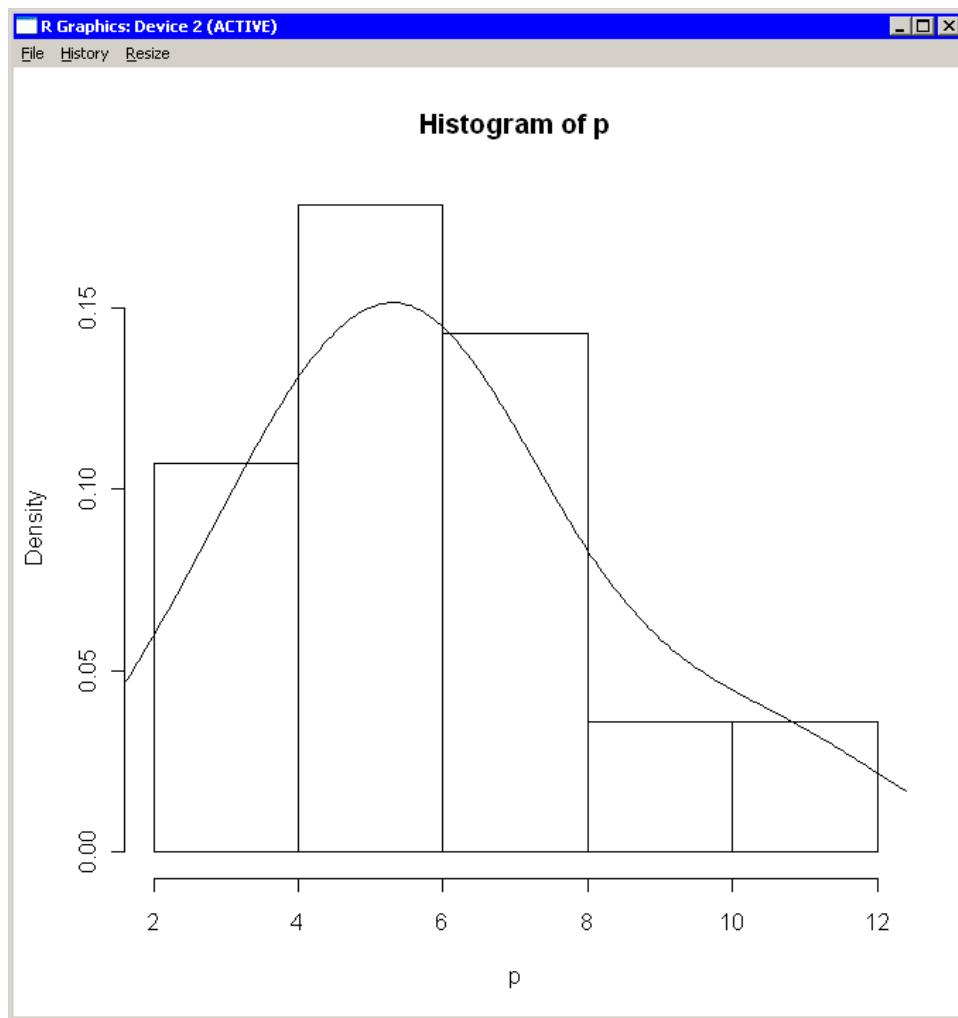
- If you run PROC IML through a SAS Display Manager Session (DMS), you can create R graphics from your PROC IML program. The graph appears in the standard R graphics window.
- If you run PROC IML through SAS Enterprise Guide, the display of R graphics is disabled because, in general, the SAS server (and therefore R) is running on a different computer than the SAS Enterprise Guide application.
- If you run PROC IML from interactive line mode or from batch mode, then R graphics are disabled.

You can determine whether R graphics are enabled by calling the **interactive** function in the R language.

For example, the previous section used R to compute a kernel density estimate for some data. If you are running PROC IML through SAS DMS, you can create a histogram and overlay the kernel density estimate by using the following statements:

```
submit / R;
  hist(p, freq=FALSE) # histogram
  lines(est)          # kde overlay
endsubmit;
```

The **hist** function creates a histogram of the data in the **p** matrix, and the **lines** function adds the kernel density estimate contained in the **est** matrix. The R graphics window contains the histogram, which is shown in Figure 14.7.

Figure 14.7 R Graphics

Handling Errors from R

If you submit R code that causes an error, you can attempt to handle the error by using the `OK=` option in the `SUBMIT` statement, as described in the section “[Handling Errors in a SUBMIT Block](#)” on page 232.

Details of Data Transfer

This section describes how data are transferred between SAS and R software. It includes a discussion of numerical data types, missing values, and data that represent dates and times.

Numeric Data Types

R can store numeric data in either an integer or a double-precision data type. When transferring R data to a SAS data type, integers types are converted to double precision.

Logical Data Types

R provides a logical data type for storing the values **TRUE** and **FALSE**. When logical data are transferred to a SAS data type, the value **TRUE** is converted to the number 1 and the value **FALSE** to the number 0.

Unsupported Data Types

R provides two data types that are not converted to a SAS data type: complex and raw. It is an error to attempt to transfer data stored in either of these data types to a SAS data type.

Special Numeric Values

The R language has four symbols that are used to represent special numerical values.

- The symbol **NA** represents a missing value.
- The symbol **Inf** represents positive infinity.
- The symbol **-Inf** represents negative infinity.
- The symbol **NaN** represents a “NaN,” which is a floating-point value that represents an undefined value such as the result of the division 0/0.

The SAS language has 28 symbols that are used to represent special numerical values.

- The symbol **.** represents a generic missing value.
- The symbols **.A**, **.Z** and **._** are also missing values. Some applications use **.I** to represent positive infinity and use **.M** to represent negative infinity.

The following table shows how special numeric values in R are converted to SAS missing values:

Value in R	SAS Missing Value
Inf	.I
-Inf	.M
NA	.
NaN	.

The following table shows how SAS missing values are converted when data are transferred to R:

SAS Missing Value	Value in R
.I	Inf
.M	-Inf
All others	NA

Date, Time, and Datetime Values

R supports date and time data differently than does SAS software. In SAS software, variables that represent dates or times are assigned a format such as DATE9. or TIME5. In R, classes are used to represent dates and times.

When a variable in a SAS data set is transferred to R software, the variable's format is examined and the following occurs:

- If the format is in the family of date formats (for example, DATEw.d), the variable in R is assigned the “Date” class.
- If the format is in the family of datetime formats (for example, DATETIMEw.d) or time formats (for example, TIMEw.d), the variable in R is assigned the “POSIXct” and “POSIXt” classes.
- In all other cases, the variable in R is assigned the “numeric” class.

When a variable in an R data frame is transferred to SAS software, the variable's class is examined and the following occurs:

- If the variable's class is “Date,” the corresponding SAS variable is assigned the DATE9. format.
- If the variable's class is “POSIXt,” the corresponding SAS variable is assigned the DATETIME19. format.
- In all other cases, the SAS variable is not assigned a format.

Time Series Data

In SAS, the sampling times for time series data are often stored in a separate variable. In R, the sampling times for a time series object are specified by the `tsp` attribute. When a time series object in R is transferred to SAS software, the following occurs:

- The R `time` function is used to generate a vector of the times at which the time series is sampled.
- A new variable named *VarName_ts* is created, where *VarName* is the name of the time series object in R. The variable contains sampling times for the time series.

No special processing of time series data is performed when data are transferred from SAS to R software.

Data Structures

R provides a wide range of built-in and user-defined data structures. When data are transferred from R to SAS software, the data are coerced to a data frame prior to the transfer. If the coercion fails, the data are not transferred.

The section “[Using R to Analyze Data in SAS/IML Matrices](#)” on page 238 presents an example of an R object that cannot be directly imported to SAS software and shows how to use R functions to extract simpler data structures from the R object.

Differences from SAS/IML Studio

This section lists differences between the R option in the SUBMIT statement as implemented in SAS/IML Studio and the same option in PROC IML:

- In PROC IML, R must be installed on the computer that runs the SAS server. In SAS/IML Studio, R must be installed on the computer that runs the SAS/IML Studio application.
- If R is installed on a SAS workspace server and is accessed through SAS Enterprise Guide, everyone that connects to that server uses the same version of R and the same set of installed packages. In SAS/IML Studio, R is installed locally on the client computer, so each user can potentially have a different version of R and different packages.

Chapter 15

Robust Regression Examples

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Overview

SAS/IML has four subroutines that you can use for robust estimation of location and scale, for outlier detection, and for robust regression. The least median of squares (LMS) and least trimmed squares (LTS) subroutines perform *robust regression* (sometimes called *resistant regression*). These subroutines can detect outliers and perform a least squares regression on the remaining observations. You can use the minimum volume ellipsoid estimation (MVE) and minimum covariance determinant estimation (MCD) subroutines to find a robust location and a robust covariance matrix that you can use to construct confidence regions, to detect multivariate outliers and leverage points, and to conduct robust canonical correlation and principal component analyses.

The LMS, LTS, MVE, and MCD methods were developed by Rousseeuw (1984) and Rousseeuw and Leroy (1987). All these methods have a high breakdown value. The breakdown value is a measure of the proportion of contamination that a procedure can withstand and still maintain its robustness.

The algorithm that the LMS subroutine uses is based on the program for robust regression (PROGRESS) of Rousseeuw and Hubert (1996), which is an updated version of Rousseeuw and Leroy (1987). In the special case of regression through the origin for a single regressor, Barreto and Maharry (2006) show that the PROGRESS algorithm does not, in general, find the slope that yields the least median of squares. Starting with SAS/IML 9.2, the LMS subroutine includes the algorithm of Barreto and Maharry (2006) as a special case.

The algorithm that the LTS subroutine uses is based on the FAST-LTS algorithm of Rousseeuw and Van Driessen (2000). The MCD algorithm is based on the FAST-MCD algorithm of Rousseeuw and Van Driessen (1999), which is similar to the FAST-LTS algorithm. The MVE algorithm is based on the

algorithm that is used in the MINVOL program by Rousseeuw (1984). LTS estimation has higher statistical efficiency than LMS estimation. Using the FAST-LTS algorithm, LTS is also faster than LMS for large data sets. Similarly, MCD is faster than MVE for large data sets.

In addition to LTS estimation and LMS estimation, there are other methods for robust regression and outlier detection. For more information, see the documentation of the ROBUSTREG procedure in *SAS/STAT User's Guide*. A summary of these robust tools in SAS can be found in Chen (2002).

The four SAS/IML subroutines are designed for the following tasks:

- LMS minimizes the h th ordered squared residual.
- LTS minimizes the sum of the h smallest squared residuals.
- MCD minimizes the determinant of the covariance of h points.
- MVE minimizes the volume of an ellipsoid that contains h points.

The value h is the number of observations to use. The value is in the range

$$\frac{N}{2} + 1 \leq h \leq \frac{3N}{4} + \frac{n+1}{4}$$

where N is the number of observations and n is the number of regressors. (The value of h can be specified, but in most applications the default value works well and the results seem to be quite stable for different choices of h .) The value of h determines the *breakdown value*, which is “the smallest fraction of contamination that can cause the estimator T to take on values arbitrarily far from $T(Z)$ ” (Rousseeuw and Leroy 1987). Here, $T(Z)$ indicates the result of applying an estimator T to a sample Z that contains h observations.

For a linear regression model that includes the parameter vector $\mathbf{b} = (b_1, \dots, b_n)$, the residual of observation i is $r_i = y_i - \mathbf{x}_i \mathbf{b}$. Let $(r^2)_{1:N} \leq \dots \leq (r^2)_{N:N}$ be the ordered, squared residuals. The objective functions for the LMS, LTS, MCD, and MVE optimization problems are defined as follows. Each algorithm strives to find the parameter vector that minimizes the objective function.

- The objective function for the LMS optimization problem is the h th ordered squared residual:

$$F_{\text{LMS}} = (r^2)_{h:N}$$

For $h = N/2 + 1$, the h th quantile is the median of the squared residuals. The default h in PROGRESS is an optimal value $h = \left[\frac{N+n+1}{2} \right]$, which yields the breakdown value $(N - h + 1)/n$, where $[k]$ denotes the integer part of k .

- The objective function for the LTS optimization problem is the sum of the h smallest ordered squared residuals:

$$F_{\text{LTS}} = \sqrt{\frac{1}{h} \sum_{i=1}^h (r^2)_{i:N}}$$

- The objective function for the MCD optimization problem is based on the determinant of the covariance of the selected h points,

$$F_{\text{MCD}} = \det(\mathbf{C}_h)$$

where \mathbf{C}_h is the covariance matrix of the selected h points.

- The objective function for the MVE optimization problem is based on the h th quantile $d_{h:N}$ of the Mahalanobis-type distances $\mathbf{d} = (d_1, \dots, d_N)$,

$$F_{\text{MVE}} = \sqrt{d_{h:N} \det(\mathbf{C})}$$

subject to $d_{h:N} = \sqrt{\chi^2_{n,0.5}}$, where \mathbf{C} is the scatter matrix estimate, and the Mahalanobis-type distances are computed as

$$\mathbf{d} = \text{diag}(\sqrt{(\mathbf{X} - \mathbf{T})^T \mathbf{C}^{-1} (\mathbf{X} - \mathbf{T})})$$

where \mathbf{T} is the location estimate.

Because of the nonsmooth form of these objective functions, the estimates cannot be obtained by using traditional optimization algorithms. For LMS and LTS, the algorithm, as in the PROGRESS program, selects a number of subsets of n observations out of the N specified observations, evaluates the objective function, and saves the subset with the lowest objective function. As long as the problem size enables you to evaluate all such subsets, the result is a global optimum. If computing time does not permit you to evaluate all the different subsets, a random collection of subsets is evaluated. In such a case, you might not obtain the global optimum.

The LMS, LTS, MCD, and MVE subroutines require that the number of observations, N , be more than twice the number of explanatory variables, n (including the intercept). That is, the require $N > 2n$.

Using the LMS and LTS Subroutines

Because of space considerations, the tables that contain residuals and resistant diagnostics are not displayed in this document. The LMS and LTS routines have options for displaying tables. However, you can also obtain relevant information by examining the return values of the subroutines' first three arguments. Both techniques are shown in this chapter.

Example 15.1: Robust Regression and Leverage Points

A Hertzsprung-Russell diagram is a scatter plot that shows the relationship between the luminosity of stars and their effective temperatures. The following data correspond to 47 stars of the CYG OB1 cluster in the direction of the constellation Cygnus (Rousseuw and Leroy 1987; Humphreys 1978; Vansina and De Greve 1982). The regressor variable x (column 2) is the logarithm of the effective temperature at the surface of the star, and the response variable y (column 3) is the logarithm of its light intensity. This data set is remarkable in that it contains four substantial leverage points (observations 11, 20, 30, and 34) that greatly affect the results of L_2 , and even L_1 , regression. The high leverage points, which represent giant stars, are shown in Output 15.1.2.

The following SAS/IML statements define the data:

```

proc iml;
/* Hertzsprung-Russell Star Data */
/* ObsNum LogTemp LogIntensity */
hr = { 1 4.37 5.23,    2 4.56 5.74,    3 4.26 4.93,
       4 4.56 5.74,    5 4.30 5.19,    6 4.46 5.46,
       7 3.84 4.65,    8 4.57 5.27,    9 4.26 5.57,
      10 4.37 5.12,   11 3.49 5.73,   12 4.43 5.45,
      13 4.48 5.42,   14 4.01 4.05,   15 4.29 4.26,
      16 4.42 4.58,   17 4.23 3.94,   18 4.42 4.18,
      19 4.23 4.18,   20 3.49 5.89,   21 4.29 4.38,
      22 4.29 4.22,   23 4.42 4.42,   24 4.49 4.85,
      25 4.38 5.02,   26 4.42 4.66,   27 4.29 4.66,
      28 4.38 4.90,   29 4.22 4.39,   30 3.48 6.05,
      31 4.38 4.42,   32 4.56 5.10,   33 4.45 5.22,
      34 3.49 6.29,   35 4.23 4.34,   36 4.62 5.62,
      37 4.53 5.10,   38 4.45 5.22,   39 4.53 5.18,
      40 4.43 5.57,   41 4.38 4.62,   42 4.45 5.06,
      43 4.50 5.34,   44 4.45 5.34,   45 4.55 5.54,
      46 4.45 4.98,   47 4.42 4.50 } ;

```

```
x = hr[,2]; y = hr[,3];
```

You can call the LMS subroutine to carry out a least median squares regression analysis. In the following statements, the ODS SELECT statement limits the number of tables that are produced by the subroutine:

```

optn = j(9,1,.);
optn[2]= 1;      /* do not print residuals, diagnostics, or history */
optn[3]= 3;      /* compute LS, LMS, and weighted LS regression */

ods select LSEst EstCoeff RLSEstLMS;
call lms(sc, coef, wgt, optn, y, x);
ods select all;

```

[Output 15.1.1](#) shows the parameter estimates for three regression models: the least squares (LS) model, the LMS model, and a weighted robust least squares (RLS) model.

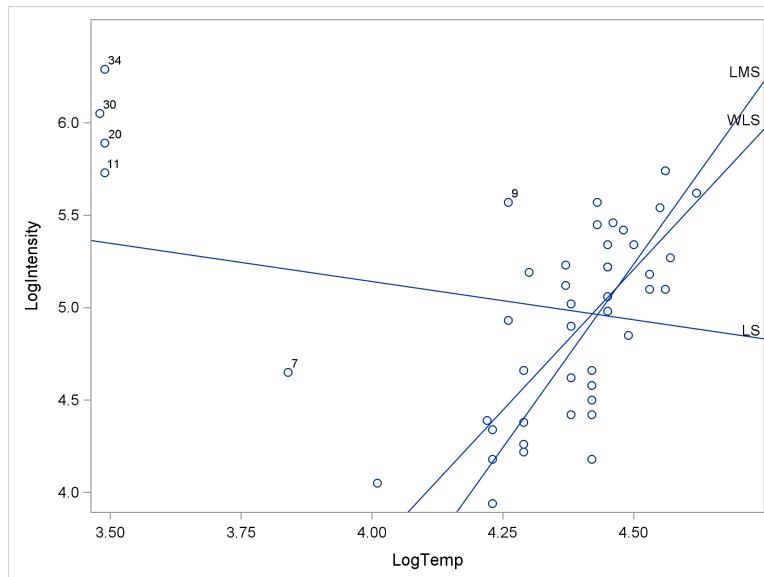
Output 15.1.1 Parameter Estimates from the LMS Subroutine

LS Parameter Estimates	
VAR1	Intercep
-0.413303861	6.7934672987
 Estimated Coefficients	
VAR1	Intercep
3.9705882353	-12.62794118
 RLS Parameter Estimates Based on LMS	
VAR1	Intercep
3.0461569368	-8.500054884

The three regression lines are plotted in Output 15.1.2. The least squares line has a negative slope and a positive intercept. It is highly influenced by the four leverage points in the upper left portion of Output 15.1.2. In contrast, the LMS regression line (whose parameter estimates are shown in the “Estimated Coefficients” table) fits the bulk of the data and ignores the four leverage points.

Similarly, the weighted least squares line (in which the observations 7, 9, 11, 20, 30, and 34 are given zero weight) is less affected by the leverage points. The weights are determined by the size of the scaled residuals for the LMS regression.

Output 15.1.2 Three Regression Lines



In addition to the printed output, the LMS subroutine returns information about the fitted models in the **sc**, **coef**, and **wgt** matrices. The following statements display some of the values in the **sc** matrix. See Output 15.1.3.

```
r1 = {"Quantile", "Number of Subsets", "Number of Singular Subsets",
      "Number of Nonzero Weights", "Objective Function",
      "Preliminary Scale Estimate", "Final Scale Estimate",
      "Robust R Squared", "Asymptotic Consistency Factor"};
r2 = { "WLS Scale Estimate", "Weighted Sum of Squares",
       "Weighted R-squared", "F Statistic"};
sc1 = sc[1:9];
sc2 = sc[11:14];
print sc1[r=r1 L="LMS Information and Estimates"],
      sc2[r=r2 L="Weighted Least Squares"];
```

Output 15.1.3 Details of LMS Regression

LMS Information and Estimates	
Quantile	25
Number of Subsets	1081
Number of Singular Subsets	45
Number of Nonzero Weights	41
Objective Function	0.2620588
Preliminary Scale Estimate	0.3987302
Final Scale Estimate	0.3645644
Robust R Squared	0.5813149
Asymptotic Consistency Factor	1.3781732

Weighted Least Squares	
WLS Scale Estimate	0.3407456
Weighted Sum of Squares	4.5281945
Weighted R-squared	0.5543574
F Statistic	48.514066

Output 15.1.3 shows summary statistics for the analysis. The analysis tries to minimize the h th ordered residual, where $h = \left[\frac{N+n+1}{2} \right] = \left[\frac{47+2+1}{2} \right] = 25$. The LMS algorithm randomly selects 1,081 subsets of three observations. Of these, 45 are singular. The subset that minimizes the 25th ordered residual is found. Based on this subset, six observations are classified as outliers.

The **coef** matrix contains as many columns as there are regressor variables. Rows of the **coef** matrix contain parameter estimates and related statistics. The **wgt** matrix contains as many columns as there are observations. Rows of the **wgt** matrix contain an indicator variable for outliers and residuals for the robust regression.

An alternative to LMS regression is least trimmed squares (LTS) regression. The LTS subroutine implements the FAST-LTS regression algorithm, which improves the Rousseeuw and Leroy (1987) algorithm (called V7 LTS in this chapter) by using techniques called “selective iteration” and “nested extensions.” These techniques are used in the C-steps of the algorithm. See Rousseeuw and Van Driessen (2000) for details. The FAST-LTS algorithm significantly improves the speed of computation.

The LTS subroutine performs least trimmed squares (LTS) robust regression by minimizing the sum of the h smallest squared residuals. The following statements compute the LTS regression for the Hertzsprung-Russell star data:

```

optn = j(9,1,.);
optn[2]= 3;      /* print a maximum amount of information */
optn[3]= 3;      /* compute LS, LTS, and weighted LS regression */

ods select BestHalf EstCoeff;
call lts(sc, coef, wgt, optn, y, x);
ods select all;

```

The line of best fit for the LTS regression has slope 4.23 and intercept -13.624 as shown in the “Estimated Coefficients” table in Output 15.1.4. This is a steeper line than for the LMS regression, which is shown in Output 15.1.1.

Output 15.1.4 LTS Parameter Estimates

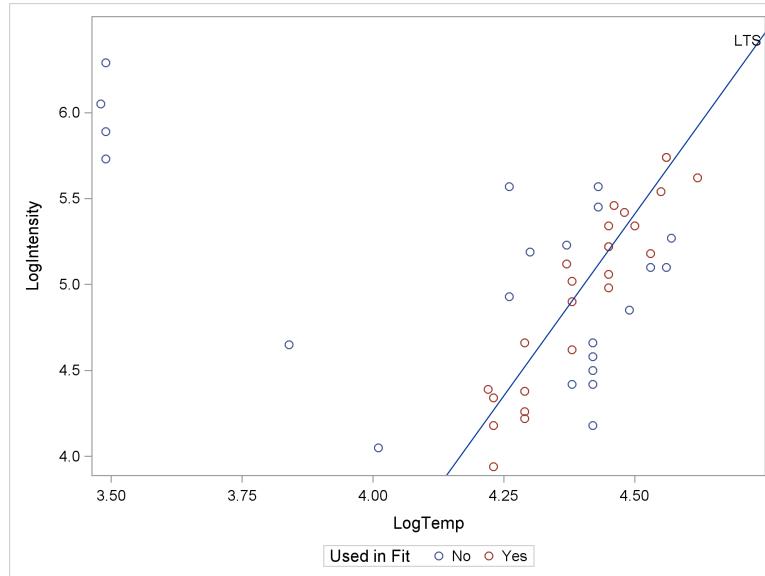
Estimated Coefficients	
VAR1	Intercep
4.219182102	-13.6239903

Output 15.1.5 shows the best subset of observations for the Hertzsprung-Russell data. There are $h = 25$ observations in Output 15.1.5.

Output 15.1.5 Observations of the Best Subset

2	4	6	10	13	15	17	19	21	22	25	27	28	29	33	35	36	38	39	41	42	43	44	45	46
---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Output 15.1.6 shows the geometric meaning of the best subset. In the graph, the selected observations determine the regression line. The observations that are not contained in the best subset are not used to fit the regression line.

Output 15.1.6 LTS Regression Line and Best Subset

Example 15.2: Comparison of LMS and LTS Algorithms

The following example compares the LMS and FAST-LTS subroutines. The data are the stack loss data of Brownlee (1965). The three explanatory variables correspond to measurements for a plant that oxidizes ammonia to nitric acid on 21 consecutive days:

- x_1 represents the air flow to the plant.
- x_2 represents the temperature of cooling water.
- x_3 represents the acid concentration.

The response variable gives the permillage of ammonia lost (stack loss). The following data are also given in Rousseeuw and Leroy (1987) and Osborne (1985):

```
proc iml;
  /* Obs X1  X2  X3  Y  Stack Loss data */
SL = { 1 80 27 89 42,
       2 80 27 88 37,
       3 75 25 90 37,
       4 62 24 87 28,
       5 62 22 87 18,
       6 62 23 87 18,
       7 62 24 93 19,
       8 62 24 93 20,
       9 58 23 87 15,
      10 58 18 80 14,
      11 58 18 89 14,
      12 58 17 88 13,
      13 58 18 82 11,
      14 58 19 93 12,
      15 50 18 89 8,
      16 50 18 86 7,
      17 50 19 72 8,
      18 50 19 79 8,
      19 50 20 80 9,
      20 56 20 82 15,
      21 70 20 91 15 };
x = SL[, 2:4]; y = SL[, 5];
```

Rousseeuw and Leroy (1987) cite a large number of papers in which the preceding data were analyzed. They state that most researchers “concluded that observations 1, 3, 4, and 21 were outliers” and that some people also reported observation 2 as an outlier.

LMS Regression with 2,000 Random Subsets

For $N = 21$ and $n = 4$ (three explanatory variables plus an intercept), there are a total of $\binom{21}{4} = 5,985$ different subsets of four observations. If you do not specify OPTN[5], the LMS subroutine draws 2,000 random sample subsets. A large number of subsets are collinear and therefore lead to singular linear systems. To suppress printing these subsets and to reduce other output, choose OPTN[2]=2 as in the following statements:

```
/* Use 2000 Random Subsets for LMS */
optn = j(9,1,.);
optn[2]= 2;      /* print a moderate amount of output */
optn[3]= 1;      /* compute only LMS regression */

ods select IterHist0 BestSubset EstCoeff;
call lms(sc, coef, wgt, optn, y, x);
ods select all;
```

Summary statistics are shown in [Output 15.2.1](#). The “IterHist0” table summarizes the process of choosing subsets of four observations. A total of 2,103 subsets are chosen in order to obtain 2,000 nonsingular subsets. The subset that yields the best regression fit consists of observations 10, 11, 15, and 19. The parameter estimates for the LMS regression are $\beta_1 = 0.75$, $\beta_2 = 0.5$, $\beta_3 = 0.0$, and $\beta_0 = -39.25$.

Output 15.2.1 LMS Regression Output

Best			
Subset	Singular Criterion	Percent	
500	23	0.163262	25
1000	55	0.140519	50
1500	79	0.140519	75
2000	103	0.126467	100

Observations of Best Subset			
15	11	19	10

Estimated Coefficients			
VAR1	VAR2	VAR3	Intercep
0.75	0.5	0	-39.25

The three matrices that are returned by the LMS subroutine contain detailed information about the regression. A few of the results are shown in **Output 15.2.2**, which is produced by the following statements:

```
r1 = {"Quantile", "Number of Subsets", "Number of Singular Subsets",
      "Number of Nonzero Weights", "Min Objective Function",
      "Preliminary Scale Estimate", "Final Scale Estimate",
      "Robust R Squared", "Asymptotic Consistency Factor"};
scl = sc[1:9];
print scl[r=r1 L="LMS Information and Estimates"];
```

The matrix that is shown in **Output 15.2.2** includes the following information:

- The LMS algorithm minimizes the square of the 13th smallest residual.
- Of the 21 observations in the data, 17 are assigned nonzero weights. Equivalently, four are classified as influential observations and are assigned zero weights.
- The other statistics are described in the documentation for the [LMS subroutine](#).

Output 15.2.2 LMS Regression Output

LMS Information and Estimates	
Quantile	13
Number of Subsets	2103
Number of Singular Subsets	103
Number of Nonzero Weights	17
Min Objective Function	0.75
Preliminary Scale Estimate	1.0478511
Final Scale Estimate	1.2076147
Robust R Squared	0.9648438
Asymptotic Consistency Factor	1.1413664

You can print the `wgt` vector to discover that the observations 1, 3, 4, and 21 have scaled residuals larger than 2.5 (output not shown) and so are classified as outliers.

LTS Regression with 500 Random Subsets

The FAST-LTS algorithm uses only 500 random subsets and gets better optimization results, as measured by the sum of the squared residuals criterion. The following statements call the LTS subroutine:

```
/* Use 500 random subsets for FAST-LTS algorithm */
optn = j(9,1,.);
optn[2]= 0;      /* suppress output */
optn[3]= 0;      /* compute only LTS regression */
optn[9]= 0;      /* FAST-LTS */

call lts(sc, coef, wgt, optn, y, x);
```

The following statements display information about the LTS algorithm, parameter estimates, and outliers:

```
r1 = {"Quantile", "Number of Subsets", "Number of Singular Subsets",
       "Number of Nonzero Weights", "Min Objective Function",
       "Preliminary Scale Estimate", "Final Scale Estimate",
       "Robust R Squared", "Asymptotic Consistency Factor"};
sc1 = sc[1:9];
print sc1[r=r1 L="LTS Information and Estimates"];

print (coef[1,]) [L="Estimated Coefficients"
                  c={"x1" "x2" "x3" "Intercept"}];

outliers = loc(wgt[1,]=0);
print outliers;
```

The results are shown in [Output 15.2.3](#). The LTS algorithm examines 517 subsets of observations, for which 17 are singular, and classifies six observations as outliers. The output also shows the parameter estimates for the regression model.

Output 15.2.3 Results for LTS Algorithm

LTS Information and Estimates	
Quantile	13
Number of Subsets	517
Number of Singular Subsets	17
Number of Nonzero Weights	15
Min Objective Function	0.4749406
Preliminary Scale Estimate	0.9888436
Final Scale Estimate	1.0360273
Robust R Squared	0.974552
Asymptotic Consistency Factor	2.0820364

Estimated Coefficients			
x1	x2	x3	Intercept
0.7409211	0.3915267	0.0111345	-37.32333

outliers
1 2 3 4 13 21

Robust Regression with All 5,985 Subsets

For a small number of observations, you can generate regression results by considering all possible subsets of observations. For the LMS subroutine, you can set OPTN[5] = -1 to generate all subsets. For the stack loss data, the parameter estimates are identical to Output 15.2.2.

Example 15.3: LMS and LTS Univariate (Location) Problem

If you do not specify a design matrix X for the last input argument, the regression problem reduces to the problem of estimating the location parameter. That is, the “intercept-only” regression model is equivalent to estimating the location parameter for the response variable. For ordinary least squares regression, an intercept-only regression model estimates the mean. For robust regression, it estimates a robust measure of location.

The following example is described in Rousseeuw and Leroy (1987); Barnett and Lewis (1994).

```
proc iml;
y = { 3, 4, 7, 8, 10, 949, 951 };

optn = j(9,1,.);
call lms(scLMS, coefLMS, wgtLMS, optn, y);
call lts(scLTS, coefLTS, wgtLTS, optn, y);

LMSOutliers = loc(wgtLMS[1,]=0);
LTSOutliers = loc(wgtLTS[1,]=0);
print LMSOutliers, LTSOutliers;

rLoc = {"Mean", "Median", "LMS Location", "LTS Location"};
Loc = mean(y) // median(y) // coefLMS[1] // coefLTS[1];
print Loc[r=rLoc L="Location Estimates"];

rScale = {"StdDev", "MAD", "LMS Scale", "LTS Scale"};
Scale = std(y) // mad(y) // scLMS[7] // scLTS[7];
print Scale[r=rScale L="Scale Estimates"];
```

Output 15.3.1 shows that the LMS and LTS subroutines both classify observations 6 and 7 as outliers.

Output 15.3.1 Estimates of Location and Scale for Univariate Data

<u>LMSOutliers</u>	
6	7
<u>LTSOutliers</u>	
6	7
<u>Location Estimates</u>	
Mean	276
Median	8
LMS Location	5.5
LTS Location	5.5

Output 15.3.1 *continued*

Scale Estimates	
StdDev	460.43603
MAD	4
LMS Scale	3.0516389
LTS Scale	3.0516389

Output 15.3.1 shows several estimates of the central location of the data. The classical mean (276) is highly influenced by the two large values. In contrast, the median of the data is 8, and the LMS and LTS estimates are both 5.5. **Output 15.3.1** also shows estimates of the scale of the data. The classical standard deviation (460.4) is influenced by the two large values. In contrast, the **MAD function** computes the median absolute deviation to be 4. The LMS and LTS estimates are both 3.05. The scale estimate in the univariate problem is a resistant (high-breakdown) estimator for the dispersion of the data (Rousseeuw and Leroy 1987).

Using the MVE and MCD Subroutines

The MVE subroutine computes the robust estimation of multivariate location and scatter, which are obtained by minimizing the volume of an ellipsoid that contains h points. The MCD subroutine is similar. It minimizes the determinant of the covariance matrix that is computed from h points. In general, the MCD subroutine is faster than the MVE subroutine.

You can use these robust locations and covariance matrices to detect multivariate outliers and leverage points. Both subroutines provide a table of robust distances.

The MVESCATTER and MCDSCATTER modules are used in these examples for plotting the results. These routines are in the *RobustMC.sas* file, which is contained in the SAS/IML sample library.

Example 15.4: Relationship between Brain Mass and Body Mass

This section creates graphs that illustrate the results of the MVE and MCD procedures. The following statements load the *RobustMC.sas* program, which is included in the SAS/IML sample library. The LOAD MODULES=_ALL_ statement loads modules that are defined in the program. In particular, this section uses the MVESCATTER and MCDSCATTER modules.

```
%include sampsrc(robustmc); /* define graphing modules */
proc iml;
load module=_all_;           /* load graphing modules */
```

Jerison (1973) reported data for the body mass (in kilograms) and brain mass (in grams) of $N = 28$ animals. These data were further analyzed in Rousseeuw and Leroy (1987). Instead of the original data, the following example uses the logarithms of the measurements of the two variables:

```
/* Log(Body Mass) Log(Brain Mass) */
mass={ 0.1303338  0.9084851,  2.6674530  2.6263400,
       1.5602650  2.0773680,  1.4418520  2.0606980,
       0.0170333  0.7403627,  4.0681860  1.6989700,
       3.4060290  3.6630410,  2.2720740  2.6222140,
       2.7168380  2.8162410,  1.0000000  2.0606980,
       0.5185139  1.4082400,  2.7234560  2.8325090,
       2.3159700  2.6085260,  1.7923920  3.1205740,
       3.8230830  3.7567880,  3.9731280  1.8450980,
       0.8325089  2.2528530,  1.5440680  1.7481880,
      -0.9208187  0.0000000, -1.6382720 -0.3979400,
       0.3979400  1.0827850,  1.7442930  2.2430380,
       2.0000000  2.1959000,  1.7173380  2.6434530,
       4.9395190  2.1889280, -0.5528420  0.2787536,
      -0.9136401  0.4771213,  2.2833010  2.2552720};
```

By default, the MVE subroutine uses randomly selected subsets rather than all subsets. The following statements specify that all 3,276 subsets of three observations out of 28 observations be generated and evaluated. [Output 15.4.1](#) shows partial results of the analysis.

```
optn = j(5,1,.);
optn[1] = 1;                      /* print basic output */
optn[2] = 1;                      /* print covariance matrices */
optn[5]= -1;                      /* nrep: use all subsets */

ods exclude EigenRobust Distances DistrRes;
call mve(sc, xmve, dist, optn, mass);
ods select all;
```

[Output 15.4.1](#) Results of MVE Robust Estimation

Minimum Volume Ellipsoid (MVE) Estimation

Consider Ellipsoids Containing 15 Cases.

Classical Covariance Matrix		
	VAR1	VAR2
VAR1	2.6816512381	1.3300846941
VAR2	1.3300846941	1.0857537552

Classical Mean	
VAR1	1.6378572179
VAR2	1.9219465964

Output 15.4.1 *continued*

There are 3276 subsets of 3 cases out of 28 cases.

All 3276 subsets will be considered.

Complete Enumeration for MVE

25 % of calculations have been executed.

75 % of calculations have been executed.

Minimum Criterion= 0.439709106

Among 3276 subsets 0 are singular.

Initial MVE Location Estimates	
VAR1	1.3859759333
VAR2	1.8022650333

Initial MVE Scatter Matrix	
VAR1	VAR2
VAR1 4.9018525125	3.2937139101
VAR2 3.2937139101	2.3400650932

Final MVE Estimates (Using Local Improvement)

Number of Points with Nonzero Weight=24

Robust MVE Location Estimates	
VAR1	1.2952823792
VAR2	1.8733722792

Robust MVE Scatter Matrix	
VAR1	VAR2
VAR1 2.056659296	1.5290250177
VAR2 1.5290250177	1.2041353589

Distribution of Robust Distances

Cutoff Value = 2.7162030315

The cutoff value is the square root of the 0.975 quantile of the chi square distribution with 2 degrees of freedom.

There are 5 points with large robust distances receiving zero weights. These may include boundary cases. Only points whose robust distances are substantially larger than the cutoff value should be considered outliers.

The MVE routine also returns information in the **sc**, **xmve**, and **dist** matrices. The following statements print some of that information:

```
r1 = {"Quantile", "Number of Subsets", "Number of Singular Subsets",
       "Number of Nonzero Weights", "Min Objective Function",
       "Min Distance", "Chi-Square Cutoff Value"};
RobustCenter = xmve[1,];
RobustCov = xmve[3:4,];
print sc[r=r1],
      RobustCenter[c={"X1", "X2"}],
      RobustCov[r={"X1", "X2"} c={"X1", "X2"}];
MVEOutliers = loc(dist[3,]=0);
print MVEOutliers;
```

Output 15.4.2 Robust Estimates and Outliers

sc	
Quantile	15
Number of Subsets	3276
Number of Singular Subsets	0
Number of Nonzero Weights	23
Min Objective Function	0.4397091
Min Distance	1.4755584
Chi-Square Cutoff Value	2.716203

RobustCenter	
X1	X2
1.2952824	1.8733723

RobustCov	
X1	X2
X1 2.0566593	1.529025
X2 1.529025	1.2041354

MVEOutliers	
6 14 16 17 25	

The first table in Output 15.4.2 shows some summary statistics about the combinatoric optimization (complete subset sampling) during the MVE algorithm. The algorithm considers subsets of three observations and strives to find the subset that minimizes the volume of an ellipsoid that contains 15 points. The MVE algorithm considers 3,276 subsets, of which zero are singular. The minimum volume is found to be 1.47.

The mean vector is contained in the **RobustCenter** vector. The covariance matrix is contained in the **RobustCov** matrix.

Based on that center and covariance matrix, a Mahalanobis-type distance (called the *robust distance*) that measures each observation's distance from the robust center is computed. Observations that are more than a certain distance (the “Cutoff Value”) from the center are classified as outliers. For these data, observations 6, 14, 16, 17, and 25 are classified as outliers.

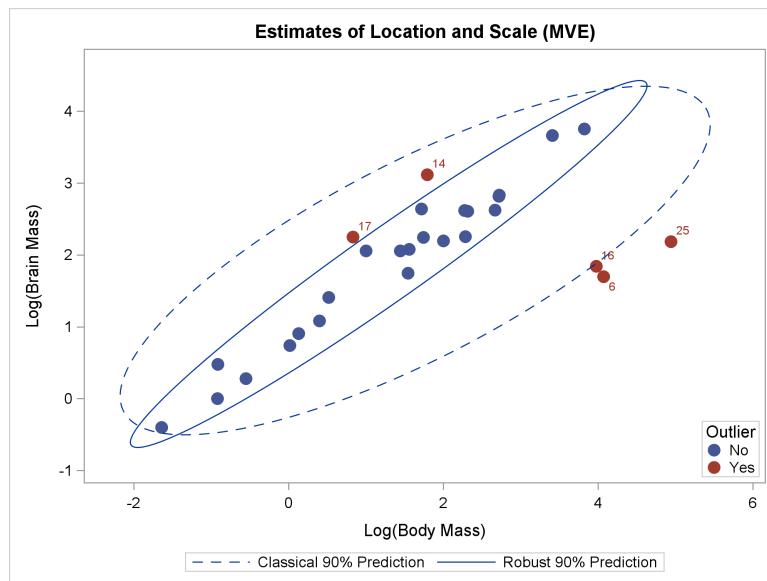
You can call the MVESCATTER subroutine, which is included in the sample library in the file *RobustMC.sas*, to plot the classical and robust confidence ellipsoids. The LOAD MODULES=_ALL_ statement loads modules that are defined in the program. The following statements create the scatter plot that is shown in Output 15.4.3.

```

optn = j(5,1,.); optn[5]= -1;
vnam = {"Log(Body Mass)", "Log(Brain Mass)"};
titl = "Estimates of Location and Scale (MVE)";
call MVEScatter(mass, optn, 0.9, vnam, titl);

```

Output 15.4.3 BrainLog Data: Classical and Robust Ellipses (MVE)



MCD is another subroutine that can be used to compute the robust location and the robust covariance of multivariate data sets. The following statements call the MCD subroutine and produce **Output 15.4.4**

```

/* MCD: Use Random Subsets */
optn = j(5,1,.);
call mcd(sc, xmve, dist, optn, mass);

r1 = {"Quantile", "Number of Subsets", "Number of Singular Subsets",
      "Number of Nonzero Weights", "Min Objective Function",
      "Min Distance", "Chi-Square Cutoff Value"};
RobustCenter = xmve[1,];
RobustCov = xmve[3:4,];
print sc[r=r1],
      RobustCenter[c={"X1", "X2"}],
      RobustCov[r={"X1", "X2"}] c={"X1", "X2"}];

```

Output 15.4.4 Results of MCD Robust Estimation**Estimates of Location and Scale (MVE)**

sc	
Quantile	15
Number of Subsets	500
Number of Singular Subsets	0
Number of Nonzero Weights	23
Min Objective Function	0.0174302
Min Distance	1.9190823
Chi-Square Cutoff Value	2.716203

RobustCenter	
X1	X2
1.315403	1.8568731

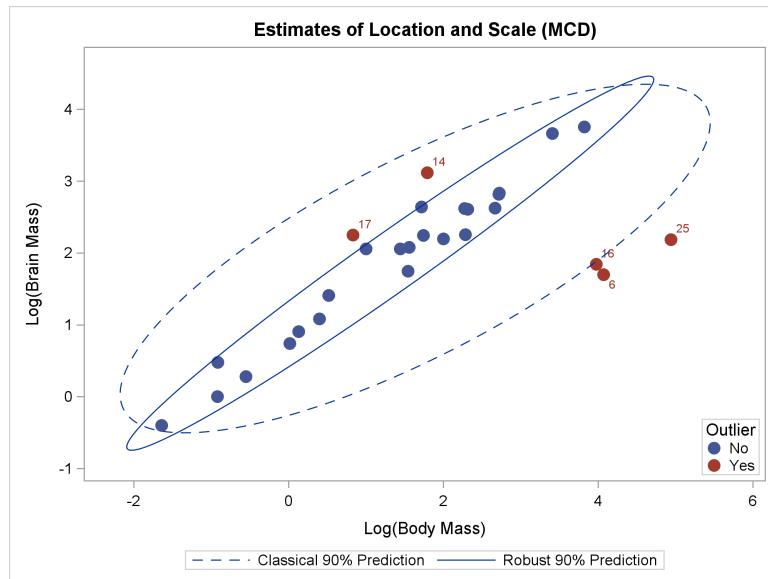
RobustCov	
X1	X2
X1 2.1399861 1.6068557	
X2 1.6068557 1.2520385	

The results are similar to [Output 15.4.1](#). For the MCD subroutine, 500 random subsets are used for the optimization. The robust center and covariance matrices are slightly different from those found by the MVE subroutine. However, the observations that are classified as outliers (not shown) are the same.

You can call the MCDSCATTER subroutine, which is included in the SAS/IML sample library, to plot the classical and robust confidence ellipsoids, as follows:

```
optn = j(5,1,.); optn[5]=-1;
vnam = { "Log(Body Mass)", "Log(Brain Mass)" };
titl = "Estimates of Location and Scale (MCD)";
call MCDScatter(mass, optn, 0.9, vnam, titl);
```

The plot is shown in [Output 15.4.5](#). It looks very similar to [Output 15.4.3](#).

Output 15.4.5 BrainLog Data: Classical and Robust Ellipsoid (MCD)**Example 15.5: Multivariate Location, Scale, and Outliers**

This section analyzes the three regressors in the stack loss data of Brownlee (1965), which are defined in Example 15.2. As in the previous section, the LOAD MODULES=_ALL_ statement loads modules that are defined in the *RobustMC.sas* file.

```
%include sampsr(robustmc); /* define graphing modules */
proc iml;
load module=_all_; /* load graphing modules */
```

By default, the MVE subroutine generates 2,000 randomly selected subsets in its search. The following call to the MVE subroutine uses all 5,985 subsets of four observations that can be chosen from the 21 observations:

```
/* Obs X1  X2  X3  Y  Stack Loss data */
SL = { 1  80  27  89  42,
       2  80  27  88  37,
       3  75  25  90  37,
       4  62  24  87  28,
       5  62  22  87  18,
       6  62  23  87  18,
       7  62  24  93  19,
       8  62  24  93  20,
       9  58  23  87  15,
      10  58  18  80  14,
      11  58  18  89  14,
      12  58  17  88  13,
      13  58  18  82  11,
      14  58  19  93  12,
      15  50  18  89   8,
      16  50  18  86   7,
      17  50  19  72   8,
      18  50  19  79   8,
```

```

19  50  20  80   9,
20  56  20  82  15,
21  70  20  91  15 };
x = SL[, 2:4]; y = SL[, 5];

optn = j(5,1,.);
optn[1] = 1;           /* print basic output */
optn[2] = 1;           /* print covariance matrices */
optn[5]= -1;          /* nrep: use all subsets */

ods select ClassicalMean ClassicalCov RobustMVELoc RobustMVEScatter;
call mve(sc, xmve, dist, optn, x);
ods select all;

```

Output 15.5.1 shows the classical and robust estimates of the location. Output 15.5.2 shows the classical and robust estimates of the scatter.

Output 15.5.1 Classical and Robust Estimates of the Location

Estimates of Location and Scale (MCD)

<u>Classical Mean</u>	
VAR1	60.428571429
VAR2	21.095238095
VAR3	86.285714286
<u>Robust MVE Location Estimates</u>	
VAR1	56.705882353
VAR2	20.235294118
VAR3	85.529411765

Output 15.5.2 Classical and Robust Estimates of the Scatter

Estimates of Location and Scale (MCD)

<u>Classical Covariance Matrix</u>		
VAR1	VAR2	VAR3
VAR1	84.057142857	22.657142857
VAR2	22.657142857	9.9904761905
VAR3	24.571428571	6.6214285714

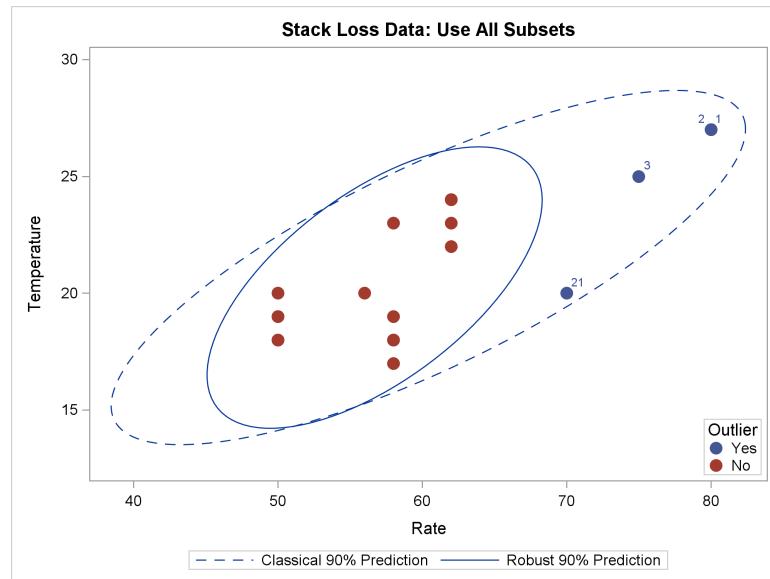
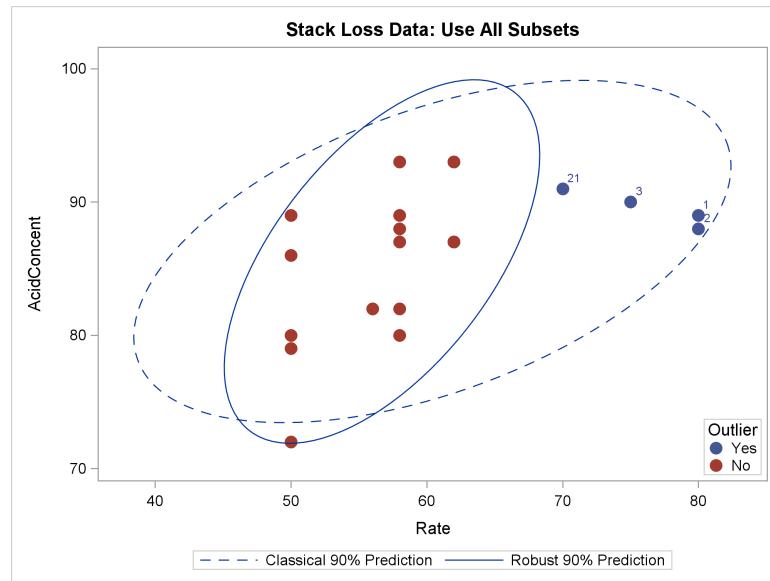
<u>Robust MVE Scatter Matrix</u>		
VAR1	VAR2	VAR3
VAR1	23.470588235	7.5735294118
VAR2	7.5735294118	6.3161764706
VAR3	16.102941176	5.3676470588

The following statements generate three bivariate scatter plots of the classical and robust tolerance ellipsoids. The plots are shown in Output 15.5.3, Output 15.5.4, and Output 15.5.5, one plot for each pair of variables.

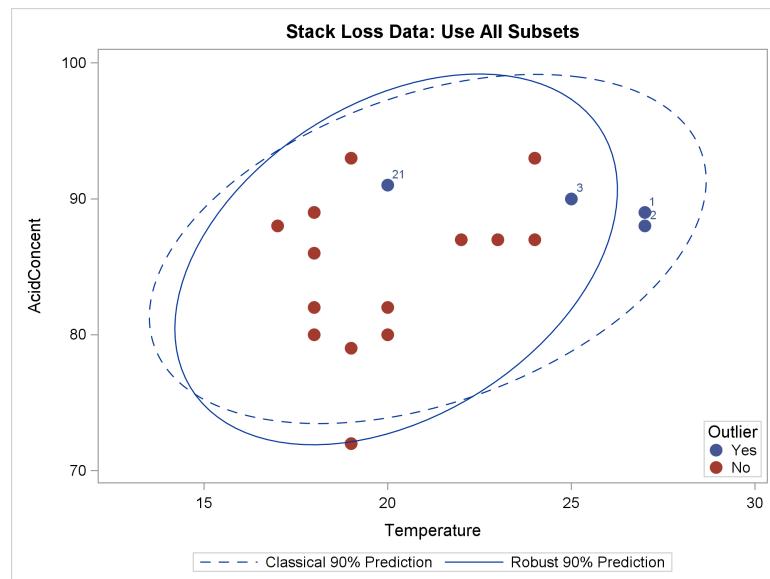
```

optn = j(5,1,.); optn[5]=-1;
vnam = {"Rate", "Temperature", "AcidConcent"};
titl = "Stack Loss Data: Use All Subsets";
call MVEScatter(x, optn, 0.9, vnam, titl);

```

Output 15.5.3 Stack Loss Data: Rate versus Temperature (MVE)**Output 15.5.4** Stack Loss Data: Rate versus Acid Concentration (MVE)

Output 15.5.5 Stack Loss Data: Temperature versus Acid Concentration (MVE)



You can also use the MCD method for the stack loss data as follows:

```

optn = j(5,1,..);
optn[1]= 2;                      /* print distances */
optn[2]= 1;                      /* print covariance matrices */
optn[5]= -1 ;                     /* nrep: use all subsets */

call mcd(sc, xmcd, dist, optn, x);

```

The optimization results are displayed in [Output 15.5.6](#). The reweighted results are displayed in [Output 15.5.7](#).

Output 15.5.6 MCD Results of Optimization

Stack Loss Data: Use All Subsets

Output 15.5.7 Final Reweighted MCD Results

Reweighted Location Estimate		
VAR1	VAR2	VAR3
59.5	20.833333333	87.333333333

Reweighted Scatter Matrix		
VAR1	VAR2	VAR3
VAR1 5.1818181818	4.8181818182	4.7272727273
VAR2 4.8181818182	7.6060606061	5.0606060606
VAR3 4.7272727273	5.0606060606	19.151515152

Eigenvalues		
VAR1	VAR2	VAR3
23.191069268	7.3520037086	1.3963209628

The MCD robust distances and outlying diagnostic are displayed in [Output 15.5.8](#). MCD identifies more leverage points than MVE identifies.

Output 15.5.8 MCD Robust Distances

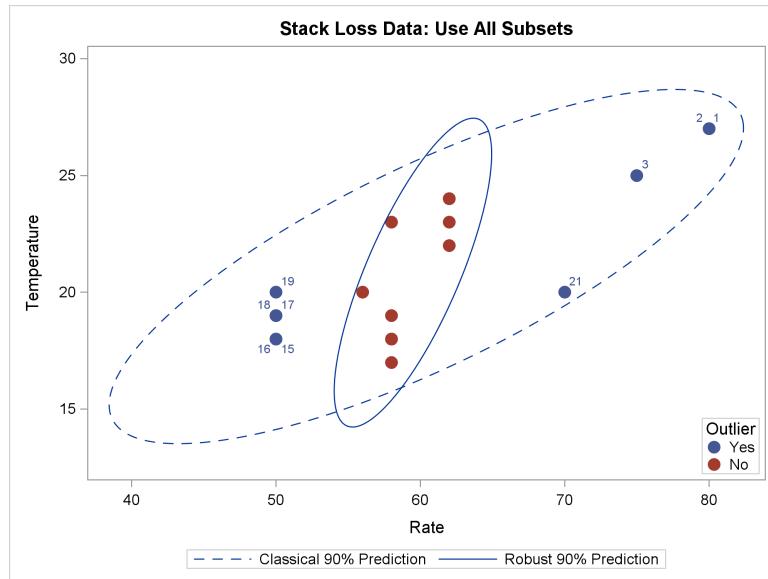
Classical Distances and Robust (Rousseeuw) Distances			
Unsquared Mahalanobis Distance and			
Unsquared Rousseeuw Distance of Each Observation			
N	Mahalanobis Distances	Robust Distances	Weight
1	2.253603	12.173282	0
2	2.324745	12.255677	0
3	1.593712	9.263990	0
4	1.271898	1.401368	1.000000
5	0.303357	1.420020	1.000000
6	0.772895	1.291188	1.000000
7	1.852661	1.460370	1.000000
8	1.852661	1.460370	1.000000
9	1.360622	2.120590	1.000000
10	1.745997	1.809708	1.000000
11	1.465702	1.362278	1.000000
12	1.841504	1.667437	1.000000
13	1.482649	1.416724	1.000000
14	1.778785	1.988240	1.000000
15	1.690241	5.874858	0
16	1.291934	5.606157	0
17	2.700016	6.133319	0
18	1.503155	5.760432	0
19	1.593221	6.156248	0
20	0.807054	2.172300	1.000000
21	2.176761	7.622769	0

The following statements generate three bivariate scatter plots of the classical and robust tolerance ellipsoids:

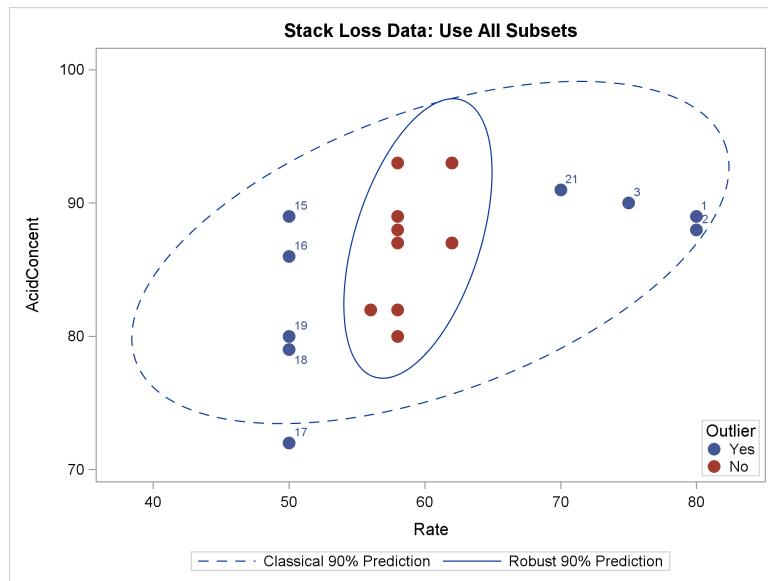
```
optn = j(5,1,.) ; optn[5]=-1;
vnam = {"Rate", "Temperature", "AcidConcent"};
titl = "Stack Loss Data: Use All Subsets";
call MCDScatter(x, optn, 0.9, vnam, titl);
```

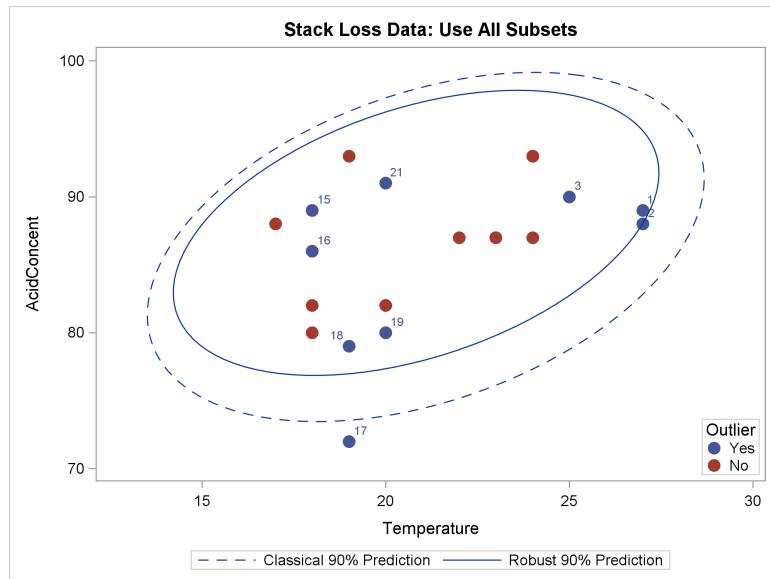
Output 15.5.9, Output 15.5.10, and Output 15.5.11 display these plots, one plot for each pair of variables:

Output 15.5.9 Stack Loss Data: Rate versus Temperature (MCD)



Output 15.5.10 Stack Loss Data: Rate versus Acid Concentration (MCD)



Output 15.5.11 Stack Loss Data: Temperature versus Acid Concentration (MCD)

Diagnostic Plots for Robust Regression

This section is based on Rousseeuw and Van Zomeren (1990). Observations \mathbf{x}_i , which are far away from most of the other observations, are called *leverage points*. One classical method inspects the Mahalanobis distances MD_i to find outliers \mathbf{x}_i ,

$$MD_i = \sqrt{(\mathbf{x}_i - \mu)\mathbf{C}^{-1}(\mathbf{x}_i - \mu)^T}$$

where \mathbf{C} is the classical sample covariance matrix.

Note that the MVE and MCD subroutines compute the classical Mahalanobis distances MD_i together with the robust distances RD_i . In classical linear regression, the diagonal elements h_{ii} of the *hat* matrix,

$$\mathbf{H} = \mathbf{X}(\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T$$

are used to identify leverage points. Rousseeuw and Van Zomeren (1990) report the following monotone relationship between the h_{ii} and MD_i :

$$h_{ii} = \frac{(MD_i)^2}{N - 1} + \frac{1}{n}$$

They point out that neither the MD_i nor the h_{ii} are entirely safe for detecting leverage points reliably. Multiple outliers do not necessarily have large MD_i values because of the masking effect.

Therefore, the definition of a leverage point is based entirely on the outlyingness of \mathbf{x}_i and is not related to the response value y_i . By including the y_i value in the definition, Rousseeuw and Van Zomeren (1990) distinguish between the following:

- *Good leverage points* are points (\mathbf{x}_i, y_i) that are close to the regression plane; that is, good leverage points improve the precision of the regression coefficients.

- *Bad leverage points* are points (x_i, y_i) that are far from the regression plane; that is, bad leverage points reduce the precision of the regression coefficients.

Rousseeuw and Van Zomeren (1990) propose plotting the standardized residuals of robust regression (LMS or LTS) versus the robust distances that are obtained from MVE or MCD. Two horizontal lines that correspond to residual values of $+2.5$ and -2.5 are useful for distinguishing between small and large residuals, and one vertical line that corresponds to the $\sqrt{\chi^2_{n,975}}$ is used to distinguish between small and large distances.

For example, once again consider the stack loss data from Brownlee (1965). The following statements call the RDPLT module, which is distributed in the *RobustMC.sas* file. As in the previous section, the LOAD MODULES=_ALL_ statement loads modules that are defined in the *RobustMC.sas* file.

```
%include sampsr(robustmc); /* define graphing modules */
proc iml;
load module=_all_; /* load graphing modules */

/* Obs X1  X2  X3   Y  Stack Loss data */
SL = { 1  80  27  89  42,
       2  80  27  88  37,
       3  75  25  90  37,
       4  62  24  87  28,
       5  62  22  87  18,
       6  62  23  87  18,
       7  62  24  93  19,
       8  62  24  93  20,
       9  58  23  87  15,
      10  58  18  80  14,
      11  58  18  89  14,
      12  58  17  88  13,
      13  58  18  82  11,
      14  58  19  93  12,
      15  50  18  89  8,
      16  50  18  86  7,
      17  50  19  72  8,
      18  50  19  79  8,
      19  50  20  80  9,
      20  56  20  82  15,
      21  70  20  91  15 };

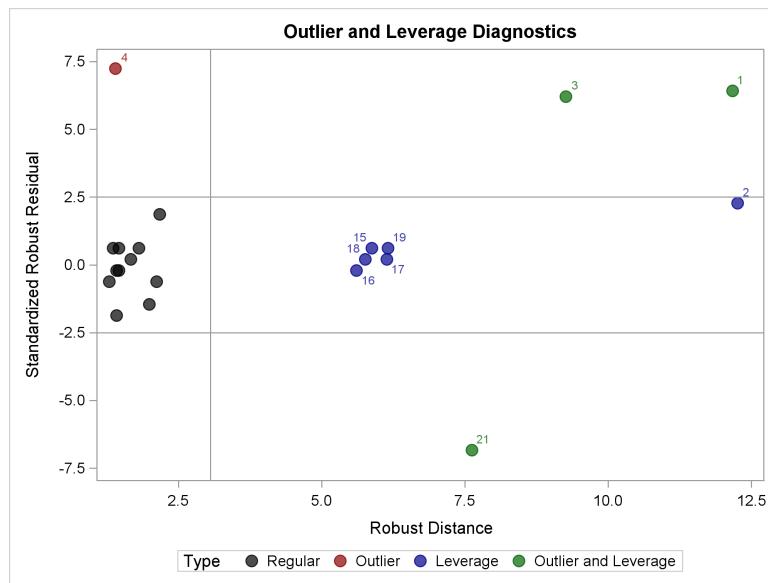
x = SL[, 2:4]; y = SL[, 5];

LMSOpt = j(9,1,.);
MCDOpt = j(5,1,.);
MCDOpt[5]= -1; /* nrep: all subsets */

run RDPlot("LMS", LMSOpt, MCDOpt, y, x);
```

The diagnostic plot is shown in [Output 15.5.12](#). The graph shows the standardized LMS residuals plotted against the robust distances RD_i . The plot shows that observation 4 is a regression outlier but not a leverage point, so it is a vertical outlier. Observations 1, 3, and 21 are bad leverage points, whereas observation 2 is a good leverage point. Notice that observation 2 is very close to the boundary between good and bad leverage points.

Output 15.5.12 Stack Loss Data: LMS Residuals versus Robust Distances



If you use the LTS algorithm instead of the LMS algorithm, observation 13 is classified as a vertical outlier and observation 2 is classified as a bad leverage point.

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Chapter 16

Time Series Analysis and Examples

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Overview

This chapter describes SAS/IML subroutines that are related to univariate, multivariate, and fractional time series analysis and subroutines for Kalman filtering and smoothing. You can use these subroutines to analyze economic and financial time series. You can develop a model of univariate time series and a model of the relationships between vector time series. The Kalman filter subroutines provide analysis of various time series and are presented as a tool for dealing with state space models.

The subroutines offer the following functionality:

- generating univariate, multivariate, and fractional time series
- computing likelihood function of ARMA, VARMA, and ARFIMA models

- computing an autocovariance function of ARMA, VARMA, and ARFIMA models
- checking the stationarity of ARMA and VARMA models
- filtering and smoothing of time series models by using Kalman filters
- fitting time series models, including the AR, periodic AR, time-varying coefficient AR, VAR, and ARFIMA models
- handling Bayesian seasonal adjustment models

In addition, SAS/IML software provides decomposition analysis, forecasting of an ARMA model, and fractional differencing of a time series.

Basic Time Series Subroutines

In classical linear regression analysis, the underlying process can often be represented simply by an intercept and slope parameters. A time series can be modeled by a type of regression analysis.

The following subroutines and functions are supported:

ARMACOV computes an autocovariance sequence for an ARMA model.

ARMALIK computes the log likelihood and residuals for an ARMA model.

ARMASIM simulates an ARMA series.

The ARMACOV subroutine provides the pattern of the autocovariance function of AR, MA, and ARMA models and helps identify and fit a proper model.

The ARMALIK subroutine provides the log likelihood of an ARMA model and helps estimate the parameters of an ARMA regression model.

The ARMASIM function generates various time series from the underlying AR, MA, and ARMA models. Simulations of time series that have a known ARMA structure are often needed as part of other simulations or as learning data sets for developing time series analysis skills.

Consider a time series of length 100 from the ARMA(2,1) model

$$y_t = 0.5y_{t-1} - 0.04y_{t-2} + e_t + 0.25e_{t-1}$$

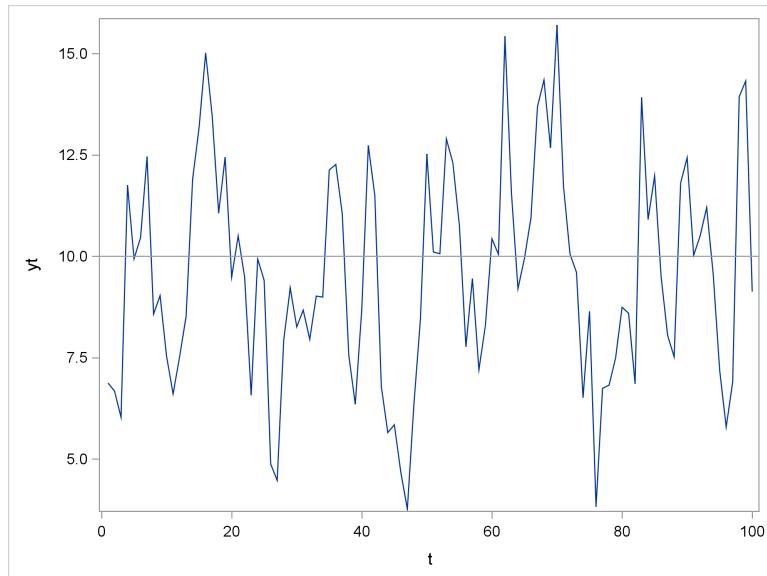
where the error series follows a normal distribution with mean 10 and standard deviation 2.

The following statements generate the ARMA(2,1) model:

```
proc iml;
/* ARMA(2,1) model */
phi = {1 -0.5 0.04};
theta = {1 0.25};
mu = 10;
sigma = 2;
nobs = 100;
```

```
seed = 3456;
lag = 10;
yt = armasim(phi, theta, mu, sigma, nobs, seed);
```

Figure 16.1 Plot of Generated ARMA(2,1) Process (ARMASIM)



The **ARMASIM** function generates the data shown in Figure 16.1. The following statements compute 10 lags of the autocovariance function of the series. Figure 16.2 displays the autocovariance functions of the ARMA(2,1) model, the covariance functions of the moving-average term with lagged values of the process, and the autocovariance functions of the moving-average term.

```
call armacov(autocov, cross, convol, phi, theta, lag);
autocov = autocov`; cross = cross`; convol = convol`;
print autocov cross convol;
```

Figure 16.2 Autocovariance Functions of ARMA(2,1) Model (ARMACOV)

autocov	cross	convol
1.6972803	1.1875	1.0625
1.0563848	0.25	0.25
0.4603012		
0.1878952		
0.0755356		
0.030252		
0.0121046		
0.0048422		
0.0019369		
0.0007748		

The following statements call the **ARMALIK** subroutine. The first column of Figure 16.3 contains the log-likelihood function, the estimate of the innovation variance, and the log of the determinant of the variance matrix. The next two columns display part of the standardized residuals and the scale factors that are used to standardize the residuals.

```

call armalik(lnl, resid, std, yt, phi, theta);
resid=resid[1:9];
std=std[1:9];
print lnl resid std;

```

Figure 16.3 Log-Likelihood Function of ARMA(2,1) Model (ARMALIK)

lnl	resid	std
-154.9148	5.2779797	1.3027971
22.034073	2.3491607	1.0197
0.5705918	2.3893996	1.0011951
	8.4086892	1.0000746
	2.200401	1.0000047
	5.4127254	1.0000003
	6.2756004	1
	1.1944693	1
	4.9425372	1

Another example that uses the ARMACOV and ARMALIK subroutines is provided in “[Example 12.12: Simulations of a Univariate ARMA Process](#)” on page 210.

Kalman Filter Subroutines

This section describes a collection of Kalman filtering and smoothing subroutines for time series analysis; immediately following are three examples that demonstrate how to use Kalman filtering subroutines. The state space model (SSM) is a method of analyzing a wide range of time series models. When the time series is represented by the state space model, the Kalman filter is used for filtering, prediction, and smoothing of the state vector. The state space model consists of the measurement and transition equations.

SAS/IML software supports the following Kalman filtering and smoothing subroutines:

- KALCVF performs covariance filtering and prediction.
- KALCVS performs fixed-interval smoothing.
- KALDFF performs diffuse covariance filtering and prediction.
- KALDFS performs diffuse fixed-interval smoothing.

Getting Started

The measurement (or observation) equation can be written as

$$\mathbf{y}_t = \mathbf{b}_t + \mathbf{H}_t \mathbf{z}_t + \epsilon_t$$

where \mathbf{b}_t is an $N_y \times 1$ vector, \mathbf{H}_t is an $N_y \times N_z$ matrix, the sequence of observation noise ϵ_t is independent, \mathbf{z}_t is an $N_z \times 1$ state vector, and \mathbf{y}_t is an $N_y \times 1$ observed vector.

The transition (or state) equation is denoted as a first-order Markov process of the state vector,

$$\mathbf{z}_{t+1} = \mathbf{a}_t + \mathbf{F}_t \mathbf{z}_t + \eta_t$$

where \mathbf{a}_t is an $N_z \times 1$ vector, \mathbf{F}_t is an $N_z \times N_z$ transition matrix, and the sequence of transition noise η_t is independent. This equation is often called a *shifted transition equation*, because the state vector is shifted forward one time period. The transition equation can also be denoted by using an alternative specification,

$$\mathbf{z}_t = \mathbf{a}_t + \mathbf{F}_t \mathbf{z}_{t-1} + \eta_t$$

There is no real difference between the shifted transition equation and this alternative equation if the observation noise and transition equation noise are uncorrelated—that is, $E(\eta_t \epsilon'_t) = 0$. It is assumed that

$$E(\eta_t \eta'_s) = \mathbf{V}_t \delta_{ts}$$

$$E(\epsilon_t \epsilon'_s) = \mathbf{R}_t \delta_{ts}$$

$$E(\eta_t \epsilon'_s) = \mathbf{G}_t \delta_{ts}$$

where

$$\delta_{ts} = \begin{cases} 1 & \text{if } t = s \\ 0 & \text{if } t \neq s \end{cases}$$

De Jong (1991) proposed a diffuse Kalman filter that can handle an arbitrarily large initial state covariance matrix. The diffuse initial state assumption is reasonable if you encounter the case of parameter uncertainty or SSM nonstationarity. The SSM of the diffuse Kalman filter is written as

$$\mathbf{y}_t = \mathbf{X}_t \beta + \mathbf{H}_t \mathbf{z}_t + \epsilon_t$$

$$\mathbf{z}_{t+1} = \mathbf{W}_t \beta + \mathbf{F}_t \mathbf{z}_t + \eta_t$$

$$\mathbf{z}_0 = \mathbf{a} + \mathbf{A} \delta$$

$$\beta = \mathbf{b} + \mathbf{B} \delta$$

where δ is a random variable with a mean of μ and a variance of $\sigma^2 \Sigma$. When $\Sigma \rightarrow \infty$, the SSM is said to be diffuse.

The KALCVF call computes the one-step prediction $\mathbf{z}_{t+1|t}$ and the filtered estimate $\mathbf{z}_{t|t}$, together with their covariance matrices $\mathbf{P}_{t+1|t}$ and $\mathbf{P}_{t|t}$, by using forward recursions. You can obtain the k -step prediction $\mathbf{z}_{t+k|t}$ and its covariance matrix $\mathbf{P}_{t+k|t}$ by using the KALCVF call. The KALCVS call uses backward recursions to compute the smoothed estimate $\mathbf{z}_{t|T}$ and its covariance matrix $\mathbf{P}_{t|T}$ when there are T observations in the complete data.

The KALDFF call produces one-step prediction of the state and the unobserved random vector δ along with their covariance matrices. The KALDFS call computes the smoothed estimate $\mathbf{z}_{t|T}$ and its covariance matrix $\mathbf{P}_{t|T}$.

Syntax

```
CALL KALCVF (pred, vpred, filt, vfilt, data, lead, a, f, b, h, var <, z0, vz0>) ;

CALL KALCVS (sm, vsm, data, a, f, b, h, var, pred, vpred <, un, vun>) ;

CALL KALDFF (pred, vpred, initial, s2, data, lead, int, coef, var, intd, coefd <, n0, at, mt, qt>) ;

CALL KALDFS (sm, vsm, data, int, coef, var, bvec, pmat, initial, at, mt, s2 <, un, vun>) ;
```

Example 16.1: Kalman Filtering: Likelihood Function Evaluation

In the following example, the log-likelihood function of the SSM is computed by using a prediction-error decomposition. The data are the annual real gross national product (GNP) for the years 1909–1969. The GNP series y_t can be decomposed as

$$y_t = \mu_t + \epsilon_t$$

where μ_t is a trend component and $\epsilon_t \sim (0, \sigma_\epsilon^2)$ is a white noise error term. For more information about these data, see Nelson and Plosser (1982). The trend component is assumed to be generated from the stochastic equations

$$\begin{aligned}\mu_t &= \mu_{t-1} + \beta_{t-1} + \eta_{1t} \\ \beta_t &= \beta_{t-1} + \eta_{2t}\end{aligned}$$

where $\eta_{1t} \sim (0, \sigma_{\eta_1}^2)$ and $\eta_{2t} \sim (0, \sigma_{\eta_2}^2)$ are independent white noise disturbances.

It is straightforward to construct the SSM of the real GNP series,

$$\begin{aligned}y_t &= \mathbf{H}\mathbf{z}_t + \epsilon_t \\ \mathbf{z}_t &= \mathbf{F}\mathbf{z}_{t-1} + \eta_t\end{aligned}$$

where

$$\begin{aligned}\mathbf{H} &= (1, 0) \\ \mathbf{F} &= \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \\ \mathbf{z}_t &= (\mu_t, \beta_t)' \\ \eta_t &= (\eta_{1t}, \eta_{2t})' \\ \text{Var} \left(\begin{bmatrix} \eta_t \\ \epsilon_t \end{bmatrix} \right) &= \begin{bmatrix} \sigma_{\eta_1}^2 & 0 & 0 \\ 0 & \sigma_{\eta_2}^2 & 0 \\ 0 & 0 & \sigma_\epsilon^2 \end{bmatrix}\end{aligned}$$

When the observation noise ϵ_t is normally distributed, the average log-likelihood function of the SSM is

$$\begin{aligned}\ell &= \frac{1}{T} \sum_{t=1}^T \ell_t \\ \ell_t &= -\frac{N_y}{2} \log(2\pi) - \frac{1}{2} \log(|\mathbf{C}_t|) - \frac{1}{2} \hat{\epsilon}_t' \mathbf{C}_t^{-1} \hat{\epsilon}_t\end{aligned}$$

where \mathbf{C}_t is the mean square error matrix of the prediction error $\hat{\epsilon}_t$, such that $\mathbf{C}_t = \mathbf{H}\mathbf{P}_{t|t-1}\mathbf{H}' + \mathbf{R}_t$.

As an example, consider the following annual real GNP data for 1909–1969:

```

title 'Likelihood Evaluation of SSM';
title2 'DATA: Annual Real GNP 1909-1969';
data gnp;
  input y @@;
  datalines;
116.8 120.1 123.2 130.2 131.4 125.6 124.5 134.3
135.2 151.8 146.4 139.0 127.8 147.0 165.9 165.5
179.4 190.0 189.8 190.9 203.6 183.5 169.3 144.2
141.5 154.3 169.5 193.0 203.2 192.9 209.4 227.2
263.7 297.8 337.1 361.3 355.2 312.6 309.9 323.7
324.1 355.3 383.4 395.1 412.8 406.0 438.0 446.1
452.5 447.3 475.9 487.7 497.2 529.8 551.0 581.1
617.8 658.1 675.2 706.6 724.7
;

```

In the following program, the LIK module computes the average log-likelihood function. First, the average log-likelihood function is computed by using the default initial values: 0 for Z_0 and the diagonal matrix $10^6 I$ for VZ_0 . The second call of the module LIK produces the average log-likelihood function with the given initial conditions: $Z_0 = 0$ and $VZ_0 = 10^{-3} I$. Output 16.1.1 shows a sizable difference between the uncertain initial condition ($VZ_0 = 10^6 I$) and the almost deterministic initial condition ($VZ_0 = 10^{-3} I$).

```

proc iml;
start lik(y,a,b,f,h,var,z0,vz0);
  nz = nrow(f);  n = nrow(y);    k = ncol(y);
  pi = constant('pi');
  const = k*log(2*pi);
  if ( sum(z0 = .) | sum(vz0 = .) ) then
    call kalcvf(pred,vpred,filt,vfilt,y,0,a,f,b,h,var);
  else
    call kalcvf(pred,vpred,filt,vfilt,y,0,a,f,b,h,var,z0,vz0);
  et = y - pred*h`;
  sum1 = 0;  sum2 = 0;
  do i = 1 to n;
    vpred_i = vpred[(i-1)*nz+1:i*nz,];
    et_i = et[i,];
    ft = h*vpred_i*h` + var[nz+1:nz+k,nz+1:nz+k];
    sum1 = sum1 + log(det(ft));
    sum2 = sum2 + et_i*inv(ft)*et_i`;
  end;
  return(-.5*const-.5*(sum1+sum2)/n);
finish;

use gnp;
read all var {y};
close gnp;

f = {1 1, 0 1};
h = {1 0};
a = j(nrow(f),1,0);
b = j(nrow(h),1,0);
var = diag(j(1,nrow(f)+ncol(y),1e-3));

```

```

/*-- initial values are computed --*/
z0 = j(1,nrow(f),. );
vz0 = j(nrow(f),nrow(f),. );
logl = lik(y,a,b,f,h,var,z0,vz0);
print 'No initial values are provided', logl;

/*-- initial values are given --*/
z0 = j(1,nrow(f),0);
vz0 = 1e-3#i(nrow(f));
logl = lik(y,a,b,f,h,var,z0,vz0);
print 'Initial values are provided', logl;

```

Output 16.1.1 Average Log Likelihood of SSM

Likelihood Evaluation of SSM
DATA: Annual Real GNP 1909-1969

No initial values are provided

logl
-26313.74

Initial values are provided

logl
-91883.49

The following statements compute one-step predictions, filtered values, and real GNP series under the moderate initial condition ($VZ_0 = 10I$). **Output 16.1.2** shows the observed data, the predicted state vectors, and the filtered state vectors for the first 16 observations.

```

z0 = j(1,nrow(f),0);
vz0 = 10#i(nrow(f));
call kalcvf(pred0,vpred,filt0,vfilt,y,1,a,f,b,h,var,z0,vz0);

/* print results for the first few observations */
y0 = y;
y    = y0[1:16];
pred = pred0[1:16,];
filt = filt0[1:16,];
print y pred filt;

```

Output 16.1.2 Filtering and One-Step Prediction

y	pred	filt
116.8	0	0 116.78832 0
120.1	116.78832	0 120.09967 3.3106857
123.2	123.41035	3.3106857 123.22338 3.1938303
130.2	126.41721	3.1938303 129.59203 4.8825531
131.4	134.47459	4.8825531 131.93806 3.5758561
125.6	135.51391	3.5758561 127.36247 -0.610017
124.5	126.75246	-0.610017 124.90123 -1.560708
134.3	123.34052	-1.560708 132.34754 3.0651076
135.2	135.41265	3.0651076 135.23788 2.9753526
151.8	138.21324	2.9753526 149.37947 8.7100967
146.4	158.08957	8.7100967 148.48254 3.7761324
139	152.25867	3.7761324 141.36208 -1.82012
127.8	139.54196	-1.82012 129.89187 -6.776195
147	123.11568	-6.776195 142.74492 3.3049584
165.9	146.04988	3.3049584 162.36363 11.683345
165.5	174.04698	11.683345 167.02267 8.075817

Example 16.2: Kalman Filtering: SSM Estimation with the EM Algorithm

The following example estimates the normal SSM of the mink-muskrat data (Harvey 1989) by using the EM algorithm. The mink-muskrat data are log-counts that have been detrended.

```
title 'SSM Estimation Using EM Algorithm';
data MinkMuskrat;
  input muskrat mink @@;
datalines;
  0.10609  0.16794 -0.16852  0.06242 -0.23700 -0.13344
-0.18022 -0.50616  0.18094 -0.37943  0.65983 -0.40132
  0.65235  0.08789  0.21594  0.23877 -0.11515  0.40043
 -0.00067  0.37758 -0.00387  0.55735 -0.25202  0.34444
 -0.65011 -0.02749 -0.53646 -0.41519 -0.08462  0.02591
 -0.05640 -0.11348  0.26630  0.20544  0.03641  0.16331
 -0.26030 -0.01498 -0.03995  0.09657  0.33612  0.31096
 -0.11672  0.30681 -0.69775 -0.69351 -0.07569 -0.56212
  0.36149 -0.36799  0.42341 -0.24725  0.26721  0.04478
 -0.00363  0.21637  0.08333  0.30188 -0.22480  0.29493
 -0.13728  0.35463 -0.12698  0.05490 -0.18770 -0.52573
  0.34741 -0.49541  0.54947 -0.26250  0.57423 -0.21936
  0.57493 -0.12012  0.28188  0.63556 -0.58438  0.27067
 -0.50236  0.10386 -0.60766  0.36748 -1.04784 -0.33493
 -0.68857 -0.46525 -0.11450 -0.63648  0.22005 -0.26335
  0.36533  0.07017 -0.00151 -0.04977  0.03740 -0.02411
  0.22438  0.30790 -0.16196  0.41050 -0.12862  0.34929
  0.08448 -0.14995  0.17945 -0.03320  0.37502  0.02953
  0.95727  0.24090  0.86188  0.41096  0.39464  0.24157
  0.53794  0.29385  0.13054  0.39336 -0.39138 -0.00323
 -1.23825 -0.56953 -0.66286 -0.72363
;
```

Because this EM algorithm uses filtering and smoothing, you can use the KALCVF and KALCVS calls to analyze the data. Consider the bivariate SSM,

$$\begin{aligned}\mathbf{y}_t &= \mathbf{H}\mathbf{z}_t + \epsilon_t \\ \mathbf{z}_t &= \mathbf{F}\mathbf{z}_{t-1} + \eta_t\end{aligned}$$

where \mathbf{H} is a 2×2 identity matrix, the observation noise has a time-invariant covariance matrix \mathbf{R} , and the covariance matrix of the transition equation is also assumed to be time-invariant. The initial state \mathbf{z}_0 has mean μ and covariance Σ . For estimation, the Σ matrix is fixed as

$$\begin{bmatrix} 0.1 & 0.0 \\ 0.0 & 0.1 \end{bmatrix}$$

whereas the mean vector μ is updated by the smoothing procedure such that $\hat{\mu} = \mathbf{z}_{0|T}$. Note that this estimation requires an extra smoothing step, because the usual smoothing procedure does not produce $\mathbf{z}_{T|0}$.

The EM algorithm maximizes the expected log-likelihood function, given the current parameter estimates. In practice, the log-likelihood function of the normal SSM is evaluated while the parameters are updated by using the M-step of the EM maximization,

$$\begin{aligned}\mathbf{F}^{i+1} &= \mathbf{S}_t(1)[\mathbf{S}_{t-1}(0)]^{-1} \\ \mathbf{V}^{i+1} &= \frac{1}{T} (\mathbf{S}_t(0) - \mathbf{S}_t(1)[\mathbf{S}_{t-1}(0)]^{-1}\mathbf{S}'_t(1)) \\ \mathbf{R}^{i+1} &= \frac{1}{T} \sum_{t=1}^T [(\mathbf{y}_t - \mathbf{H}\mathbf{z}_{t|T})(\mathbf{y}_t - \mathbf{H}\mathbf{z}_{t|T})' + \mathbf{H}\mathbf{P}_{t|T}\mathbf{H}'] \\ \mu^{i+1} &= \mathbf{z}_{0|T}\end{aligned}$$

where the index i represents the current iteration number, and

$$\begin{aligned}\mathbf{S}_t(0) &= \sum_{t=1}^T (\mathbf{P}_{t|T} + \mathbf{z}_{t|T}\mathbf{z}'_{t|T}) \\ \mathbf{S}_t(1) &= \sum_{t=1}^T (\mathbf{P}_{t,t-1|T} + \mathbf{z}_{t|T}\mathbf{z}'_{t-1|T})\end{aligned}$$

It is necessary to compute the value of $\mathbf{P}_{t,t-1|T}$ recursively such that

$$\mathbf{P}_{t-1,t-2|T} = \mathbf{P}_{t-1|t-1}\mathbf{P}_{t-2}^{*'} + \mathbf{P}_{t-1}^*(\mathbf{P}_{t,t-1|T} - \mathbf{F}\mathbf{P}_{t-1|t-1})\mathbf{P}_{t-2}^{*'} \quad (1)$$

where $\mathbf{P}_t^* = \mathbf{P}_{t|t}\mathbf{F}'\mathbf{P}_{t+1|t}$ and the initial value $\mathbf{P}_{T,T-1|T}$ is derived by using the formula

$$\mathbf{P}_{T,T-1|T} = [\mathbf{I} - \mathbf{P}_{t|t-1}\mathbf{H}'(\mathbf{H}\mathbf{P}_{t|t-1}\mathbf{H}' + \mathbf{R})^{-1}\mathbf{H}] \mathbf{F}\mathbf{P}_{T-1|T-1} \quad (2)$$

Note that the initial value of the state vector is updated for each iteration,

$$\begin{aligned}\mathbf{z}_{1|0} &= \mathbf{F}\mu^i \\ \mathbf{P}_{1|0} &= \mathbf{F}^i \Sigma \mathbf{F}^{i'} + \mathbf{V}^i\end{aligned}$$

The objective function value is computed as -2ℓ in the SAS/IML module LIK. The log-likelihood function is written as

$$\ell = -\frac{1}{2} \sum_{t=1}^T \log(|\mathbf{C}_t|) - \frac{1}{2} \sum_{t=1}^T (\mathbf{y}_t - \mathbf{H}\mathbf{z}_{t|t-1})\mathbf{C}_t^{-1}(\mathbf{y}_t - \mathbf{H}\mathbf{z}_{t|t-1})'$$

where $\mathbf{C}_t = \mathbf{H}\mathbf{P}_{t|t-1}\mathbf{H}' + \mathbf{R}$.

The EM algorithm is implemented by the following statements. The iteration history is shown in [Output 16.2.1](#).

```

proc iml;
start lik(y,pred,vpred,h,rt);
  n = nrow(y);
  nz = ncol(h);
  et = y - pred*h`;
  sum1 = 0;
  sum2 = 0;
  do i = 1 to n;
    vpred_i = vpred[(i-1)*nz+1:i*nz,];
    et_i = et[i,];
    ft = h*vpred_i*h` + rt;
    sum1 = sum1 + log(det(ft));
    sum2 = sum2 + et_i*inv(ft)*et_i`;
  end;
  return(sum1+sum2);
finish;

use MinkMuskrat;
read all into y var {muskrat mink};
close MinkMuskrat;

/*-- mean adjust series --*/
t = nrow(y);   ny = ncol(y);   nz = ny;
f = i(nz);
h = i(ny);

/*-- observation noise variance is diagonal --*/
rt = 1e-5#i(ny);

/*-- transition noise variance --*/
vt = .1#i(nz);
a = j(nz,1,0);
b = j(ny,1,0);
myu = j(nz,1,0);
sigma = .1#i(nz);
converge = 0;
log10 = 0.0;
do iter = 1 to 100 while( converge = 0 );

/*--- construct big cov matrix --*/
var = ( vt || j(nz,ny,0) ) //
      ( j(ny,nz,0) || rt );

```

```

/*-- initial values are changed --*/
z0 = myu` * f`;
vz0 = f * sigma * f` + vt;

/*-- filtering to get one-step prediction and filtered value --*/
call kalcvf(pred,vpred,filt,vfilt,y,0,a,f,b,h,var,z0,vz0);

/*-- smoothing using one-step prediction values --*/
call kalcvs(sm,vsm,y,a,f,b,h,var,pred,vpred);

/*-- compute likelihood values --*/
logl = lik(y,pred,vpred,h,rt);

/*-- store old parameters and function values --*/
myu0 = myu;
f0 = f;
vt0 = vt;
rt0 = rt;
diflog = logl - logl0;
logl0 = logl;
itermat = itermat // ( iter || logl0 || shape(f0,1) || myu0` );

/*-- obtain P*(t) to get P_T_0 and Z_T_0 --*/
/*-- these values are not usually needed --*/
/*-- See Harvey (1989, p154) or Shumway (1988, p177) --*/
jt1 = sigma * f` * inv(vpred[1:nz,]);
p_t_0 = sigma + jt1*(vsm[1:nz,] - vpred[1:nz,])*jt1`;
z_t_0 = myu + jt1*(sm[1,]` - pred[1,]`);
p_t1_t = vpred[(t-1)*nz+1:t*nz,];
p_t1_t1 = vfilt[(t-2)*nz+1:(t-1)*nz,];
kt = p_t1_t*h`*inv(h*p_t1_t*h`+rt);

/*-- obtain P_T_TT1. See Shumway (1988, p180) --*/
p_t_i11 = (i(nz)-kt*h)*f*p_t1_t1;
st0 = vsm[(t-1)*nz+1:t*nz,] + sm[t,]`*sm[t,];
st1 = p_t_i11 + sm[t,]`*sm[t-1,];
st00 = p_t_0 + z_t_0 * z_t_0`;
cov = (y[t,]` - h*sm[t,]`) * (y[t,]` - h*sm[t,]`)` +
    h*vsm[(t-1)*nz+1:t*nz,]*h`;
do i = t to 2 by -1;
  p_i1_i1 = vfilt[(i-2)*nz+1:(i-1)*nz,];
  p_i1_i = vpred[(i-1)*nz+1:i*nz,];
  jt1 = p_i1_i1 * f` * inv(p_i1_i);
  p_i1_i = vpred[(i-2)*nz+1:(i-1)*nz,];
  if ( i > 2 ) then
    p_i2_i2 = vfilt[(i-3)*nz+1:(i-2)*nz,];
  else
    p_i2_i2 = sigma;
  jt2 = p_i2_i2 * f` * inv(p_i1_i);
  p_t_i1i2 = p_i1_i1*jt2` + jt1*(p_t_i11 - f*p_i1_i1)*jt2`;
  p_t_i11 = p_t_i1i2;
  temp = vsm[(i-2)*nz+1:(i-1)*nz,];
  sm1 = sm[i-1,]`;
  st0 = st0 + ( temp + sm1 * sm1` );

```

```

if ( i > 2 ) then
    st1 = st1 + ( p_t_iil + sm1 * sm[i-2,] );
else st1 = st1 + ( p_t_iil + sm1 * z_t_0` );
st00 = st00 + ( temp + sm1 * sm1` );
cov = cov + ( h * temp * h` +
    (y[i-1,]` - h * sm1)*(y[i-1,]` - h * sm1)` );
end;

/*--- M-step: update the parameters ---*/
myu = z_t_0;
f = st1 * inv(st00);
vt = (st0 - st1 * inv(st00) * st1`)/t;
rt = cov / t;

/*--- check convergence ---*/
if ( max(abs((myu - myu0)/(myu0+1e-6))) < 1e-2 &
    max(abs((f - f0)/(f0+1e-6))) < 1e-2 &
    max(abs((vt - vt0)/(vt0+1e-6))) < 1e-2 &
    max(abs((rt - rt0)/(rt0+1e-6))) < 1e-2 &
    abs((diflog)/(log10+1e-6)) < 1e-3 ) then
    converge = 1;
end;

reset noname;
colnm = {'Iter' '-2*log L' 'F11' 'F12' 'F21' 'F22'
    'MYU11' 'MYU22'};
print itermat[colname=colnm format=8.4];

```

Output 16.2.1 Iteration History

SSM Estimation Using EM Algorithm

Iter	-2*log L	F11	F12	F21	F22	MYU11	MYU22
1.0000	-154.010	1.0000	0.0000	0.0000	1.0000	0.0000	0.0000
2.0000	-237.962	0.7952	-0.6473	0.3263	0.5143	0.0530	0.0840
3.0000	-238.083	0.7967	-0.6514	0.3259	0.5142	0.1372	0.0977
4.0000	-238.126	0.7966	-0.6517	0.3259	0.5139	0.1853	0.1159
5.0000	-238.143	0.7964	-0.6519	0.3257	0.5138	0.2143	0.1304
6.0000	-238.151	0.7963	-0.6520	0.3255	0.5136	0.2324	0.1405
7.0000	-238.153	0.7962	-0.6520	0.3254	0.5135	0.2438	0.1473
8.0000	-238.155	0.7962	-0.6521	0.3253	0.5135	0.2511	0.1518
9.0000	-238.155	0.7962	-0.6521	0.3253	0.5134	0.2558	0.1546
10.0000	-238.155	0.7961	-0.6521	0.3253	0.5134	0.2588	0.1565

The following statements compute the eigenvalues of \mathbf{F} . As shown in Output 16.2.2, the eigenvalues of \mathbf{F} are within the unit circle, indicating that the SSM is stationary. However, the muskrat series is reported to be difference stationary. The estimated parameters are almost identical to those of the VAR(1) estimates. See Harvey (1989).

```

eval = eigval(f0);
colnm = {'Real' 'Imag' 'MOD'};
eval = eval || sqrt((eval#eval)[,+]);
print eval[colname=colnm];

```

Output 16.2.2 Eigenvalues of F Matrix

Real	Imag	MOD
0.6547534	0.438317	0.7879237
0.6547534	-0.438317	0.7879237

Finally, multistep forecasts of y_t are computed by calling the KALCVF subroutine. The predicted values of the state vector z_t and their standard errors are shown in [Output 16.2.3](#).

```

var = ( vt || j(nz,ny,0) ) //
       ( j(ny,nz,0) || rt );

/*--- initial values are changed ---*/
z0 = myu` * f`;
vz0 = f * sigma * f` + vt;
free itermat;

/*--- multistep prediction ---*/
call kalcvf(pred,vpred,filt,vfilt,y,15,a,f,b,h,var,z0,vz0);
do i = 1 to 15;
  itermat = itermat // ( i || pred[t+i,] ||
                         sqrt(vecdiag(vpred[(t+i-1)*nz+1:(t+i)*nz,]))` );
end;
colnm = {'n-Step' 'Z1_T_n' 'Z2_T_n' 'SE_Z1' 'SE_Z2'};
print itermat[colname=colnm];
quit;

```

Output 16.2.3 Multistep Prediction

n-Step	Z1_T_n	Z2_T_n	SE_Z1	SE_Z2
1	-0.055792	-0.587049	0.2437666	0.237074
2	0.3384325	-0.319505	0.3140478	0.290662
3	0.4778022	-0.053949	0.3669731	0.3104052
4	0.4155731	0.1276996	0.4021048	0.3218256
5	0.2475671	0.2007098	0.419699	0.3319293
6	0.0661993	0.1835492	0.4268943	0.3396153
7	-0.067001	0.1157541	0.430752	0.3438409
8	-0.128831	0.0376316	0.4341532	0.3456312
9	-0.127107	-0.022581	0.4369411	0.3465325
10	-0.086466	-0.052931	0.4385978	0.3473038
11	-0.034319	-0.055293	0.4393282	0.3479612
12	0.0087379	-0.039546	0.4396666	0.3483717
13	0.0327466	-0.017459	0.439936	0.3485586
14	0.0374564	0.0016876	0.4401753	0.3486415
15	0.0287193	0.0130482	0.440335	0.3487034

Example 16.3: Diffuse Kalman Filtering

The nonstationary SSM is simulated to analyze the diffuse Kalman filter call KALDFF. The transition equation is generated by using the formula

$$\begin{bmatrix} z_{1t} \\ z_{2t} \end{bmatrix} = \begin{bmatrix} 1.5 & -0.5 \\ 1.0 & 0.0 \end{bmatrix} \begin{bmatrix} z_{1t-1} \\ z_{2t-1} \end{bmatrix} + \begin{bmatrix} \eta_{1t} \\ 0 \end{bmatrix}$$

where $\eta_{1t} \sim N(0, 1)$. The transition equation is nonstationary because the transition matrix \mathbf{F} has one unit root. The following program simulates a time series:

```
title 'Diffuse Kalman Filtering';
proc iml;
T = 20;
y = j(T,1);
burnIn = 10;
z_1 = 0; z_2 = 0;
do i = 1-burnIn to T;
    z = 1.5*z_1 - 0.5*z_2 + rannor(1234567);
    z_2 = z_1; z_1 = z;
    x = z + 0.8*rannor(1234567);
    if ( i > 0 ) then
        y[i] = x;
end;
```

The KALDFF and KALCVF calls produce one-step prediction, and the following program shows that two predictions coincide after the fifth observation. See Output 16.3.1.

```
h = { 1 0 };
f = { 1.5 -.5, 1 0 };
rt = .64;
vt = diag({1 0});
ny = nrow(h);
nz = ncol(h);
nb = nz;
nd = nz;
a = j(nz,1,0);
b = j(ny,1,0);
int = j(ny+nz,nb,0);
coef = f // h;
var = ( vt || j(nz,ny,0) ) //
      ( j(ny,nz,0) || rt );
intd = j(nz+nb,1,0);
coefd = i(nz) // j(nb,nd,0);
at = j(t*nz,nd+1,0);
mt = j(t*nz,nz,0);
qt = j(t*(nd+1),nd+1,0);
n0 = -1;
call kaldff(kaldff_p,dvpred,initial,s2,y,0,int,
            coef,var,intd,coefd,n0,at,mt,qt);
call kalcvf(kalcvf_p,vpred,filt,vfilt,y,0,a,f,b,h,var);
print kalcvf_p kaldff_p;
```

Output 16.3.1 Diffuse Kalman Filtering

Diffuse Kalman Filtering

kalcvf_p	kaldff_p			
0	0	0	0	0
1.441911	0.961274	1.1214871	0.9612746	
-0.882128	-0.267663	-0.882138	-0.267667	
-0.723156	-0.527704	-0.723158	-0.527706	
1.2964969	0.871659	1.2964968	0.8716585	
-0.035692	0.1379633	-0.035692	0.1379633	
-2.698135	-1.967344	-2.698135	-1.967344	
-5.010039	-4.158022	-5.010039	-4.158022	
-9.048134	-7.719107	-9.048134	-7.719107	
-8.993153	-8.508513	-8.993153	-8.508513	
-11.16619	-10.44119	-11.16619	-10.44119	
-10.42932	-10.34166	-10.42932	-10.34166	
-8.331091	-8.822777	-8.331091	-8.822777	
-9.578258	-9.450848	-9.578258	-9.450848	
-6.526855	-7.241927	-6.526855	-7.241927	
-5.218651	-5.813854	-5.218651	-5.813854	
-5.01855	-5.291777	-5.01855	-5.291777	
-6.5699	-6.284522	-6.5699	-6.284522	
-4.613301	-4.995434	-4.613301	-4.995434	
-5.057926	-5.09007	-5.057926	-5.09007	

The likelihood function for the diffuse Kalman filter under the finite initial covariance matrix Σ_δ is written as

$$\lambda(\mathbf{y}) = -\frac{1}{2}[\mathbf{y}^\# \log(\hat{\sigma}^2) + \sum_{t=1}^T \log(|\mathbf{D}_t|)]$$

where $\mathbf{y}^\#$ is the dimension of the matrix $(\mathbf{y}'_1, \dots, \mathbf{y}'_T)'$. The likelihood function for the diffuse Kalman filter under the diffuse initial covariance matrix ($\Sigma_\delta \rightarrow \infty$) is computed as $\lambda(\mathbf{y}) - \frac{1}{2} \log(|\mathbf{S}|)$, where the \mathbf{S} matrix is the upper $N_\delta \times N_\delta$ matrix of \mathbf{Q}_t . **Output 16.3.2** displays the log likelihood and the diffuse log likelihood, as computed by the following statements:

```

d = 0;
do i = 1 to t;
  dt = h*mt[(i-1)*nz+1:i*nz,]*h` + rt;
  d = d + log(det(dt));
end;
s = qt[(t-1)*(nd+1)+1:t*(nd+1)-1,1:nd];
log_l = -(t*log(s2) + d)/2;
dff_logl = log_l - log(det(s))/2;
print log_l[L='Log L']  dff_logl[L='Diffuse Log L'];
quit;

```

Output 16.3.2 Diffuse Likelihood Function

	Diffuse
Log L	Log L
-11.42547	-9.457596

Vector Time Series Analysis Subroutines

Vector time series analysis involves more than one dependent time series variable, with possible interrelations or feedback between the dependent variables.

The VARMASIM subroutine generates various time series from the underlying VARMA models. Simulation of time series that have a known VARMA structure enables you to develop analytical skills for vector time series.

The VARMACOV subroutine provides the pattern of the autocovariance function of VARMA models and helps you identify and fit a proper model.

The VARMALIK subroutine provides the log likelihood of a VARMA model and helps you obtain estimates of the parameters of a regression model.

The following subroutines are supported:

- | | |
|----------|---|
| VARMACOV | computes the theoretical cross covariances for a multivariate ARMA model. |
| VARMALIK | evaluates the log-likelihood function for a multivariate ARMA model. |
| VARMASIM | generates a multivariate ARMA time series. |
| VNORMAL | generates a multivariate normal random series. |
| VTSROOT | computes the characteristic roots of a multivariate ARMA model. |

Getting Started

Stationary VAR Process

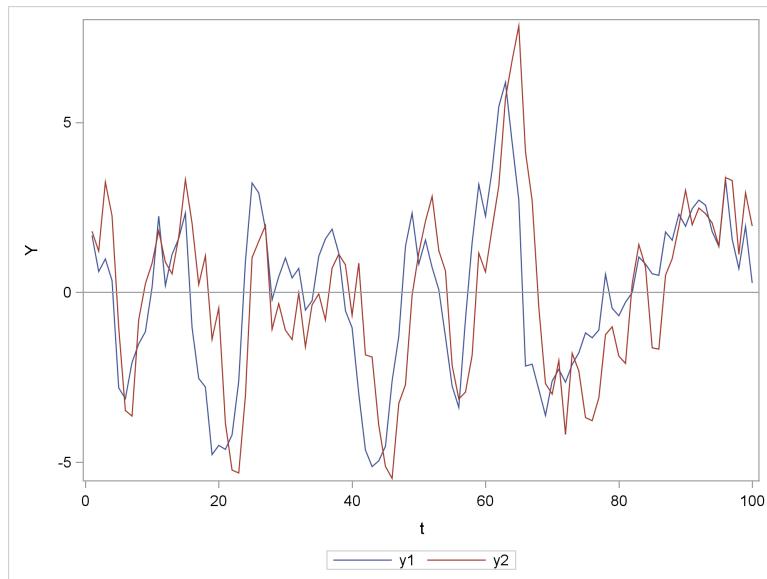
The following equation describes a first-order stationary vector autoregressive model with zero mean:

$$\mathbf{y}_t = \begin{pmatrix} 1.2 & -0.5 \\ 0.6 & 0.3 \end{pmatrix} \mathbf{y}_{t-1} + \boldsymbol{\epsilon}_t \text{ with } \Sigma = \begin{pmatrix} 1.0 & 0.5 \\ 0.5 & 1.25 \end{pmatrix}$$

The following statements simulate 100 observations for the model:

```
proc iml;
/* stationary VAR(1) model */
sig = {1.0 0.5, 0.5 1.25};
phi = {1.2 -0.5, 0.6 0.3};
call varmasim(yt,phi) sigma=sig n=100 seed=3243;
```

The stationary VAR(1) process is shown in [Output 16.3.3](#).

Output 16.3.3 Plot of Generated VAR(1) Process (VARMASIM)

The following statements compute the roots of the characteristic function:

```
call vtsroot(root,phi);
print root[c={R I 'Mod' 'ATan' 'Deg'}];
```

Output 16.3.4 Roots of VAR(1) Model (VTSROOT)

root				
R	I	Mod	ATan	Deg
0.75	0.3122499	0.8124038	0.3945069	22.603583
0.75	-0.31225	0.8124038	-0.394507	-22.60358

In Output 16.3.4, the first column displays the real part (R) of the root of the characteristic function, and the second column shows the imaginary part (I). The third column displays the modulus, the square root of $R^2 + I^2$. The fourth column shows the $\tan^{-1}(I/R)$, measured in radians, and the last column shows the same measurement in degrees. The third column shows that the moduli are less than 1, so the series is stationary.

The following statements compute five lags of cross-covariance matrices:

```
call varmacov(crosscov,phi) sigma=sig lag=5;
lag = {'0','','1','','2','','3','','4','','5',''};
print lag crosscov;
```

Output 16.3.5 Cross-Covariance Matrices of VAR(1) Model (VARMACOV)

lag	crosscov	
0	5.3934173	3.8597124
	3.8597124	5.0342051
1	4.5422445	4.3939641
	2.1145523	3.826089
2	3.2537114	4.0435359
	0.6244183	2.4165581
3	1.8826857	3.1652876
	-0.458977	1.0996184
4	0.676579	2.0791977
	-1.100582	0.0544993
5	-0.227704	1.0297067
	-1.347948	-0.643999

In each matrix in Output 16.3.5, the diagonal elements correspond to the autocovariance functions of each time series. The off-diagonal elements correspond to the cross-covariance functions between the two series.

The following statements evaluate the log-likelihood function of the VAR(1) model:

```
call varmalik(lnl,yt,phi) sigma=sig;
lab1 = {"LogLik", "SumLogDet", "SSE"};
print lnl[rowname=lab1];
```

Output 16.3.6 Log-Likelihood Function of VAR(1) Model (VARMALIK)

	lnl
LogLik	-113.4708
SumLogDet	2.5058678
SSE	224.43567

In Output 16.3.6, the first row displays the value of log-likelihood function; the second row shows the sum of the log determinant of the innovation variance; the last row displays the weighted sum of squares of residuals.

Nonstationary VAR Process

The following equation describes an error-correction model with a cointegrated rank of 1:

$$(1 - B)\mathbf{y}_t = \begin{pmatrix} -0.4 \\ 0.1 \end{pmatrix} (1 - 2)\mathbf{y}_{t-1} + \boldsymbol{\epsilon}_t$$

with

$$\Sigma = \begin{pmatrix} 100 & 0 \\ 0 & 100 \end{pmatrix} \text{ and } \mathbf{y}_0 = 0$$

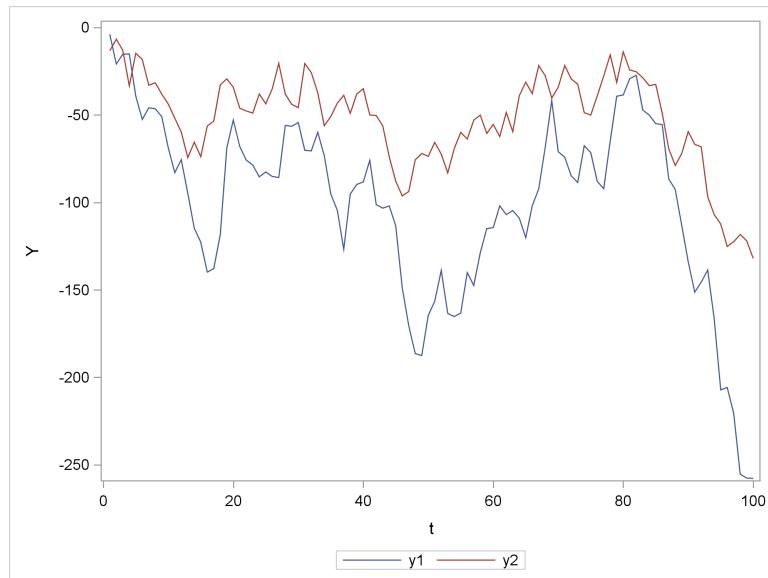
In the equation, \mathbf{y}_t is a 2×1 vector. On the right hand side of the equation, the 1×2 row vector $(1 - 2)$ multiplies the vector \mathbf{y}_{t-1} to form a scalar linear combination of components.

The following statements generate simulated data:

```

proc iml;
/* nonstationary model */
sig = 100*i(2);
phi = {0.6 0.8, 0.1 0.8}; /* derived model */
call varmasim(yt,phi) sigma=sig n=100 seed=1324;

```

Output 16.3.7 Plot of Generated Nonstationary Vector Process (VARMASIM)

The nonstationary correlated processes are shown in **Output 16.3.7**.

The following statements compute the roots of the characteristic function:

```

call vtsroot(root,phi);
print root[c={R I 'Mod' 'ATan' 'Deg'}];

```

Output 16.3.8 Roots of Nonstationary VAR(1) Model (VTSROOT)

root				
R	I	Mod	ATan	Deg
1	0	1	0	0
0.4	0	0.4	0	0

In **Output 16.3.8**, the first column displays the real part (*R*) of the root of the characteristic function, and the second column displays the imaginary part (*I*). The third column shows that a modulus is greater than or equal to 1, so the series is nonstationary.

Syntax

CALL VARMACOV (*cov, phi, theta, sigma <, p, q, lag>*) ;

CALL VARMALIK (*lnl, series, phi, theta, sigma <, p, q, opt>*) ;

CALL VARMASIM (*series, phi, theta, mu, sigma, n <, p, q, initial, seed>*) ;
CALL VNORMAL (*series, mu, sigma, n <, seed>*) ;
CALL VTSROOT (*root, phi, theta <, p, q>*) ;

Fractionally Integrated Time Series Analysis

This section describes subroutines that are related to fractionally integrated time series analysis. The phenomenon of long memory can be observed in hydrology, finance, economics, and other fields. Unlike what occurs in a stationary process, the correlations between observations of a long-memory series slowly decay to zero.

The following subroutines are supported:

FARMACOV	computes the autocovariance function for a fractionally integrated ARMA model.
FARMAFIT	estimates the parameters for a fractionally integrated ARMA model.
FARMALIK	computes the log-likelihood function for a fractionally integrated ARMA model.
FARMASIM	generates a fractionally integrated ARMA process.
FDIF	computes a fractionally differenced process.

Getting Started

The fractional differencing enables the degree of differencing d to take any real value rather than being restricted to integer values. The fractionally differenced processes are capable of modeling long-term persistence. The process

$$(1 - B)^d y_t = \epsilon_t$$

is known as a fractional Gaussian noise process or an ARFIMA(0, d , 0) process, where $d \in (-1, 1) \setminus \{0\}$, ϵ_t is a white noise process with mean 0 and variance σ_ϵ^2 , and B is the backshift operator such that $B^j y_t = y_{t-j}$. An ARFIMA(p, d, q) model extends the ARFIMA(0, d , 0) model and combines fractional differencing with an ARMA(p, q) model.

Consider an ARFIMA(0, 0.4, 0) model that is represented as $(1 - B)^{0.4} y_t = \epsilon_t$, where $\epsilon_t \sim \text{iid } N(0, 2)$. The following statements accomplish several tasks:

- generate 300 observations of simulated data
- obtain the fractionally differenced data
- compute the autocovariance function
- compute the log-likelihood function
- fit a fractionally integrated time series model to the data

The output is shown in Output 16.3.9 through Output 16.3.13.

```

proc iml;
/* ARFIMA(0,0.4,0) */
lag = (0:12)`;
call farmacov(autocov_D_IS_04, 0.4);
call farmacov(D_IS_005, 0.05);
print lag autocov_D_IS_04 D_IS_005;

d = 0.4;
call farmasim(yt, d) n=300 sigma=2 seed=5345;
call fdif(zt, yt, d);

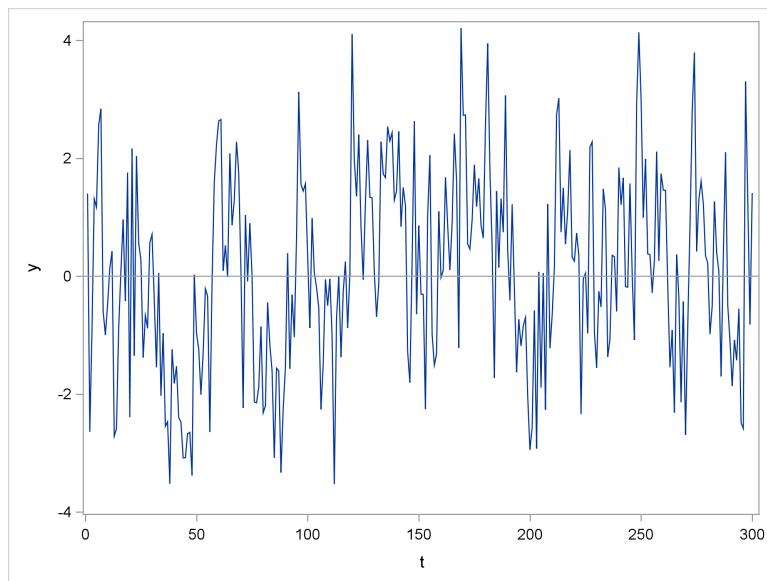
call farmalik(lnl, yt, d);
print lnl;

call farmafit(d, ar, ma, sigma, yt);
print d sigma;

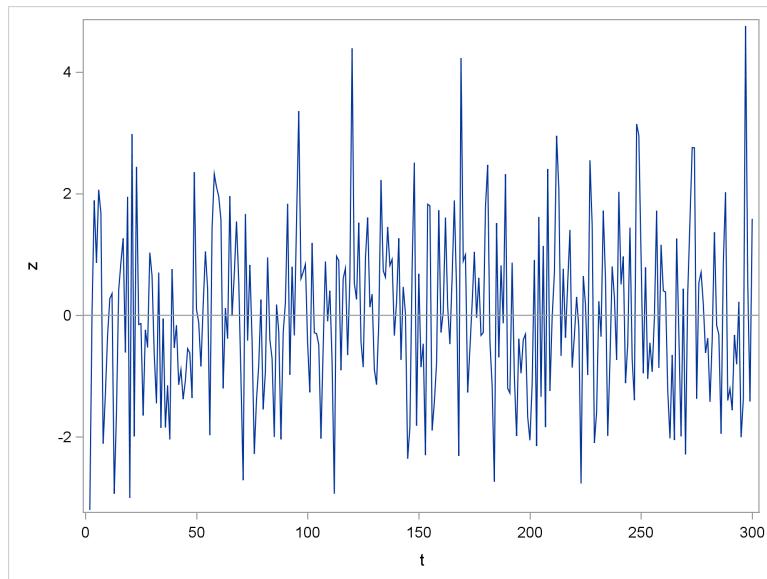
```

The FARMASIM function generates the data shown in [Output 16.3.9](#).

Output 16.3.9 Plot of Generated ARFIMA(0,0.4,0) Process (FARMASIM)



The FDIF function creates the fractionally differenced process. [Output 16.3.10](#) shows a white noise series.

Output 16.3.10 Plot of Fractionally Differenced Process (FDIF)

In Output 16.3.11, the first column displays the autocovariance function of the ARFIMA(0,0.4,0) model, and the second column displays the autocovariance function of the ARFIMA(0,0.05,0) model. The first column decays to zero more slowly than the second column.

Output 16.3.11 Autocovariance Functions of ARFIMA(0,0.4,0) and ARFIMA(0,0.05,0) Models (FARMA-COV)

lag	autocov_D_IS_04	D_IS_005
0	2.0700983	1.0044485
1	1.3800656	0.0528657
2	1.2075574	0.0284662
3	1.1146683	0.0197816
4	1.0527423	0.0152744
5	1.0069709	0.0124972
6	0.9710077	0.0106069
7	0.9415832	0.0092333
8	0.9168047	0.008188
9	0.8954836	0.0073647
10	0.8768277	0.0066985
11	0.8602838	0.006148
12	0.8454513	0.0056849

In Output 16.3.12, the first row value is the log-likelihood function of the ARFIMA(0,0.4,0) model. Because the default option of the estimates method is the conditional sum of squares, the last two rows of Output 16.3.12 contain missing values.

Output 16.3.12 Log-Likelihood Function of ARFIMA(0,0.4,0) Model (FARMALIK)

Inl
-101.0599

Output 16.3.13 shows parameter estimates for the simulated data. The parameter estimates are $d = 0.387$ and $\sigma^2 = 1.96$, whereas the true parameters of the data generating process are $d = 0.4$ and $\sigma^2 = 2$.

Output 16.3.13 Parameter Estimation of ARFIMA(0,0.4,0) Model (FARMAFIT)

d	sigma
0.386507	1.9610507

Syntax

```
CALL FARMACOV (cov, d <, phi, theta, sigma, p, q, lag>) ;
CALL FARMAFIT (d, phi, theta, sigma, series <, p, q, opt>) ;
CALL FARMALIK (Inl, series, d <, phi, theta, sigma, p, q, opt>) ;
CALL FARMASIM (series, d <, phi, theta, mu, sigma, n, p, q, initial, seed>) ;
CALL FDIF (out, series, d) ;
```

Time Series Analysis and Control Subroutines

This section describes an adaptation of parts of the **Time Series Analysis and Control** (TIMSAC) package, which was developed by the Institute of Statistical Mathematics (ISM) in Japan (Kitagawa and Akaike 1981; Ishiguro 1987).

Selected routines from the TIMSAC package were converted by SAS Institute staff into SAS/IML routines under an agreement between SAS Institute and ISM. Credit for authorship of these TIMSAC SAS/IML routines goes to ISM, which has agreed to make them available to SAS users without charge.

There are four packages of TIMSAC programs. For more information about the TIMSAC package produced by ISM, see the section “[ISM TIMSAC Packages](#)” on page 348. Because these SAS/IML time series analysis subroutines are adapted from the corresponding FORTRAN subroutines in the TIMSAC package produced by ISM, they are collectively referred to in this chapter as “the TIMSAC subroutines.”

The output of these routines is not integrated into the SAS ODS system because the FORTRAN routines print directly to the SAS listing. The output appears on the **Results** tab in SAS Enterprise Guide software or in the Output window of the SAS windowing environment. (Select **View▶Output** to display the Output window.) The output also appears in the Output window of SAS/IML Studio. However, you cannot use the ODS system to select or exclude output from these routines, nor can you view the output in ODS destinations such as HTML, PDF, or RTF.

The subroutines analyze and forecast univariate and multivariate time series data. They also analyze nonstationary time series and seasonal adjustment models. These subroutines contain the Bayesian modeling of seasonal adjustment and changing spectrum estimation.

Discrete time series modeling has been widely used to analyze dynamic systems in economics, engineering, and statistics. The Box-Jenkins and Box-Tiao approaches are classical examples of unified time series analysis through identification, estimation, and forecasting (or control). The ARIMA procedure in SAS/ETS software uses these approaches. Bayesian methods are being increasingly applied despite the controversial issues that arise in choosing a prior distribution.

The fundamental idea of the Bayesian method is that uncertainties can be explained by probabilities. If there is a class model (Ω) that consists of sets of member models (ω), you can describe the uncertainty of Ω by using a prior distribution of ω . The member model ω is directly related to model parameters. Let the prior probability density function be $p(\omega)$. When you observe the data y that are generated from the model Ω , the data distribution is described as $p(Y|\omega)$, given the unknown ω with a prior probability density $p(\omega)$, where the function $p(Y|\omega)$ is the usual likelihood function. Then the posterior distribution is the updated prior distribution, given the sample information. The posterior probability density function is proportional to *observed likelihood function × prior density function*.

The TIMSAC subroutines contain various time series analysis and Bayesian models. Most of the subroutines are based on the minimum Akaike information criterion (AIC) or on the minimum Akaike Bayesian information criterion (ABIC) method to determine the best model among alternative models. The TSBAYSEA subroutine is a typical example of Bayesian modeling. The following subroutines are supported:

CALL TSBAYSEA	Bayesian seasonal adjustment modeling
CALL TSDECOMP	time series decomposition analysis
CALL TSMLOCAR	locally stationary univariate AR model fitting
CALL TSMLOMAR	locally stationary multivariate AR model fitting
CALL TSMULMAR	multivariate AR model fitting
CALL TSPEARS	periodic AR model fitting
CALL TSPRED	ARMA model forecasting and forecast error variance
CALL TSROOT	polynomial roots or ARMA coefficients computation
CALL TSTVCAR	time-varying coefficient AR model estimation
CALL TSUNIMAR	univariate AR model fitting

For univariate and multivariate autoregressive model estimation, the least squares method is used. The least squares estimate is an approximate maximum likelihood estimate if error disturbances are assumed to be Gaussian. The least squares method is performed by using the Householder transformation method. For more information, see the section “[Least Squares and Householder Transformation](#)” on page 342.

The TSUNIMAR and TSMULMAR subroutines estimate the autoregressive models and select the appropriate AR order automatically by using the minimum AIC method. The TSMLOCAR and TSMLOMAR subroutines analyze the nonstationary time series data. The Bayesian time-varying AR coefficient model (TSTVCAR) offers another nonstationary time series analysis method. The state space and Kalman filter method is systematically applied to the smoothness priors models (TSDECOMP and TSTVCAR), which have stochastically perturbed difference equation constraints. The TSBAYSEA subroutine provides a way of handling Bayesian seasonal adjustment, and it can be an alternative to the X11 procedure in SAS/ETS. The

TSBAYSEA subroutine employs the smoothness priors idea through constrained least squares estimation, whereas the TSDECOMP and TSTVCAR subroutines estimate the smoothness trade-off parameters by using the state space model and Kalman filter recursive computation. The TSPRED subroutine computes the one-step or multistep predicted values of the ARMA time series model. In addition, the TSPRED subroutine computes forecast error variances and impulse response functions. The TSROOT subroutine computes the AR and MA coefficients, given the characteristic roots of the polynomial equation and the characteristic roots of the AR or MA model.

Getting Started

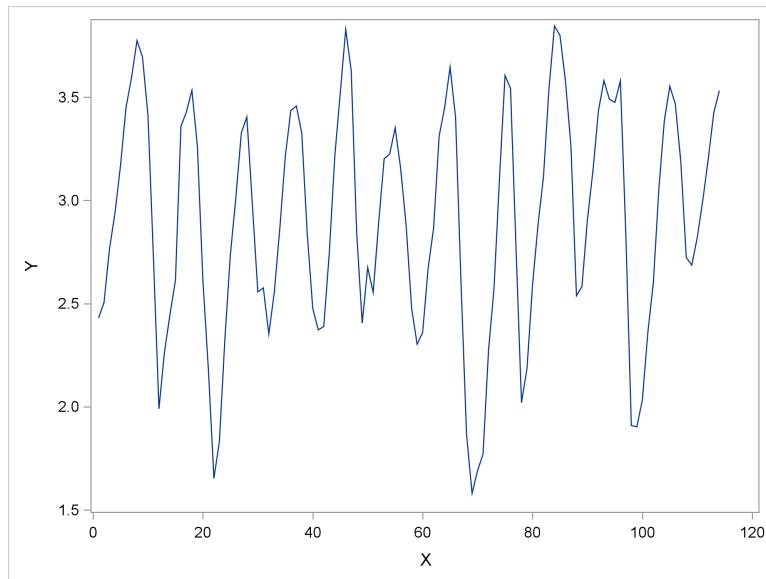
Minimum AIC Model Selection

The time series model is automatically selected by using the AIC. The TSUNIMAR call estimates the univariate autoregressive model and computes the AIC. You need to specify the maximum lag or order of the AR process by using the MAXLAG= option or position the maximum lag as the sixth argument of the TSUNIMAR call.

Univariate AR Model

The following statements define and graph a time series, which is shown in [Output 16.3.14](#):

```
proc iml;
y = { 2.430 2.506 2.767 2.940 3.169 3.450 3.594 3.774 3.695 3.411
      2.718 1.991 2.265 2.446 2.612 3.359 3.429 3.533 3.261 2.612
      2.179 1.653 1.832 2.328 2.737 3.014 3.328 3.404 2.981 2.557
      2.576 2.352 2.556 2.864 3.214 3.435 3.458 3.326 2.835 2.476
      2.373 2.389 2.742 3.210 3.520 3.828 3.628 2.837 2.406 2.675
      2.554 2.894 3.202 3.224 3.352 3.154 2.878 2.476 2.303 2.360
      2.671 2.867 3.310 3.449 3.646 3.400 2.590 1.863 1.581 1.690
      1.771 2.274 2.576 3.111 3.605 3.543 2.769 2.021 2.185 2.588
      2.880 3.115 3.540 3.845 3.800 3.579 3.264 2.538 2.582 2.907
      3.142 3.433 3.580 3.490 3.475 3.579 2.829 1.909 1.903 2.033
      2.360 2.601 3.054 3.386 3.553 3.468 3.187 2.723 2.686 2.821
      3.000 3.201 3.424 3.531 };
call series(1:ncol(y), y);
```

Output 16.3.14 Time Series Data

You can select the order of the AR process by finding the lag that minimizes the AIC. The following statements fit the various AR models. Notice that the first 20 observations are used as presample values. **Output 16.3.15** shows that a model with a lag of 11 is the model that minimizes the AIC. The minimum AIC value is approximately -298.1 . The innovation variance of that model is 0.03. **Output 16.3.16** shows the parameter estimates for the model.

```
call tsunimar(arcoef,ev,nar,aic) data=y opt={-1 1} maxlag=20;
print nar aic ev, arcoef;
```

Output 16.3.15 Time Series Statistics

nar	aic	ev
11	-298.1301	0.0331856

Output 16.3.16 Parameter Estimates

arcoef
1.181322
-0.551571
0.2313716
-0.17804
0.019874
-0.062573
0.0285691
-0.05071
0.1998957
0.1618192
-0.339086

Alternatively, you can invoke the TSUNIMAR subroutine as follows:

```
call tsunimar(arcoef, ev, nar, aic, y, 20, {-1 1});
```

The optional arguments can be omitted. In this example, the argument MISSING is omitted, and thus the default value (MISSING=0) is used.

You can estimate the AR(11) model directly by specifying OPT={-1 0} and using the first 11 observations as presample values. The AR(11) estimates that are shown in [Output 16.3.17](#) are different from the minimum AIC estimates in [Output 16.3.16](#) because the samples are slightly different. The following statements estimate and print the AR(11) estimates:

```
call tsunimar(arcoef11, ev, nar, aic, y, 11, {-1 0});
print arcoef11;
```

Output 16.3.17 Parameter Estimates for AR(11) Model

arcoef11
1.1494157
-0.533719
0.2763117
-0.32642
0.1693359
-0.164108
0.0731226
-0.030428
0.151227
0.1928076
-0.3402

Multivariate VAR Model

The minimum AIC procedure can also be applied to the vector autoregressive (VAR) model by using the TSMULMAR subroutine. The following DATA step defines a time series in three variables: investment, durable consumption, and consumption expenditures. The data are found in the appendix to Lütkepohl (1993). The series is plotted in [Output 16.3.18](#).

```
data var3;
  input invest income consum @@;
  n = _N_;
  datalines;
  180 451 415 179 465 421 185 485 434 192 493 448
  211 509 459 202 520 458 207 521 479 214 540 487
  231 548 497 229 558 510 234 574 516 237 583 525
  206 591 529 250 599 538 259 610 546 263 627 555
  264 642 574 280 653 574 282 660 586 292 694 602
  286 709 617 302 734 639 304 751 653 307 763 668
  317 766 679 314 779 686 306 808 697 304 785 688
  292 794 704 275 799 699 273 799 709 301 812 715
  280 837 724 289 853 746 303 876 758 322 897 779
  315 922 798 339 949 816 364 979 837 371 988 858
  375 1025 881 432 1063 905 453 1104 934 460 1131 968
  475 1137 983 496 1178 1013 494 1211 1034 498 1256 1064
```

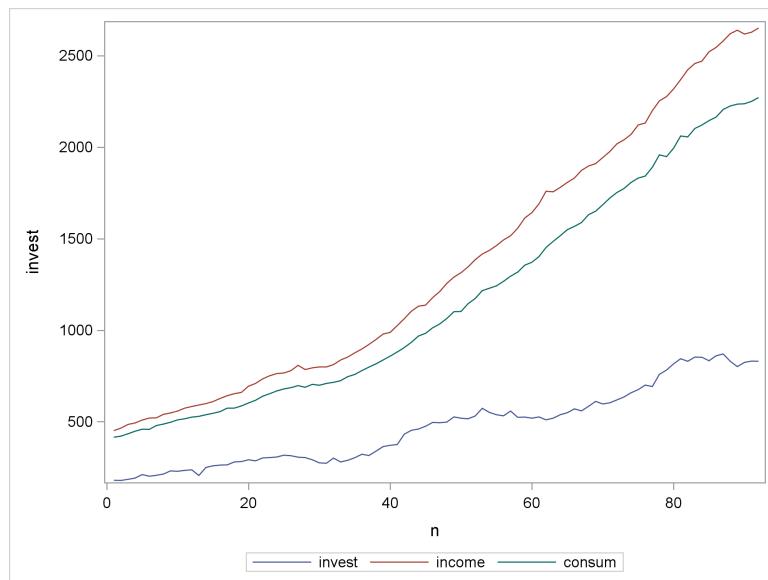
```

526 1290 1101 519 1314 1102  516 1346 1145  531 1385 1173
573 1416 1216 551 1436 1229  538 1462 1242  532 1493 1267
558 1516 1295 524 1557 1317  525 1613 1355  519 1642 1371
526 1690 1402 510 1759 1452  519 1756 1485  538 1780 1516
549 1807 1549 570 1831 1567  559 1873 1588  584 1897 1631
611 1910 1650 597 1943 1685  603 1976 1722  619 2018 1752
635 2040 1774 658 2070 1807  675 2121 1831  700 2132 1842
692 2199 1890 759 2253 1958  782 2276 1948  816 2318 1994
844 2369 2061 830 2423 2056  853 2457 2102  852 2470 2121
833 2521 2145 860 2545 2164  870 2580 2206  830 2620 2225
801 2639 2235 824 2618 2237  831 2628 2250  830 2651 2271
;

proc sgplot data=var3;
  series x=n y=invest;
  series x=n y=income;
  series x=n y=consum;
run;

```

Output 16.3.18 Multivariate Time Series Data



The following statements model the three variables as described in the section “Multivariate Time Series Analysis” on page 338. The maximum lag is specified as 10.

```

proc iml;
use var3;
read all var{invest income consum} into y;
close var3;
mde1 = 1;  maice = 2;  misw = 0;
opt    = mde1 || maice || misw;
maxlag = 10; miss = 0; print = 1;
call tsmulmar(ar_coef,variance,nar,aic,y,maxlag,opt,miss,print);
print nar aic;

```

Output 16.3.19 Statistics for Multivariate Series

nar	aic
3	1305.2256

Output 16.3.19 shows that the VAR(3) model minimizes the AIC and is selected as an appropriate model. However, the LISTING output from the AICs of the VAR(4) and VAR(5) models (not shown) indicates little difference from VAR(3). You can also choose VAR(4) or VAR(5) as an appropriate model in the context of minimum AIC because this AIC difference is much less than 1.

The TSMULMAR subroutine estimates the instantaneous response model with diagonal error variance. For more information about the instantaneous response model, see the section “[Multivariate Time Series Analysis](#)” on page 338. Therefore, it is possible to select the minimum AIC model independently for each equation. The best model is selected by specifying MAXLAG=5, as shown in the following statements:

```
call tsmulmar(arcoef,variance,nar,aic) data=y maxlag=5
      opt={1 1 0} print=1;
      print variance, arcoef[c={"invest" "income" "consum"}];
```

Output 16.3.20 Model Selection via Instantaneous Response Model: Variance

variance
256.64375 29.803549 76.846777
29.803549 228.97341 119.60387
76.846777 119.60387 134.21764

Output 16.3.21 Model Selection via Instantaneous Response Model: Estimates

arcoef		
invest	income	consum
13.312109	1.5459098	15.963897
0.8257397	0.2514803	0
0.0958916	1.0057088	0
0.0320985	0.3544346	0.4698934
0.044719	-0.201035	0
0.0051931	-0.023346	0
0.1169858	-0.060196	0.0483318
0.1867829	0	0
0.0216907	0	0
-0.117786	0	0.3500366
0.1541108	0	0
0.0178966	0	0
0.0461454	0	-0.191437
-0.389644	0	0
-0.045249	0	0
-0.116671	0	0

The error variance matrix is shown in [Output 16.3.20](#). The AR coefficient matrix is shown in [Output 16.3.21](#). You can print the intermediate results of the minimum AIC procedure by using the PRINT=2 option.

Notice that the AIC value depends on the MAXLAG=*lag* option and the number of parameters that are estimated. The minimum AIC VAR estimation procedure (MAICE=2) uses the following AIC formula:

$$(T - lag) \log(|\hat{\Sigma}|) + 2(pn^2 + n\delta)$$

In this formula, *p* is the order of the *n*-variate VAR process, and $\delta = 1$ if the intercept is specified; otherwise, $\delta = 0$. When you specify MAICE=1 or MAICE=0, the AIC is computed as the sum of AIC for each response equation. Consequently, there is an AIC difference of $n(n - 1)$, because the instantaneous response model contains the additional $n(n - 1)/2$ response variables as regressors.

The following statements estimate the instantaneous response model. The results are shown in [Output 16.3.22](#).

```
call tsmulmar(arcoef, ev, nar, aic) data=y maxlag=3 opt={1 0 0};
print nar aic, arcoef[c={"invest" "income" "consum"}];
```

Output 16.3.22 AIC from Instantaneous Response Model

	nar	aic	
	<hr/>		
3	1403.0762		
	<hr/>		
	arcoef		
	invest	income	consum
4.8245814	5.3559216	17.066894	
0.8855926	0.3401741	-0.014398	
0.1684523	1.0502619	0.107064	
0.0891034	0.4591573	0.4473672	
-0.059195	-0.298777	0.1629818	
0.1128625	-0.044039	-0.088186	
0.1684932	-0.025847	-0.025671	
0.0637227	-0.196504	0.0695746	
-0.226559	0.0532467	-0.099808	
-0.303697	-0.139022	0.2576405	

The following statements estimate the VAR model. The results are shown in [Output 16.3.23](#).

```
call tsmulmar(arcoef, ev, nar, aic) data=y maxlag=3
      opt={1 2 0};
print nar aic, arcoef[c={"invest" "income" "consum"}];
```

Output 16.3.23 AIC from VAR Model

nar	aic
3	1397.0762

arcoef			
invest	income	consum	
4.8245814	5.3559216	17.066894	
0.8855926	0.3401741	-0.014398	
0.1684523	1.0502619	0.107064	
0.0891034	0.4591573	0.4473672	
-0.059195	-0.298777	0.1629818	
0.1128625	-0.044039	-0.088186	
0.1684932	-0.025847	-0.025671	
0.0637227	-0.196504	0.0695746	
-0.226559	0.0532467	-0.099808	
-0.303697	-0.139022	0.2576405	

The AIC that is computed from the instantaneous response model is greater than that obtained from the VAR model estimation by 6. Output 16.3.23 differs from Output 16.3.19 because different observations are used for estimation.

Nonstationary Data Analysis

The following examples show how to manage nonstationary data by using TIMSAC calls. In practice, time series are considered to be stationary when the expected values of first and second moments of the series do not change over time. This weak or covariance stationarity can be modeled by using the TSMLOCAR, TSMLOMAR, TSDECOMP, and TSTVCAR subroutines.

Univariate Stationary Data Analysis

Output 16.3.24 shows the time series to be analyzed. The series consists of 1,000 observations.

```

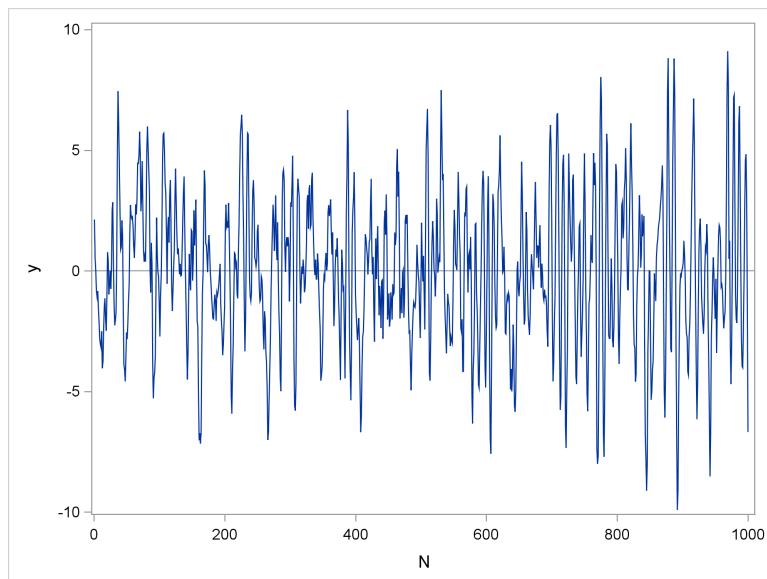
data nonsta;
  input y @@;
  N = _N_;
  datalines;
    .21232e1   .47451   -.171e-2  -.84434   -.10876e1
    -.84429   -.15320e1  -.21097e1 -.28282e1 -.30424e1

    ... more lines ...

;

proc sgplot data=nonsta;
  refline 0 / axis=y;
  series x=N y=y;
run;

```

Output 16.3.24 Time Series Data

The following statements estimate the locally stationary model. The whole series (1,000 observations) is divided into three blocks of size 300 and one block of size 90, and the minimum AIC procedure is applied to each block of the data set. See the section “[Nonstationary Time Series](#)” on page 334 for more details.

```
proc iml;
use nonsta;   read all var{y};   close nonsta;

mde1 = -1;
lspan = 300; /* local span of data */
maice = 1;
opt = mde1 || lspan || maice;
call tsmlocar(arcoef,ev,nar,aic,first,last)
      data=y maxlag=10 opt=opt print=2;
```

Estimation results are displayed with the graphs of power spectrum ($\log_{10}(f_{YY}(g))$), where $f_{YY}(g)$ is a rational spectral density function. See the section “[Spectral Analysis](#)” on page 339. The estimates for the first block and third block are shown in [Output 16.3.25](#) and [Output 16.3.28](#), respectively. Because the first block and the second block do not have any sizable difference, the pooled model (AIC=45.892) is selected instead of the moving model (AIC=46.957) in [Output 16.3.26](#). However, you can notice a slight change in the shape of the spectrum of the third block of the data (observations 611 through 910). See [Output 16.3.27](#) and [Output 16.3.29](#) for comparison. The moving model is selected since the AIC (106.830) of the moving model is smaller than that of the pooled model (108.867).

Output 16.3.25 Locally Stationary Model for First Block

INITIAL LOCAL MODEL: N_CURR = 300
NAR_CURR = 8 AIC = 37.583203

..... CURRENT MODEL

M AR Coefficients: AR(M)

1	1.605717
2	-1.245350
3	1.014847
4	-0.931554
5	0.394230
6	-0.004344
7	0.111608
8	-0.124992

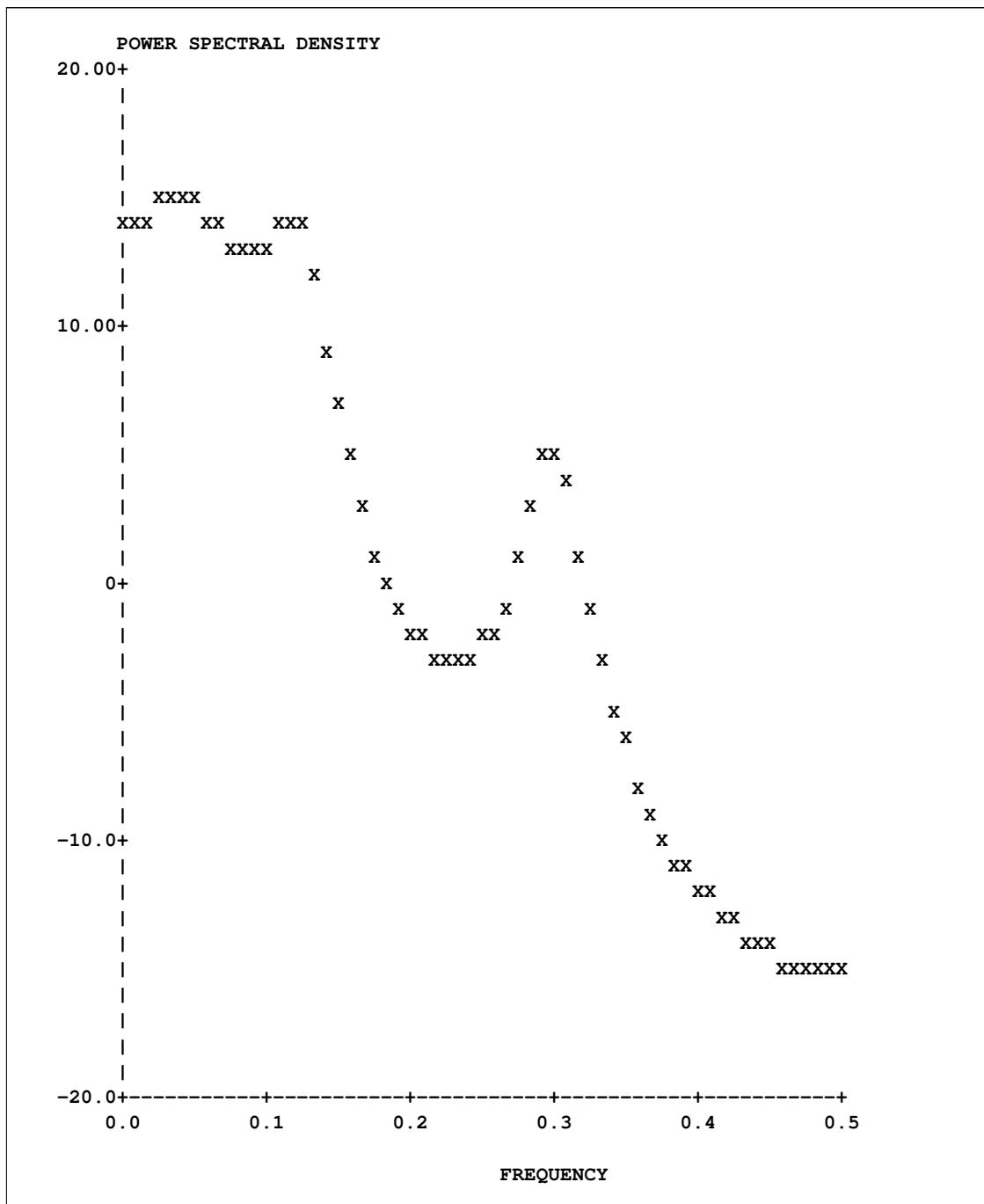
AIC = 37.5832030
Innovation Variance = 1.067455

INPUT DATA START = 11 FINISH = 310

Output 16.3.26 Locally Stationary Model Comparison

```
--- THE FOLLOWING TWO MODELS ARE COMPARED ---  
  
MOVING MODEL: (N_PREV = 300, N_CURR = 300)  
    NAR_CURR = 7 AIC = 46.957398  
CONSTANT MODEL: N_POOLED = 600  
    NAR_POOLED = 8 AIC = 45.892350  
  
***** CONSTANT MODEL ADOPTED *****
```

```
.....CURRENT MODEL.....  
. . . . .  
. . . . .  
. . . . .  
. M AR Coefficients: AR(M)  
. . . . .  
. 1 1.593890  
. 2 -1.262379  
. 3 1.013733  
. 4 -0.926052  
. 5 0.314480  
. 6 0.193973  
. 7 -0.058043  
. 8 -0.078508  
. . . . .  
. . . . .  
. AIC = 45.8923501  
. Innovation Variance = 1.047585  
. . . . .  
. . . . .  
. INPUT DATA START = 11 FINISH = 610  
.....
```

Output 16.3.27 Power Spectrum for First and Second Blocks

Output 16.3.28 Locally Stationary Model for Third Block

--- THE FOLLOWING TWO MODELS ARE COMPARED ---

MOVING MODEL: (N_PREV = 600, N_CURR = 300)
 NAR_CURR = 7 AIC = 106.829869

CONSTANT MODEL: N_POOLED = 900
 NAR_POOLED = 8 AIC = 108.867091

 ***** NEW MODEL ADOPTED *****

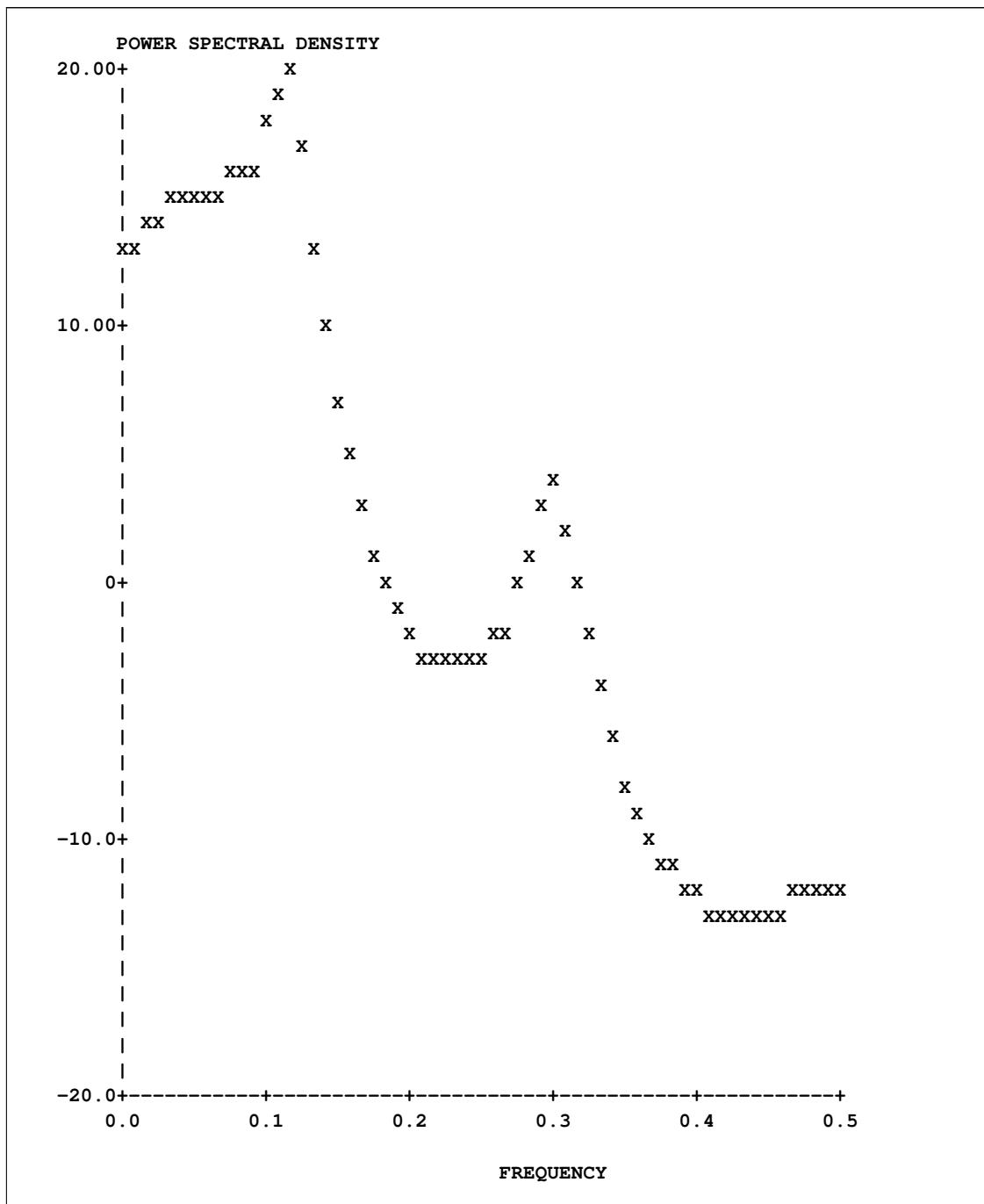
..... CURRENT MODEL

M AR Coefficients: AR(M)

1 1.648544
 2 -1.201812
 3 0.674933
 4 -0.567576
 5 -0.018924
 6 0.516627
 7 -0.283410

AIC = 60.9375188
 Innovation Variance = 1.161592

INPUT DATA START = 611 FINISH =

Output 16.3.29 Power Spectrum for Third Block

The moving model is selected because there is a structural change in the last block of data. (The FIRST and LAST variables contain the values 911 and 1,000, respectively; this correspond to observations 911 through 1,000.) The final estimates are stored in variables ARCOEF, EV, NAR, AIC, FIRST, and LAST. The final estimates and spectrum are given in [Output 16.3.30](#) and [Output 16.3.31](#), respectively. The power spectrum of the final model ([Output 16.3.31](#)) is significantly different from that of the first and second blocks (see [Output 16.3.27](#)).

[Output 16.3.30](#) Locally Stationary Model for Last Block

```
--- THE FOLLOWING TWO MODELS ARE COMPARED ---

MOVING MODEL: (N_PREV = 300, N_CURR = 90)
    NAR_CURR = 6 AIC = 139.579012
CONSTANT MODEL: N_POOLED = 390
    NAR_POOLED = 9 AIC = 167.783711

*****
*****      NEW MODEL ADOPTED      *****
*****



.....CURRENT MODEL..... .

.

.

.

. M      AR Coefficients: AR(M)
.

.

.

.   1      1.181022
.   2     -0.321178
.   3     -0.113001
.   4     -0.137846
.   5     -0.141799
.   6      0.260728
.

.

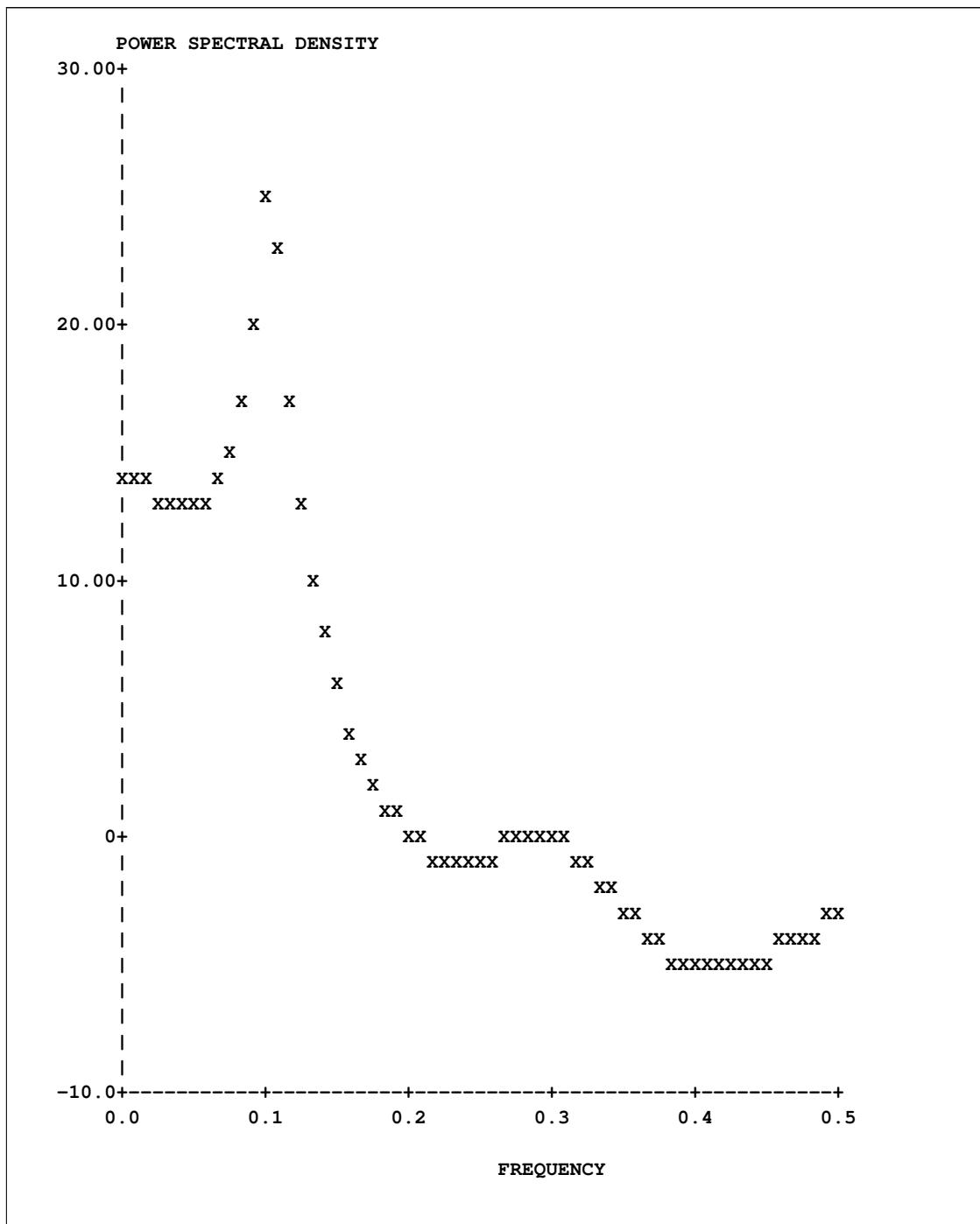
.

.   AIC =      78.6414932
.   Innovation Variance =    2.050818
.

.

.

.   INPUT DATA    START =    911   FINISH =  1000
.....
```

Output 16.3.31 Power Spectrum for Last Block

Multivariate Stationary Data Analysis

The multivariate analysis for locally stationary data is a straightforward extension of the univariate analysis. This section uses data related to the rudder setting and yaw of an aircraft. A plot of the data is shown in [Output 16.3.32](#).

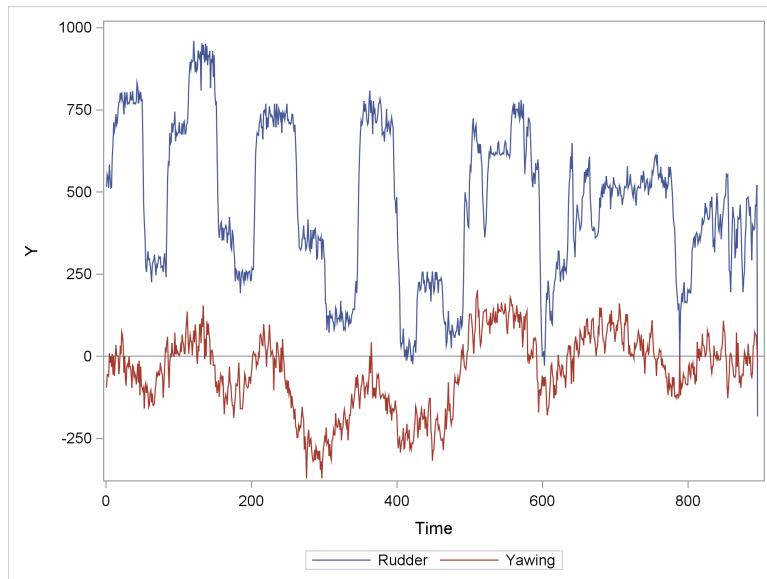
```

data Aircraft;
input Rudder Yawing @@;
Time = _N_;
datalines;
515 -96 553 -56 544 -57 512 -61 583   8
      ... more lines ...
;

proc sgplot data=Aircraft;
  refline 0 / axis=y;
  series x=Time y=Rudder;
  series x=Time y=Yawing;
  yaxis label="Y";
run;

```

Output 16.3.32 Bivariate Time Series Data



The following statements estimate bivariate locally stationary VAR models. The selected model is the VAR(7) process with some zero coefficients over the last block of data. There seems to be a structural difference between observations from 11 to 610 and those from 611 to 896.

```

proc iml;
use Aircraft;
read all var {rudder yawing} into y;
close Aircraft;

c = {0.01795 0.02419};
y = y # c;    /*-- calibration of data --*/
mde1 = -1;
lspan = 300; /* local span of data */
maice = 1;

```

```
call tsmlomar(arcoef, ev, nar, aic, first, last) data=y maxlag=10
      opt = (mde1 || lspan || maice) print=1;
```

The results of the analysis are shown in [Output 16.3.33](#).

Output 16.3.33 Locally Stationary VAR Model Analysis

```
--- THE FOLLOWING TWO MODELS ARE COMPARED ---

MOVING MODEL: (N_PREV = 600, N_CURR = 286)
               NAR_CURR = 7 AIC = -823.845234
CONSTANT MODEL: N_POOLED = 886
                 NAR_POOLED = 10 AIC = -716.818588

*****
*****      NEW MODEL ADOPTED      *****
*****
```

.....CURRENT MODEL.....

.

.

.

. M AR Coefficients

.

.	1	0.932904	-0.130964
.		-0.024401	0.599483
.	2	0.163141	0.266876
.		-0.135605	0.377923
.	3	-0.322283	0.178194
.		0.188603	-0.081245
.	4	0.166094	-0.304755
.		-0.084626	-0.180638
.	5	0	0
.		0	-0.036958
.	6	0	0
.		0	0.034578
.	7	0	0
.		0	0.268414
.			.
.			.
.		AIC = -114.6911872	.
.			.
.		Innovation Variance	.
.		1.069929	0.145558
.		0.145558	0.563985
.		.	.
.		INPUT DATA START = 611 FINISH = 896	.

.....

A Time Series Decomposition

Consider the time series decomposition

$$y_t = T_t + S_t + u_t + \epsilon_t$$

where T_t and S_t are trend and seasonal components, respectively, and u_t is a stationary AR(p) process. The annual real GNP series in [Example 16.1](#) is analyzed under second difference stochastic constraints on the trend component and the stationary AR(2) process.

$$\begin{aligned} T_t &= 2T_{t-1} - T_{t-2} + w_{1t} \\ u_t &= \alpha_1 u_{t-1} + \alpha_2 u_{t-2} + w_{2t} \end{aligned}$$

The seasonal component is ignored if you specify SORDER=0. Therefore, the following state space model is estimated:

$$y_t = \mathbf{Hz}_t + \epsilon_t$$

$$\mathbf{z}_t = \mathbf{Fz}_{t-1} + \mathbf{w}_t$$

where

$$\begin{aligned} \mathbf{H} &= \begin{bmatrix} 1 & 0 & 1 & 0 \end{bmatrix} \\ \mathbf{F} &= \begin{bmatrix} 2 & -1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & \alpha_1 & \alpha_2 \\ 0 & 0 & 1 & 0 \end{bmatrix} \\ \mathbf{z}_t &= (T_t, T_{t-1}, u_t, u_{t-1})' \\ \mathbf{w}_t &= (w_{1t}, 0, w_{2t}, 0)' \sim \left(0, \begin{bmatrix} \sigma_1^2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & \sigma_2^2 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \right) \end{aligned}$$

The parameters of this state space model are σ_1^2 , σ_2^2 , α_1 , and α_2 . The following statements compute the decomposition:

```
proc iml;
use gnp;
read all var {y};
close gnp;
mde1 = 0; trade = 0; year = 0;
period= 0; log = 0; maxit = 100;
update = .; /* use default update method */
line = .; /* use default line search method */
sigmax = 0; /* no upper bound for variances */
back = 100;
opt = mde1 || trade || year || period || log || maxit ||
      update || line || sigmax || back;
```

```
call tsdecomp(cmp,coef,aic) data=y order=2 sorder=0 nar=2
      npred=5 opt=opt icmp={1 3} print=1;
```

The estimated parameters are printed when you specify the PRINT= option. In [Output 16.3.34](#), the estimated variances are printed under the title of TAU2(I), showing that $\hat{\sigma}_1^2 = 2.915$ and $\hat{\sigma}_2^2 = 113.9577$. The AR coefficient estimates are $\hat{\alpha}_1 = 1.397$ and $\hat{\alpha}_2 = -0.595$. These estimates are also stored in the output matrix COEF.

Output 16.3.34 Nonstationary Time Series and State Space Modeling

```
<<< Final Estimates >>>
--- PARAMETER VECTOR ---
1.607423E-01 6.283820E+00 8.761627E-01 -5.94879E-01
--- GRADIENT ---
3.352158E-04 5.237221E-06 2.907539E-04 -1.24376E-04

LIKELIHOOD = -249.937193      SIG2 =          18.135085
AIC        = 509.874385

I   TAU2(I)      AR(I)      PARCOR(I)
1   2.915075    1.397374   0.876163
2   113.957607  -0.594879
```

The trend and stationary AR components are estimated by using the smoothing method, and out-of-sample forecasts are computed by using a Kalman filter prediction algorithm. The trend and AR components are stored in the matrix CMP since the ICMP={1 3} option is specified. The last 10 observations of the original series Y and the last 15 observations of two components are shown in [Output 16.3.35](#). Note that the first column of CMP is the trend component and the second column is the AR component. The last 5 observations of the CMP matrix are out-of-sample forecasts.

```
y = y[52:61];
cmp = cmp[52:66,];
obs = T(52:66);
print obs y cmp;
```

Output 16.3.35 Smoothed and Predicted Values of Two Components

obs	y	cmp
52	487.7	-41.37417
53	497.2	201.99968
54	529.8	-31.05757
55	551	209.65589
56	581.1	-17.65476
57	617.8	217.82432
58	658.1	-17.0613
59	675.2	226.44692
60	706.6	-30.21502
61	724.7	235.85739
62		-27.7061
63		245.85384
64		-17.31128
65		256.43509
66		6.1997939

Seasonal Adjustment

Consider the simple time series decomposition

$$y_t = T_t + S_t + \epsilon_t$$

The TSBAYSEA subroutine computes seasonally adjusted series by estimating the seasonal component. The seasonally adjusted series is computed as $y_t^* = y_t - \hat{S}_t$. The details of the adjustment procedure are given in the section “[Bayesian Seasonal Adjustment](#)” on page 333.

The monthly labor force series (1972–1978) are analyzed. You do not need to specify the options vector if you want to use the default options. However, you should change OPT[2] when the data frequency is not monthly (OPT[2]=12). The NPRED= option produces the multistep forecasts for the trend and seasonal components. The stochastic constraints are specified as ORDER=2 and SORDER=1.

$$\begin{aligned}T_t &= 2T_{t-1} - T_{t-2} + w_{1t} \\S_t &= -S_{t-1} - \dots - S_{t-11} + w_{2t}\end{aligned}$$

In Output 16.3.36, the first column shows the trend components; the second column shows the seasonal components; the third column shows the forecasts; the fourth column shows the seasonally adjusted series; the last column shows the value of ABIC. The last 12 rows are the forecasts. The output is generated by using the following statements:

```

proc iml;
y = { 5447 5412 5215 4697 4344 5426
      5173 4857 4658 4470 4268 4116
      4675 4845 4512 4174 3799 4847
      4550 4208 4165 3763 4056 4058
      5008 5140 4755 4301 4144 5380
      5260 4885 5202 5044 5685 6106
      8180 8309 8359 7820 7623 8569
      8209 7696 7522 7244 7231 7195
      8174 8033 7525 6890 6304 7655
      7577 7322 7026 6833 7095 7022
      7848 8109 7556 6568 6151 7453
      6941 6757 6437 6221 6346 5880 }`;
call tsbaysea(trend,season,series,adj,abic)
  data=y order=2 sorder=1 npred=12 print=2;
print trend season series adj abic;

```

Output 16.3.36 Trend and Seasonal Component Estimates and Forecasts

obs	trend	season	series	adj	abic
1	4843.2502	576.86675	5420.1169	4870.1332	874.04585
2	4848.6664	612.79607	5461.4624	4799.2039	
3	4871.2876	324.02004	5195.3077	4890.98	
4	4896.6633	-198.7601	4697.9032	4895.7601	
5	4922.9458	-572.5562	4350.3896	4916.5562	
.	.	.			
71	6551.6017	-266.2162	6285.3855	6612.2162	
72	6388.9012	-440.3472	5948.5539	6320.3472	
73	6226.2006	650.7707	6876.9713		
74	6063.5001	800.93733	6864.4374		
75	5900.7995	396.19866	6296.9982		
76	5738.099	-340.2852	5397.8137		
77	5575.3984	-719.1146	4856.2838		
78	5412.6979	553.19764	5965.8955		
79	5249.9973	202.06582	5452.0631		
80	5087.2968	-54.44768	5032.8491		
81	4924.5962	-295.2747	4629.3215		
82	4761.8957	-487.6621	4274.2336		
83	4599.1951	-266.1917	4333.0034		
84	4436.4946	-440.3354	3996.1591		

The estimated spectral density function of the irregular series $\hat{\epsilon}_t$ is shown in Output 16.3.37 and Output 16.3.38.

Output 16.3.37 Spectrum of Irregular Component

I Rational 0.0 10.0 20.0 30.0 40.0 50.0 60.0

Spectrum +-----+-----+-----+-----+-----+-----+
0 1.366798E+00 | * =====>X
1 1.571261E+00 | *
2 2.414836E+00 | *
3 5.151906E+00 | *
4 1.634887E+01 | *
5 8.085674E+01 | *
6 3.805530E+02 | *
7 8.082536E+02 | *
8 6.366350E+02 | *
9 3.479435E+02 | *
10 3.872650E+02 | * =====>X
11 1.264805E+03 | *
12 1.726138E+04 | *
13 1.559041E+03 | *
14 1.276516E+03 | *
15 3.861089E+03 | *
16 9.593184E+03 | *
17 3.662145E+03 | *
18 5.499783E+03 | *
19 4.443303E+03 | *
20 1.238135E+03 | * =====>X
21 8.392131E+02 | *
22 1.258933E+03 | *
23 2.932003E+03 | *
24 1.857923E+03 | *
25 1.171437E+03 | *
26 1.611958E+03 | *
27 4.822498E+03 | *
28 4.464961E+03 | *
29 1.951547E+03 | *
30 1.653182E+03 | * =====>X
31 2.308152E+03 | *
32 5.475758E+03 | *
33 2.349584E+04 | *
34 5.266969E+03 | *
35 2.058667E+03 | *
36 2.215595E+03 | *
37 8.181540E+03 | *
38 3.077329E+03 | *
39 7.577961E+02 | *
40 5.057636E+02 | * =====>X
41 7.312090E+02 | *
42 3.131377E+03 | * =====>T
43 8.173276E+03 | *
44 1.958359E+03 | *
45 2.216458E+03 | *
46 4.215465E+03 | *
47 9.659340E+02 | *
48 3.758466E+02 | *
49 2.849326E+02 | *
50 3.617848E+02 | *
51 7.659839E+02 | *
52 3.191969E+03 | *

Output 16.3.38 continued

```

53 1.768107E+04 | *  

54 5.281385E+03 | *  

55 2.959704E+03 | *  

56 3.783522E+03 | *  

57 1.896625E+04 | *  

58 1.041753E+04 | *  

59 2.038940E+03 | *  

60 1.347568E+03 | * ==>X

X: If peaks (troughs) appear  

at these frequencies,  

try lower (higher) values  

of rigid and watch ABIC  

T: If a peaks appears here  

try trading-day adjustment

```

Miscellaneous Time Series Analysis Tools

The TSPRED Subroutine

The forecast values of multivariate time series are computed by using the TSPRED call. In the following example, the multistep-ahead forecasts are produced from the VARMA(2,1) estimates. Because the VARMA model is estimated by using the mean deleted series, you should specify the CONSTANT = -1 option. You need to provide the original series instead of the mean deleted series to get the correct predictions. The forecast variance MSE and the impulse response function IMPULSE are also produced.

The VARMA(p, q) model is written

$$\mathbf{y}_t + \sum_{i=1}^p \mathbf{A}_i \mathbf{y}_{t-i} = \epsilon_t + \sum_{i=1}^q \mathbf{M}_i \epsilon_{t-i}$$

Then the COEF matrix is constructed by stacking matrices $\mathbf{A}_1, \dots, \mathbf{A}_p$, $\mathbf{M}_1, \dots, \mathbf{M}_q$. The following statements analyze the data, which contains 40 observations and four variables:

```

proc iml;
c = { 264 235 239 239 275 277 274 334 334 306
      308 309 295 271 277 221 223 227 215 223
      241 250 270 303 311 307 322 335 335 334
      309 262 228 191 188 215 215 249 291 296 };
f = { 690 690 688 690 694 702 702 702 700 702
      702 694 708 702 702 708 700 700 702 694
      698 694 700 702 700 702 708 708 710 704
      704 700 700 694 702 694 710 710 710 708 };
t = { 1152 1288 1288 1288 1368 1456 1656 1496 1744 1464
      1560 1376 1336 1336 1296 1296 1280 1264 1280 1272
      1344 1328 1352 1480 1472 1600 1512 1456 1368 1280
      1224 1112 1112 1048 1176 1064 1168 1280 1336 1248 };
p = { 254.14 253.12 251.85 250.41 249.09 249.19 249.52 250.19
      248.74 248.41 249.95 250.64 250.87 250.94 250.96 251.33
      251.18 251.05 251.00 250.99 250.79 250.44 250.12 250.19
      249.77 250.27 250.74 250.90 252.21 253.68 254.47 254.80
      254.92 254.96 254.96 254.96 254.96 254.54 253.21 252.08 };

y = c` || f` || t` || p`;
/* AR coefficients */
ar = { .82028   -.97167    .079386   -5.4382,
       -.39983    .94448     .027938   -1.7477,
       -.42278   -2.3314    1.4682    -70.996,
       .031038   -.019231   -.0004904  1.3677,
       -.029811   .89262    -.047579   4.7873,
       .31476    .0061959   -.012221   1.4921,
       .3813     2.7182    -.52993    67.711,
       -.020818   .01764    .00037981  -.38154 };

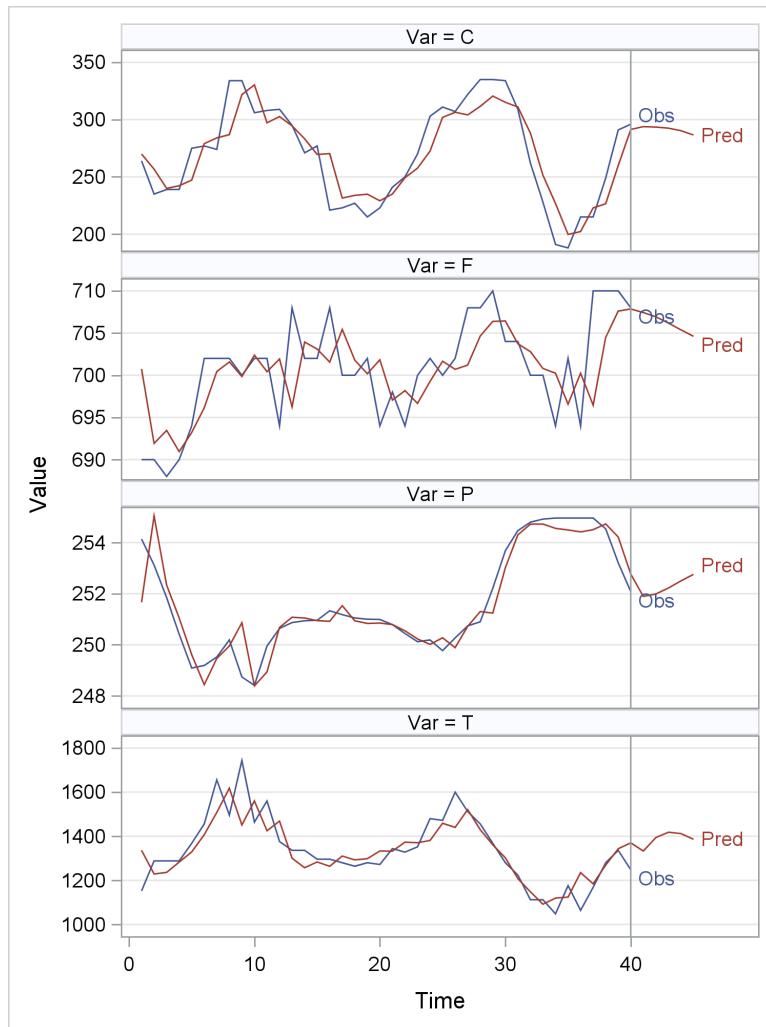
/* AR coefficients */
ma = { .083035 -1.0509    .055898   -3.9778,
       -.40452    .36876     .026369   -.81146,
       .062379 -2.6506    .80784    -76.952,
       .03273    -.031555   -.00019776 -.025205 };

coef = ar // ma;          /* stack the coefficients */
ev = { 188.55   6.8082    42.385   .042942,
       6.8082   32.169    37.995   -.062341,
       42.385   37.995    5138.8   -.10757,
       .042942  -.062341  -.10757   .34313 };

nar = 2; nma = 1;
call tspred(forecast,impulse,mse,y,coef,nar,nma,ev,
            5,nrow(y),-1);

```

If you write the data and the predicted values to a SAS data set, you can use the SGpanel procedure to visualize the original series and the forecasts. The result is shown in [Output 16.3.39](#).

Output 16.3.39 Multivariate ARMA Prediction

The forecast variable contains 45 observations. The first 40 rows are one-step predictions. The last five rows contain the five-step forecast values of the variables C, F, T, and P. You can construct the confidence interval for these forecasts by using the mean square error matrix, MSE. See the section “[Multivariate Time Series Analysis](#)” on page 338 for more details about impulse response functions and the mean square error matrix.

The TSROOT Subroutine

The TSROOT call computes the polynomial roots of the AR and MA equations. When the AR(p) process is written

$$y_t = \sum_{i=1}^p \alpha_i y_{t-i} + \epsilon_t$$

you can specify the following polynomial equation:

$$z^p - \sum_{i=1}^p \alpha_i z^{p-i} = 0$$

When all p roots of the preceding equation are inside the unit circle, the AR(p) process is stationary. The MA(q) process is invertible if the following polynomial equation has all roots inside the unit circle:

$$z^q + \sum_{i=1}^q \theta_i z^{q-i} = 0$$

where θ_i are the MA coefficients.

For example, the following program analyzes the time series data that are shown in [Output 16.3.14](#). The TSUNIMAR subroutine (see [Output 16.3.40](#)) selects the best AR model and estimates the AR coefficients, as shown in [Output 16.3.40](#).

```
proc iml;
y = { 2.430 2.506 2.767 2.940 3.169 3.450 3.594 3.774 3.695 3.411
      2.718 1.991 2.265 2.446 2.612 3.359 3.429 3.533 3.261 2.612
      2.179 1.653 1.832 2.328 2.737 3.014 3.328 3.404 2.981 2.557
      2.576 2.352 2.556 2.864 3.214 3.435 3.458 3.326 2.835 2.476
      2.373 2.389 2.742 3.210 3.520 3.828 3.628 2.837 2.406 2.675
      2.554 2.894 3.202 3.224 3.352 3.154 2.878 2.476 2.303 2.360
      2.671 2.867 3.310 3.449 3.646 3.400 2.590 1.863 1.581 1.690
      1.771 2.274 2.576 3.111 3.605 3.543 2.769 2.021 2.185 2.588
      2.880 3.115 3.540 3.845 3.800 3.579 3.264 2.538 2.582 2.907
      3.142 3.433 3.580 3.490 3.475 3.579 2.829 1.909 1.903 2.033
      2.360 2.601 3.054 3.386 3.553 3.468 3.187 2.723 2.686 2.821
      3.000 3.201 3.424 3.531 };

call tsunimar(ar,innov_var,nar,aic) data=y maxlag=5
      opt={{-1 1}} print=0;
lag = (1:5)';
print lag ar, aic innov_var;
```

Output 16.3.40 Minimum AIC AR Estimation

lag	ar
1	1.3003068
2	-0.72328
3	0.2421928
4	-0.378757
5	0.1377273

aic	innov_var
-318.6138	0.0490554

You can obtain the associated roots by calling the TSROOT subroutine. The TSROOT subroutine expects to receive complex AR or MA coefficients, whereas the matrix from the TSUNIMAR subroutine contains real coefficients. To represent complex coefficients, append a column of zeros (the value of the imaginary coefficients) and pass in the two-column matrix to the TSROOT subroutine by using the MATIN= argument, as follows:

```
/*-- set up complex coefficient matrix --*/
ar_cx = ar || j(nrow(ar),1,0);
call tsroot(root) matin=ar_cx nar=nar nma=0;
```

The output of the TSROOT subroutine is the ROOT matrix, which has two columns and five rows. Each row contains the real and imaginary parts of the roots of the characteristic polynomial $z^5 - \alpha_1 z^4 - \alpha_2 z^3 - \alpha_3 z^2 - \alpha_4 z^1 - \alpha_5$, where the α_i are the AR coefficients. Sometimes it is useful to display other information about the roots, as shown in [Output 16.3.4](#) and [Output 16.3.8](#). The following module prints the roots, their moduli, and their angles in the complex plane.

```
start PrintRootInfo(z); /* print Re(z), Im(z), |z|, and Arg(z) */
  m = j(nrow(z), 6);
  m[,1] = t(1:nrow(z));
  m[,{2 3}] = z;
  m[,4] = sqrt(z[,##]); /* modulus */
  m[,5] = atan2(z[,2], z[,1]); /* atan(I/R) */
  m[,6] = m[,5] * 180 / constant('pi'); /* degree */
  print m[L="Roots of AR Characteristic Polynomial"
    c={I "Real" "Imaginary" "MOD(z)" "ATan(I/R)" "Deg"}];
finish;
run PrintRootInfo(root);
```

The result is shown in [Output 16.3.41](#). All roots are within the unit circle. The modulus values of the fourth and fifth roots are sizable (0.9194).

Output 16.3.41 Roots of AR Characteristic Polynomial Equation

Roots of AR Characteristic Polynomial					
I	Real	Imaginary	MOD(z)	ATan(I/R)	Deg
ROW1 1	-0.297546	0.5599112	0.6340618	2.0592605	117.98694
ROW2 2	-0.297546	-0.559911	0.6340618	-2.059261	-117.9869
ROW3 3	0.4052936		0	0.4052936	0
ROW4 4	0.7450529	0.5386556	0.9193768	0.6259805	35.866038
ROW5 5	0.7450529	-0.538656	0.9193768	-0.62598	-35.86604

The TSROOT subroutine can also recover the polynomial coefficients if the roots are provided as an input. Specify the QCOEF=1 option when you want to compute the polynomial coefficients instead of polynomial roots. The results are shown in [Output 16.3.42](#), which you should compare with [Output 16.3.40](#).

```
call tsroot(ar_cx) matin=root nar=nar qcoef=1 nma=0;
reset fuzz;
print (lag || ar_cx)[L="Polynomial Coefficients"
  c={"I" "AR(real)" "AR(imag)"}];
```

Output 16.3.42 Polynomial Coefficients

Polynomial Coefficients		
I	AR(real)	AR(imag)
1	1.3003068	0
2	-0.72328	0
3	0.2421928	0
4	-0.378757	0
5	0.1377273	0

Syntax

TIMSAC routines are controlled by the following statements:

```

CALL TSBAYSEA (trend, season, series, adjust, abic, data <,order, sorder, rigid, npred, opt, cntl, print>) ;
CALL TSDECOMP (comp, est, aic, data <,xdata, order, sorder, nar, npred, init, opt, icmp, print>) ;
CALL TSMLOCAR (arcoef, ev, nar, aic, start, finish, data <,maxlag, opt, missing, print>) ;
CALL TSMLOMAR (arcoef, ev, nar, aic, start, finish, data <,maxlag, opt, missing, print>) ;
CALL TSMULMAR (arcoef, ev, nar, aic, data <,maxlag, opt, missing, print>) ;
CALL TSPEARS (arcoef, ev, nar, aic, data <,maxlag, opt, missing, print>) ;
CALL TSPRED (forecast, impulse, mse, data, coef, nar, nma <,ev, npred, start, constant>) ;
CALL TSROOT (matout, matin, nar, nma <,qcoef, print>) ;
CALL TSTVCAR (arcoef, variance, est, aic, data <,nar, init, opt, outlier, print>) ;
CALL TSUNIMAR (arcoef, ev, nar, aic, data <,maxlag, opt, missing, print>) ;

```

Details

This section presents an introductory description of the important topics that are directly related to TIMSAC IML subroutines. The computational details, including algorithms, are described in the section “[Computational Details](#)” on page 342. A detailed explanation of each subroutine is not given; instead, basic ideas and common methodologies for all subroutines are described first and are followed by more technical details. Finally, missing values are discussed in the section “[Missing Values](#)” on page 347.

Minimum AIC Procedure

The AIC statistic is widely used to select the best model among alternative parametric models. The minimum AIC model selection procedure can be interpreted as a maximization of the expected entropy (Akaike 1981). The entropy of a true probability density function (PDF) φ with respect to the fitted PDF f is written as

$$B(\varphi, f) = -I(\varphi, f)$$

where $I(\varphi, f)$ is a Kullback-Leibler information measure, which is defined as

$$I(\varphi, f) = \int \left[\log \left[\frac{\varphi(z)}{f(z)} \right] \right] \varphi(z) dz$$

where the random variable Z is assumed to be continuous. Therefore,

$$B(\varphi, f) = E_Z \log f(Z) - E_Z \log \varphi(Z)$$

where $B(\varphi, f) \leq 0$ and E_Z denotes the expectation concerning the random variable Z . $B(\varphi, f) = 0$ if and only if $\varphi = f$ (a.s.). The larger the quantity $E_Z \log f(Z)$, the closer the function f is to the true PDF φ . Given the data $y = (y_1, \dots, y_T)'$ that has the same distribution as the random variable Z , let the likelihood function of the parameter vector θ be $\prod_{t=1}^T f(y_t|\theta)$. Then the average of the log-likelihood function $\frac{1}{T} \sum_{t=1}^T \log f(y_t|\theta)$ is an estimate of the expected value of $\log f(Z)$. Akaike (1981) derived the alternative estimate of $E_Z \log f(Z)$ by using the Bayesian predictive likelihood. The AIC is the bias-corrected estimate of $-2TE_Z \log f(Z|\hat{\theta})$, where $\hat{\theta}$ is the maximum likelihood estimate.

$$\text{AIC} = -2(\text{maximum log-likelihood}) + 2(\text{number of free parameters})$$

Let $\theta = (\theta_1, \dots, \theta_K)'$ be a $K \times 1$ parameter vector that is contained in the parameter space Θ_K . Given the data y , the log-likelihood function is

$$\ell(\theta) = \sum_{t=1}^T \log f(y_t|\theta)$$

Suppose the probability density function $f(y|\theta)$ has the true PDF $\varphi(y) = f(y|\theta^0)$, where the true parameter vector θ^0 is contained in Θ_K . Let $\hat{\theta}_K$ be a maximum likelihood estimate. The maximum of the log-likelihood function is denoted as $\ell(\hat{\theta}_K) = \max_{\theta \in \Theta_K} \ell(\theta)$. The expected log-likelihood function is defined by

$$\ell^*(\theta) = TE_Z \log f(Z|\theta)$$

The Taylor series expansion of the expected log-likelihood function around the true parameter θ^0 gives the following asymptotic relationship:

$$\ell^*(\theta) \stackrel{A}{=} \ell^*(\theta^0) + T(\theta - \theta^0)' E_Z \frac{\partial \log f(Z|\theta^0)}{\partial \theta} - \frac{T}{2}(\theta - \theta^0)' I(\theta^0)(\theta - \theta^0)$$

where $I(\theta^0)$ is the information matrix and $\stackrel{A}{=}$ stands for asymptotic equality. Note that $\frac{\partial \log f(z|\theta^0)}{\partial \theta} = 0$ since $\log f(z|\theta)$ is maximized at θ^0 . By substituting $\hat{\theta}_K$, the expected log-likelihood function can be written as

$$\ell^*(\hat{\theta}_K) \stackrel{A}{=} \ell^*(\theta^0) - \frac{T}{2}(\hat{\theta}_K - \theta^0)' I(\theta^0)(\hat{\theta}_K - \theta^0)$$

The maximum likelihood estimator is asymptotically normally distributed under the regularity conditions

$$\sqrt{T} I(\theta^0)^{1/2} (\hat{\theta}_K - \theta^0) \xrightarrow{d} N(0, I_K)$$

Therefore,

$$T(\hat{\theta}_K - \theta^0)' I(\theta^0)(\hat{\theta}_K - \theta^0) \xrightarrow{a} \chi_K^2$$

The mean expected log-likelihood function, $\ell^*(K) = E_Y \ell^*(\hat{\theta}_K)$, becomes

$$\ell^*(K) \stackrel{A}{=} \ell^*(\theta^0) - \frac{K}{2}$$

When the Taylor series expansion of the log-likelihood function around $\hat{\theta}_K$ is used, the log-likelihood function $\ell(\theta)$ is written

$$\ell(\theta) \stackrel{A}{=} \ell(\hat{\theta}_K) + (\theta - \hat{\theta}_K)' \left. \frac{\partial \ell(\theta)}{\partial \theta} \right|_{\hat{\theta}_K} + \frac{1}{2} (\theta - \hat{\theta}_K)' \left. \frac{\partial^2 \ell(\theta)}{\partial \theta \partial \theta'} \right|_{\hat{\theta}_K} (\theta - \hat{\theta}_K)$$

Since $\ell(\hat{\theta}_K)$ is the maximum log-likelihood function, $\left. \frac{\partial \ell(\theta)}{\partial \theta} \right|_{\hat{\theta}_K} = 0$. Notice that $\text{plim} \left[-\frac{1}{T} \left. \frac{\partial^2 \ell(\theta)}{\partial \theta \partial \theta'} \right|_{\hat{\theta}_K} \right] = I(\theta^0)$ if the maximum likelihood estimator $\hat{\theta}_K$ is a consistent estimator of θ . Replacing θ with the true parameter θ^0 and taking expectations with respect to the random variable Y ,

$$E_Y \ell(\theta^0) \stackrel{A}{=} E_Y \ell(\hat{\theta}_K) - \frac{K}{2}$$

Consider the following relationship:

$$\begin{aligned} \ell^*(\theta^0) &= T E_Z \log f(Z|\theta^0) \\ &= E_Y \sum_{t=1}^T \log f(Y_t|\theta^0) \\ &= E_Y \ell(\theta^0) \end{aligned}$$

From the previous derivation,

$$\ell^*(K) \stackrel{A}{=} \ell^*(\theta^0) - \frac{K}{2}$$

Therefore,

$$\ell^*(K) \stackrel{A}{=} E_Y \ell(\hat{\theta}_K) - K$$

The natural estimator for $E_Y \ell(\hat{\theta}_K)$ is $\ell(\hat{\theta}_K)$. Using this estimator, you can write the mean expected log-likelihood function as

$$\ell^*(K) \stackrel{A}{=} \ell(\hat{\theta}_K) - K$$

Consequently, the AIC is defined as an asymptotically unbiased estimator of $-2(\text{mean expected log-likelihood})$

$$\text{AIC}(K) = -2\ell(\hat{\theta}_K) + 2K$$

In practice, the previous asymptotic result is expected to be valid in finite samples if the number of free parameters does not exceed $2\sqrt{T}$ and the upper bound of the number of free parameters is $\frac{T}{2}$. It is worth noting that the amount of AIC is not meaningful in itself, since this value is not the Kullback-Leibler information measure. The difference of AIC values can be used to select the model. The difference of the two AIC values is considered insignificant if it is far less than 1. It is possible to find a better model when the minimum AIC model contains many free parameters.

Smoothness Priors Modeling

Consider the time series y_t :

$$y_t = f(t) + \epsilon_t$$

where $f(t)$ is an unknown smooth function and ϵ_t is an iid random variable with zero mean and positive variance σ^2 . Whittaker (1923) provides the solution, which balances a tradeoff between closeness to the data and the k th-order difference equation. For a fixed value of λ and k , the solution \hat{f} satisfies

$$\min_f \sum_{t=1}^T \left\{ [y_t - f(t)]^2 + \lambda^2 [\nabla^k f(t)]^2 \right\}$$

where ∇^k denotes the k th-order difference operator. The value of λ can be viewed as the smoothness tradeoff measure. Akaike (1980a) proposed the Bayesian posterior PDF to solve this problem.

$$\ell(f) = \exp \left\{ -\frac{1}{2\sigma^2} \sum_{t=1}^T [y_t - f(t)]^2 \right\} \exp \left\{ -\frac{\lambda^2}{2\sigma^2} \sum_{t=1}^T [\nabla^k f(t)]^2 \right\}$$

Therefore, the solution can be obtained when the function $\ell(f)$ is maximized.

Assume that time series is decomposed as follows:

$$y_t = T_t + S_t + \epsilon_t$$

where T_t denotes the trend component and S_t is the seasonal component. The trend component follows the k th-order stochastically perturbed difference equation.

$$\nabla^k T_t = w_{1t}, w_{1t} \sim N(0, \tau_1^2)$$

For example, the polynomial trend component for $k = 2$ is written as

$$T_t = 2T_{t-1} - T_{t-2} + w_{1t}$$

To accommodate regular seasonal effects, the stochastic seasonal relationship is used.

$$\sum_{i=0}^{L-1} S_{t-i} = w_{2t}, w_{2t} \sim N(0, \tau_2^2)$$

where L is the number of seasons within a period. In the context of Whittaker and Akaike, the smoothness priors problem can be solved by the maximization of

$$\begin{aligned} \ell(f) &= \exp \left[-\frac{1}{2\sigma^2} \sum_{t=1}^T (y_t - T_t - S_t)^2 \right] \exp \left[-\frac{\tau_1^2}{2\sigma^2} \sum_{t=1}^T (\nabla^k T_t)^2 \right] \\ &\quad \times \exp \left[-\frac{\tau_2^2}{2\sigma^2} \sum_{t=1}^T \left(\sum_{i=0}^{L-1} S_{t-i} \right)^2 \right] \end{aligned}$$

The values of hyperparameters τ_1^2 and τ_2^2 refer to a measure of uncertainty of prior information. For example, the large value of τ_1^2 implies a relatively smooth trend component. The ratio $\frac{\tau_i^2}{\sigma^2}$ ($i = 1, 2$) can be considered as a signal-to-noise ratio.

Kitagawa and Gersch (1984) use the Kalman filter recursive computation for the likelihood of the tradeoff parameters. The hyperparameters are estimated by combining the grid search and optimization method. The state space model and Kalman filter recursive computation are discussed in the section “State Space and Kalman Filter Method” on page 345.

Bayesian Seasonal Adjustment

Seasonal phenomena are frequently observed in many economic and business time series. For example, consumption expenditure might have strong seasonal variations because of Christmas spending. The seasonal phenomena are repeatedly observed after a regular period of time. The number of seasons within a period is defined as the smallest time span for this repetitive observation. Monthly consumption expenditure shows a strong increase during the Christmas season, with 12 seasons per period.

There are three major approaches to seasonal time series: the regression model, the moving average model, and the seasonal ARIMA model.

Regression Model

Let the trend component be $T_t = \sum_{i=1}^{m_\alpha} \alpha_i U_{it}$ and the seasonal component be $S_t = \sum_{j=1}^{m_\beta} \beta_j V_{jt}$. Then the additive time series can be written as the regression model

$$y_t = \sum_{i=1}^{m_\alpha} \alpha_i U_{it} + \sum_{j=1}^{m_\beta} \beta_j V_{jt} + \epsilon_t$$

In practice, the trend component can be written as the m_α th-order polynomial, such as

$$T_t = \sum_{i=0}^{m_\alpha} \alpha_i t^i$$

The seasonal component can be approximated by the seasonal dummies (D_{jt})

$$S_t = \sum_{j=1}^{L-1} \beta_j D_{jt}$$

where L is the number of seasons within a period. The least squares method is applied to estimate parameters α_i and β_j .

The seasonally adjusted series is obtained by subtracting the estimated seasonal component from the original series. Usually, the error term ϵ_t is assumed to be white noise, while sometimes the autocorrelation of the regression residuals needs to be allowed. However, the regression method is not robust to the regression function type, especially at the beginning and end of the series.

Moving Average Model

If you assume that the annual sum of a seasonal time series has small seasonal fluctuations, the nonseasonal component $N_t = T_t + \epsilon_t$ can be estimated by using the moving average method.

$$\hat{N}_t = \sum_{i=-m}^m \lambda_i y_{t-i}$$

where m is the positive integer and λ_i is the symmetric constant such that $\lambda_i = \lambda_{-i}$ and $\sum_{i=-m}^m \lambda_i = 1$.

When the data are not available, either an asymmetric moving average is used, or the forecast data are augmented to use the symmetric weight. The X-11 procedure is a complex modification of this moving-average method.

Seasonal ARIMA Model

The regression and moving-average approaches assume that the seasonal component is deterministic and independent of other nonseasonal components. The time series approach is used to handle the stochastic trend and seasonal components.

The general ARIMA model can be written

$$\prod_{j=1}^m \phi_j(B) \prod_{i=1}^k (1 - B^{s_i})^{d_i} \tilde{y}_t = \theta_0 + \prod_{i=1}^q \theta_i(B) \epsilon_t$$

where B is the backshift operator and

$$\begin{aligned}\phi_j(B) &= 1 - \phi_1 B - \cdots - \phi_j B^{p_j} \\ \theta_i(B) &= 1 - \theta_1 B - \cdots - \theta_i B^{q_i}\end{aligned}$$

and $\tilde{y}_t = y_t - E(Y_t)$ if $d_i = 0$; otherwise, $\tilde{y}_t = y_t$. The power of B , s_i , can be considered as a seasonal factor. Specifically, the Box-Jenkins multiplicative seasonal ARIMA(p, d, q)(P, D, Q) $_s$ model is written as

$$\phi_p(B)\Phi_P(B^s)(1 - B)^d(1 - B^s)^D \tilde{y}_t = \theta_q(B)\Theta_Q(B^s) \epsilon_t$$

ARIMA modeling is appropriate for particular time series and requires burdensome computation.

The TSBAYSEA subroutine combines the simple characteristics of the regression approach and time series modeling. The TSBAYSEA and X-11 procedures use the model-based seasonal adjustment. The symmetric weights of the standard X-11 option can be approximated by using the integrated MA form

$$(1 - B)(1 - B^{12})y_t = \theta(B)\epsilon_t$$

With a fixed value ϕ , the TSBAYSEA subroutine is approximated as

$$(1 - \phi B)(1 - B)(1 - B^{12})y_t = \theta(B)\epsilon_t$$

The subroutine is flexible enough to handle trading-day or leap-year effects, the shift of the base observation, and missing values. The TSBAYSEA-type modeling approach has some advantages: it clearly defines the statistical model of the time series; modification of the basic model can be an efficient method of choosing a particular procedure for the seasonal adjustment of a given time series; and the use of the concept of the likelihood provides a minimum AIC model selection approach.

Nonstationary Time Series

The subroutines TSMLOCAR, TSMLOMAR, and TSTVCAR are used to analyze nonstationary time series models. The AIC statistic is extensively used to analyze the locally stationary model.

Locally Stationary AR Model

When the time series is nonstationary, the TSMLOCAR (univariate) and TSMLOMAR (multivariate) subroutines can be employed. The whole span of the series is divided into locally stationary blocks of data, and then the TSMLOCAR and TSMLOMAR subroutines estimate a stationary AR model by using the least squares method on this stationary block. The homogeneity of two different blocks of data is tested by using the AIC.

Given a set of data $\{y_1, \dots, y_T\}$, the data can be divided into k blocks of sizes t_1, \dots, t_k , where $t_1 + \dots + t_k = T$, and k and t_i are unknown. The locally stationary model is fitted to the data

$$y_t = \alpha_0^i + \sum_{j=1}^{p_i} \alpha_j^i y_{t-j} + \epsilon_t^i$$

where

$$T_{i-1} = \sum_{j=1}^{i-1} t_j < t \leq T_i = \sum_{j=1}^i t_j \text{ for } i = 1, \dots, k$$

where ϵ_t^i is a Gaussian white noise with $E\epsilon_t^i = 0$ and $E(\epsilon_t^i)^2 = \sigma_i^2$. Therefore, the log-likelihood function of the locally stationary series is

$$\ell = -\frac{1}{2} \sum_{i=1}^k \left[t_i \log(2\pi\sigma_i^2) + \frac{1}{\sigma_i^2} \sum_{t=T_{i-1}+1}^{T_i} \left(y_t - \alpha_0^i - \sum_{j=1}^{p_i} \alpha_j^i y_{t-j} \right)^2 \right]$$

Given α_j^i , $j = 0, \dots, p_i$, the maximum of the log-likelihood function is attained at

$$\hat{\sigma}_i^2 = \frac{1}{t_i} \sum_{t=T_{i-1}+1}^{T_i} \left(y_t - \hat{\alpha}_0^i - \sum_{j=1}^{p_i} \hat{\alpha}_j^i y_{t-j} \right)^2$$

The concentrated log-likelihood function is given by

$$\ell^* = -\frac{T}{2} [1 + \log(2\pi)] - \frac{1}{2} \sum_{i=1}^k t_i \log(\hat{\sigma}_i^2)$$

Therefore, the maximum likelihood estimates, $\hat{\alpha}_j^i$ and $\hat{\sigma}_i^2$, are obtained by minimizing the following local SSE:

$$\text{SSE} = \sum_{t=T_{i-1}+1}^{T_i} \left(y_t - \hat{\alpha}_0^i - \sum_{j=1}^{p_i} \hat{\alpha}_j^i y_{t-j} \right)^2$$

The least squares estimation of the stationary model is explained in the section “Least Squares and Householder Transformation” on page 342.

The AIC for the locally stationary model over the pooled data is written as

$$\sum_{i=1}^k t_i \log(\hat{\sigma}_i^2) + 2 \sum_{i=1}^k (p_i + \delta + 1)$$

where $\delta = 1$ if the intercept term (α_0^i) is estimated; otherwise, $\delta = 0$. The number of stationary blocks (k), the size of each block (t_i), and the order of the locally stationary model is determined by the AIC. Consider the autoregressive model fitted over the block of data, $\{y_1, \dots, y_T\}$, and let this model M_1 be an AR(p_1) process. When additional data, $\{y_{T+1}, \dots, y_{T+T_1}\}$, are available, a new model M_2 , an AR(p_2) process, is fitted over this new data set, assuming that these data are independent of the previous data. Then AICs for models M_1 and M_2 are defined as

$$\begin{aligned} \text{AIC}_1 &= T \log(\sigma_1^2) + 2(p_1 + \delta + 1) \\ \text{AIC}_2 &= T_1 \log(\sigma_2^2) + 2(p_2 + \delta + 1) \end{aligned}$$

The joint model AIC for M_1 and M_2 is obtained by summation

$$\text{AIC}_J = \text{AIC}_1 + \text{AIC}_2$$

When the two data sets are pooled and estimated over the pooled data set, $\{y_1, \dots, y_{T+T_1}\}$, the AIC of the pooled model is

$$\text{AIC}_A = (T + T_1) \log(\hat{\sigma}_A^2) + 2(p_A + \delta + 1)$$

where σ_A^2 is the pooled error variance and p_A is the order chosen to fit the pooled data set.

Decision

- If $\text{AIC}_J < \text{AIC}_A$, switch to the new model, since there is a change in the structure of the time series.
- If $\text{AIC}_J \geq \text{AIC}_A$, pool the two data sets, since two data sets are considered to be homogeneous.

If new observations are available, repeat the preceding steps to determine the homogeneity of the data. The basic idea of locally stationary AR modeling is that, if the structure of the time series is not changed, you should use the additional information to improve the model fitting, but you need to follow the new structure of the time series if there is any change.

Time-Varying AR Coefficient Model

Another approach to nonstationary time series, especially those that are nonstationary in the covariance, is time-varying AR coefficient modeling. When the time series is nonstationary in the covariance, the problem in modeling this series is related to an efficient parameterization. It is possible for a Bayesian approach to estimate the model with a large number of implicit parameters of the complex structure by using a relatively small number of hyperparameters.

The TSTVCAR subroutine uses smoothness priors by imposing stochastically perturbed difference equation constraints on each AR coefficient and frequency response function. The variance of each AR coefficient distribution constitutes a hyperparameter included in the state space model. The likelihood of these hyperparameters is computed by the Kalman filter recursive algorithm.

The time-varying AR coefficient model is written

$$y_t = \sum_{i=1}^m \alpha_{it} y_{t-i} + \epsilon_t$$

where time-varying coefficients α_{it} are assumed to change gradually with time. The following simple stochastic difference equation constraint is imposed on each coefficient:

$$\nabla^k \alpha_{it} = w_{it}, w_{it} \sim N(0, \tau^2), i = 1, \dots, m$$

The frequency response function of the AR process is written

$$A(f) = 1 - \sum_{j=1}^m \alpha_{jt} \exp(-2\pi j i f)$$

The smoothness of this function can be measured by the k th derivative smoothness constraint,

$$R_k = \int_{-1/2}^{1/2} \left| \frac{d^k A(f)}{df^k} \right|^2 df = (2\pi)^{2k} \sum_{j=1}^m j^{2k} \alpha_{jt}^2$$

Then the TSTVCAR call imposes zero and second derivative smoothness constraints. The time-varying AR coefficients are the solution of the following constrained least squares:

$$\sum_{t=1}^T \left(y_t - \sum_{i=1}^m \alpha_{it} y_{t-i} \right)^2 + \tau^2 \sum_{t=1}^T \sum_{i=1}^m (\nabla^k \alpha_{it})^2 + \lambda^2 \sum_{t=1}^T \sum_{i=1}^m i^2 \alpha_{it}^2 + \nu^2 \sum_{t=1}^T \sum_{i=1}^m \alpha_{it}^2$$

where τ^2 , λ^2 , and ν^2 are hyperparameters of the prior distribution.

Using a state space representation, the model is

$$\begin{aligned} \mathbf{x}_t &= \mathbf{F}\mathbf{x}_{t-1} + \mathbf{G}\mathbf{w}_t \\ y_t &= \mathbf{H}_t \mathbf{x}_t + \epsilon_t \end{aligned}$$

where

$$\begin{aligned} \mathbf{x}_t &= (\alpha_{1t}, \dots, \alpha_{mt}, \dots, \alpha_{1,t-k+1}, \dots, \alpha_{m,t-k+1})' \\ \mathbf{H}_t &= (y_{t-1}, \dots, y_{t-m}, \dots, 0, \dots, 0) \\ \mathbf{w}_t &= (w_{1t}, \dots, w_{mt})' \\ k &= 1 : \mathbf{F} = \mathbf{I}_m \mathbf{G} = \mathbf{I}_m \\ k &= 2 : \mathbf{F} = \begin{bmatrix} 2\mathbf{I}_m & -\mathbf{I}_m \\ \mathbf{I}_m & 0 \end{bmatrix} \mathbf{G} = \begin{bmatrix} \mathbf{I}_m \\ 0 \end{bmatrix} \\ k &= 3 : \mathbf{F} = \begin{bmatrix} 3\mathbf{I}_m & -3\mathbf{I}_m & \mathbf{I}_m \\ \mathbf{I}_m & 0 & 0 \\ 0 & \mathbf{I}_m & 0 \end{bmatrix} \mathbf{G} = \begin{bmatrix} \mathbf{I}_m \\ 0 \\ 0 \end{bmatrix} \\ \begin{bmatrix} \mathbf{w}_t \\ \epsilon_t \end{bmatrix} &\sim N \left(\mathbf{0}, \begin{bmatrix} \tau^2 \mathbf{I} & 0 \\ 0 & \sigma^2 \end{bmatrix} \right) \end{aligned}$$

The computation of the likelihood function is straightforward. See the section “State Space and Kalman Filter Method” on page 345 for the computation method.

Multivariate Time Series Analysis

The subroutines TSMULMAR, TSMLOMAR, and TSPRED analyze multivariate time series. The periodic AR model, TSPEARS, can also be estimated by using a vector AR procedure, since the periodic AR series can be represented as the covariance-stationary vector autoregressive model.

The stationary vector AR model is estimated and the order of the model (or each variable) is automatically determined by the minimum AIC procedure. The stationary vector AR model is written

$$\begin{aligned}\mathbf{y}_t &= \mathbf{A}_0 + \mathbf{A}_1 \mathbf{y}_{t-1} + \cdots + \mathbf{A}_p \mathbf{y}_{t-p} + \boldsymbol{\epsilon}_t \\ \boldsymbol{\epsilon}_t &\sim N(\mathbf{0}, \Sigma)\end{aligned}$$

Using the \mathbf{LDL}' factorization method, the error covariance is decomposed as

$$\Sigma = \mathbf{LDL}'$$

where \mathbf{L} is a unit lower triangular matrix and \mathbf{D} is a diagonal matrix. Then the instantaneous response model is defined as

$$\mathbf{C}\mathbf{y}_t = \mathbf{A}_0^* + \mathbf{A}_1^* \mathbf{y}_{t-1} + \cdots + \mathbf{A}_p^* \mathbf{y}_{t-p} + \boldsymbol{\epsilon}_t^*$$

where $\mathbf{C} = \mathbf{L}^{-1}$, $\mathbf{A}_i^* = \mathbf{L}^{-1} \mathbf{A}_i$ for $i = 0, 1, \dots, p$, and $\boldsymbol{\epsilon}_t^* = \mathbf{L}^{-1} \boldsymbol{\epsilon}_t$. Each equation of the instantaneous response model can be estimated independently, since its error covariance matrix has a diagonal covariance matrix \mathbf{D} . Maximum likelihood estimates are obtained through the least squares method when the disturbances are normally distributed and the presample values are fixed.

The TSMULMAR subroutine estimates the instantaneous response model. The VAR coefficients are computed by using the relationship between the VAR and instantaneous models.

The general VARMA model can be transformed as an infinite-order MA process under certain conditions.

$$\mathbf{y}_t = \mu + \boldsymbol{\epsilon}_t + \sum_{m=1}^{\infty} \Psi_m \boldsymbol{\epsilon}_{t-m}$$

In the context of the VAR(p) model, the coefficient Ψ_m can be interpreted as the m -lagged response of a unit increase in the disturbances at time t .

$$\Psi_m = \frac{\partial \mathbf{y}_{t+m}}{\partial \boldsymbol{\epsilon}'_t}$$

The lagged response on the one-unit increase in the orthogonalized disturbances $\boldsymbol{\epsilon}_t^*$ is denoted

$$\frac{\partial \mathbf{y}_{t+m}}{\partial \boldsymbol{\epsilon}_{jt}^*} = \frac{\partial E(\mathbf{y}_{t+m} | \mathbf{y}_{jt}, \mathbf{y}_{j-1,t}, \dots, \mathbf{X}_t)}{\partial \mathbf{y}_{jt}} = \Psi_m \mathbf{L}_j$$

where \mathbf{L}_j is the j th column of the unit triangular matrix \mathbf{L} and $\mathbf{X}_t = [\mathbf{y}_{t-1}, \dots, \mathbf{y}_{t-p}]$. When you estimate the VAR model by using the TSMULMAR call, it is easy to compute this impulse response function.

The MSE of the m -step prediction is computed as

$$E(\mathbf{y}_{t+m} - \mathbf{y}_{t+m|t})(\mathbf{y}_{t+m} - \mathbf{y}_{t+m|t})' = \Sigma + \Psi_1 \Sigma \Psi_1' + \cdots + \Psi_{m-1} \Sigma \Psi_{m-1}'$$

Note that $\epsilon_t = \mathbf{L}\epsilon_t^*$. Then the covariance matrix of ϵ_t is decomposed

$$\Sigma = \sum_{i=1}^n \mathbf{L}_i \mathbf{L}'_i d_{ii}$$

where d_{ii} is the i th diagonal element of the matrix \mathbf{D} and n is the number of variables. The MSE matrix can be written

$$\sum_{i=1}^n d_{ii} [\mathbf{L}_i \mathbf{L}'_i + \Psi_1 \mathbf{L}_i \mathbf{L}'_i \Psi'_1 + \cdots + \Psi_{m-1} \mathbf{L}_i \mathbf{L}'_i \Psi'_{m-1}]$$

Therefore, the contribution of the i th orthogonalized innovation to the MSE is

$$\mathbf{V}_i = d_{ii} [\mathbf{L}_i \mathbf{L}'_i + \Psi_1 \mathbf{L}_i \mathbf{L}'_i \Psi'_1 + \cdots + \Psi_{m-1} \mathbf{L}_i \mathbf{L}'_i \Psi'_{m-1}]$$

The i th forecast error variance decomposition is obtained from diagonal elements of the matrix \mathbf{V}_i .

The nonstationary multivariate series can be analyzed by the TSMLOMAR subroutine. The estimation and model identification procedure is analogous to the univariate nonstationary procedure, which is explained in the section “Nonstationary Time Series” on page 334.

A time series y_t is periodically correlated with period d if $Ey_t = Ey_{t+d}$ and $Ey_s y_t = E y_{s+d} y_{t+d}$. Let y_t be autoregressive of period d with AR orders (p_1, \dots, p_d) —that is,

$$y_t = \sum_{j=1}^{p_t} \alpha_{jt} y_{t-j} + \epsilon_t$$

where ϵ_t is uncorrelated with mean zero and $E\epsilon_t^2 = \sigma_t^2$, $p_t = p_{t+d}$, $\sigma_t^2 = \sigma_{t+d}^2$, and $\alpha_{jt} = \alpha_{j,t+d}$ ($j = 1, \dots, p_t$). Define the new variable such that $x_{jt} = y_{j+d(t-1)}$. The vector series, $\mathbf{x}_t = (x_{1t}, \dots, x_{dt})'$, is autoregressive of order p , where $p = \max_j \text{int}((p_j - j)/d) + 1$. The TSPEARS subroutine estimates the periodic autoregressive model by using minimum AIC vector AR modeling.

The TSPRED subroutine computes the one-step or multistep forecast of the multivariate ARMA model if the ARMA parameter estimates are provided. In addition, the subroutine TSPRED produces the (intermediate and permanent) impulse response function and performs forecast error variance decomposition for the vector AR model.

Spectral Analysis

The autocovariance function of the random variable Y_t is defined as

$$C_{YY}(k) = E(Y_{t+k} Y_t)$$

where $EY_t = 0$. When the real valued process Y_t is stationary and its autocovariance is absolutely summable, the population spectral density function is obtained by using the Fourier transform of the autocovariance function

$$f(g) = \frac{1}{2\pi} \sum_{k=-\infty}^{\infty} C_{YY}(k) \exp(-igk) \quad -\pi \leq g \leq \pi$$

where $i = \sqrt{-1}$ and $C_{YY}(k)$ is the autocovariance function such that $\sum_{k=-\infty}^{\infty} |C_{YY}(k)| < \infty$.

Consider the autocovariance generating function

$$\gamma(z) = \sum_{k=-\infty}^{\infty} C_{YY}(k)z^k$$

where $C_{YY}(k) = C_{YY}(-k)$ and z is a complex scalar. The spectral density function can be represented as

$$f(g) = \frac{1}{2\pi} \gamma(\exp(-ig))$$

The stationary ARMA(p, q) process is denoted

$$\phi(B)y_t = \theta(B)\epsilon_t \sim (0, \sigma^2)$$

where $\phi(B)$ and $\theta(B)$ do not have common roots. Note that the autocovariance generating function of the linear process $y_t = \psi(B)\epsilon_t$ is given by

$$\gamma(B) = \sigma^2 \psi(B)\psi(B^{-1})$$

For the ARMA(p, q) process, $\psi(B) = \frac{\theta(B)}{\phi(B)}$. Therefore, the spectral density function of the stationary ARMA(p, q) process becomes

$$f(g) = \frac{\sigma^2}{2\pi} \left| \frac{\theta(\exp(-ig))\theta(\exp(ig))}{\phi(\exp(-ig))\phi(\exp(ig))} \right|^2$$

The spectral density function of a white noise is a constant.

$$f(g) = \frac{\sigma^2}{2\pi}$$

The spectral density function of the AR(1) process ($\phi(B) = 1 - \phi_1 B$) is given by

$$f(g) = \frac{\sigma^2}{2\pi(1 - \phi_1 \cos(g) + \phi_1^2)}$$

The spectrum of the AR(1) process has its minimum at $g = 0$ and its maximum at $g = \pm\pi$ if $\phi_1 < 0$, while the spectral density function attains its maximum at $g = 0$ and its minimum at $g = \pm\pi$, if $\phi_1 > 0$. When the series is positively autocorrelated, its spectral density function is dominated by low frequencies. It is interesting to observe that the spectrum approaches $\frac{\sigma^2}{4\pi} \frac{1}{1-\cos(g)}$ as $\phi_1 \rightarrow 1$. This relationship shows that the series is difference-stationary if its spectral density function has a remarkable peak near 0.

The spectrum of AR(2) process ($\phi(B) = 1 - \phi_1 B - \phi_2 B^2$) equals

$$f(g) = \frac{\sigma^2}{2\pi} \frac{1}{\left\{ -4\phi_2 \left[\cos(g) + \frac{\phi_1(1-\phi_2)}{4\phi_2} \right]^2 + \frac{(1+\phi_2)^2(4\phi_2+\phi_1^2)}{4\phi_2} \right\}}$$

Refer to Anderson (1971) for details of the characteristics of this spectral density function of the AR(2) process.

In practice, the population spectral density function cannot be computed. There are many ways of computing the sample spectral density function. The TSBAYSEA and TSMLOCAR subroutines compute the power spectrum by using AR coefficients and the white noise variance.

The power spectral density function of Y_t is derived by using the Fourier transformation of $C_{YY}(k)$.

$$f_{YY}(g) = \sum_{k=-\infty}^{\infty} \exp(-2\pi i g k) C_{YY}(k), -\frac{1}{2} \leq g \leq \frac{1}{2}$$

where $i = \sqrt{-1}$ and g denotes frequency. The autocovariance function can also be written as

$$C_{YY}(k) = \int_{-1/2}^{1/2} \exp(2\pi i g k) f_{YY}(g) dg$$

Consider the following stationary AR(p) process:

$$y_t - \sum_{i=1}^p \phi_i y_{t-i} = \epsilon_t$$

where ϵ_t is a white noise with mean zero and constant variance σ^2 .

The autocovariance function of white noise ϵ_t equals

$$C_{\epsilon\epsilon}(k) = \delta_{k0} \sigma^2$$

where $\delta_{k0} = 1$ if $k = 0$; otherwise, $\delta_{k0} = 0$. Therefore, the power spectral density of the white noise is $f_{\epsilon\epsilon}(g) = \sigma^2$, $-\frac{1}{2} \leq g \leq \frac{1}{2}$. Note that, with $\phi_0 = -1$,

$$C_{\epsilon\epsilon}(k) = \sum_{m=0}^p \sum_{n=0}^p \phi_m \phi_n C_{YY}(k-m+n)$$

Using the following autocovariance function of Y_t ,

$$C_{YY}(k) = \int_{-1/2}^{1/2} \exp(2\pi i g k) f_{YY}(g) dg$$

the autocovariance function of the white noise is denoted as

$$\begin{aligned} C_{\epsilon\epsilon}(k) &= \sum_{m=0}^p \sum_{n=0}^p \phi_m \phi_n \int_{-1/2}^{1/2} \exp(2\pi i g(k-m+n)) f_{YY}(g) dg \\ &= \int_{-1/2}^{1/2} \exp(2\pi i g k) \left| 1 - \sum_{m=1}^p \phi_m \exp(-2\pi i g m) \right|^2 f_{YY}(g) dg \end{aligned}$$

On the other hand, another formula of the $C_{\epsilon\epsilon}(k)$ gives

$$C_{\epsilon\epsilon}(k) = \int_{-1/2}^{1/2} \exp(2\pi i g k) f_{\epsilon\epsilon}(g) dg$$

Therefore,

$$f_{\epsilon\epsilon}(g) = \left| 1 - \sum_{m=1}^p \phi_m \exp(-2\pi i g m) \right|^2 f_{YY}(g)$$

Since $f_{\epsilon\epsilon}(g) = \sigma^2$, the rational spectrum of Y_t is

$$f_{YY}(g) = \frac{\sigma^2}{\left| 1 - \sum_{m=1}^p \phi_m \exp(-2\pi i g m) \right|^2}$$

To compute the power spectrum, estimated values of white noise variance $\hat{\sigma}^2$ and AR coefficients $\hat{\phi}_m$ are used. The order of the AR process can be determined by using the minimum AIC procedure.

Computational Details

Least Squares and Householder Transformation

Consider the univariate AR(p) process

$$y_t = \alpha_0 + \sum_{i=1}^p \alpha_i y_{t-i} + \epsilon_t$$

Define the design matrix \mathbf{X} .

$$\mathbf{X} = \begin{bmatrix} 1 & y_p & \cdots & y_1 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & y_{T-1} & \cdots & y_{T-p} \end{bmatrix}$$

Let $\mathbf{y} = (y_{p+1}, \dots, y_n)'$. The least squares estimate, $\hat{\mathbf{a}} = (\mathbf{X}'\mathbf{X})^{-1}\mathbf{X}'\mathbf{y}$, is the approximation to the maximum likelihood estimate of $\mathbf{a} = (\alpha_0, \alpha_1, \dots, \alpha_p)$ if ϵ_t is assumed to be Gaussian error disturbances. Combining \mathbf{X} and \mathbf{y} as

$$\mathbf{Z} = [\mathbf{X} \mathbf{y}]$$

the \mathbf{Z} matrix can be decomposed as

$$\mathbf{Z} = \mathbf{Q}\mathbf{U} = \mathbf{Q} \begin{bmatrix} \mathbf{R} & \mathbf{w}_1 \\ \mathbf{0} & \mathbf{w}_2 \end{bmatrix}$$

where \mathbf{Q} is an orthogonal matrix and \mathbf{R} is an upper triangular matrix, $\mathbf{w}_1 = (w_1, \dots, w_{p+1})'$, and $\mathbf{w}_2 = (w_{p+2}, 0, \dots, 0)'$.

$$\mathbf{Q}'\mathbf{y} = \begin{bmatrix} w_1 \\ w_2 \\ \vdots \\ w_{T-p} \end{bmatrix}$$

The least squares estimate that uses Householder transformation is computed by solving the linear system

$$\mathbf{R}\mathbf{a} = \mathbf{w}_1$$

The unbiased residual variance estimate is

$$\hat{\sigma}^2 = \frac{1}{T-p} \sum_{i=p+2}^{T-p} w_i^2 = \frac{w_{p+2}^2}{T-p}$$

and

$$\text{AIC} = (T-p) \log(\hat{\sigma}^2) + 2(p+1)$$

In practice, least squares estimation does not require the orthogonal matrix \mathbf{Q} . The TIMSAC subroutines compute the upper triangular matrix without computing the matrix \mathbf{Q} .

Bayesian Constrained Least Squares

Consider the additive time series model

$$y_t = T_t + S_t + \epsilon_t, \epsilon_t \sim N(0, \sigma^2)$$

Practically, it is not possible to estimate parameters $\mathbf{a} = (T_1, \dots, T_T, S_1, \dots, S_T)'$, since the number of parameters exceeds the number of available observations. Let ∇_L^m denote the seasonal difference operator with L seasons and degree of m ; that is, $\nabla_L^m = (1 - B^L)^m$. Suppose that $T = L * n$. Some constraints on the trend and seasonal components need to be imposed such that the sum of squares of $\nabla^k T_t$, $\nabla_L^m S_t$, and $(\sum_{i=0}^{L-1} S_{t-i})$ is small. The constrained least squares estimates are obtained by minimizing

$$\sum_{t=1}^T \left\{ (y_t - T_t - S_t)^2 + d^2 \left[s^2 (\nabla^k T_t)^2 + (\nabla_L^m S_t)^2 + z^2 (S_t + \dots + S_{t-L+1})^2 \right] \right\}$$

Using matrix notation,

$$(\mathbf{y} - \mathbf{Ma})'(\mathbf{y} - \mathbf{Ma}) + (\mathbf{a} - \mathbf{a}_0)' \mathbf{D}' \mathbf{D} (\mathbf{a} - \mathbf{a}_0)$$

where $\mathbf{M} = [\mathbf{I}_T : \mathbf{I}_T]$, $\mathbf{y} = (y_1, \dots, y_T)'$, and \mathbf{a}_0 is the initial guess of \mathbf{a} . The matrix \mathbf{D} is a $3T \times 2T$ control matrix in which structure varies according to the order of differencing in trend and season.

$$\mathbf{D} = d \begin{bmatrix} \mathbf{E}_m & \mathbf{0} \\ z\mathbf{F} & \mathbf{0} \\ \mathbf{0} & s\mathbf{G}_k \end{bmatrix}$$

where

$$\begin{aligned}
 \mathbf{E}_m &= \mathbf{C}_m \otimes \mathbf{I}_L, m = 1, 2, 3 \\
 \mathbf{F} &= \begin{bmatrix} 1 & 0 & \cdots & 0 \\ 1 & 1 & \ddots & \vdots \\ \vdots & \ddots & \ddots & 0 \\ 1 & \cdots & 1 & 1 \end{bmatrix}_{T \times T} \\
 \mathbf{G}_1 &= \begin{bmatrix} 1 & 0 & 0 & \cdots & 0 \\ -1 & 1 & 0 & \cdots & 0 \\ 0 & -1 & 1 & \ddots & \vdots \\ \vdots & \ddots & \ddots & \ddots & 0 \\ 0 & \cdots & 0 & -1 & 1 \end{bmatrix}_{T \times T} \\
 \mathbf{G}_2 &= \begin{bmatrix} 1 & 0 & 0 & 0 & \cdots & 0 \\ -2 & 1 & 0 & 0 & \cdots & 0 \\ 1 & -2 & 1 & 0 & \cdots & 0 \\ 0 & 1 & -2 & 1 & \ddots & \vdots \\ \vdots & \ddots & \ddots & \ddots & \ddots & 0 \\ 0 & \cdots & 0 & 1 & -2 & 1 \end{bmatrix}_{T \times T} \\
 \mathbf{G}_3 &= \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & \cdots & 0 \\ -3 & 1 & 0 & 0 & 0 & \cdots & 0 \\ 3 & -3 & 1 & 0 & 0 & \cdots & 0 \\ -1 & 3 & -3 & 1 & 0 & \cdots & 0 \\ 0 & -1 & 3 & -3 & 1 & \ddots & \vdots \\ \vdots & \ddots & \ddots & \ddots & \ddots & \ddots & 0 \\ 0 & \cdots & 0 & -1 & 3 & -3 & 1 \end{bmatrix}_{T \times T}
 \end{aligned}$$

The $n \times n$ matrix \mathbf{C}_m has the same structure as the matrix \mathbf{G}_m , and \mathbf{I}_L is the $L \times L$ identity matrix. The solution of the constrained least squares method is equivalent to that of maximizing the function

$$L(\mathbf{a}) = \exp \left\{ -\frac{1}{2\sigma^2} (\mathbf{y} - \mathbf{M}\mathbf{a})'(\mathbf{y} - \mathbf{M}\mathbf{a}) \right\} \exp \left\{ -\frac{1}{2\sigma^2} (\mathbf{a} - \mathbf{a}_0)' \mathbf{D}' \mathbf{D} (\mathbf{a} - \mathbf{a}_0) \right\}$$

Therefore, the PDF of the data \mathbf{y} is

$$f(\mathbf{y} | \sigma^2, \mathbf{a}) = \left(\frac{1}{2\pi} \right)^{T/2} \left(\frac{1}{\sigma} \right)^T \exp \left\{ -\frac{1}{2\sigma^2} (\mathbf{y} - \mathbf{M}\mathbf{a})'(\mathbf{y} - \mathbf{M}\mathbf{a}) \right\}$$

The prior PDF of the parameter vector \mathbf{a} is

$$\pi(\mathbf{a} | \mathbf{D}, \sigma^2, \mathbf{a}_0) = \left(\frac{1}{2\pi} \right)^T \left(\frac{1}{\sigma} \right)^{2T} |\mathbf{D}' \mathbf{D}| \exp \left\{ -\frac{1}{2\sigma^2} (\mathbf{a} - \mathbf{a}_0)' \mathbf{D}' \mathbf{D} (\mathbf{a} - \mathbf{a}_0) \right\}$$

When the constant d is known, the estimate $\hat{\mathbf{a}}$ of \mathbf{a} is the mean of the posterior distribution, where the posterior PDF of the parameter \mathbf{a} is proportional to the function $L(\mathbf{a})$. It is obvious that $\hat{\mathbf{a}}$ is the minimizer of

$\|\mathbf{g}(\mathbf{a}|d)\|^2 = (\tilde{\mathbf{y}} - \tilde{\mathbf{D}}\mathbf{a})'(\tilde{\mathbf{y}} - \tilde{\mathbf{D}}\mathbf{a})$, where

$$\tilde{\mathbf{y}} = \begin{bmatrix} \mathbf{y} \\ \mathbf{D}\mathbf{a}_0 \end{bmatrix}$$

$$\tilde{\mathbf{D}} = \begin{bmatrix} \mathbf{M} \\ \mathbf{D} \end{bmatrix}$$

The value of d is determined by the minimum ABIC procedure. The ABIC is defined as

$$\text{ABIC} = T \log \left[\frac{1}{T} \|\mathbf{g}(\mathbf{a}|d)\|^2 \right] + 2\{\log[\det(\mathbf{D}'\mathbf{D} + \mathbf{M}'\mathbf{M})] - \log[\det(\mathbf{D}'\mathbf{D})]\}$$

State Space and Kalman Filter Method

In this section, the mathematical formulas for state space modeling are introduced. The Kalman filter algorithms are derived from the state space model. As an example, the state space model of the TSDECOMP subroutine is formulated.

Define the following state space model:

$$\begin{aligned} \mathbf{x}_t &= \mathbf{F}\mathbf{x}_{t-1} + \mathbf{G}\mathbf{w}_t \\ y_t &= \mathbf{H}_t \mathbf{x}_t + \epsilon_t \end{aligned}$$

where $\epsilon_t \sim N(0, \sigma^2)$ and $\mathbf{w}_t \sim N(\mathbf{0}, \mathbf{Q})$. If the observations, (y_1, \dots, y_T) , and the initial conditions, $\mathbf{x}_{0|0}$ and $\mathbf{P}_{0|0}$, are available, the one-step predictor ($\mathbf{x}_{t|t-1}$) of the state vector \mathbf{x}_t and its mean square error (MSE) matrix $\mathbf{P}_{t|t-1}$ are written as

$$\begin{aligned} \mathbf{x}_{t|t-1} &= \mathbf{F}\mathbf{x}_{t-1|t-1} \\ \mathbf{P}_{t|t-1} &= \mathbf{F}\mathbf{P}_{t-1|t-1}\mathbf{F}' + \mathbf{G}\mathbf{Q}\mathbf{G}' \end{aligned}$$

Using the current observation, the filtered value of \mathbf{x}_t and its variance $\mathbf{P}_{t|t}$ are updated.

$$\begin{aligned} \mathbf{x}_{t|t} &= \mathbf{x}_{t|t-1} + \mathbf{K}_t e_t \\ \mathbf{P}_{t|t} &= (\mathbf{I} - \mathbf{K}_t \mathbf{H}_t) \mathbf{P}_{t|t-1} \end{aligned}$$

where $e_t = y_t - \mathbf{H}_t \mathbf{x}_{t|t-1}$ and $\mathbf{K}_t = \mathbf{P}_{t|t-1} \mathbf{H}_t' [\mathbf{H}_t \mathbf{P}_{t|t-1} \mathbf{H}_t' + \sigma^2 \mathbf{I}]^{-1}$. The log-likelihood function is computed as

$$\ell = -\frac{1}{2} \sum_{t=1}^T \log(2\pi v_{t|t-1}) - \sum_{t=1}^T \frac{e_t^2}{2v_{t|t-1}}$$

where $v_{t|t-1}$ is the conditional variance of the one-step prediction error e_t .

Consider the additive time series decomposition

$$y_t = T_t + S_t + TD_t + u_t + \mathbf{x}_t' \beta_t + \epsilon_t$$

where \mathbf{x}_t is a $(K \times 1)$ regressor vector and β_t is a $(K \times 1)$ time-varying coefficient vector. Each component has the following constraints:

$$\begin{aligned}\nabla^k T_t &= w_{1t}, w_{1t} \sim N(0, \tau_1^2) \\ \nabla_L^m S_t &= w_{2t}, w_{2t} \sim N(0, \tau_2^2) \\ u_t &= \sum_{i=1}^p \alpha_i u_{t-i} + w_{3t}, w_{3t} \sim N(0, \tau_3^2) \\ \beta_{jt} &= \beta_{j,t-1} + w_{3+j,t}, w_{3+j,t} \sim N(0, \tau_{3+j}^2), j = 1, \dots, K \\ \sum_{i=1}^7 \gamma_{it} TD_t(i) &= \sum_{i=1}^6 \gamma_{it} (TD_t(i) - TD_t(7)) \\ \gamma_{it} &= \gamma_{i,t-1}\end{aligned}$$

where $\nabla^k = (1-B)^k$ and $\nabla_L^m = (1-B^L)^m$. The AR component u_t is assumed to be stationary. The trading-day component $TD_t(i)$ represents the number of the i th day of the week in time t . If $k = 3$, $p = 3$, $m = 1$, and $L = 12$ (monthly data),

$$\begin{aligned}T_t &= 3T_{t-1} - 3T_{t-2} + T_{t-3} + w_{1t} \\ \sum_{i=0}^{11} S_{t-i} &= w_{2t} \\ u_t &= \sum_{i=1}^3 \alpha_i u_{t-i} + w_{3t}\end{aligned}$$

The state vector is defined as

$$\mathbf{x}_t = (T_t, T_{t-1}, T_{t-2}, S_t, \dots, S_{t-11}, u_t, u_{t-1}, u_{t-2}, \gamma_{1t}, \dots, \gamma_{6t})'$$

The matrix \mathbf{F} is

$$\mathbf{F} = \begin{bmatrix} \mathbf{F}_1 & 0 & 0 & 0 \\ 0 & \mathbf{F}_2 & 0 & 0 \\ 0 & 0 & \mathbf{F}_3 & 0 \\ 0 & 0 & 0 & \mathbf{F}_4 \end{bmatrix}$$

where

$$\mathbf{F}_1 = \begin{bmatrix} 3 & -3 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$$

$$\mathbf{F}_2 = \begin{bmatrix} -\mathbf{1}' & -1 \\ \mathbf{I}_{10} & 0 \end{bmatrix}$$

$$\mathbf{F}_3 = \begin{bmatrix} \alpha_1 & \alpha_2 & \alpha_3 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$$

$$\mathbf{F}_4 = \mathbf{I}_6$$

$$\mathbf{1}' = (1, 1, \dots, 1)$$

The matrix G can be denoted as

$$G = \begin{bmatrix} g_1 & 0 & 0 \\ 0 & g_2 & 0 \\ 0 & 0 & g_3 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

where

$$\mathbf{g}_1 = \mathbf{g}_3 = [1 \ 0 \ 0]'$$

$$\mathbf{g}_2 = [\begin{array}{cccccc} 1 & 0 & 0 & 0 & 0 & 0 \end{array}]'$$

Finally, the matrix \mathbf{H}_t is time-varying,

$$\mathbf{H}_t = \begin{bmatrix} 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & \mathbf{h}'_t \end{bmatrix}$$

where

$$\begin{aligned} \mathbf{h}_t &= [D_t(1) \ D_t(2) \ D_t(3) \ D_t(4) \ D_t(5) \ D_t(6)]' \\ D_t(i) &= TD_t(i) - TD_t(7), i = 1, \dots, 6 \end{aligned}$$

Missing Values

The TIMSAC subroutines skip any missing values at the beginning of the data set. When the univariate and multivariate AR models are estimated via least squares (TSMLOCAR, TSMLOMAR, TSUNIMAR, TSMULMAR, and TSPEARS), there are three options available; that is, MISSING=0, MISSING=1, or MISSING=2. When the MISSING=0 (default) option is specified, the first contiguous observations with no missing values are used. The MISSING=1 option specifies that only nonmissing observations should be used by ignoring the observations with missing values. If the MISSING=2 option is specified, the missing values are filled with the sample mean. The least squares estimator with the MISSING=2 option is biased in general.

The BAYSEA subroutine assumes the same prior distribution of the trend and seasonal components that correspond to the missing observations. A modification is made to skip the components of the vector $\mathbf{g}(\mathbf{a}|d)$ that correspond to the missing observations. The vector $\mathbf{g}(\mathbf{a}|d)$ is defined in the section “[Bayesian Constrained Least Squares](#)” on page 343. In addition, the TSBAYSEA subroutine considers outliers as missing values. The TSDECOMP and TSTVCAR subroutines skip the Kalman filter updating equation when the current observation is missing.

ISM TIMSAC Packages

A description of each TIMSAC package follows. Each description includes a list of the programs provided in the TIMSAC version.

TIMSAC-72

The TIMSAC-72 package analyzes and controls feedback systems (for example, a cement kiln process). Univariate- and multivariate-AR models are employed in this original TIMSAC package. The final prediction error (FPE) criterion is used for model selection.

- AUSPEC estimates the power spectrum by the Blackman-Tukey procedure.
- AUTCOR computes autocovariance and autocorrelation.
- DECONV computes the impulse response function.
- FFTCOR computes autocorrelation and crosscorrelation via the fast Fourier transform.
- FPEAUT computes AR coefficients and FPE for the univariate AR model.
- FPEC computes AR coefficients and FPE for the control system or multivariate AR model.
- MULCOR computes multiple covariance and correlation.
- MULNOS computes relative power contribution.
- MULRSP estimates the rational spectrum for multivariate data.
- MULSPE estimates the cross spectrum by Blackman-Tukey procedure.
- OPTDES performs optimal controller design.
- OPTSIM performs optimal controller simulation.
- RASPEC estimates the rational spectrum for univariate data.
- SGLFRE computes the frequency response function.
- WNOISE performs white noise simulation.

TIMSAC-74

The TIMSAC-74 package estimates and forecasts univariate and multivariate ARMA models by fitting the canonical Markovian model. A locally stationary autoregressive model is also analyzed. Akaike's information criterion (AIC) is used for model selection.

- AUTARM performs automatic univariate ARMA model fitting.
- BISPEC computes bispectrum.
- CANARM performs univariate canonical correlation analysis.
- CANOCA performs multivariate canonical correlation analysis.
- COVGEN computes the covariance from gain function.
- FRDPLY plots the frequency response function.
- MARKOV performs automatic multivariate ARMA model fitting.
- NONST estimates the locally stationary AR model.
- PRDCTR performs ARMA model prediction.
- PWDPLY plots the power spectrum.
- SIMCON performs optimal controller design and simulation.
- THIRMO computes the third-order moment.

TIMSAC-78

The TIMSAC-78 package uses the Householder transformation to estimate time series models. This package also contains Bayesian modeling and the exact maximum likelihood estimation of the ARMA model. Minimum AIC or Akaike Bayesian information criterion (ABIC) modeling is extensively used.

- BLOCAR estimates the locally stationary univariate AR model by using the Bayesian method.
- BLOMAR estimates the locally stationary multivariate AR model by using the Bayesian method.
- BSUBST estimates the univariate subset regression model by using the Bayesian method.
- EXSAR estimates the univariate AR model by using the exact maximum likelihood method.
- MLOCAR estimates the locally stationary univariate AR model by using the minimum AIC method.
- MLOMAR estimates the locally stationary multivariate AR model by using the minimum AIC method.
- MULBAR estimates the multivariate AR model by using the Bayesian method.
- MULMAR estimates the multivariate AR model by using the minimum AIC method.
- NADCON performs noise adaptive control.
- PERARS estimates the periodic AR model by using the minimum AIC method.
- UNIBAR estimates the univariate AR model by using the Bayesian method.
- UNIMAR estimates the univariate AR model by using the minimum AIC method.
- XSARMA estimates the univariate ARMA model by using the exact maximum likelihood method.

In addition, the following test subroutines are available: TSSBST, TSWIND, TSROOT, TSTIMS, and TSCANC.

TIMSAC-84

The TIMSAC-84 package contains the Bayesian time series modeling procedure, the point process data analysis, and the seasonal adjustment procedure.

- ADAR estimates the amplitude dependent AR model.
- BAYSEA performs Bayesian seasonal adjustments.
- BAYTAP performs Bayesian tidal analysis.
- DECOMP performs time series decomposition analysis by using state space modeling.
- EPTREN estimates intensity rates of either the exponential polynomial or exponential Fourier series of the nonstationary Poisson process model.
- LINLIN estimates linear intensity models of the self-exciting point process with another process input and with cyclic and trend components.
- LINSIM performs simulation of the point process estimated by the subroutine LINLIN.
- LOCCAR estimates the locally constant AR model.
- MULCON performs simulation, control, and prediction of the multivariate AR model.
- NONSPA performs nonstationary spectrum analysis by using the minimum Bayesian AIC procedure.

- PGRAPH performs graphical analysis for point process data.
- PTSPEC computes periodograms of point process data with significant bands.
- SIMBVH performs simulation of bivariate Hawkes' mutually exciting point process.
- SNDE estimates the stochastic nonlinear differential equation model.
- TVCAR estimates the time-varying AR coefficient model by using state space modeling.

Refer to Kitagawa and Akaike (1981) and Ishiguro (1987) for more information about TIMSAC programs.

VAR Estimation and Variance Decomposition

In this example, a VAR(3) model is estimated and forecast. The data are investment, durable consumption, and consumption expenditures from Lütkepohl (1993). These data were previously analyzed in the section “Minimum AIC Model Selection” on page 302.

The stationary VAR(3) process is specified as

$$\mathbf{y}_t = \mathbf{A}_0 + \mathbf{A}_1\mathbf{y}_{t-1} + \mathbf{A}_2\mathbf{y}_{t-2} + \mathbf{A}_3\mathbf{y}_{t-3} + \epsilon_t$$

Output 16.3.43 shows that the matrix VARCOEF contains the AR coefficients ($\mathbf{A}_1, \mathbf{A}_2$, and \mathbf{A}_3). An intercept vector \mathbf{A}_0 is included in the first row of the matrix VARCOEF if OPT[1]=1 is specified.

```
proc iml;
use var3;
read all var{invest income consum} into y;
close var3;
mde1 = 1; maice = 0; misw = 0;
call tsmulmar(varCoef, ev, nar, aic) data=y maxlag=3
      opt=(mde1 || maice || misw) print=1;
print varCoef[c={"invest" "income" "consum"}];
```

Output 16.3.43 VAR Estimates

varCoef		
invest	income	consum
4.8245814	5.3559216	17.066894
0.8855926	0.3401741	-0.014398
0.1684523	1.0502619	0.107064
0.0891034	0.4591573	0.4473672
-0.059195	-0.298777	0.1629818
0.1128625	-0.044039	-0.088186
0.1684932	-0.025847	-0.025671
0.0637227	-0.196504	0.0695746
-0.226559	0.0532467	-0.099808
-0.303697	-0.139022	0.2576405

To obtain the unit triangular matrix \mathbf{L}^{-1} and diagonal matrix \mathbf{D}_t , you need to estimate the instantaneous response model. When you specify the OPT[3]=1 option, the first row of the output matrix EV contains error variances of the instantaneous response model, while the unit triangular matrix is in the second through fourth rows, as shown in [Output 16.3.45](#).

```
misw = 1; /*-- instantaneous model --*/
call tsmulmar(instCoef, ev, nar, aic) data=y maxlag=3
      opt=(mde1 || maice || misw) print=1;
print instCoef[c={"invest" "income" "consum"}], ev;
```

Output 16.3.44 Instantaneous Response Model Estimates

instCoef		
invest	income	consum
4.8245814	5.2478984	13.147895
0.8855926	0.3401741	-0.014398
0.1486237	1.0426454	0.1073864
-0.222272	-0.154018	0.3974399
-0.059195	-0.298777	0.1629818
0.1141878	-0.037349	-0.091835
0.1271453	0.0727963	-0.023287
0.0637227	-0.196504	0.0695746
-0.227986	0.0576464	-0.101366
-0.20657	-0.115316	0.2897901

Output 16.3.45 Error Variance and Unit Triangular Matrix

ev		
295.21042	190.94664	59.361516
1	0	0
-0.02239	1	0
-0.256341	-0.500803	1

There is a relationship between the instantaneous response model and the VAR model. The VAR coefficients are computed as $\mathbf{A}_i = \mathbf{L}\mathbf{A}_i^*(i = 0, 1, 2, 3)$, where \mathbf{A}_i^* is a coefficient matrix of the instantaneous model. For example, you can verify this result by using the first lag coefficient matrix (\mathbf{A}_1) in [Output 16.3.46](#).

$$\begin{bmatrix} 0.886 & 0.340 & -0.014 \\ 0.168 & 1.050 & 0.107 \\ 0.089 & 0.459 & 0.447 \end{bmatrix} = \begin{bmatrix} 1.000 & 0 & 0 \\ -0.022 & 1.000 & 0 \\ -0.256 & -0.501 & 1.000 \end{bmatrix}^{-1} \begin{bmatrix} 0.886 & 0.340 & -0.014 \\ 0.149 & 1.043 & 0.107 \\ -0.222 & -0.154 & 0.397 \end{bmatrix}$$

When the VAR estimates are available, you can forecast the future values by using the TSPRED call. As a default, the one-step predictions are produced until the START= point is reached. The NPRED= h option specifies how far you want to predict. The prediction error covariance matrix MSE contains h mean square error matrices. The output matrix IMPULSE contains the estimate of the coefficients (Ψ_i) of the infinite MA process. The following SAS/IML statements estimate the VAR(3) model and perform a 10-step-ahead prediction. [Output 16.3.46](#) displays the first few rows of the matrix IMPULSE.

```

mde1 = 1;  maice = 0;  misw = 0;
call tsmulmar(arcoef,ev,nar,aic) data=y maxlag=3
    opt=(mde1 || maice || misw);
call tspred(forecast,impulse,mse,y,arcoef,nar,0,ev)
    npred=10 start=nrow(y) constant=mde1;
imp = impulse[1:12,];                                /* 0,1,2,3 */
lag = colvec(char(T(0:3),1) || repeat(' ',4,2)); /* labels */
print imp[r=lag f=6.4];

```

Output 16.3.46 Moving-Average Coefficients: MA(0)–MA(3)

	imp		
0	1.0000	0.0000	0.0000
	0.0000	1.0000	0.0000
	0.0000	0.0000	1.0000
1	0.8856	0.3402	-0.0144
	0.1685	1.0503	0.1071
	0.0891	0.4592	0.4474
2	0.7811	0.3531	0.1802
	0.4485	1.1655	0.0697
	0.3646	0.6921	0.2223
3	0.8145	0.2436	0.2915
	0.4998	1.3625	-0.0182
	0.2775	0.7556	0.3885

The lagged effects of a unit increase in the error disturbances are included in the matrix IMPULSE. For example:

$$\frac{\partial \mathbf{y}_{t+2}}{\partial \epsilon'_t} = \begin{bmatrix} 0.7811 & 0.3531 & 0.1802 \\ 0.4485 & 1.1655 & 0.0697 \\ 0.3646 & 0.6921 & 0.2223 \end{bmatrix}$$

In addition, you can compute the lagged response on the one-unit increase in the orthogonalized disturbances ϵ_t^* .

$$\frac{\partial \mathbf{y}_{t+m}}{\partial \epsilon_{jt}^*} = \frac{\partial E(\mathbf{y}_{t+m} | y_{jt}, y_{j-1,t}, \dots, \mathbf{X}_t)}{\partial y_{jt}} = \Psi_m \mathbf{L}_j$$

When the error matrix EV is obtained from the instantaneous response model, you need to convert the matrix IMPULSE. The first few rows of the matrix ORTH_IMP are shown in [Output 16.3.47](#). Note that the matrix constructed from the last three rows of EV become the matrix \mathbf{L}^{-1} . The following statements compute the matrix ORTH_IMP:

```

call tsmulmar(arcoef,ev,nar,aic) data=y maxlag=3 opt={1 0 1};
lmtx = inv(ev[2:nrow(ev),]);
orth_impulse = impulse * lmtx;
orth_imp = orth_impulse[1:12,];
print orth_imp[r=lag f=6.4];

```

Output 16.3.47 Transformed Moving-Average Coefficients

	orth_imp		
0	1.0000	0.0000	0.0000
	0.0224	1.0000	0.0000
	0.2676	0.5008	1.0000
1	0.8894	0.3330	-0.0144
	0.2206	1.1039	0.1071
	0.2191	0.6832	0.4474
2	0.8372	0.4434	0.1802
	0.4933	1.2004	0.0697
	0.4396	0.8035	0.2223
3	0.8980	0.3896	0.2915
	0.5254	1.3534	-0.0182
	0.3984	0.9502	0.3885

You can verify the result for the case of

$$\frac{\partial \mathbf{y}_{t+2}}{\partial \epsilon_{2t}^*} = \frac{\partial E(\mathbf{y}_{t+2} | y_{2t}, y_{1t}, \dots, \mathbf{X}_t)}{\partial y_{2t}} = \Psi_2 \mathbf{L}_2$$

by using the simple computation

$$\begin{bmatrix} 0.4434 \\ 1.2004 \\ 0.8035 \end{bmatrix} = \begin{bmatrix} 0.7811 & 0.3531 & 0.1802 \\ 0.4485 & 1.1655 & 0.0697 \\ 0.3646 & 0.6921 & 0.2223 \end{bmatrix} \begin{bmatrix} 0.0000 \\ 1.0000 \\ 0.5008 \end{bmatrix}$$

The contribution of the i th orthogonalized innovation to the mean square error matrix of the 10-step forecast is computed by using the formula

$$d_{ii} [\mathbf{L}_i \mathbf{L}'_i + \Psi_1 \mathbf{L}_i \mathbf{L}'_1 \Psi'_1 + \dots + \Psi_9 \mathbf{L}_i \mathbf{L}'_9 \Psi'_9]$$

In Output 16.3.48, diagonal elements of each decomposed MSE matrix are displayed as the matrix CONTRIB as well as those of the MSE matrix (VAR). The following statements compute the matrices:

```

contrib = j(3,3);
do j = 1 to 3;           /* for each variable */
  mse_j = j(3,3,0);    /* initial value for sum */
  do i = 1 to 10;        /* accumulate 10 steps */
    /* accumulate matrix sum */
    psi = impulse[(i-1)*3+1:3*i,];
    mse_j = mse_j + psi*lmtx[,j]*lmtx[,j]`*psi`;
  end;
  mse_j = ev[1,j] # mse_j;
  contrib[,j] = vecdiag(mse_j);
end;
var = vecdiag(mse[28:30,]);
print contrib var;

```

Output 16.3.48 Orthogonal Innovation Contribution

contrib	var
1879.3774	238.08543
935.54383	3636.8824
452.67794	1916.1676
	2163.7104
	1.5546701
	4573.9809
	2466.506

The investment innovation contribution to its own variable is 1879.3774, and the income innovation contribution to the consumption expenditure is 1916.1676. It is easy to understand the contribution of innovations in the i th variable to MSE when you compute the innovation account. In **Output 16.3.49**, innovations in the first variable (investment) explain 20.45% of the error variance of the second variable (income), while the innovations in the second variable explain 79.5% of its own error variance. It is straightforward to construct the general multistep forecast error variance decomposition, as follows:

```
account = 100 * contrib / var;
print account;
```

Output 16.3.49 Innovation Account

account
86.859008
20.453602
18.353004
11.003572
79.512409
0.0339894
2.1374196
77.687531
3.9594646

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Chapter 17

Nonlinear Optimization Examples

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Overview

The IML procedure offers a set of optimization subroutines for minimizing or maximizing a continuous nonlinear function $f = f(x)$ of n parameters, where $x = (x_1, \dots, x_n)^T$. The parameters can be subject to boundary constraints and linear or nonlinear equality and inequality constraints. The following set of optimization subroutines is available:

NLPCG	Conjugate Gradient Method
NLPDD	Double Dogleg Method
NLPNMS	Nelder-Mead Simplex Method
NLPNRA	Newton-Raphson Method
NLPNRR	Newton-Raphson Ridge Method
NLPQN	(Dual) Quasi-Newton Method
NLPQUA	Quadratic Optimization Method
NLPTR	Trust-Region Method

The following subroutines are provided for solving nonlinear least squares problems:

NLPLM	Levenberg-Marquardt Least Squares Method
NLPHQN	Hybrid Quasi-Newton Least Squares Methods

A least squares problem is a special form of minimization problem where the objective function is defined as a sum of squares of other (nonlinear) functions.

$$f(x) = \frac{1}{2} \{ f_1^2(x) + \cdots + f_m^2(x) \}$$

Least squares problems can usually be solved more efficiently by the least squares subroutines than by the other optimization subroutines.

The following subroutines are provided for the related problems of computing finite difference approximations for first- and second-order derivatives and of determining a feasible point subject to boundary and linear constraints:

NLPFDD	Approximate Derivatives by Finite Differences
NLPFEA	Feasible Point Subject to Constraints

Each optimization subroutine works iteratively. If the parameters are subject only to linear constraints, all optimization and least squares techniques are *feasible-point methods*; that is, they move from feasible point $x^{(k)}$ to a better feasible point $x^{(k+1)}$ by a step in the search direction $s^{(k)}$, $k = 1, 2, 3, \dots$. If you do not provide a feasible starting point $x^{(0)}$, the optimization methods call the algorithm used in the NLPFEA subroutine, which tries to compute a starting point that is feasible with respect to the boundary and linear constraints.

The NLPNMS and NLPQN subroutines permit nonlinear constraints on parameters. For problems with nonlinear constraints, these subroutines do not use a feasible-point method; instead, the algorithms begin with whatever starting point you specify, whether feasible or infeasible.

Each optimization technique requires a continuous objective function $f = f(x)$, and all optimization subroutines except the NLPNMS subroutine require continuous first-order derivatives of the objective function f . If you do not provide the derivatives of f , they are approximated by finite-difference formulas. You can use the NLPFDD subroutine to check the correctness of analytical derivative specifications.

Most of the results obtained from the IML procedure optimization and least squares subroutines can also be obtained by using the OPTMODEL procedure or the NLP procedure in SAS/OR software.

The advantages of the IML procedure are as follows:

- You can use matrix algebra to specify the objective function, nonlinear constraints, and their derivatives in IML modules.

- The IML procedure offers several subroutines that can be used to specify the objective function or nonlinear constraints, many of which would be very difficult to write for the NLP procedure.
- You can formulate your own termination criteria by using the “*ptit*” module argument.

The advantages of the NLP procedure are as follows:

- Although identical optimization algorithms are used, the NLP procedure can be much faster because of the interactive and more general nature of the IML product.
- Analytic first- and second-order derivatives can be computed with a special compiler.
- Additional optimization methods are available in the NLP procedure that do not fit into the framework of this package.
- Data set processing is much easier than in the IML procedure. You can save results in output data sets and use them in subsequent runs.
- The printed output contains more information.

Getting Started

Unconstrained Rosenbrock Function

The Rosenbrock function is defined as

$$\begin{aligned} f(x) &= \frac{1}{2}\{100(x_2 - x_1^2)^2 + (1 - x_1)^2\} \\ &= \frac{1}{2}\{f_1^2(x) + f_2^2(x)\}, \quad x = (x_1, x_2) \end{aligned}$$

The minimum function value $f^* = f(x^*) = 0$ is at the point $x^* = (1, 1)$.

The following code calls the NLPTR subroutine to solve the optimization problem:

```
proc iml;
start F_ROSEN(x);
  y1 = 10. * (x[2] - x[1] * x[1]);
  y2 = 1. - x[1];
  f = .5 * (y1 * y1 + y2 * y2);
  return(f);
finish F_ROSEN;

start G_ROSEN(x);
  g = j(1,2,0.);
  g[1] = -200.*x[1]*(x[2]-x[1]*x[1]) - (1.-x[1]);
  g[2] = 100.* (x[2]-x[1]*x[1]);
  return(g);
finish G_ROSEN;
```

```

x = {-1.2 1.};
optn = {0 2};
call nptr(rc,xres,"F_ROSEN",x,optn) grd="G_ROSEN";
quit;

```

The NLPTR is a trust-region optimization method. The F_ROSEN module represents the Rosenbrock function, and the G_ROSEN module represents its gradient. Specifying the gradient can reduce the number of function calls by the optimization subroutine. The optimization begins at the initial point $x = (-1.2, 1)$. For more information about the NLPTR subroutine and its arguments, see the section “[NLPTR Call](#)” on page 901. For details about the options vector, which is given by the OPTN vector in the preceding code, see the section “[Options Vector](#)” on page 381.

A portion of the output produced by the NLPTR subroutine is shown in Figure 17.1.

Figure 17.1 NLPTR Solution to the Rosenbrock Problem

Optimization Start			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	-1.200000	-107.800000
2	X2	1.000000	-44.000000

Value of Objective Function = 12.1

Trust Region Optimization

Without Parameter Scaling

CRP Jacobian Computed by Finite Differences

Parameter Estimates 2	
Optimization Start	
Active Constraints	0
Max Abs Gradient Element	107.8
Radius	1

Figure 17.1 *continued*

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Lambda	Trust Region Radius
1	0	2	0	2.36594	9.7341	2.3189	0	1.000
2	0	5	0	2.05926	0.3067	5.2875	0.385	1.526
3	0	8	0	1.74390	0.3154	5.9934	0	1.086
4	0	9	0	1.43279	0.3111	6.5134	0.918	0.372
5	0	10	0	1.13242	0.3004	4.9245	0	0.373
6	0	11	0	0.86905	0.2634	2.9302	0	0.291
7	0	12	0	0.66711	0.2019	3.6584	0	0.205
8	0	13	0	0.47959	0.1875	1.7354	0	0.208
9	0	14	0	0.36337	0.1162	1.7589	2.916	0.132
10	0	15	0	0.26903	0.0943	3.4089	0	0.270
11	0	16	0	0.16280	0.1062	0.6902	0	0.201
12	0	19	0	0.11590	0.0469	1.1456	0	0.316
13	0	20	0	0.07616	0.0397	0.8462	0.931	0.134
14	0	21	0	0.04873	0.0274	2.8063	0	0.276
15	0	22	0	0.01862	0.0301	0.2290	0	0.232
16	0	25	0	0.01005	0.00858	0.4553	0	0.256
17	0	26	0	0.00414	0.00590	0.4297	0.247	0.104
18	0	27	0	0.00100	0.00314	0.4323	0.0453	0.104
19	0	28	0	0.0000961	0.000906	0.1134	0	0.104
20	0	29	0	1.67873E-6	0.000094	0.0224	0	0.0569
21	0	30	0	6.9582E-10	1.678E-6	0.000336	0	0.0248
22	0	31	0	1.3128E-16	6.96E-10	1.977E-7	0	0.00314

Optimization Results		
Iterations	22	Function Calls
Hessian Calls	23	Active Constraints
Objective Function	1.312814E-16	Max Abs Gradient Element
Lambda	0	Actual Over Pred Change
Radius	0.003140192	

ABSGCONV convergence criterion satisfied.

Optimization Results		
Parameter Estimates		
N	Parameter Estimate	Gradient Objective Function
1	X1	1.000000 0.000000198
2	X2	1.000000 -0.000000105

Value of Objective Function = 1.312814E-16

Since $f(x) = \frac{1}{2}\{f_1^2(x) + f_2^2(x)\}$, you can also use least squares techniques in this situation. The following code calls the NLPLM subroutine to solve the problem. The output is shown in Figure 17.2.

```

proc iml;
start F_ROSEN_LS(x);
y = j(1,2,0.);
y[1] = 10. * (x[2] - x[1] * x[1]);
y[2] = 1. - x[1];
return(y);
finish F_ROSEN_LS;

x = {-1.2 1.};
optn = {2 2};
call nlplm(rc,xres,"F_ROSEN_LS",x,optn);
quit;

```

Figure 17.2 NLPLM Solution Using the Least Squares Technique

Optimization Start

Parameter Estimates

N	Parameter	Estimate	Gradient Objective Function
1	X1	-1.200000	-107.799999
2	X2	1.000000	-44.000000

Value of Objective Function = 12.1

Levenberg-Marquardt Optimization

Scaling Update of More (1978)

Gradient Computed by Finite Differences

CRP Jacobian Computed by Finite Differences

Parameter Estimates	2
Functions (Observations)	2

Optimization Start

Active Constraints	0	Objective Function	12.1
Max Abs Gradient Element	107.7999987	Radius	2626.5613171

Figure 17.2 *continued*

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Lambda	Ratio Between Actual and Predicted Change
1	0	4	0	2.18185	9.9181	17.4704	0.00804	0.964
2	0	6	0	1.59370	0.5881	3.7015	0.0190	0.988
3	0	7	0	1.32848	0.2652	7.0843	0.00830	0.678
4	0	8	0	1.03891	0.2896	6.3092	0.00753	0.593
5	0	9	0	0.78943	0.2495	7.2617	0.00634	0.486
6	0	10	0	0.58838	0.2011	7.8837	0.00462	0.393
7	0	11	0	0.34224	0.2461	6.6815	0.00307	0.524
8	0	12	0	0.19630	0.1459	8.3857	0.00147	0.469
9	0	13	0	0.11626	0.0800	9.3086	0.00016	0.409
10	0	14	0	0.0000396	0.1162	0.1781	0	1.000
11	0	15	0	2.4652E-30	0.000040	4.44E-14	0	1.000

Optimization Results		
Iterations	11	Function Calls
Jacobian Calls	12	Active Constraints
Objective Function	2.46519E-30	Max Abs Gradient Element 4.440892E-14
Lambda	0	Actual Over Pred Change
Radius	0.0178062912	

ABSGCONV convergence criterion satisfied.

Optimization Results		
Parameter Estimates		
N	Parameter	Gradient Objective Function Estimate
1	X1	1.000000 -4.44089E-14
2	X2	1.000000 2.220446E-14

Value of Objective Function = 2.46519E-30

The Levenberg-Marquardt least squares method, which is the method used by the NLPLM subroutine, is a modification of the trust-region method for nonlinear least squares problems. The F_ROSEN module represents the Rosenbrock function. Note that for least squares problems, the m functions $f_1(x), \dots, f_m(x)$ are specified as elements of a vector; this is different from the manner in which $f(x)$ is specified for the other optimization techniques. No derivatives are specified in the preceding code, so the NLPLM subroutine computes finite-difference approximations. For more information about the NLPLM subroutine, see the section “NLPLM Call” on page 883.

Constrained Betts Function

The linearly constrained Betts function (Hock and Schittkowski 1981) is defined as

$$f(x) = 0.01x_1^2 + x_2^2 - 100$$

The boundary constraints are

$$\begin{aligned} 2 &\leq x_1 \leq 50 \\ -50 &\leq x_2 \leq 50 \end{aligned}$$

The linear constraint is

$$10x_1 - x_2 \geq 10$$

The following code calls the NLPCG subroutine to solve the optimization problem. The infeasible initial point $x^0 = (-1, -1)$ is specified, and a portion of the output is shown in Figure 17.3.

```
proc iml;
start F_BETTS(x);
  f = .01 * x[1] * x[1] + x[2] * x[2] - 100.;
  return(f);
finish F_BETTS;

con = { 2. -50. . . ,
        50. 50. . . ,
        10. -1. 1. 10.};
x = {-1. -1.};
optn = {0 2};
ods select ParameterEstimates LinCon ProblemDescription
      IterStart IterHist IterStop LinConSol;
call nlpcg(rc,xres,"F_BETTS",x,optn,con);
quit;
```

The NLPCG subroutine performs conjugate gradient optimization. It requires only function and gradient calls. The F_BETTS module represents the Betts function, and since no module is defined to specify the gradient, first-order derivatives are computed by finite-difference approximations. For more information about the NLPCG subroutine, see the section “NLPCG Call” on page 873. For details about the constraint matrix, which is represented by the CON matrix in the preceding code, see the section “Parameter Constraints” on page 379.

Figure 17.3 NLPCG Solution to Betts Problem

Optimization Start						
Parameter Estimates						
N	Parameter	Estimate	Gradient Objective Function	Lower Bound	Upper Bound	Constraint
1	X1	6.800000	0.136000	2.000000	50.000000	
2	X2	-1.000000	-2.000000	-50.000000	50.000000	

Linear Constraints						
1	59.000000	:	10.0000	<=	+ 10.0000 * X1 - 1.0000 * X2	
Parameter Estimates 2						
			Lower Bounds	2		
			Upper Bounds	2		
			Linear Constraints	1		

Figure 17.3 *continued*

Optimization Start														
Active Constraints			0	Objective Function		-98.5376								
Max Abs Gradient Element			2											
Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction						
1	0	3	0	-99.54682	1.0092	0.1346	0.502	-4.018						
2	1	7	1	-99.96000	0.4132	0.00272	34.985	-0.0182						
3	2	9	1	-99.96000	1.851E-6	0	0.500	-74E-7						
Optimization Results														
Iterations			Function Calls			10								
Gradient Calls			Active Constraints			1								
Objective Function			-99.96			Max Abs Gradient Element								
Slope of Search Direction			-7.398365E-6											
Optimization Results														
Parameter Estimates														
N Parameter		Estimate	Gradient Objective	Active Function	Bound Constraint									
1	X1	2.000000	0.040000	Lower	BC									
2	X2	-1.24028E-10		0										
Linear Constraints Evaluated at Solution														
1	10.00000 = -10.0000 + 10.0000 * X1 - 1.0000 * X2													

Since the initial point $(-1, -1)$ is infeasible, the subroutine first computes a feasible starting point. Convergence is achieved after three iterations, and the optimal point is given to be $x^* = (2, 0)$ with an optimal function value of $f^* = f(x^*) = -99.96$. For more information about the printed output, see the section “Printing the Optimization History” on page 394.

Rosen-Suzuki Problem

The Rosen-Suzuki problem is a function of four variables with three nonlinear constraints on the variables. It is taken from problem 43 of Hock and Schittkowski (1981). The objective function is

$$f(x) = x_1^2 + x_2^2 + 2x_3^2 + x_4^2 - 5x_1 - 5x_2 - 21x_3 + 7x_4$$

The nonlinear constraints are

$$\begin{aligned} 0 &\leq 8 - x_1^2 - x_2^2 - x_3^2 - x_4^2 - x_1 + x_2 - x_3 + x_4 \\ 0 &\leq 10 - x_1^2 - 2x_2^2 - x_3^2 - 2x_4^2 + x_1 + x_4 \\ 0 &\leq 5 - 2x_1^2 - x_2^2 - x_3^2 - 2x_1 + x_2 + x_4 \end{aligned}$$

Since this problem has nonlinear constraints, only the NLPQN and NLPNMS subroutines are available to perform the optimization. The following code solves the problem with the NLPQN subroutine:

```

proc iml;
start F_HS43(x);
  f = x*x` + x[3]*x[3] - 5*(x[1] + x[2]) - 21*x[3] + 7*x[4];
  return(f);
finish F_HS43;
start C_HS43(x);
  c = j(3,1,0.);
  c[1] = 8 - x*x` - x[1] + x[2] - x[3] + x[4];
  c[2] = 10 - x*x` - x[2]*x[2] - x[4]*x[4] + x[1] + x[4];
  c[3] = 5 - 2.*x[1]*x[1] - x[2]*x[2] - x[3]*x[3]
         - 2.*x[1] + x[2] + x[4];
  return(c);
finish C_HS43;
x = j(1,4,1);
optn= j(1,11,.); optn[2]= 3; optn[10]= 3; optn[11]=0;
ods select ProblemDescription IterStart IterHist IterStop ParameterEstimates;
call nlpqn(rc,xres,"F_HS43",x,optn) nlc="C_HS43";

```

The F_HS43 module specifies the objective function, and the C_HS43 module specifies the nonlinear constraints. The OPTN vector is passed to the subroutine as the OPT input argument. See the section “[Options Vector](#)” on page 381 for more information. The value of OPTN[10] represents the total number of nonlinear constraints, and the value of OPTN[11] represents the number of equality constraints. In the preceding code, OPTN[10]=3 and OPTN[11]=0, which indicate that there are three constraints, all of which are inequality constraints. In the subroutine calls, instead of separating missing input arguments with commas, you can specify optional arguments with keywords, as in the CALL NLPQN statement in the preceding code. For details about the CALL NLPQN statement, see the section “[NLPQN Call](#)” on page 893.

The initial point for the optimization procedure is $x = (1, 1, 1, 1)$, and the optimal point is $x^* = (0, 1, 2, -1)$, with an optimal function value of $f(x^*) = -44$. Part of the output produced is shown in Figure 17.4.

Figure 17.4 Solution to the Rosen-Suzuki Problem by the NLPQN Subroutine

Optimization Start

Parameter Estimates

N	Parameter	Estimate	Gradient Objective Function	Gradient Lagrange Function
1	X1	1.000000	-3.000000	-3.000000
2	X2	1.000000	-3.000000	-3.000000
3	X3	1.000000	-17.000000	-17.000000
4	X4	1.000000	9.000000	9.000000

Parameter Estimates 4

Nonlinear Constraints 3

Optimization Start

Objective Function	-19	Maximum Constraint Violation	0
Maximum Gradient of the Lagran Func	17		

Figure 17.4 *continued*

Iteration	Restarts	Function Calls	Objective Function	Maximum Constraint Violation	Predicted Function Reduction	Step Size	Lagrange Function	Maximum Gradient Element of the
1	0	2	-41.88007	1.8988	13.6803	1.000	5.647	
2	0	3	-48.83264	3.0280	9.5464	1.000	5.041	
3	0	4	-45.33515	0.5452	2.6179	1.000	1.061	
4	0	5	-44.08667	0.0427	0.1732	1.000	0.0297	
5	0	6	-44.00011	0.000099	0.000218	1.000	0.00906	
6	0	7	-44.00001	2.573E-6	0.000014	1.000	0.00219	
7	0	8	-44.00000	9.118E-8	5.097E-7	1.000	0.00022	

Optimization Results		
Iterations	7 Function Calls	9
Gradient Calls	9 Active Constraints	2
Objective Function	-44.00000026 Maximum Constraint Violation	9.1176306E-8
Maximum Projected Gradient	0.0002265341 Value Lagrange Function	-44
Maximum Gradient of the Lagran Func	0.00022158 Slope of Search Direction	-5.097332E-7

Optimization Results			
Parameter Estimates			
N	Parameter	Gradient Objective Function	Gradient Lagrange Function
1	X1	-0.000001248	-5.000002 -0.000012804
2	X2	1.000027	-2.999945 0.000222
3	X3	1.999993	-13.000027 -0.000054166
4	X4	-1.000003	4.999995 -0.000020681

In addition to the standard iteration history, the NLPQN subroutine includes the following information for problems with nonlinear constraints:

- CONMAX is the maximum value of all constraint violations.
- PRED is the value of the predicted function reduction used with the GTOL and FTOL2 termination criteria.
- ALFA is the step size α of the quasi-Newton step.
- LFGMAX is the maximum element of the gradient of the Lagrange function.

Details

Global versus Local Optima

All the IML optimization algorithms converge toward local rather than global optima. The smallest local minimum of an objective function is called the global minimum, and the largest local maximum of an objective function is called the global maximum. Hence, the subroutines can occasionally fail to find the global optimum. Suppose you have the function $f(x) = \frac{1}{27}(3x_1^4 - 28x_1^3 + 84x_1^2 - 96x_1 + 64) + x_2^2$, which has a local minimum at $f(1, 0) = 1$ and a global minimum at the point $f(4, 0) = 0$.

The following statements use two calls of the NLPTR subroutine to minimize the preceding function. The first call specifies the initial point $xa = (0.5, 1.5)$, and the second call specifies the initial point $xb = (3, 1)$. The first call finds the local optimum $x^* = (1, 0)$, and the second call finds the global optimum $x^* = (4, 0)$.

```
proc iml;
  start F_GLOBAL(x);
    f=(3*x[1]**4-28*x[1]**3+84*x[1]**2-96*x[1]+64)/27 + x[2]**2;
    return(f);
  finish F_GLOBAL;
  xa = { .5 1.5};
  xb = {3 -1};
  optn = {0 2};
  call nlptr(rca,xra,"F_GLOBAL",xa,optn);
  call nlptr(rcb,xrb,"F_GLOBAL",xb,optn);
  print xra, xrb;
```

Figure 17.5 Two Minima

xra
1 -6.517E-9
xrb
4.0000002 -7.451E-9

One way to find out whether the objective function has more than one local optimum is to run various optimizations with a pattern of different starting points.

For a more mathematical definition of optimality, refer to the *Kuhn-Tucker theorem* in standard optimization literature. Using rather nonmathematical language, a local minimizer x^* satisfies the following conditions:

- There exists a small, feasible neighborhood of x^* that does not contain any point x with a smaller function value $f(x) < f(x^*)$.
- The vector of first derivatives (gradient) $g(x^*) = \nabla f(x^*)$ of the objective function f (projected toward the feasible region) at the point x^* is zero.
- The matrix of second derivatives $G(x^*) = \nabla^2 f(x^*)$ (Hessian matrix) of the objective function f (projected toward the feasible region) at the point x^* is positive definite.

A local maximizer has the largest value in a feasible neighborhood and a negative definite Hessian.

The iterative optimization algorithm terminates at the point x^t , which should be in a small neighborhood (in terms of a user-specified termination criterion) of a local optimizer x^* . If the point x^t is located on one or more active boundary or general linear constraints, the local optimization conditions are valid only for the feasible region. That is,

- the projected gradient, $Z^T g(x^t)$, must be sufficiently small
- the projected Hessian, $Z^T G(x^t)Z$, must be positive definite for minimization problems or negative definite for maximization problems

If there are n active constraints at the point x^t , the nullspace Z has zero columns and the projected Hessian has zero rows and columns. A matrix with zero rows and columns is considered positive as well as negative definite.

Kuhn-Tucker Conditions

The nonlinear programming (NLP) problem with one objective function f and m constraint functions c_i , which are continuously differentiable, is defined as follows:

$$\begin{aligned} \text{minimize } & f(x), \quad x \in \mathbb{R}^n, \text{ subject to} \\ & c_i(x) = 0, \quad i = 1, \dots, m_e \\ & c_i(x) \geq 0, \quad i = m_e + 1, \dots, m \end{aligned}$$

In the preceding notation, n is the dimension of the function $f(x)$, and m_e is the number of equality constraints. The linear combination of objective and constraint functions

$$L(x, \lambda) = f(x) - \sum_{i=1}^m \lambda_i c_i(x)$$

is the *Lagrange function*, and the coefficients λ_i are the *Lagrange multipliers*.

If the functions f and c_i are twice differentiable, the point x^* is an *isolated local minimizer* of the NLP problem, if there exists a vector $\lambda^* = (\lambda_1^*, \dots, \lambda_m^*)$ that meets the following conditions:

- Kuhn-Tucker conditions

$$\begin{aligned} & c_i(x^*) = 0, \quad i = 1, \dots, m_e \\ & c_i(x^*) \geq 0, \quad \lambda_i^* \geq 0, \quad \lambda_i^* c_i(x^*) = 0, \quad i = m_e + 1, \dots, m \\ & \nabla_x L(x^*, \lambda^*) = 0 \end{aligned}$$

- second-order condition

Each nonzero vector $y \in \mathbb{R}^n$ with

$$y^T \nabla_x c_i(x^*) = 0 \quad i = 1, \dots, m_e, \quad \text{and } \forall i \in m_e + 1, \dots, m; \lambda_i^* > 0$$

satisfies

$$y^T \nabla_x^2 L(x^*, \lambda^*) y > 0$$

In practice, you cannot expect the constraint functions $c_i(x^*)$ to vanish within machine precision, and determining the set of active constraints at the solution x^* might not be simple.

Definition of Return Codes

The return code, which is represented by the output parameter rc in the optimization subroutines, indicates the reason for optimization termination. A positive value indicates successful termination, while a negative value indicates unsuccessful termination. Table 17.1 gives the reason for termination associated with each return code.

Table 17.1 Summary of Return Codes

Code	Reason for Optimization Termination
1	ABSTOL criterion satisfied (absolute F convergence)
2	ABSFTOL criterion satisfied (absolute F convergence)
3	ABSGTOL criterion satisfied (absolute G convergence)
4	ABSXTOL criterion satisfied (absolute X convergence)
5	FTOL criterion satisfied (relative F convergence)
6	GTOL criterion satisfied (relative G convergence)
7	XTOL criterion satisfied (relative X convergence)
8	FTOL2 criterion satisfied (relative F convergence)
9	GTOL2 criterion satisfied (relative G convergence)
10	n linear independent constraints are active at xr and none of them could be released to improve the function value
-1	objective function cannot be evaluated at starting point
-2	derivatives cannot be evaluated at starting point
-3	objective function cannot be evaluated during iteration
-4	derivatives cannot be evaluated during iteration
-5	optimization subroutine cannot improve the function value (this is a very general formulation and is used for various circumstances)
-6	there are problems in dealing with linearly dependent active constraints (changing the LCSING value in the <i>par</i> vector can be helpful)
-7	optimization process stepped outside the feasible region and the algorithm to return inside the feasible region was not successful (changing the LCEPS value in the <i>par</i> vector can be helpful)
-8	either the number of iterations or the number of function calls is larger than the prespecified values in the <i>tc</i> vector (MAXIT and MAXFU)
-9	this return code is temporarily not used (it is used in PROC NLP where it indicates that more CPU than a prespecified value was used)
-10	a feasible starting point cannot be computed

Objective Function and Derivatives

The input argument *fun* refers to an IML module that specifies a function that returns *f*, a vector of length *m* for least squares subroutines or a scalar for other optimization subroutines. The returned *f* contains the

values of the objective function (or the least squares functions) at the point x . Note that for least squares problems, you must specify the number of function values, m , with the first element of the *opt* argument to allocate memory for the return vector. All the modules that you can specify as input arguments ("fun," "grd," "hes," "jac," "nlc," "jacnlc," and "ptit") accept only a single input argument, x , which is the parameter vector. Using the GLOBAL clause, you can provide more input arguments for these modules. Refer to the section "Numerical Considerations" on page 402 for an example.

All the optimization algorithms assume that f is continuous inside the feasible region. For nonlinearly constrained optimization, this is also required for points outside the feasible region. Sometimes the objective function cannot be computed for all points of the specified feasible region; for example, the function specification might contain the SQRT or LOG function, which cannot be evaluated for negative arguments. You must make sure that the function and derivatives of the starting point can be evaluated. There are two ways to prevent large steps into infeasible regions of the parameter space during the optimization process:

- The preferred way is to restrict the parameter space by introducing more boundary and linear constraints. For example, the boundary constraint $x_j >= 1E-10$ prevents infeasible evaluations of $\log(x_j)$. If the function module takes the square root or the log of an intermediate result, you can use nonlinear constraints to try to avoid infeasible function evaluations. However, this might not ensure feasibility.
- Sometimes the preferred way is difficult to implement. An alternative is to make the function module return a missing value for infeasible inputs. This can force the optimization algorithm to reduce the step length or the radius of the feasible region.

All the optimization techniques except the NLPNMS subroutine require continuous first-order derivatives of the objective function f . The NLPTR, NLPNRA, and NLPNRR techniques also require continuous second-order derivatives. If you do not provide the derivatives with the IML modules "grd," "hes," or "jac," they are automatically approximated by finite-difference formulas. Approximating first-order derivatives by finite differences usually requires n additional calls of the function module. Approximating second-order derivatives by finite differences using only function calls can be extremely computationally expensive. Hence, if you decide to use the NLPTR, NLPNRA, or NLPNRR subroutines, you should specify at least analytical first-order derivatives. Then, approximating second-order derivatives by finite differences requires only n or $2n$ additional calls of the function and gradient modules.

For all input and output arguments, the subroutines assume that

- the number of parameters n corresponds to the number of columns. For example, x , the input argument to the modules, and g , the output argument returned by the "grd" module, are row vectors with n entries, and G , the Hessian matrix returned by the "hes" module, must be a symmetric $n \times n$ matrix.
- the number of functions, m , corresponds to the number of rows. For example, the vector f returned by the "fun" module must be a column vector with m entries, and in least squares problems, the Jacobian matrix J returned by the "jac" module must be an $m \times n$ matrix.

You can verify your analytical derivative specifications by computing finite-difference approximations of the derivatives of f with the NLFPDD subroutine. For most applications, the finite-difference approximations of the derivatives are very precise. Occasionally, difficult objective functions and zero x coordinates cause problems. You can use the *par* argument to specify the number of accurate digits in the evaluation of the

objective function; this defines the step size h of the first- and second-order finite-difference formulas. See the section “Finite-Difference Approximations of Derivatives” on page 377.

NOTE: For some difficult applications, the finite-difference approximations of derivatives that are generated by default might not be precise enough to solve the optimization or least squares problem. In such cases, you might be able to specify better derivative approximations by using a better approximation formula. You can submit your own finite-difference approximations by using the IML module “*grd*,” “*hes*,” “*jac*,” or “*jacnlc*.” See [Example 17.3](#) for an illustration.

In many applications, calculations used in the computation of f can help compute derivatives at the same point efficiently. You can save and reuse such calculations with the GLOBAL clause. As with many other optimization packages, the subroutines call the “*grd*,” “*hes*,” or “*jac*” modules only after a call of the “*fun*” module.

The following statements specify modules for the function, gradient, and Hessian matrix of the Rosenbrock problem:

```

proc iml;
start F_ROSEN(x);
  y1 = 10. * (x[2] - x[1] * x[1]);
  y2 = 1. - x[1];
  f = .5 * (y1 * y1 + y2 * y2);
  return(f);
finish F_ROSEN;

start G_ROSEN(x);
  g = j(1,2,0.);
  g[1] = -200.*x[1]*(x[2]-x[1]*x[1]) - (1.-x[1]);
  g[2] = 100.* (x[2]-x[1]*x[1]);
  return(g);
finish G_ROSEN;

start H_ROSEN(x);
  h = j(2,2,0.);
  h[1,1] = -200.* (x[2] - 3.*x[1]*x[1]) + 1.;
  h[2,2] = 100.;
  h[1,2] = -200. * x[1];
  h[2,1] = h[1,2];
  return(h);
finish H_ROSEN;

```

Similarly, the following statements specify a module for the Rosenbrock function *when considered as a least squares problem*. They also specify the Jacobian matrix of the least squares functions.

```

start F_ROSEN_LS(x);
  y = j(1,2,0.);
  y[1] = 10. * (x[2] - x[1] * x[1]);
  y[2] = 1. - x[1];
  return(y);
finish F_ROSEN_LS;

start J_ROSEN(x);
  jac = j(2,2,0.);
  jac[1,1] = -20. * x[1]; jac[1,2] = 10. ;

```

```

jac[2,1] = -1.;           jac[2,2] =  0.;
return(jac);
finish J_ROSEN;

```

Diagonal or Sparse Hessian Matrices

In the unconstrained or only boundary constrained case, the NLPNRA algorithm can take advantage of diagonal or sparse Hessian matrices submitted by the “*hes*” module. If the Hessian matrix G of the objective function f has a large proportion of zeros, you can save computer time and memory by specifying a sparse Hessian of dimension $nn \times 3$ rather than a dense $n \times n$ Hessian. Each of the nn rows (i, j, g) of the matrix returned by the sparse Hessian module defines a nonzero element g_{ij} of the Hessian matrix. The row and column location is given by i and j , and g gives the nonzero value. During the optimization process, only the values g can be changed in each call of the Hessian module “*hes*;” the sparsity structure (i, j) must be kept the same. That means that some of the values g can be zero for particular values of x . To allocate sufficient memory before the first call of the Hessian module, you must specify the number of rows, nn , by setting the ninth element of the *opt* argument.

Example 22 of Moré, Garbow, and Hillstrom (1981) illustrates the sparse Hessian module input. The objective function, which is the Extended Powell’s Singular Function, for $n = 40$ is a least squares problem:

$$f(x) = \frac{1}{2} \{ f_1^2(x) + \cdots + f_m^2(x) \}$$

with

$$\begin{aligned} f_{4i-3}(x) &= x_{4i-3} + 10x_{4i-2} \\ f_{4i-2}(x) &= \sqrt{5}(x_{4i-1} - x_{4i}) \\ f_{4i-1}(x) &= (x_{4i-2} - 2x_{4i-1})^2 \\ f_{4i}(x) &= \sqrt{10}(x_{4i-3} - x_{4i})^2 \end{aligned}$$

The function and gradient modules are as follows:

```

proc iml;
start f_nlp22(x);
n=ncol(x);
f = 0.;
do i=1 to n-3 by 4;
  f1 = x[i] + 10. * x[i+1];
  r2 = x[i+2] - x[i+3];
  f2 = sqrt(5) * r2;
  r3 = x[i+1] - 2. * x[i+2];
  f3 = r3 * r3;
  r4 = x[i] - x[i+3];
  f4 = sqrt(10) * r4 * r4;
  f = f + f1 * f1 + r2 * f2 + f3 * f3 + r4 * r4 * f4;
end;
f = 0.5 * f;
return(f);
finish f_nlp22;

start g_nlp22(x);
n=ncol(x);

```

```

g = j(1,n,0.);
do i=1 to n-3 by 4;
  f1 = x[i] + 10. * x[i+1];
  f2 = sqrt(5) * (x[i+2] - x[i+3]);
  r3 = x[i+1] - 2. * x[i+2];
  f3 = r3 * r3;
  r4 = x[i] - x[i+3];
  f4 = sqrt(10) * r4 * r4;
  g[i] = f1 + 2. * r4 * f4;
  g[i+1] = 10. * f1 + 2. * r3 * f3;
  g[i+2] = f2 - 4. * r3 * f3;
  g[i+3] = -f2 - 2. * r4 * f4;
end;
return(g);
finish g_nlp22;

```

You can specify the sparse Hessian with the following module:

```

start hs_nlp22(x);
n=ncol(x);
nnz = 8 * (n / 4);
h = j(nnz,3,0.);
j = 0;
do i=1 to n-3 by 4;
  f1 = x[i] + 10. * x[i+1];
  f2 = sqrt(5) * (x[i+2] - x[i+3]);
  r3 = x[i+1] - 2. * x[i+2];
  f3 = r3 * r3;
  r4 = x[i] - x[i+3];
  f4 = sqrt(10) * r4 * r4;
  j= j + 1; h[j,1] = i; h[j,2] = i;
  h[j,3] = 1. + 4. * f4;
  h[j,3] = h[j,3] + 2. * f4;
  j= j+1; h[j,1] = i; h[j,2] = i+1;
  h[j,3] = 10.;
  j= j+1; h[j,1] = i; h[j,2] = i+3;
  h[j,3] = -4. * f4;
  h[j,3] = h[j,3] - 2. * f4;
  j= j+1; h[j,1] = i+1; h[j,2] = i+1;
  h[j,3] = 100. + 4. * f3;
  h[j,3] = h[j,3] + 2. * f3;
  j= j+1; h[j,1] = i+1; h[j,2] = i+2;
  h[j,3] = -8. * f3;
  h[j,3] = h[j,3] - 4. * f3;
  j= j+1; h[j,1] = i+2; h[j,2] = i+2;
  h[j,3] = 5. + 16. * f3;
  h[j,3] = h[j,3] + 8. * f3;
  j= j+1; h[j,1] = i+2; h[j,2] = i+3;
  h[j,3] = -5.;
  j= j+1; h[j,1] = i+3; h[j,2] = i+3;
  h[j,3] = 5. + 4. * f4;
  h[j,3] = h[j,3] + 2. * f4;
end;
return(h);

```

```

finish hs_nlp22;

n = 40;
x = j(1,n,0.);
do i=1 to n-3 by 4;
  x[i] = 3.; x[i+1] = -1.; x[i+3] = 1.;
end;
opt = j(1,11,.); opt[2]= 3; opt[9]= 8 * (n / 4);
call nlpnra(xr,rc,"f_nlp22",x,opt) grd="g_nlp22" hes="hs_nlp22";

```

NOTE: If the sparse form of Hessian defines a diagonal matrix (that is, $i = j$ in all nn rows), the NLPNRA algorithm stores and processes a diagonal matrix G . If you do not specify any general linear constraints, the NLPNRA subroutine uses only order n memory.

Finite-Difference Approximations of Derivatives

If the optimization technique needs first- or second-order derivatives and you do not specify the corresponding IML module “*grd*,” “*hes*,” “*jac*,” or “*jacnlc*,” the derivatives are approximated by finite-difference formulas using only calls of the module “*fun*.” If the optimization technique needs second-order derivatives and you specify the “*grd*” module but not the “*hes*” module, the subroutine approximates the second-order derivatives by finite differences using n or $2n$ calls of the “*grd*” module.

The eighth element of the *opt* argument specifies the type of finite-difference approximation used to compute first- or second-order derivatives and whether the finite-difference intervals, h , should be computed by an algorithm of Gill et al. (1983). The value of *opt*[8] is a two-digit integer, ij .

- If *opt*[8] is missing or $j = 0$, the fast but not very precise forward-difference formulas are used; if $j \neq 0$, the numerically more expensive central-difference formulas are used.
- If *opt*[8] is missing or $i \neq 1, 2$, or 3, the finite-difference intervals h are based only on the information of *par*[8] or *par*[9], which specifies the number of accurate digits to use in evaluating the objective function and nonlinear constraints, respectively. If $i = 1, 2$, or 3, the intervals are computed with an algorithm by Gill et al. (1983). For $i = 1$, the interval is based on the behavior of the objective function; for $i = 2$, the interval is based on the behavior of the nonlinear constraint functions; and for $i = 3$, the interval is based on the behavior of both the objective function and the nonlinear constraint functions.

Forward-Difference Approximations

- First-order derivatives: n additional function calls are needed.

$$g_i = \frac{\partial f}{\partial x_i} = \frac{f(x + h_i e_i) - f(x)}{h_i}$$

- Second-order derivatives based on function calls only, when the “*grd*” module is not specified (Dennis and Schnabel 1983): for a dense Hessian matrix, $n + n^2/2$ additional function calls are needed.

$$\frac{\partial^2 f}{\partial x_i \partial x_j} = \frac{f(x + h_i e_i + h_j e_j) - f(x + h_i e_i) - f(x + h_j e_j) + f(x)}{h_i h_j}$$

- Second-order derivatives based on gradient calls, when the “ *grd*” module is specified (Dennis and Schnabel 1983): n additional gradient calls are needed.

$$\frac{\partial^2 f}{\partial x_i \partial x_j} = \frac{g_i(x + h_j e_j) - g_i(x)}{2h_j} + \frac{g_j(x + h_i e_i) - g_j(x)}{2h_i}$$

Central-Difference Approximations

- First-order derivatives: $2n$ additional function calls are needed.

$$g_i = \frac{\partial f}{\partial x_i} = \frac{f(x + h_i e_i) - f(x - h_i e_i)}{2h_i}$$

- Second-order derivatives based on function calls only, when the “ *grd*” module is not specified (Abramowitz and Stegun 1972): for a dense Hessian matrix, $2n + 2n^2$ additional function calls are needed.

$$\begin{aligned} \frac{\partial^2 f}{\partial x_i^2} &= \frac{-f(x + 2h_i e_i) + 16f(x + h_i e_i) - 30f(x) + 16f(x - h_i e_i) - f(x - 2h_i e_i)}{12h_i^2} \\ \frac{\partial^2 f}{\partial x_i \partial x_j} &= \frac{f(x + h_i e_i + h_j e_j) - f(x + h_i e_i - h_j e_j) - f(x - h_i e_i + h_j e_j) + f(x - h_i e_i - h_j e_j)}{4h_i h_j} \end{aligned}$$

- Second-order derivatives based on gradient calls, when the “ *grd*” module is specified: $2n$ additional gradient calls are needed.

$$\frac{\partial^2 f}{\partial x_i \partial x_j} = \frac{g_i(x + h_j e_j) - g_i(x - h_j e_j)}{4h_j} + \frac{g_j(x + h_i e_i) - g_j(x - h_i e_i)}{4h_i}$$

The step sizes h_j , $j = 1, \dots, n$, are defined as follows:

- For the forward-difference approximation of first-order derivatives using only function calls and for second-order derivatives using only gradient calls, $h_j = \sqrt[3]{\eta_j}(1 + |x_j|)$.
- For the forward-difference approximation of second-order derivatives using only function calls and for central-difference formulas, $h_j = \sqrt[3]{\eta_j}(1 + |x_j|)$.

If the algorithm of Gill et al. (1983) is not used to compute η_j , a constant value $\eta = \eta_j$ is used depending on the value of *par*[8].

- If the number of accurate digits is specified by *par*[8] = k_1 , then η is set to 10^{-k_1} .
- If *par*[8] is not specified, η is set to the machine precision, ϵ .

If central-difference formulas are not specified, the optimization algorithm switches automatically from the forward-difference formula to a corresponding central-difference formula during the iteration process if one of the following two criteria is satisfied:

- The absolute maximum gradient element is less than or equal to 100 times the ABSGTOL threshold.
- The term on the left of the GTOL criterion is less than or equal to $\max(1E-6, 100 \times \text{GTOL threshold})$. The 1E-6 ensures that the switch is performed even if you set the GTOL threshold to zero.

The algorithm of Gill et al. (1983) that computes the finite-difference intervals h_j can be very expensive in the number of function calls it uses. If this algorithm is required, it is performed twice, once before the optimization process starts and once after the optimization terminates.

Many applications need considerably more time for computing second-order derivatives than for computing first-order derivatives. In such cases, you should use a quasi-Newton or conjugate gradient technique.

If you specify a vector, c , of nc nonlinear constraints with the “*nlc*” module but you do not specify the “*jacnlc*” module, the first-order formulas can be used to compute finite-difference approximations of the $nc \times n$ Jacobian matrix of the nonlinear constraints.

$$(\nabla c_i) = \left(\frac{\partial c_i}{\partial x_j} \right), \quad i = 1, \dots, nc, \quad j = 1, \dots, n$$

You can specify the number of accurate digits in the constraint evaluations with *par[9]*. This specification also defines the step sizes h_j , $j = 1, \dots, n$.

NOTE: If you are not able to specify analytic derivatives and if the finite-difference approximations provided by the subroutines are not good enough to solve your optimization problem, you might be able to implement better finite-difference approximations with the “*grd*,” “*hes*,” “*jac*,” and “*jacnlc*” module arguments.

Parameter Constraints

You can specify constraints in the following ways:

- The matrix input argument “*blc*” enables you to specify boundary and general linear constraints.
- The IML module input argument “*nlc*” enables you to specify general constraints, particularly nonlinear constraints.

Specifying the BLC Matrix

The input argument “*blc*” specifies an $n_1 \times n_2$ constraint matrix, where n_1 is two more than the number of linear constraints, and n_2 is given by

$$n_2 = \begin{cases} n & \text{if } 1 \leq n_1 \leq 2 \\ n + 2 & \text{if } n_1 > 2 \end{cases}$$

The first two rows define lower and upper bounds for the n parameters, and the remaining $c = n_1 - 2$ rows define general linear equality and inequality constraints. Missing values in the first row (lower bounds) substitute for the largest negative floating point value, and missing values in the second row (upper bounds) substitute for the largest positive floating point value. Columns $n + 1$ and $n + 2$ of the first two rows are not used.

The following c rows of the “*blc*” argument specify c linear equality or inequality constraints:

$$\sum_{j=1}^n a_{ij} x_j \quad (\leq | = | \geq) \quad b_i, \quad i = 1, \dots, c$$

Each of these c rows contains the coefficients a_{ij} in the first n columns. Column $n + 1$ specifies the kind of constraint, as follows:

- $blc[n + 1] = 0$ indicates an equality constraint.
- $blc[n + 1] = 1$ indicates a \geq inequality constraint.
- $blc[n + 1] = -1$ indicates a \leq inequality constraint.

Column $n + 2$ specifies the right-hand side, b_i . A missing value in any of these rows corresponds to a value of zero.

For example, suppose you have a problem with the following constraints on x_1, x_2, x_3, x_4 :

$$\begin{array}{rcl} 2 & \leq & x_1 & \leq & 100 \\ & & x_2 & \leq & 40 \\ 0 & \leq & x_4 & & \end{array}$$

$$\begin{array}{rcl} 4x_1 & + & 3x_2 & - & x_3 & \leq & 30 \\ & & x_2 & & & + & 6x_4 & \geq & 17 \\ x_1 & - & x_2 & & & & & = & 8 \end{array}$$

The following statements specify the matrix CON, which can be used as the “*blc*” argument to specify the preceding constraints:

```
proc iml;
con = { 2   .   .   0   .   .   ,
        100 40   .   .   .   .   ,
        4   3   -1   .   -1   30   ,
        .   1   .   6   1   17   ,
        1   -1   .   .   0   8 };
```

Specifying the NLC and JACNLC Modules

The input argument “*nlc*” specifies an IML module that returns a vector, c , of length nc , with the values, c_i , of the nc linear or nonlinear constraints

$$\begin{aligned} c_i(x) &= 0, \quad i = 1, \dots, nec \\ c_i(x) &\geq 0, \quad i = nec + 1, \dots, nc \end{aligned}$$

for a given input parameter point x .

NOTE: You must specify the number of equality constraints, nec , and the total number of constraints, nc , returned by the “*nlc*” module to allocate memory for the return vector. You can do this with the $opt[11]$ and $opt[10]$ arguments, respectively.

For example, consider the problem of minimizing the objective function $f(x_1, x_2) = x_1 x_2$ in the interior of the unit circle, $x_1^2 + x_2^2 \leq 1$. The constraint can also be written as $c_1(x) = 1 - x_1^2 - x_2^2 \geq 0$. The following statements specify modules for the objective and constraint functions and call the NLPNMS subroutine to solve the minimization problem:

```

proc iml;
start F_UC2D(x);
  f = x[1] * x[2];
  return(f);
finish F_UC2D;

start C_UC2D(x);
  c = 1. - x * x`;
  return(c);
finish C_UC2D;

x = j(1,2,1.);
optn= j(1,10,.); optn[2]= 3; optn[10]= 1;
CALL NLPNMS(rc,xres,"F_UC2D",x,optn) nlc="C_UC2D";

```

To avoid typing multiple commas, you can specify the “*nlc*” input argument with a keyword, as in the preceding code. The number of elements of the return vector is specified by OPTN[10] = 1. There is a missing value in OPTN[11], so the subroutine assumes there are zero equality constraints.

The NLPQN algorithm uses the $nc \times n$ Jacobian matrix of first-order derivatives

$$(\nabla_x c_i(x)) = \left(\frac{\partial c_i}{\partial x_j} \right), \quad i = 1, \dots, nc, \quad j = 1, \dots, n$$

of the nc equality and inequality constraints, c_i , for each point passed during the iteration. You can use the “*jacnlc*” argument to specify an IML module that returns the Jacobian matrix **JC**. If you specify the “*nlc*” module without using the “*jacnlc*” argument, the subroutine uses finite-difference approximations of the first-order derivatives of the constraints.

NOTE: The COBYLA algorithm in the NLPNMS subroutine and the NLPQN subroutine are the only optimization techniques that enable you to specify nonlinear constraints with the “*nlc*” input argument.

Options Vector

The options vector, represented by the “*opt*” argument, enables you to specify a variety of options, such as the amount of printed output or particular update or line-search techniques. Table 17.2 gives a summary of the available options.

Table 17.2 Summary of the Elements of the Options Vector

Index	Description
1	specifies minimization, maximization, or the number of least squares functions
2	specifies the amount of printed output
3	NLPDD, NLPLM, NLPNRA, NLPNRR, NLPTR: specifies the scaling of the Hessian matrix (HESCAL)
4	NLPCG, NLPDD, NLPHQN, NLPQN: specifies the update technique (UPDATE)
5	NLPCG, NLPHQN, NLPNRA, NLPQN (with no nonlinear constraints): specifies the line-search technique (LIS)
6	NLPHQN: specifies version of hybrid algorithm (VERSION) NLPQN with nonlinear constraints: specifies version of μ update
7	NLPDD, NLPHQN, NLPQN: specifies initial Hessian matrix (INHESIAN)
8	Finite-Difference Derivatives: specifies type of differences and how to compute the difference interval
9	NLPNRA: specifies the number of rows returned by the sparse Hessian module
10	NLPNMS, NLPQN: specifies the total number of constraints returned by the “nlc” module
11	NLPNMS, NLPQN: specifies the number of equality constraints returned by the “nlc” module

The following list contains detailed explanations of the elements of the options vector:

- **opt[1]**

indicates whether the problem is minimization or maximization. The default, $opt[1] = 0$, specifies a minimization problem, and $opt[1] = 1$ specifies a maximization problem. For least squares problems, $opt[1] = m$ specifies the number of functions or observations, which is the number of values returned by the “fun” module. This information is necessary to allocate memory for the return vector of the “fun” module.

- **opt[2]**

specifies the amount of output printed by the subroutine. The higher the value of $opt[2]$, the more printed output is produced. The following table indicates the specific items printed for each value.

Value of $opt[2]$	Printed Output
0	No printed output is produced. This is the default.
1	The summaries for optimization start and termination are produced, as well as the iteration history.
2	The initial and final parameter estimates are also printed.
3	The values of the termination criteria and other control parameters are also printed.
4	The parameter vector, x , is also printed after each iteration.
5	The gradient vector, g , is also printed after each iteration.

- **opt[3]**

selects a scaling for the Hessian matrix, \mathbf{G} . This option is relevant only for the NLPDD, NLPLM, NLPNRA, NLPNRR, and NL PTR subroutines. If $opt[3] \neq 0$, the first iteration and each restart iteration set the diagonal scaling matrix $\mathbf{D}^{(0)} = diag(d_i^{(0)})$, where

$$d_i^{(0)} = \sqrt{\max(|G_{i,i}^{(0)}|, \epsilon)}$$

and $G_{i,i}^{(0)}$ are the diagonal elements of the Hessian matrix, and ϵ is the machine precision. The diagonal scaling matrix $\mathbf{D}^{(0)} = diag(d_i^{(0)})$ is updated as indicated in the following table.

Value of $opt[3]$	Scaling Update
0	No scaling is done.
1	Moré (1978) scaling update:
	$d_i^{(k+1)} = \max\left(d_i^{(k)}, \sqrt{\max(G_{i,i}^{(k)} , \epsilon)}\right)$
2	Dennis, Gay, and Welsch (1981) scaling update:
	$d_i^{(k+1)} = \max\left(0.6 * d_i^{(k)}, \sqrt{\max(G_{i,i}^{(k)} , \epsilon)}\right)$
3	d_i is reset in each iteration: $d_i^{(k+1)} = \sqrt{\max(G_{i,i}^{(k)} , \epsilon)}$

For the NLPDD, NLPNRA, NLPNRR, and NL PTR subroutines, the default is $opt[3] = 0$; for the NLPLM subroutine, the default is $opt[3] = 1$.

- **opt[4]**

defines the update technique for (dual) quasi-Newton and conjugate gradient techniques. This option applies to the NLPCG, NLPDD, NLPHQN, and NLPQN subroutines. For the NLPCG subroutine, the following update techniques are available.

Value of $opt[4]$	Update Method for NLPCG
1	automatic restart method of Powell (1977) and Beale (1972). This is the default.
2	Fletcher-Reeves update (Fletcher 1987)
3	Polak-Ribiere update (Fletcher 1987)
4	conjugate-descent update of Fletcher (1987)

For the unconstrained or linearly constrained NLPQN subroutine, the following update techniques are available.

Value of $opt[4]$	Update Method for NLPQN
1	dual Broyden, Fletcher, Goldfarb, and Shanno (DBFGS) update of the Cholesky factor of the Hessian matrix. This is the default.
2	dual Davidon, Fletcher, and Powell (DDFP) update of the Cholesky factor of the Hessian matrix
3	original Broyden, Fletcher, Goldfarb, and Shanno (BFGS) update of the inverse Hessian matrix
4	original Davidon, Fletcher, and Powell (DFP) update of the inverse Hessian matrix

For the NLPQN subroutine used with the “*nlc*” module and for the NLPDD and NLPHQN subroutines, only the first two update techniques in the second table are available.

- **opt[5]**

defines the line-search technique for the unconstrained or linearly constrained NLPQN subroutine, as well as the NLPCG, NLPHQN, and NLPNRA subroutines. Refer to Fletcher (1987) for an introduction to line-search techniques. The following table describes the available techniques.

Value of <i>opt[5]</i>	Line-Search Method
1	This method needs the same number of function and gradient calls for cubic interpolation and cubic extrapolation; it is similar to a method used by the Harwell subroutine library.
2	This method needs more function than gradient calls for quadratic and cubic interpolation and cubic extrapolation; it is implemented as shown in Fletcher (1987) and can be modified to exact line search with the <i>par[6]</i> argument (see the section “ Control Parameters Vector ” on page 392). This is the default for the NLPCG, NLPNRA, and NLPQN subroutines.
3	This method needs the same number of function and gradient calls for cubic interpolation and cubic extrapolation; it is implemented as shown in Fletcher (1987) and can be modified to exact line search with the <i>par[6]</i> argument.
4	This method needs the same number of function and gradient calls for stepwise extrapolation and cubic interpolation.
5	This method is a modified version of the <i>opt[5]=4</i> method.
6	This method is the golden section line search of Polak (1971), which uses only function values for linear approximation.
7	This method is the bisection line search of Polak (1971), which uses only function values for linear approximation.
8	This method is the Armijo line-search technique of Polak (1971), which uses only function values for linear approximation.

For the NLPHQN least squares subroutine, the default is a special line-search method that is based on an algorithm developed by Lindström and Wedin (1984). Although it needs more memory, this method sometimes works better with large least squares problems.

- **opt[6]**

is used only for the NLPHQN subroutine and the NLPQN subroutine with nonlinear constraints.

In the NLPHQN subroutine, it defines the criterion for the decision of the hybrid algorithm to step in a Gauss-Newton or a quasi-Newton search direction. You can specify one of the three criteria that correspond to the methods of Fletcher and Xu (1987). The methods are HY1 (*opt[6]=1*), HY2 (*opt[6]=2*), and HY3 (*opt[6]=3*), and the default is HY2.

In the NLPQN subroutine with nonlinear constraints, it defines the version of the algorithm used to update the vector μ of the Lagrange multipliers. The default is *opt[6]=2*, which specifies the approach of Powell (1982a) and Powell (1982b). You can specify the approach of Powell (1978a) with *opt[6]=1*.

- **opt[7]**

defines the type of start matrix, $G^{(0)}$, used for the Hessian approximation. This option applies only to

the NLPDD, NLPHQN, and NLPQN subroutines. If $opt[7]=0$, which is the default, the quasi-Newton algorithm starts with a multiple of the identity matrix where the scalar factor depends on $par[10]$; otherwise, it starts with the Hessian matrix computed at the starting point $x^{(0)}$.

- **`opt[8]`**

defines the type of finite-difference approximation used to compute first- or second-order derivatives and whether the finite-difference intervals, h , should be computed by using an algorithm of Gill et al. (1983). The value of $opt[8]$ is a two-digit integer, ij .

If $opt[8]$ is missing or $j = 0$, the fast but not very precise forward difference formulas are used; if $j \neq 0$, the numerically more expensive central-difference formulas are used.

If $opt[8]$ is missing or $i \neq 1, 2$, or 3 , the finite-difference intervals h are based only on the information of $par[8]$ or $par[9]$, which specifies the number of accurate digits to use in evaluating the objective function and nonlinear constraints, respectively. If $i = 1, 2$, or 3 , the intervals are computed with an algorithm by Gill et al. (1983). For $i = 1$, the interval is based on the behavior of the objective function; for $i = 2$, the interval is based on the behavior of the nonlinear constraint functions; and for $i = 3$, the interval is based on the behavior of both the objective function and the nonlinear constraint functions.

The algorithm of Gill et al. (1983) that computes the finite-difference intervals h_j can be very expensive in the number of function calls it uses. If this algorithm is required, it is performed twice, once before the optimization process starts and once after the optimization terminates. See the section “Finite-Difference Approximations of Derivatives” on page 377 for details.

- **`opt[9]`**

indicates that the Hessian module “*hes*” returns a sparse definition of the Hessian, in the form of an $nn \times 3$ matrix instead of the default dense $n \times n$ matrix. If $opt[9]$ is zero or missing, the Hessian module must return a dense $n \times n$ matrix. If you specify $opt[9] = nn$, the module must return a sparse $nn \times 3$ table. See the section “Objective Function and Derivatives” on page 372 for more details. This option applies only to the NLPNRA algorithm. If the dense specification contains a large proportion of analytical zero derivatives, the sparse specification can save memory and computer time.

- **`opt[10]`**

specifies the total number of nonlinear constraints returned by the “*nlc*” module. If you specify nc nonlinear constraints with the “*nlc*” argument module, you must specify $opt[10] = nc$ to allocate memory for the return vector.

- **`opt[11]`**

specifies the number of nonlinear equality constraints returned by the “*nlc*” module. If the first nec constraints are equality constraints, you must specify $opt[11] = nec$. The default value is $opt[11] = 0$.

Termination Criteria

The input argument *tc* specifies a vector of bounds that correspond to a set of termination criteria that are tested in each iteration. If you do not specify an IML module with the “*ptit*” argument, these bounds determine when the optimization process stops.

If you specify the “*ptit*” argument, the “*tc*” argument is ignored. The module specified by the “*ptit*” argument replaces the subroutine that is used by default to test the termination criteria. The module is called in each iteration with the current location, x , and the value, f , of the objective function at x . The module must give a return code, rc , that decides whether the optimization process is to be continued or terminated. As long as the module returns $rc = 0$, the optimization process continues. When the module returns $rc \neq 0$, the optimization process stops.

If you use the *tc* vector, the optimization techniques stop the iteration process when at least one of the corresponding set of termination criteria are satisfied. [Table 17.3](#) and [Table 17.4](#) indicate the criterion associated with each element of the *tc* vector. There is a default for each criterion, and if you specify a missing value for the corresponding element of the *tc* vector, the default value is used. You can avoid termination with respect to the ABSFTOL, ABSGTOL, ABSXTOL, FTOL, FTOL2, GTOL, GTOL2, and XTOL criteria by specifying a value of zero for the corresponding element of the *tc* vector.

Table 17.3 Termination Criteria for the NLPNMS Subroutine

Index	Description
1	maximum number of iterations (MAXIT)
2	maximum number of function calls (MAXFU)
3	absolute function criterion (ABSTOL)
4	relative function criterion (FTOL)
5	relative function criterion (FTOL2)
6	absolute function criterion (ABSFTOL)
7	FSIZE value used in FTOL criterion
8	relative parameter criterion (XTOL)
9	absolute parameter criterion (ABSXTOL)
9	size of final trust-region radius ρ (COBYLA algorithm)
10	XSIZE value used in XTOL criterion

Table 17.4 Termination Criteria for Other Subroutines

Index	Description
1	maximum number of iterations (MAXIT)
2	maximum number of function calls (MAXFU)
3	absolute function criterion (ABSTOL)
4	relative gradient criterion (GTOL)
5	relative gradient criterion (GTOL2)
6	absolute gradient criterion (ABSGTOL)
7	relative function criterion (FTOL)
8	predicted function reduction criterion (FTOL2)
9	absolute function criterion (ABSFTOL)
10	FSIZE value used in GTOL and FTOL criterion
11	relative parameter criterion (XTOL)
12	absolute parameter criterion (ABSXTOL)
13	XSIZE value used in XTOL criterion

Criteria Used by All Techniques

The following list indicates the termination criteria that are used with all the optimization techniques:

- **tc[1]**

specifies the maximum number of iterations in the optimization process (MAXIT). The default values are

NLPNMS:	MAXIT=1000
NLPCG:	MAXIT=400
Others:	MAXIT=200

- **tc[2]**

specifies the maximum number of function calls in the optimization process (MAXFU). The default values are

NLPNMS:	MAXFU=3000
NLPCG:	MAXFU=1000
Others:	MAXFU=500

- **tc[3]**

specifies the absolute function convergence criterion (ABSTOL). For minimization, termination requires $f^{(k)} = f(x^{(k)}) \leq ABSTOL$, while for maximization, termination requires $f^{(k)} = f(x^{(k)}) \geq ABSTOL$. The default values are the negative and positive square roots of the largest double precision value, for minimization and maximization, respectively.

These criteria are useful when you want to divide a time-consuming optimization problem into a series of smaller problems.

Termination Criteria for NLPNMS

Since the Nelder-Mead simplex algorithm does not use derivatives, no termination criteria are available that are based on the gradient of the objective function.

When the NLPNMS subroutine implements Powell's COBYLA algorithm, it uses only one criterion other than the three used by all the optimization techniques. The COBYLA algorithm is a trust-region method that sequentially reduces the radius, ρ , of a spheric trust region from the start radius, ρ_{beg} , which is controlled with the *par[2]* argument, to the final radius, ρ_{end} , which is controlled with the *tc[9]* argument. The default value for *tc[9]* is $\rho_{end} = 1E-4$. Convergence to small values of ρ_{end} can take many calls of the function and constraint modules and might result in numerical problems.

In addition to the criteria used by all techniques, the original Nelder-Mead simplex algorithm uses several other termination criteria, which are described in the following list:

- **tc[4]**

specifies the relative function convergence criterion (FTOL). Termination requires a small relative difference between the function values of the vertices in the simplex with the largest and smallest function values.

$$\frac{|f_{hi}^{(k)} - f_{lo}^{(k)}|}{\max(|f_{hi}^{(k)}|, FSIZE)} \leq FTOL$$

where *FSIZE* is defined by *tc[7]*. The default value is *tc[4] = 10^{-FDIGITS}*, where *FDIGITS* is controlled by the *par[8]* argument. The *par[8]* argument has a default value of $\log_{10}(\epsilon)$, where ϵ is the machine precision. Hence, the default value for *FTOL* is ϵ .

- **tc[5]**

specifies another relative function convergence criterion (FTOL2). Termination requires a small standard deviation of the function values of the $n + 1$ simplex vertices $x_0^{(k)}, \dots, x_n^{(k)}$.

$$\sqrt{\frac{1}{n+1} \sum_l (f(x_l^{(k)}) - \bar{f}(x^{(k)}))^2} \leq FTOL2$$

where $\bar{f}(x^{(k)}) = \frac{1}{n+1} \sum_l f(x_l^{(k)})$. If there are a active boundary constraints at $x^{(k)}$, the mean and standard deviation are computed only for the $n + 1 - a$ unconstrained vertices. The default is *tc[5] = 1E-6*.

- **tc[6]**

specifies the absolute function convergence criterion (ABSFTOL). Termination requires a small absolute difference between the function values of the vertices in the simplex with the largest and smallest function values.

$$|f_{hi}^{(k)} - f_{lo}^{(k)}| \leq ABSFTOL$$

The default is *tc[6] = 0*.

- **tc[7]**

specifies the *FSIZE* value used in the *FTOL* termination criterion. The default is *tc[7] = 0*.

- **tc[8]**

specifies the relative parameter convergence criterion (XTOL). Termination requires a small relative parameter difference between the vertices with the largest and smallest function values.

$$\frac{\max_j |x_j^{lo} - x_j^{hi}|}{\max(|x_j^{lo}|, |x_j^{hi}|, XSIZE)} \leq XTOL$$

The default is *tc[8] = 1E-8*.

- **tc[9]**

specifies the absolute parameter convergence criterion (ABSXTOL). Termination requires either a small length, $\alpha^{(k)}$, of the vertices of a restart simplex or a small simplex size, $\delta^{(k)}$.

$$\begin{aligned} \alpha^{(k)} &\leq ABSXTOL \\ \delta^{(k)} &\leq ABSXTOL \end{aligned}$$

where $\delta^{(k)}$ is defined as the L1 distance of the simplex vertex with the smallest function value, $y^{(k)}$, to the other n simplex points, $x_l^{(k)} \neq y$.

$$\delta^{(k)} = \sum_{x_l \neq y} \|x_l^{(k)} - y^{(k)}\|_1$$

The default is *tc[9] = 1E-8*.

- **tc[10]**

specifies the XSIZE value used in the XTOL termination criterion. The default is $tc[10] = 0$.

Termination Criteria for Unconstrained and Linearly Constrained Techniques

- **tc[4]**

specifies the relative gradient convergence criterion (GTOL). For all techniques except the NLPCG subroutine, termination requires that the normalized predicted function reduction is small.

$$\frac{g(x^{(k)})^T [G^{(k)}]^{-1} g(x^{(k)})}{\max(|f(x^{(k)})|, FSIZE)} \leq GTOL$$

where $FSIZE$ is defined by $tc[10]$. For the NLPCG technique (where a reliable Hessian estimate is not available),

$$\frac{\|g(x^{(k)})\|_2^2 \|s(x^{(k)})\|_2}{\|g(x^{(k)}) - g(x^{(k-1)})\|_2 \max(|f(x^{(k)})|, FSIZE)} \leq GTOL$$

is used. The default is $tc[4] = 1E-8$.

- **tc[5]**

specifies another relative gradient convergence criterion (GTOL2). This criterion is used only by the NLPLM subroutine.

$$\max_j \frac{|g_j(x^{(k)})|}{\sqrt{f(x^{(k)}) G_{j,j}^{(k)}}} \leq GTOL2$$

The default is $tc[5]=0$.

- **tc[6]**

specifies the absolute gradient convergence criterion (ABSGTOL). Termination requires that the maximum absolute gradient element be small.

$$\max_j |g_j(x^{(k)})| \leq ABSGTOL$$

The default is $tc[6] = 1E-5$.

- **tc[7]**

specifies the relative function convergence criterion (FTOL). Termination requires a small relative change of the function value in consecutive iterations.

$$\frac{|f(x^{(k)}) - f(x^{(k-1)})|}{\max(|f(x^{(k-1)})|, FSIZE)} \leq FTOL$$

where $FSIZE$ is defined by $tc[10]$. The default is $tc[7] = 10^{-FDIGITS}$, where FDIGITS is controlled by the $par[8]$ argument. The $par[8]$ argument has a default value of $\log_{10}(\epsilon)$, where ϵ is the machine precision. Hence, the default for $FTOL$ is ϵ .

- **tc[8]**

specifies another function convergence criterion (FTOL2). For least squares problems, termination requires a small predicted reduction of the objective function, $df^{(k)} \approx f(x^{(k)}) - f(x^{(k)} + s^{(k)})$. The predicted reduction is computed by approximating the objective function by the first two terms of the Taylor series and substituting the Newton step, $s^{(k)} = -G^{(k)-1}g^{(k)}$, as follows:

$$\begin{aligned} df^{(k)} &= -g^{(k)T}s^{(k)} - \frac{1}{2}s^{(k)T}G^{(k)}s^{(k)} \\ &= -\frac{1}{2}s^{(k)T}g^{(k)} \\ &\leq FTOL2 \end{aligned}$$

The FTOL2 criterion is the unscaled version of the GTOL criterion. The default is $tc[8]=0$.

- **tc[9]**

specifies the absolute function convergence criterion (ABSFTOL). Termination requires a small change of the function value in consecutive iterations.

$$|f(x^{(k-1)}) - f(x^{(k)})| \leq ABSFTOL$$

The default is $tc[9]=0$.

- **tc[10]**

specifies the FSIZE value used in the GTOL and FTOL termination criteria. The default is $tc[10]=0$.

- **tc[11]**

specifies the relative parameter convergence criterion (XTOL). Termination requires a small relative parameter change in consecutive iterations.

$$\frac{\max_j |x_j^{(k)} - x_j^{(k-1)}|}{\max(|x_j^{(k)}|, |x_j^{(k-1)}|, XSIZE)} \leq XTOL$$

The default is $tc[11]=0$.

- **tc[12]**

specifies the absolute parameter convergence criterion (ABSXTOL). Termination requires a small Euclidean distance between parameter vectors in consecutive iterations.

$$\|x^{(k)} - x^{(k-1)}\|_2 \leq ABSXTOL$$

The default is $tc[12]=0$.

- **tc[13]**

specifies the XSIZE value used in the XTOL termination criterion. The default is $tc[13]=0$.

Termination Criteria for Nonlinearly Constrained Techniques

The only algorithm available for nonlinearly constrained optimization other than the NLPNMS subroutine is the NLPQN subroutine, when you specify the “*nlc*” module argument. This method, unlike the other optimization methods, does not monotonically reduce the value of the objective function or some kind of merit function that combines objective and constraint functions. Instead, the algorithm uses the watchdog technique with backtracking of Chamberlain et al. (1982). Therefore, no termination criteria are implemented that are based on the values x or f in consecutive iterations. In addition to the criteria used by all optimization techniques, there are three other termination criteria available; these are based on the Lagrange function

$$L(x, \lambda) = f(x) - \sum_{i=1}^m \lambda_i c_i(x)$$

and its gradient

$$\nabla_x L(x, \lambda) = g(x) - \sum_{i=1}^m \lambda_i \nabla_x c_i(x)$$

where m denotes the total number of constraints, $g = g(x)$ is the gradient of the objective function, and λ is the vector of Lagrange multipliers. The Kuhn-Tucker conditions require that the gradient of the Lagrange function is zero at the optimal point (x^*, λ^*) , as follows:

$$\nabla_x L(x^*, \lambda^*) = 0$$

- **tc[4]**

specifies the GTOL criterion, which requires that the normalized predicted function reduction be small.

$$\frac{|g(x^{(k)})s(x^{(k)})| + \sum_{i=1}^m |\lambda_i c_i(x^{(k)})|}{\max(|f(x^{(k)})|, FSIZE)} \leq GTOL$$

where *FSIZE* is defined by the *tc[10]* argument. The default is *tc[4]* = 1E-8.

- **tc[6]**

specifies the ABSGTOL criterion, which requires that the maximum absolute gradient element of the Lagrange function be small.

$$\max_j |\{\nabla_x L(x^{(k)}, \lambda^{(k)})\}_j| \leq ABSGTOL$$

The default is *tc[6]* = 1E-5.

- **tc[8]**

specifies the FTOL2 criterion, which requires that the predicted function reduction be small.

$$|g(x^{(k)})s(x^{(k)})| + \sum_{i=1}^m |\lambda_i c_i| \leq FTOL2$$

The default is *tc[8]* = 1E-6. This is the criterion used by the programs VMCWD and VF02AD of Powell (1982b).

Control Parameters Vector

For all optimization and least squares subroutines, the input argument *par* specifies a vector of parameters that control the optimization process. For the NLPFDD and NLPFEA subroutines, the *par* argument is defined differently. For each element of the *par* vector there exists a default value, and if you specify a missing value, the default is used. **Table 17.5** summarizes the uses of the *par* argument for the optimization and least squares subroutines.

Table 17.5 Summary of the Control Parameters Vector

Index	Description
1	specifies the singularity criterion (SINGULAR)
2	specifies the initial step length or trust-region radius
3	specifies the range for active (violated) constraints (LCEPS)
4	specifies the Lagrange multiplier threshold for constraints (LCDEACT)
5	specifies a criterion to determine linear dependence of constraints (LCS- ING)
6	specifies the required accuracy of the line-search algorithms (LSPRECI- SION)
7	reduces the line-search step size in successive iterations (DAMPSTEP)
8	specifies the number of accurate digits used in evaluating the objective function (FDIGITS)
9	specifies the number of accurate digits used in evaluating the nonlinear constraints (CDIGITS)
10	specifies a scalar factor for the diagonal of the initial Hessian (DIAHES)

- **par[1]**

specifies the singularity criterion for the decomposition of the Hessian matrix (SINGULAR). The value must be between zero and one, and the default is *par*[1] = 1E-8.

- **par[2]**

specifies different features depending on the subroutine in which it is used. In the NLPNMS subroutine, it defines the size of the start simplex. For the original Nelder-Mead simplex algorithm, the default value is *par*[2] = 1; for the COBYLA algorithm, the default is *par*[2] = 0.5. In the NLPCG, NLPQN, and NLPHQN subroutines, the *par*[2] argument specifies an upper bound for the initial step length for the line search during the first five iterations. The default initial step length is *par*[2] = 1. In the NLPTR, NLPDD, and NLPLM subroutines, the *par*[2] argument specifies a factor for the initial trust-region radius, Δ . For highly nonlinear functions, the default step length or trust-region radius can result in arithmetic overflows. In that case, you can specify stepwise decreasing values of *par*[2], such as *par*[2]=1E-1, *par*[2]=1E-2, *par*[2]=1E-4, until the subroutine starts to iterate successfully.

- **par[3]**

specifies the range (LCEPS) for active and violated linear constraints. The *i*th constraint is considered an active constraint if the point $x^{(k)}$ satisfies the condition

$$\left| \sum_{j=1}^n a_{ij} x_j^{(k)} - b_i \right| \leq LCEPS(|b_i| + 1)$$

where $LCEPS$ is the value of $par[3]$ and a_{ij} and b_i are defined as in the section “Parameter Constraints” on page 379. Otherwise, the constraint i is either an inactive inequality or a violated inequality or equality constraint. The default is $par[3] = 1E-8$. During the optimization process, the introduction of rounding errors can force the subroutine to increase the value of $par[3]$ by a power of 10, but the value never becomes larger than $1E-3$.

- **par[4]**

specifies a threshold (LCDEACT) for the Lagrange multiplier that decides whether an active inequality constraint must remain active or can be deactivated. For maximization, $par[4]$ must be positive, and for minimization,

$par[4]$ must be negative. The default is

$$par[4] = \pm \min \left(0.01, \max \left(0.1 \times ABSGTOL, 0.001 \times gmax^{(k)} \right) \right)$$

where the positive value is for maximization and the negative value is for minimization. $ABSGTOL$ is the value of the absolute gradient criterion, and $gmax^{(k)}$ is the maximum absolute element of the gradient, $g^{(k)}$, or the projected gradient, $Z^T g^{(k)}$.

- **par[5]**

specifies a criterion (LCSING) used in the update of the QR decomposition that decides whether an active constraint is linearly dependent on a set of other active constraints. The default is $par[5] = 1E-8$. As the value of $par[5]$ increases, more active constraints are recognized as being linearly dependent. If the value of $par[5]$ is larger than 0.1, it is reset to 0.1, and if it is negative, it is reset to zero.

- **par[6]**

specifies the degree of accuracy (LSPRECISION) that should be obtained by the second or third line-search algorithm. This argument can be used with the NLPCG, NLPHQN, and NLPNRA algorithms and with the NLPQN algorithm if the “nlc” argument is specified. Usually, an imprecise line search is computationally inexpensive and successful, but for more difficult optimization problems, a more precise and time consuming line search can be necessary. Refer to Fletcher (1987) for details. If you have numerical problems, you should decrease the value of the $par[6]$ argument to obtain a more precise line search. The default values are given in the following table.

Subroutine	Update Method	Default value
NLPCG	All	$par[6] = 0.1$
NLPHQN	DBFGS	$par[6] = 0.1$
NLPHQN	DDFP	$par[6] = 0.06$
NLPNRA	No update	$par[6] = 0.9$
Nlpqn	BFGS, DBFGS	$par[6] = 0.4$
NLPQN	DFP, DDFP	$par[6] = 0.06$

- **par[7]**

specifies a scalar factor (DAMPSTEP) that can be used to reduce the step size in each of the first five iterations. In each of these iterations, the starting step size, $\alpha^{(0)}$, can be no larger than the value of $par[7]$ times the step size obtained by the line-search algorithm in the previous iteration. If $par[7]$ is missing or if $par[7]=0$, which is the default, the starting step size in iteration t is computed as a function of the function change from the former iteration, $f^{(t-1)} - f^{(t)}$. If the computed value is outside the interval [0.1, 10.0], it is moved to the next endpoint. You can further restrict the starting step size in the first five iterations with the $par[2]$ argument.

- **par[8]**

specifies the number of accurate digits (FDIGITS) used to evaluate the objective function. The default is $-\log_{10}(\epsilon)$, where ϵ is the machine precision, and fractional values are permitted. This value is used to compute the step size h for finite-difference derivatives and the default value for the FTOL termination criterion.

- **par[9]**

specifies the number of accurate digits (CDIGITS) used to evaluate the nonlinear constraint functions of the “*nlc*” module. The default is $-\log_{10}(\epsilon)$, where ϵ is the machine precision, and fractional values are permitted. The value is used to compute the step size h for finite-difference derivatives. If first-order derivatives are specified by the “*jacnlc*” module, the *par[9]* argument is ignored.

- **par[10]**

specifies a scalar factor (DIAHES) for the diagonal of the initial Hessian approximation. This argument is available in the NLPDD, NLPHQN, and NLPQN subroutines. If the *opt[7]* argument is not specified, the initial Hessian approximation is a multiple of the identity matrix determined by the magnitude of the initial gradient $g(x^{(0)})$. The value of the *par[10]* argument is used to specify $par[10] \times \mathbf{I}$ for the initial Hessian in the quasi-Newton algorithm.

Printing the Optimization History

Each optimization and least squares subroutine prints the optimization history, as long as $opt[2] \geq 1$ and you do not specify the “*ptit*” module argument. You can use this output to check for possible convergence problems. If you specify the “*ptit*” argument, you can enter a print command inside the module, which is called at each iteration.

The amount of information printed depends on the *opt[2]* argument. See the section “[Options Vector](#)” on page 381.

The output consists of three main parts:

- **Optimization Start Output**

The following information about the initial state of the optimization can be printed:

- the number of constraints that are active at the starting point, or, more precisely, the number of constraints that are currently members of the working set. If this number is followed by a plus sign (+), there are more active constraints, at least one of which is temporarily released from the working set due to negative Lagrange multipliers.
- the value of the objective function at the starting point
- the value of the largest absolute (projected) gradient element
- the initial trust-region radius for the NLPTR and NLPLM subroutines

- **General Iteration History**

In general, the iteration history consists of one line of printed output for each iteration, with the exception of the Nelder-Mead simplex method. The NLPNMS subroutine prints a line only after several internal iterations because some of the termination tests are time-consuming compared to the simplex operations and because the subroutine typically uses many iterations.

The iteration history always includes the following columns:

- *iter* is the iteration number.
- *nrest* is the number of iteration restarts.
- *nfun* is the number of function calls.
- *act* is the number of active constraints.
- *optcrit* is the value of the optimization criterion.
- *difcrit* is the difference between adjacent function values.
- *maxgrad* is the maximum of the absolute (projected) gradient components.

An apostrophe trailing the number of active constraints indicates that at least one of the active constraints was released from the active set due to a significant Lagrange multiplier.

Some subroutines print additional information at each iteration; for details see the entry that corresponds to each subroutine in the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870.

• Optimization Result Output

The output ends with the following information about the optimization result:

- the number of constraints that are active at the final point, or more precisely, the number of constraints that are currently members of the working set. When this number is followed by a plus sign (+), there are more active constraints, at least one of which is temporarily released from the working set due to negative Lagrange multipliers.
- the value of the objective function at the final point
- the value of the largest absolute (projected) gradient element

Nonlinear Optimization Examples

Example 17.1: Chemical Equilibrium

The following example is used in many test libraries for nonlinear programming. It appeared originally in Bracken and McCormick (1968).

The problem is to determine the composition of a mixture of various chemicals that satisfy the mixture’s chemical equilibrium state. The second law of thermodynamics implies that at a constant temperature and pressure, a mixture of chemicals satisfies its chemical equilibrium state when the free energy of the mixture is reduced to a minimum. Therefore, the composition of the chemicals satisfying its chemical equilibrium state can be found by minimizing the free energy of the mixture.

The following notation is used in this problem:

- m number of chemical elements in the mixture
- n number of compounds in the mixture
- x_j number of moles for compound j , $j = 1, \dots, n$
- s total number of moles in the mixture, $s = \sum_{j=1}^n x_j$
- a_{ij} number of atoms of element i in a molecule of compound j
- b_i atomic weight of element i in the mixture $i = 1, \dots, m$

The constraints for the mixture are as follows. Each of the compounds must have a nonnegative number of moles.

$$x_j \geq 0, \quad j = 1, \dots, n$$

There is a mass balance relationship for each element. Each relation is given by a linear equality constraint.

$$\sum_{j=1}^n a_{ij} x_j = b_i, \quad i = 1, \dots, m$$

The objective function is the total free energy of the mixture.

$$f(x) = \sum_{j=1}^n x_j \left[c_j + \ln\left(\frac{x_j}{s}\right) \right]$$

where

$$c_j = \left(\frac{F^0}{RT} \right)_j + \ln(P)$$

and $(F^0/RT)_j$ is the model standard free energy function for the j th compound. The value of $(F^0/RT)_j$ is found in existing tables. P is the total pressure in atmospheres.

The problem is to determine the parameters x_j that minimize the objective function $f(x)$ subject to the nonnegativity and linear balance constraints. To illustrate this, consider the following situation. Determine the equilibrium composition of compound $\frac{1}{2}N_2H_4 + \frac{1}{2}O_2$ at temperature $T = 3500^\circ K$ and pressure $P = 750$ psi. The following table gives a summary of the information necessary to solve the problem.

j	Compound	$(F^0/RT)_j$	c_j	a_{ij}		
				$i=1$	$i=2$	$i=3$
1	H	-10.021	-6.089	1		
2	H_2	-21.096	-17.164	2		
3	H_2O	-37.986	-34.054	2		1
4	N	-9.846	-5.914		1	
5	N_2	-28.653	-24.721		2	
6	NH	-18.918	-14.986	1	1	
7	NO	-28.032	-24.100		1	1
8	O	-14.640	-10.708			1
9	O_2	-30.594	-26.662			2
10	OH	-26.111	-22.179	1		1

The following statements solve the minimization problem:

```

proc iml;
c = { -6.089 -17.164 -34.054 -5.914 -24.721
      -14.986 -24.100 -10.708 -26.662 -22.179 };
start F_BRACK(x) global(c);
  s = x[+];
  f = sum(x # (c + log(x / s)));
  return(f);
finish F_BRACK;

```

```

con = { . . . . . . . . . . . . . . ,
        . . . . . . . . . . . . . . ,
        1. 2. 2. . . 1. . . . 1. 0. 2. ,
        . . . 1. 2. 1. 1. . . . 0. 1. ,
        . . 1. . . . 1. 1. 2. 1. 0. 1. };
con[1,1:10] = 1.e-6;

x0 = j(1,10, .1);
optn = {0 3};

title 'NLPTR subroutine: No Derivatives';
call nlptra(xres,rc,"F_BRACK",x0,optn,con);

```

The F_BRACK module specifies the objective function, $f(x)$. The matrix CON specifies the constraints. The first row gives the lower bound for each parameter, and to prevent the evaluation of the $\log(x)$ function for values of x that are too small, the lower bounds are set here to $1E-6$. The following three rows contain the three linear equality constraints.

The starting point, which must be given to specify the number of parameters, is represented by X0. The first element of the OPTN vector specifies a minimization problem, and the second element specifies the amount of printed output.

The CALL NLPTR statement runs trust-region minimization. In this case, since no analytic derivatives are specified, the F_BRACK module is used to generate finite-difference approximations for the gradient vector and Hessian matrix.

The output is shown in the following figures. The iteration history does not show any problems.

Optimization Start								
Active Constraints			3 Objective Function -45.05516448					
Max Abs Gradient Element 4.4710303342 Radius			1					
Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Lambda	Trust Region Radius
1	0	2	3	-47.33413	2.2790	4.3611	2.456	1.000
2	0	3	3	-47.70050	0.3664	7.0045	0.909	0.418
3	0	4	3	-47.73117	0.0307	5.3051	0	0.359
4	0	5	3	-47.73426	0.00310	3.7015	0	0.118
5	0	6	3	-47.73982	0.00555	2.3054	0	0.0169
6	0	7	3	-47.74846	0.00864	1.3029	90.133	0.00476
7	0	9	3	-47.75796	0.00950	0.5073	0	0.0134
8	0	10	3	-47.76094	0.00297	0.0988	0	0.0124
9	0	11	3	-47.76109	0.000155	0.00447	0	0.0111
10	0	12	3	-47.76109	3.386E-7	9.328E-6	0	0.00332

Optimization Results		
Iterations	10	Function Calls
Hessian Calls	11	Active Constraints
Objective Function	-47.76109086	Max Abs Gradient Element 6.6122907E-6
Lambda	0	Actual Over Pred Change
Radius	0.0033211642	

The output lists the optimal parameters with the gradient.

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.040668	-9.785055
2	X2	0.147730	-19.570111
3	X3	0.783153	-34.792170
4	X4	0.001414	-12.968921
5	X5	0.485247	-25.937842
6	X6	0.000693	-22.753976
7	X7	0.027399	-28.190991
8	X8	0.017947	-15.222060
9	X9	0.037314	-30.444120
10	X10	0.096871	-25.007114

The three equality constraints are satisfied at the solution.

Linear Constraints Evaluated at Solution

```

1 ACT -3.192E-16 = -2.0000 + 1.0000 * X1 + 2.0000 * X2 + 2.0000 * X3 + 1.0000 * X6 + 1.0000 * X10
2 ACT 3.8164E-17 = -1.0000 + 1.0000 * X4 + 2.0000 * X5 + 1.0000 * X6 + 1.0000 * X7
3 ACT -2.637E-16 = -1.0000 + 1.0000 * X3 + 1.0000 * X7 + 1.0000 * X8 + 2.0000 * X9 + 1.0000 * X10

```

The Lagrange multipliers and the projected gradient are also printed. The elements of the projected gradient must be small to satisfy a first-order optimality condition.

First Order Lagrange Multipliers	
Active Constraint	Lagrange Multiplier
Linear EC [1]	-9.785055
Linear EC [2]	-12.968922
Linear EC [3]	-15.222061

Projected Gradient	
Free Dimension	Projected Gradient
1	0.000000142
2	-0.000000548
3	-0.000000472
4	-0.0000006612
5	-0.0000004683
6	-0.0000004373
7	-0.0000001815

Example 17.2: Network Flow and Delay

The following example is taken from the user's guide of the GINO program (Lieberman et al. 1986). A simple network of five roads (arcs) can be illustrated by a path diagram.

The five roads connect four intersections illustrated by numbered nodes. Each minute, F vehicles enter and leave the network. The parameter x_{ij} refers to the flow from node i to node j . The requirement that traffic that flows into each intersection j must also flow out is described by the linear equality constraint

$$\sum_i x_{ij} = \sum_i x_{ji} \quad , \quad j = 1, \dots, n$$

In general, roads also have an upper limit on the number of vehicles that can be handled per minute. These limits, denoted c_{ij} , can be enforced by boundary constraints:

$$0 \leq x_{ij} \leq c_{ij}$$

The goal in this problem is to maximize the flow, which is equivalent to maximizing the objective function $f(x)$, where $f(x)$ is

$$f(x) = x_{24} + x_{34}$$

The boundary constraints are

$$\begin{aligned} 0 \leq x_{12}, x_{32}, x_{34} &\leq 10 \\ 0 \leq x_{13}, x_{24} &\leq 30 \end{aligned}$$

and the flow constraints are

$$\begin{aligned} x_{13} &= x_{32} + x_{34} \\ x_{24} &= x_{12} + x_{32} \\ x_{12} + x_{13} &= x_{24} + x_{34} \end{aligned}$$

The three linear equality constraints are linearly dependent. One of them is deleted automatically by the optimization subroutine. The following notation is used in this example:

$$X1 = x_{12}, \quad X2 = x_{13}, \quad X3 = x_{32}, \quad X4 = x_{24}, \quad X5 = x_{34}$$

Even though the NLPCG subroutine is used, any other optimization subroutine would also solve this small problem. The following code finds the maximum flow. The optimal solution is shown in [Output 17.2.1](#).

```
proc iml;
start MAXFLOW(x);
    f = x[3] + x[4];
    return(f);
finish MAXFLOW;

/* constraints: lower and upper traffic limits; */
```

```

/* what flows into an intersection must flow out */
con = { 0. 0. 0. 0. 0. . . ,
         10. 30. 10. 30. 10. . . ,
         0. 1. -1. 0. -1. 0. 0. ,
         1. 0. 1. -1. 0. 0. 0. ,
         1. 1. 0. -1. -1. 0. 0. };

x = j(1,5, 1.);
optn = {1 2};
ods select ParameterEstimates#2;
CALL NLPCG(xres, rc, "MAXFLOW", x, optn, con);

```

Output 17.2.1 Optimizing Flow

Optimization Results				
Parameter Estimates				
N	Parameter	Estimate	Gradient Function	Active Objective Bound Constraint
1	X1	10.000000	0	Upper BC
2	X2	10.000000	0	
3	X3	10.000000	1.000000	Upper BC
4	X4	20.000000	1.000000	
5	X5	-1.11022E-16	0	Lower BC

Finding the maximum flow through a network is equivalent to solving a simple linear optimization problem, and for large problems, the LP procedure or the NETFLOW procedure of the SAS/OR product can be used. On the other hand, finding a traffic pattern that minimizes the total delay to move F vehicles per minute from node 1 to node 4 includes nonlinearities that need nonlinear optimization techniques. As traffic volume increases, speed decreases. Let t_{ij} be the travel time on arc (i, j) and assume that the following formulas describe the travel time as decreasing functions of the amount of traffic:

$$\begin{aligned}
 t_{12} &= 5 + 0.1x_{12}/(1 - x_{12}/10) \\
 t_{13} &= x_{13}/(1 - x_{13}/30) \\
 t_{32} &= 1 + x_{32}/(1 - x_{32}/10) \\
 t_{24} &= x_{24}/(1 - x_{24}/30) \\
 t_{34} &= 5 + x_{34}/(1 - x_{34}/10)
 \end{aligned}$$

These formulas use the road capacities (upper bounds), and you can assume that $F = 5$ vehicles per minute have to be moved through the network. The objective is now to minimize

$$f = f(x) = t_{12}x_{12} + t_{13}x_{13} + t_{32}x_{32} + t_{24}x_{24} + t_{34}x_{34}$$

The constraints are

$$\begin{aligned}
 0 \leq x_{12}, x_{32}, x_{34} &\leq 10 \\
 0 \leq x_{13}, x_{24} &\leq 30
 \end{aligned}$$

$$\begin{aligned}x_{13} &= x_{32} + x_{34} \\x_{24} &= x_{12} + x_{32} \\x_{24} + x_{34} &= F = 5\end{aligned}$$

In the following code, the NLPNRR subroutine is used to solve the minimization problem. The optimal solution is shown in [Output 17.2.2](#).

```
title 'Minimize Total Delay in Network';
proc iml;
start MINDEL(x);
  t12 = 5. + .1 * x[1] / (1. - x[1] / 10.);
  t13 = x[2] / (1. - x[2] / 30.);
  t32 = 1. + x[3] / (1. - x[3] / 10.);
  t24 = x[4] / (1. - x[4] / 30.);
  t34 = 5. + .1 * x[5] / (1. - x[5] / 10.);
  f = t12*x[1] + t13*x[2] + t32*x[3] + t24*x[4] + t34*x[5];
  return(f);
finish MINDEL;

con = { 0. 0. 0. 0. 0. . . ,
        10. 30. 10. 30. 10. . . ,
        0. 1. -1. 0. -1. 0. 0. ,
        1. 0. 1. -1. 0. 0. 0. ,
        0. 0. 0. 1. 1. 0. 5. };

x = j(1,5, 1.);
optn = {0 3};
call nlpnrr(xres, rc, "MINDEL", x, optn, con);
```

[Output 17.2.2](#) Parameter Estimates

Minimize Total Delay in Network

Optimization Results					
Parameter Estimates					
N	Parameter	Estimate	Gradient	Active Objective	Bound
			Function		Constraint
1	X1	2.500001	5.777778		
2	X2	2.499999	5.702478		
3	X3	-5.55112E-17	1.000000	Lower BC	
4	X4	2.500001	5.702481		
5	X5	2.499999	5.777778		

The active constraints and corresponding Lagrange multiplier estimates (costs) are shown in [Output 17.2.3](#).

[Output 17.2.3](#) Constraints and Lagrange Multiplier Estimates

Linear Constraints Evaluated at Solution

```
1 ACT -4.441E-16 = 0 + 1.0000 * X2 - 1.0000 * X3 - 1.0000 * X5
2 ACT 4.4409E-16 = 0 + 1.0000 * X1 + 1.0000 * X3 - 1.0000 * X4
3 ACT 4.4409E-16 = -5.0000 + 1.0000 * X4 + 1.0000 * X5
```

Output 17.2.3 *continued*

First Order Lagrange Multipliers	
Active Constraint	Lagrange Multiplier
Lower BC X3	0.924702
Linear EC [1]	5.702479
Linear EC [2]	5.777777
Linear EC [3]	11.480257

Example 17.3: Compartmental Analysis**Numerical Considerations**

An important class of nonlinear models involves a dynamic description of the response rather than an explicit description. These models arise often in chemical kinetics, pharmacokinetics, and ecological compartmental modeling. Two examples are presented in this section. Refer to Bates and Watts (1988) for a more general introduction to the topic.

In this class of problems, function evaluations, as well as gradient evaluations, are not done in full precision. Evaluating a function involves the numerical solution of a differential equation with some prescribed precision. Therefore, two choices exist for evaluating first- and second-order derivatives:

- differential equation approach
- finite-difference approach

In the differential equation approach, the components of the Hessian and the gradient are written as a solution of a system of differential equations that can be solved simultaneously with the original system. However, the size of a system of differential equations, n , would suddenly increase to $n^2 + 2n$. This huge increase makes the finite difference approach an easier one.

With the finite-difference approach, a very delicate balance of all the precision requirements of every routine must exist. In the examples that follow, notice the relative levels of precision that are imposed on different modules. Since finite differences are used to compute the first- and second-order derivatives, it is incorrect to set the precision of the ODE solver at a coarse level because that would render the numerical estimation of the finite differences worthless.

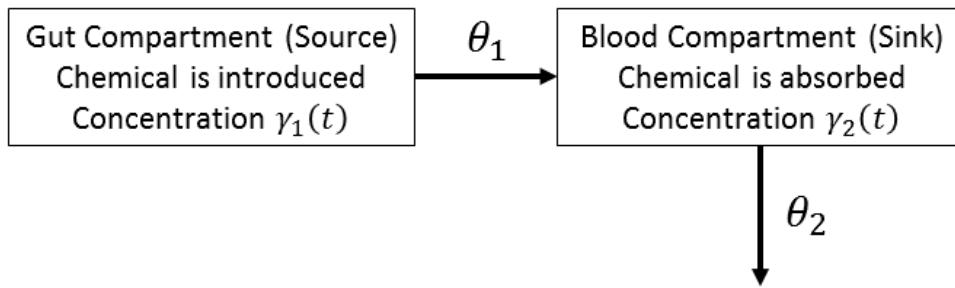
A coarse computation of the solution of the differential equation cannot be accompanied by very fine computation of the finite-difference estimates of the gradient and the Hessian. That is, you cannot set the precision of the differential equation solver to be $1E-4$ and perform the finite difference estimation with a precision of $1E-10$. In addition, this precision must be well-balanced with the termination criteria imposed on the optimization process.

In general, if the precision of the function evaluation is $O(\epsilon)$, the gradient should be computed by finite differences $O(\sqrt{\epsilon})$, and the Hessian should be computed with finite differences $O(\epsilon^{1/3})$. (You can specify the step size h in the finite-difference formulas.)

Diffusion of Tetracycline

Consider the concentration of tetracycline hydrochloride in blood serum. The tetracycline is administered to a subject orally, and the concentration of the tetracycline in the serum is measured. The biological system to be modeled consists of two compartments: a gut compartment in which tetracycline is injected and a blood compartment that absorbs the tetracycline from the gut compartment for delivery to the body. Let $\gamma_1(t)$ and $\gamma_2(t)$ be the concentrations at time t in the gut and the serum, respectively. Let θ_1 and θ_2 be the transfer parameters. The model is depicted as follows:

Output 17.3.1 Model of Diffusion



The rates of flow of the drug are described by the following pair of ordinary differential equations:

$$\begin{aligned}\frac{d\gamma_1(t)}{dt} &= -\theta_1\gamma_1(t) \\ \frac{d\gamma_2(t)}{dt} &= \theta_1\gamma_1(t) - \theta_2\gamma_2(t)\end{aligned}$$

The initial concentration of the tetracycline in the gut is unknown, and while the concentration in the blood can be measured at all times, initially it is assumed to be zero. Therefore, for the differential equation, the initial conditions are given by

$$\begin{aligned}\gamma_1(0) &= \theta_3 \\ \gamma_2(0) &= 0\end{aligned}$$

Also, a nonnegativity constraint is imposed on the parameters θ_1 , θ_2 , and θ_3 , although for numerical purposes, you might need to use a small value instead of zero for these bounds (such as 1E-7).

Suppose y_i is the observed serum concentration at time t_i . The parameters are estimated by minimizing the sum of squares of the differences between the observed and predicted serum concentrations:

$$\sum_i (y_i - \gamma_2(t_i))^2$$

The following IML program illustrates how to combine the NLPDD subroutine and the ODE subroutine to estimate the parameters $(\theta_1, \theta_2, \theta_3)$ of this model. The input data are the measurement time and the concentration of the tetracycline in the blood. For more information about the ODE call, see the section “ODE Call” on page 904. The output from the optimization process is shown in Output 17.3.2.

```

data tetra;
  input t c @@;
  datalines;
1 0.7    2 1.2    3 1.4    4 1.4    6 1.1
8 0.8    10 0.6   12 0.5   16 0.3
;

proc iml;
use tetra;
read all into tetra;
close tetra;

start f(theta) global(thmtrx,t,h,tetra,eps);
  thmtrx = ( -theta[1] || 0 )      //
            ( theta[1] || -theta[2] );
  c = theta[3]/0 ;
  t = 0 // tetra[,1];
  call ode( r1, "der",c , t, h) j="jac" eps=eps;
  f = ssq((r1[2,])`-tetra[,2]);
  return(f);
finish;

start der(t,x) global(thmtrx);
  y = thmtrx*x;
  return(y);
finish;

start jac(t,x) global(thmtrx);
  y = thmtrx;
  return(y);
finish;

h      = {1.e-14 1. 1.e-5};
opt    = {0 2 0 1 };
tc     = repeat(.,1,12);
tc[1]  = 100;
tc[7]  = 1.e-8;
par    = { 1.e-13 . 1.e-10 . . . . };
con    = j(1,3,0.);
itheta = { .1  .3  10};
eps    = 1.e-11;

call nlpdd(rc,rx,"f",itheta) blc=con opt=opt tc=tc par=par;

```

Output 17.3.2 Printed Output for Tetracycline Diffusion Problem

Optimization Start					
Parameter Estimates					
N	Parameter	Estimate	Gradient Objective Function	Lower Bound	Upper Bound
1	X1	0.100000	76.484452	0	.
2	X2	0.300000	-48.149258	0	.
3	X3	10.000000	1.675423	0	.

Value of Objective Function = 4.1469872322

Double Dogleg Optimization

Dual Broyden - Fletcher - Goldfarb - Shanno Update (DBFGS)

Without Parameter Scaling

Gradient Computed by Finite Differences

Parameter Estimates	3
Lower Bounds	3
Upper Bounds	0

Optimization Start

Active Constraints	0	Objective Function	4.1469872322
Max Abs Gradient Element	76.484451645	Radius	1

Output 17.3.2 *continued*

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Lambda	Slope of Search Direction
1	0	5	0	3.11868	1.0283	124.2	67.146	-8.014
2	0	6	0	0.89559	2.2231	14.1614	1.885	-5.015
3	0	7	0	0.32352	0.5721	3.7162	1.187	-0.787
4	0	8	0	0.14619	0.1773	2.6684	0	-0.123
5	0	9	0	0.07462	0.0716	2.3061	0	-0.0571
6	0	10	0	0.06549	0.00913	1.5874	0	-0.0075
7	0	11	0	0.06416	0.00132	1.0928	0	-0.0010
8	0	12	0	0.06334	0.000823	0.5649	0	-0.0006
9	0	13	0	0.06288	0.000464	0.1213	1.024	-0.0004
10	0	14	0	0.06279	0.000092	0.0195	0.321	-0.0001
11	0	15	0	0.06276	0.000024	0.0240	0	-199E-7
12	0	16	0	0.06275	0.000015	0.0195	0	-875E-8
13	0	17	0	0.06269	0.000055	0.0281	0.323	-366E-7
14	0	18	0	0.06248	0.000209	0.0474	0.283	-0.0001
15	0	19	0	0.06190	0.000579	0.1213	0.704	-0.0006
16	0	20	0	0.06135	0.000552	0.1844	0.314	-0.0004
17	0	21	0	0.05956	0.00179	0.3314	0.217	-0.0012
18	0	22	0	0.05460	0.00496	0.9879	0	-0.0036
19	0	23	0	0.04999	0.00461	1.4575	0	-0.0029
20	0	24	0	0.04402	0.00597	1.8484	0	-0.0067
21	0	25	0	0.04007	0.00395	0.1421	0	-0.0053
22	0	26	0	0.03865	0.00142	0.3127	0	-0.0008
23	0	27	0	0.03755	0.00110	0.8395	0	-0.0019
24	0	28	0	0.03649	0.00106	0.2732	0	-0.0010
25	0	29	0	0.03603	0.000464	0.1380	0	-0.0003
26	0	30	0	0.03580	0.000226	0.1191	0.669	-0.0003
27	0	31	0	0.03571	0.000090	0.0103	0	-581E-7
28	0	32	0	0.03565	0.000056	0.00786	0	-334E-7
29	0	34	0	0.03565	4.888E-6	0.00967	1.752	-486E-7
30	0	35	0	0.03565	6.841E-7	0.000493	0	-244E-7
31	0	36	0	0.03565	2.417E-7	0.00270	0	-57E-9
32	0	42	0	0.03565	1.842E-9	0.00179	2.431	-13E-9
33	0	49	0	0.03565	1.08E-11	0.00212	786.7	-35E-12

Optimization Results		
Iterations	33	Function Calls
Gradient Calls	35	Active Constraints
Objective Function	0.0356478102	Max Abs Gradient Element 0.0021167366
Slope of Search Direction	-3.52366E-11	Radius 1

GCONV convergence criterion satisfied.

Note: At least one element of the (projected) gradient is greater than 1e-3.

Output 17.3.2 *continued*

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.182491	0.002117
2	X2	0.435865	-0.000501
3	X3	6.018219	0.000046711

Value of Objective Function = 0.0356478102

The differential equation model is linear, and in fact, it can be solved by using an eigenvalue decomposition (this is not always feasible without complex arithmetic). Alternately, the availability and the simplicity of the closed form representation of the solution enable you to replace the solution produced by the ODE routine with the simpler and faster analytical solution. Closed forms are not expected to be easily available for nonlinear systems of differential equations, which is why the preceding solution was introduced.

The closed form of the solution requires a change to the function $f(\cdot)$. The functions needed as arguments of the ODE routine, namely the *der* and *jac* modules, can be removed. The revised code follows:

```

proc iml;
use tetra;
read all into tetra;
close tetra;

start f(th) global(theta,tetra);
  theta = th;
  vv    = v(tetra[,1]);
  error = ssq(vv-tetra[,2]);
  return(error);
finish;

start v(t) global(theta);
  v = theta[3]*theta[1]/(theta[2]-theta[1])*
      (exp(-theta[1]*t)-exp(-theta[2]*t));
  return(v);
finish;

h      = {1.e-14 1. 1.e-5};
opt    = {0 2 0 1 };
tc    = repeat(.,1,12);
tc[1]  = 100;
tc[7]  = 1.e-8;
par   = { 1.e-13 . 1.e-10 . . . . };
con   = j(1,3,0.);
itheta = { .1 .3 10};
eps   = 1.e-11;

ods select ParameterEstimates#2;
call nlpdd(rc,rx,"f",itheta) blc=con opt=opt tc=tc par=par;

```

The parameter estimates, which are shown in [Output 17.3.3](#), are close to those obtained by the first solution.

Output 17.3.3 Second Set of Parameter Estimates for Tetracycline Diffusion

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.183024	0.000000111
2	X2	0.434484	-0.000000115
3	X3	5.995273	9.3860868E-9

Because of the nature of the closed form of the solution, you might want to add an additional constraint to guarantee that $\theta_2 \neq \theta_1$ at any time during the optimization. This prevents a possible division by 0 or a value near 0 in the execution of the $v(\cdot)$ function. For example, you might add the constraint

$$\theta_2 - \theta_1 \geq 10^{-7}$$

Chemical Kinetics of Pyrolysis of Oil Shale

Pyrolysis is a chemical change effected by the action of heat, and this example considers the pyrolysis of oil shale described in Ziegel and Gorman (1980). Oil shale contains organic material that is bonded to the rock. To extract oil from the rock, heat is applied, and the organic material is decomposed into oil, bitumen, and other byproducts. The model is given by

$$\begin{aligned}\frac{d\gamma_1(t)}{dt} &= -(\theta_1 + \theta_4)\gamma_1(t)\iota(t, \theta_5) \\ \frac{d\gamma_2(t)}{dt} &= [\theta_1\gamma_1(t) - (\theta_2 + \theta_3)\gamma_2(t)]\iota(t, \theta_5) \\ \frac{d\gamma_3(t)}{dt} &= [\theta_4\gamma_1(t) + \theta_2\gamma_2(t)]\iota(t, \theta_5)\end{aligned}$$

with the initial conditions

$$\gamma_1(t) = 100, \quad \gamma_2(t) = 0, \quad \gamma_3(t) = 0$$

A dead time is assumed to exist in the process. That is, no change occurs up to time θ_5 . This is controlled by the indicator function $\iota(t, \theta_5)$, which is given by

$$\iota(t, \theta_5) = \begin{cases} 0 & \text{if } t < \theta_5 \\ 1 & \text{if } t \geq \theta_5 \end{cases}$$

where $\theta_5 \geq 0$. Only one of the cases in Ziegel and Gorman (1980) is analyzed in this report, but the others can be handled in a similar manner. The following program illustrates how to combine the NLPQN subroutine and the ODE subroutine to estimate the parameters θ_i in this model. The parameter estimates are shown in Output 17.3.4.

```
data oil(drop=temp);
  input temp time bitumen oil;
  cards;
673      5        0.        0.
```

```

673      7      2.2      0.
673     10     11.5      .7
673     15     13.7      7.2
673     20     15.1     11.5
673     25     17.3     15.8
673     30     17.3     20.9
673     40     20.1     26.6
673     50     20.1     32.4
673     60     22.3     38.1
673     80     20.9     43.2
673    100     11.5     49.6
673    120      6.5     51.8
673    150      3.6     54.7
;

proc iml;
use oil;
read all into a;
close oil;

/*********************************************************************
/* The INS function inserts a value given by FROM into a vector */
/* given by INTO, sorts the result, and posts the global matrix */
/* that can be used to delete the effects of the point FROM.   */
/*****************************************************************/
start ins(from,into) global(permm);
  in    = into // from;
  x    = i(nrow(in));
  permm = inv(x[rank(in),]);
  return(permm*in);
finish;

start der(t,x) global(thmtrx,thet);
  y    = thmtrx*x;
  if ( t <= thet[5] )  then y = 0*y;
  return(y);
finish;

start jac(t,x) global(thmtrx,thet);
  y    = thmtrx;
  if ( t <= thet[5] )  then y = 0*y;
  return(y);
finish;

start f(theta) global(thmtrx,thet,time,h,a,eps,permm);
  thet = theta;
  thmtrx = (-(theta[1]+theta[4]) ||          0           || 0 )// 
            (theta[1]           || -(theta[2]+theta[3]) || 0 )// 
            (theta[4]           || theta[2]           || 0 );
  t = ins( theta[5],time);
  c = { 100, 0, 0};
  call ode( r1, "der",c , t , h) j="jac" eps=eps;

```

```

/* send the intermediate value to the last column */
r = (c || r1) * perm;
m = r[2:3, (2:nrow(time))];
mm = m` - a[,2:3];
call qr(q,r,piv,lindep,mm);
v = det(r);
return(abs(v));
finish;

opt = {0 2 0 1 };
tc = repeat(.,1,12);
tc[1] = 100;
tc[7] = 1.e-7;
par = { 1.e-13 . 1.e-10 . . . .};
con = j(1,5,0.);
h = {1.e-14 1. 1.e-5};
time = (0 // a[,1]);
eps = 1.e-5;
itheta = { 1.e-3 1.e-3 1.e-3 1.e-3 1.};

ods select ParameterEstimates#2;
call nlpqn(rc,rx,"f",itheta) b1c=con opt=opt tc=tc par=par;

```

Output 17.3.4 Parameter Estimates for Oil Shale Pyrolysis

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.023086	1282509
2	X2	0.008127	696102
3	X3	0.013701	722960
4	X4	0.011014	592104
5	X5	1.000012	-8123.799232

Again, compare the solution using the approximation produced by the ODE subroutine to the solution obtained through the closed form of the given differential equation. Impose the following additional constraint to avoid a possible division by 0 when evaluating the function:

$$\theta_2 + \theta_3 - \theta_1 - \theta_4 \geq 10^{-7}$$

The closed form of the solution requires a change in the function $f(\cdot)$. The functions needed as arguments of the ODE routine, namely the `der` and `jac` modules, can be removed. The revised code follows. The parameter estimates are shown in [Output 17.3.5](#).

```

proc iml;
use oil;
read all into a;
close oil;

start ins(from,into) global (perm);

```

```

in      = into // from;
x      = i(nrow(in));
permm = inv(x[rank(in),]);
return(permm*in);
finish;

start f(theta) global(time,a);
do i = 1 to nrow(time);
  t   = time[i];
  v1 = 100;
  if ( t >= theta[5] ) then
    v1 = 100*ev(t,theta[1],theta[4],theta[5]);
  v2 = 0;
  if ( t >= theta[5] ) then
    v2 = 100*theta[1]/(theta[2]+theta[3]-theta[1]-theta[4])*
      (ev(t,theta[1],theta[4],theta[5])-ev(t,theta[2],theta[3],theta[5]));
  v3 = 0;
  if ( t >= theta[5] ) then
    v3 = 100*theta[4]/(theta[1]+theta[4])*(
      (1. - ev(t,theta[1],theta[4],theta[5])) +
      100*theta[1]*theta[2]/(theta[2]+theta[3]-theta[1]-theta[4])*(
        (1.-ev(t,theta[1],theta[4],theta[5]))/(theta[1]+theta[4]) -
        (1.-ev(t,theta[2],theta[3],theta[5]))/(theta[2]+theta[3])) );
  y = y // (v1 || v2 || v3);
end;
mm = y[,2:3]-a[,2:3];
call qr(q,r,piv,lindep,mm);
v = det(r);
return(abs(v));
finish;

start ev(t,a,b,c);
  return(exp(-(a+b)*(t-c)));
finish;

opt = {0 2 0 1 };
tc = repeat(.,1,12);
tc[1] = 100;
tc[7] = 1.e-7;
con     = { 0.  0.  0.  0.  .  .  .  ,
            .  .  .  .  .  .  .  ,
            -1  1  1  -1  .  1  1.e-7 };
time    = a[,1];
par     = { 1.e-13 . 1.e-10 . . . . };
itheta  = { 1.e-3 1.e-3 1.e-2 1.e-3 1.};

call nlpqn(rc,rx,"f",itheta)  blc=con opt=opt tc=tc par=par;

```

Output 17.3.5 Second Set of Parameter Estimates for Oil Shale Pyrolysis

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.017178	-0.030690
2	X2	0.008912	0.070424
3	X3	0.020007	-0.010621
4	X4	0.010494	0.206102
5	X5	7.771458	-0.000062272

Example 17.4: MLEs for Two-Parameter Weibull Distribution

This example considers a data set given in Lawless (1982). The data are the number of days it took rats painted with a carcinogen to develop carcinoma. The last two observations are censored. Maximum likelihood estimates (MLEs) and confidence intervals for the parameters of the Weibull distribution are computed. In the following code, the data set is given in the vector CARCIN, and the variables P and M give the total number of observations and the number of uncensored observations. The set D represents the indices of the observations.

```
proc iml;
carcin = { 143 164 188 188 190 192 206
            209 213 216 220 227 230 234
            246 265 304 216 244 };
p = ncol(carcin);
m = p - 2;
minx = carcin[><];
rang = carcin[<>] - minx;
```

The three-parameter Weibull distribution uses three parameters: a scale parameter, a shape parameter, and a location parameter. This example computes MLEs and corresponding 95% confidence intervals for the scale parameter, σ , and the shape parameter, c , for a constant value of the location parameter, $\theta = 0$. The program can be generalized to estimate all three parameters. Note that Lawless (1982) denotes σ , c , and θ by α , β , and μ , respectively.

The observed likelihood function of the three-parameter Weibull distribution is

$$L(\theta, \sigma, c) = \frac{c^m}{\sigma^m} \prod_{i \in D} \left(\frac{t_i - \theta}{\sigma} \right)^{c-1} \prod_{i=1}^p \exp \left\{ - \left(\frac{t_i - \theta}{\sigma} \right)^c \right\}$$

The log likelihood, $\ell(\theta, \sigma, c) = \log L(\theta, \sigma, c)$, is

$$\ell(\theta, \sigma, c) = m \log c - mc \log \sigma + (c-1) \sum_{i \in D} \log(t_i - \theta) - \sum_{i=1}^p \left(\frac{t_i - \theta}{\sigma} \right)^c$$

The log-likelihood function, $\ell(\theta, \sigma, c)$, for $\theta = 0$ is the objective function to be maximized to obtain the MLEs $(\hat{\sigma}, \hat{c})$. The following statements define the function:

```
/*--- 1. Two parameter estimation: for thet = 0 ---*/
start f_weib2(x) global(carcin,thet);
  /* use x[1]=sig and x[2]=c */
  p = ncol(carcin); m = p - 2;
  temp = carcin - thet;
  sum1 = sum(log(temp[1:m]));
  sum2 = sum((temp / x[1])##x[2]);
  f = m*log(x[2]) - m*x[2]*log(x[1]) + (x[2]-1)*sum1 - sum2;
  return(f);
finish f_weib2;
```

The derivatives of ℓ with respect to the parameters θ , σ , and c are given in Lawless (1982). The following code specifies a gradient module, which computes $\partial\ell/\partial\sigma$ and $\partial\ell/\partial c$:

```
start g_weib2(x) global(carcin,thet);
  /* use x[1]=sig and x[2]=c */
  p = ncol(carcin); m = p - 2;
  g = j(1,2,0.);
  temp = carcin - thet;
  sum1 = sum(log(temp[1:m]));
  sum2 = sum((temp / x[1])##x[2]);
  sum3 = sum(((temp / x[1])##x[2]) # (log(temp / x[1])));
  g[1] = -m * x[2] / x[1] + sum2 * x[2] / x[1];
  g[2] = m / x[2] - m * log(x[1]) + sum1 - sum3;
  return(g);
finish g_weib2;
```

The MLEs are computed by maximizing the objective function with the trust-region algorithm in the NLPTR subroutine. The following code specifies starting values for the two parameters, $c = \sigma = 0.5$, and to avoid infeasible values during the optimization process, it imposes lower bounds of $c, \sigma \geq 10^{-6}$. The optimal parameter values are saved in the variable XOPT, and the optimal objective function value is saved in the variable FOPT.

```
n = 2; thet = 0.;
x0 = j(1,n,.5);
optn = {1 2};
con = { 1.e-6 1.e-6 ,
        .      .   };
CALL NLPTR(rc,xopt,"f_weib2",x0,optn,con,,,"g_weib2");
fopt = f_weib2(xopt);
```

The results shown in [Output 17.4.1](#) are the same as those given in Lawless (1982).

Output 17.4.1 Parameter Estimates for Carcinogen Data

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	234.318611	1.3363926E-9
2	X2	6.083147	-7.851053E-9

The following code computes confidence intervals based on the asymptotic normal distribution. These are compared with the profile-likelihood-based confidence intervals computed in the next example. The diagonal of the inverse Hessian (as calculated by the NLPFDD subroutine) is used to calculate the standard error.

```

/*---- Compute confidence interval for x at optimum ----*/
/* compute Hessian at optimum */
xopt = xopt`;
call nlpfdd(f,g,hes2,"f_weib2",xopt,, "g_weib2");
hin2 = inv(hes2);

/* quantile of normal distribution */
prob = 0.05;
stderr = sqrt(abs(vecdiag(hin2)));
z = quantile("Normal", 1 - prob/2);
xlb = xopt - z * stderr;
xub = xopt + z * stderr;
results = xlb || xopt || xub;
print results[L="Normal Distribution Confidence Interval"
               c={"Lower Bound" "Estimate" "UpperBound"}
               r={"sigma" "c"}];

```

Output 17.4.2 Confidence Interval Based on Normal Distribution

Normal Distribution Confidence Interval			
	Lower Bound	Estimate	UpperBound
sigma	215.41298	234.31861	253.22425
c	3.9894574	6.0831471	8.1768368

Example 17.5: Profile-Likelihood-Based Confidence Intervals

This example calculates confidence intervals based on the profile likelihood for the parameters estimated in the previous example. The following introduction on profile-likelihood methods is based on the paper of Venzon and Moolgavkar (1988).

Let $\hat{\theta}$ be the maximum likelihood estimate (MLE) of a parameter vector $\theta_0 \in \mathcal{R}^n$ and let $\ell(\theta)$ be the log-likelihood function defined for parameter values $\theta \in \Theta \subset \mathcal{R}^n$.

The profile-likelihood method reduces $\ell(\theta)$ to a function of a single parameter of interest, $\beta = \theta_j$, where $\theta = (\theta_1, \dots, \theta_j, \dots, \theta_n)'$, by treating the others as nuisance parameters and maximizing over them. The profile likelihood for β is defined as

$$\tilde{\ell}_j(\beta) = \max_{\theta \in \Theta_j(\beta)} \ell(\theta)$$

where $\Theta_j(\beta) = \{\theta \in \Theta : \theta_j = \beta\}$. Define the complementary parameter set $\omega = (\theta_1, \dots, \theta_{j-1}, \theta_{j+1}, \dots, \theta_n)'$ and $\hat{\omega}(\beta)$ as the optimizer of $\tilde{\ell}_j(\beta)$ for each value of β . Of course, the maximum of function $\tilde{\ell}_j(\beta)$ is located at $\beta = \hat{\beta}_j$. The profile-likelihood-based confidence interval for parameter θ_j is defined as

$$\{\beta : \ell(\hat{\theta}) - \tilde{\ell}_j(\beta) \leq \frac{1}{2}q_1(1 - \alpha)\}$$

where $q_1(1 - \alpha)$ is the $(1 - \alpha)$ th quantile of the χ^2 distribution with one degree of freedom. The points (β_l, β_u) are the endpoints of the profile-likelihood-based confidence interval for parameter $\beta = \theta_j$. The points β_l and β_u can be computed as the solutions of a system of n nonlinear equations $f_i(x)$ in n parameters, where $x = (\beta, \omega)$:

$$\begin{bmatrix} \ell(\theta) - \ell^* \\ \frac{\partial \ell}{\partial \omega}(\theta) \end{bmatrix} = 0$$

where ℓ^* is the constant threshold $\ell^* = \ell(\hat{\theta}) - \frac{1}{2}q_1(1 - \alpha)$. The first of these n equations defines the locations β_l and β_u where the function $\ell(\theta)$ cuts ℓ^* , and the remaining $n - 1$ equations define the optimality of the $n - 1$ parameters in ω . Jointly, the n equations define the locations β_l and β_u where the function $\tilde{\ell}_j(\beta)$ cuts the constant threshold ℓ^* , which is given by the roots of $\tilde{\ell}_j(\beta) - \ell^*$. Assuming that the two solutions $\{\beta_l, \beta_u\}$ exist (they do not if the quantile $q_1(1 - \alpha)$ is too large), this system of n nonlinear equations can be solved by minimizing the sum of squares of the n functions $f_i(\beta, \omega)$:

$$F = \frac{1}{2} \sum_{i=1}^n f_i^2(\beta, \omega)$$

For a solution of the system of n nonlinear equations to exist, the minimum value of the convex function F must be zero.

The following statements defines the module for the system of $n = 2$ nonlinear equations to be solved in terms of the modules that are defined in the previous section:

```
start f_plwei2(x) global(carcin,ipar,lstar);
  /* use x[1]=sig, x[2]=c, thet */
  like = f_weib2(x);
  grad = g_weib2(x);
  grad[ipar] = like - lstar;
  return(grad`);
finish f_plwei2;
```

The following statements implements the Levenberg-Marquardt algorithm with the NLPLM subroutine to solve the system of two equations for the left and right endpoints of the interval. The starting point is the optimizer $(\hat{\sigma}, \hat{c})$, as computed in the previous example, moved toward the left or right endpoint of the interval by an initial step (refer to Venzon and Moolgavkar (1988)). This forces the algorithm to approach the specified endpoint. The results, shown in Output 17.5.1, are close to the results shown in Output 17.4.2.

```
/* quantile of chi**2 distribution */
chqua = cinv(1-prob,1); lstar = fopt - .5 * chqua;
/* set number of equations = 2, and print parameter = 0 */
optn = {2 0}; /* Dont print in NLPLM */
do ipar = 1 to 2;
  /* Compute initial step: */
  /* Choose (alfa,delt) to go in right direction */
  /* Venzon & Moolgavkar (1988), p.89 */
  if ipar=1 then ind = 2; else ind = 1;
  delt = - inv(hes2[ind,ind]) * hes2[ind,ipar];
  alfa = - (hes2[ipar,ipar] - delt` * hes2[ind,ipar]);
  if alfa > 0 then do;
    alfa = .5 * sqrt(chqua / alfa);
  end; else do;
```

```

print "Bad alpha";
alfa = .1 * xopt[ipar];
end;
if ipar=1 then delt = 1 // delt;
else delt = delt // 1;

/* Get upper end of interval */
x0 = xopt + alfa * delt;
/* set lower bound to optimal value */
con2 = con; con2[1,ipar] = xopt[ipar];
CALL NLPLM(rc,xres,"f_plwei2",x0,optn,con2);
f = f_plwei2(xres); s = ssq(f);
if (s < 1.e-6) then xub[ipar] = xres[ipar];
else xub[ipar] = .;

/* Get lower end of interval */
x0 = xopt - alfa * delt;
/* reset lower bound and set upper bound to optimal value */
con2[1,ipar] = con[1,ipar]; con2[2,ipar] = xopt[ipar];
CALL NLPLM(rc,xres,"f_plwei2",x0,optn,con2);
f = f_plwei2(xres); s = ssq(f);
if (s < 1.e-6) then xlб[ipar] = xres[ipar];
else xlб[ipar] = .;
end;
results = xlб || xopt || xub;
print results[L="Profile-Likelihood Confidence Interval"
            c={"Lower Bound" "Estimate" "UpperBound"}
            r={"sigma" "c"}];

```

Output 17.5.1 Confidence Interval Based on Profile Likelihood

Profile-Likelihood Confidence Interval			
	Lower Bound	Estimate	UpperBound
sigma	215.1963	234.31861	255.2157
c	4.1344126	6.0831471	8.3063797

Example 17.6: Survival Curve for Interval Censored Data

In some studies, subjects are assessed only periodically for outcomes or responses of interest. In such situations, the occurrence times of these events are not observed directly; instead they are known to have occurred within some time interval. The times of occurrence of these events are said to be *interval censored*. A first step in the analysis of these interval censored data is the estimation of the distribution of the event occurrence times.

In a study with n subjects, denote the raw interval censored observations by $\{(L_i, R_i] : 1 \leq i \leq n\}$. For the i th subject, the event occurrence time T_i lies in $(L_i, R_i]$, where L_i is the last assessment time at which there was no evidence of the event, and R_i is the earliest time when a positive assessment was noted (if it was observed at all). If the event does not occur before the end of the study, R_i is given a value larger than any assessment time recorded in the data.

A set of nonoverlapping time intervals $I_j = (q_j, p_j]$, $1 \leq j \leq m$, is generated over which the survival curve $S(t) = \Pr[T > t]$ is estimated. Refer to Peto (1973) and Turnbull (1976) for details. Assuming the independence of T_i and $(L_i, R_i]$, and also independence across subjects, the likelihood of the data $\{T_i \in (L_i, R_i], 1 \leq i \leq n\}$ can be constructed in terms of the pseudo-parameters $\theta_j = \Pr[T_i \in I_j], 1 \leq i \leq m$. The conditional likelihood of $\boldsymbol{\theta} = (\theta_1, \dots, \theta_m)$ is

$$L(\boldsymbol{\theta}) = \prod_{i=1}^n \left(\sum_{j=1}^m x_{ij} \theta_j \right)$$

where x_{ij} is 1 or 0 according to whether I_j is a subset of $(L_i, R_i]$. The maximum likelihood estimates, $\hat{\theta}_j, 1 \leq j \leq m$, yield an estimator $\hat{S}(t)$ of the survival function $S(t)$, which is given by

$$\hat{S}(t) = \begin{cases} 1 & t \leq q_1 \\ \sum_{i=j+1}^m \hat{\theta}_i & p_j \leq t \leq q_{j+1}, 1 \leq j \leq m-1 \\ 0 & t \geq p_m \end{cases}$$

$\hat{S}(t)$ remains undefined in the intervals (q_j, p_j) where the function can decrease in an arbitrary way. The asymptotic covariance matrix of $\hat{\boldsymbol{\theta}}$ is obtained by inverting the estimated matrix of second partial derivatives of the negative log likelihood (Peto 1973), (Turnbull 1976). You can then compute the standard errors of the survival function estimators by the delta method and approximate the confidence intervals for survival function by using normal distribution theory.

The following code estimates the survival curve for interval censored data. As an illustration, consider an experiment to study the onset of a special kind of palpable tumor in mice. Forty mice exposed to a carcinogen were palpated for the tumor every two weeks. The times to the onset of the tumor are interval censored data. These data are contained in the data set CARCIN. The variable L represents the last time the tumor was not yet detected, and the variable R represents the first time the tumor was palpated. Three mice died tumor free, and one mouse was tumor free by the end of the 48-week experiment. The times to tumor for these four mice were considered right censored, and they were given an R value of 50 weeks.

```

data carcin;
  input id l r @@;
  datalines;
1 20 22    11 30 32    21 22 24    31 34 36
2 22 24    12 32 34    22 22 24    32 34 36
3 26 28    13 32 34    23 28 30    33 36 38
4 26 28    14 32 34    24 28 30    34 38 40
5 26 28    15 34 36    25 32 34    35 38 40
6 26 28    16 36 38    26 32 34    36 42 44
7 28 30    17 42 44    27 32 34    37 42 44
8 28 30    18 30 50    28 32 34    38 46 48
9 30 32    19 34 50    29 32 34    39 28 50
10 30 32   20 20 22    30 32 34    40 48 50
;

proc iml;
use carcin;
read all var{l r};

```

```

close carcin;

nobs= nrow(l);
/*********************************************
   construct the nonoverlapping intervals (Q,P) and
   determine the number of pseudo-parameters (NPARM)
*****************************************/
pp= unique(r); npp= ncol(pp);
qq= unique(l); nqq= ncol(qq);
q= j(1,npp, .);
do;
  do i= 1 to npp;
    do j= 1 to nqq;
      if ( qq[j] < pp[i] ) then q[i]= qq[j];
    end;
    if q[i] = qq[nqq] then goto lab1;
  end;
lab1:
end;

if i > npp then nq= npp;
else          nq= i;
q= unique(q[1:nq]);
nparm= ncol(q);
p= j(1,nparm, .);
do i= 1 to nparm;
  do j= npp to 1 by -1;
    if ( pp[j] > q[i] ) then p[i]= pp[j];
  end;
end;

/*********************************************
   generate the X-matrix for the likelihood
*****************************************/
_x= j(nobs, nparm, 0);
do j= 1 to nparm;
  _x[,j]= choose(1 <= q[j]  & p[j] <= r, 1, 0);
end;

/*********************************************
   log-likelihood function (LL)
*****************************************/
start LL(theta) global(_x,nparm);
  xlt= log(_x * theta`);
  f= xlt[+];
  return(f);
finish LL;

/*********************************************
   gradient vector (GRAD)
*****************************************/
start GRAD(theta) global(_x,nparm);
  g= j(1,nparm,0);
  tmp= _x # (1 / (_x * theta`));

```

```

g= tmp[+,];
return(g);
finish GRAD;

/*********************************************************************
 estimate the pseudo-parameters using quasi-newton technique
 *****/
/* options */
optn= {1 2};

/* constraints */
con= j(3, nparm + 2, .);
con[1, 1:nparm]= 1.e-6;
con[2:3, 1:nparm]= 1;
con[3,nparm + 1]=0;
con[3,nparm + 2]=1;

/* initial estimates */
x0= j(1, nparm, 1/nparm);

/* call the optimization routine */
call nlpqn(rc,rx,"LL",x0,optn,con,,,,"GRAD");

/*********************************************************************
 survival function estimate (SDF)
 *****/
tmp1= cusum(rx[nparm:1]);
sdf= tmp1[nparm-1:1];

/*********************************************************************
 covariance matrix of the first nparm-1 pseudo-parameters (SIGMA2)
 *****/
mm= nparm - 1;
_x= _x - _x[,nparm] * (j(1, mm, 1) || {0});
h= j(mm, mm, 0);
ixtheta= 1 / (_x * ((rx[,1:mm]) || {1})`);
if _zfreq then
  do i= 1 to nobs;
    rowtmp= ixtheta[i] # _x[i,1:mm];
    h= h + (_freq[i] # (rowtmp` * rowtmp));
  end;
else do i= 1 to nobs;
  rowtmp= ixtheta[i] # _x[i,1:mm];
  h= h + (rowtmp` * rowtmp);
end;
sigma2= inv(h);

/*********************************************************************
 standard errors of the estimated survival curve (SIGMA3)
 *****/
sigma3= j(mm, 1, 0);
tmp1= sigma3;
do i= 1 to mm;
  tmp1[i]= 1;

```

```

    sigma3[i]= sqrt(tmp1` * sigma2 * tmp1);
end;

/*********************************************************************
 95% confidence limits for the survival curve (LCL,UCL)
***** */

/* confidence limits */
tmp1= probit(.975);
*print tmp1;
tmp1= tmp1 * sigma3;
lcl= choose(sdf > tmp1, sdf - tmp1, 0);
ucl= sdf + tmp1;
ucl= choose( ucl > 1., 1., ucl);

/*********************************************************************
 print estimates of pseudo-parameters
***** */
q= q`;
p= p`;
theta= rx`;
ParamEst = q || p || theta;
print ParamEst[L="Parameter Estimates"
               colname={Q P THETA} format=BEST9.];

/*********************************************************************
 print survival curve estimates and confidence limits
***** */
left= {0} // p;
right= q // p[nparm];
sdf= {1} // sdf // {0};
lcl= {.} // lcl //{.};
ucl= {.} // ucl //{.};
SurvEst = left || right || sdf || lcl || ucl;
print SurvEst[L="Survival Curve Estimates and 95% Confidence Intervals"
               colname={left right estimate lower upper}];
quit;

```

The iteration history produced by the NLPQN subroutine is shown in Output 17.6.1.

Output 17.6.1 Iteration History for the NLPQN Subroutine

<u>Parameter Estimates</u>	12
<u>Lower Bounds</u>	12
<u>Upper Bounds</u>	12
<u>Linear Constraints</u>	1

<u>Optimization Start</u>	
Active Constraints	1
Max Abs Gradient Element	65.361558529

Output 17.6.1 *continued*

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction
1	0	3	1	-88.51201	4.8158	16.6594	0.0256	-305.2
2	0	4	1	-87.42665	1.0854	10.8769	1.000	-2.157
3	0	5	1	-87.27408	0.1526	5.4965	1.000	-0.366
4	0	7	1	-87.17314	0.1009	2.2856	2.000	-0.113
5	0	8	1	-87.16611	0.00703	0.3444	1.000	-0.0149
6	0	10	1	-87.16582	0.000287	0.0522	1.001	-0.0006
7	0	12	1	-87.16581	9.128E-6	0.00691	1.133	-161E-7
8	0	14	1	-87.16581	1.712E-7	0.00101	1.128	-303E-9

Optimization Results		
Iterations	8 Function Calls	15
Gradient Calls	11 Active Constraints	1
Objective Function	-87.16581343	Max Abs Gradient Element 0.0010060788
Slope of Search Direction	-3.033154E-7	

GCONV convergence criterion satisfied.

The estimates of the pseudo-parameter for the nonoverlapping intervals are shown in **Output 17.6.2**.

Output 17.6.2 Estimates for the Probability of Event Occurrence

Parameter Estimates		
Q	P	THETA
20	22	0.0499997
22	24	0.0749988
26	28	0.0999978
28	30	0.1033349
30	32	0.0806014
32	34	0.2418023
34	36	0.0873152
36	38	0.0582119
38	40	0.0582119
42	44	0.0873152
46	48	0.0291055
48	50	0.0291055

The survival curve estimates and confidence intervals are displayed in Output 17.6.3.

Output 17.6.3 Survival Estimates and Confidence Intervals

Survival Curve Estimates and 95% Confidence Intervals					
	LEFT	RIGHT	ESTIMATE	LOWER	UPPER
ROW1	0	20	1	.	.
ROW2	22	22	0.9500003	0.8824601	1
ROW3	24	26	0.8750015	0.7725135	0.9774894
ROW4	28	28	0.7750037	0.6455975	0.9044099
ROW5	30	30	0.6716688	0.5251576	0.81818
ROW6	32	32	0.5910674	0.4363312	0.7458036
ROW7	34	34	0.3492651	0.1972562	0.501274
ROW8	36	36	0.2619499	0.1194032	0.4044967
ROW9	38	38	0.203738	0.072003	0.3354731
ROW10	40	42	0.1455261	0.0293244	0.2617279
ROW11	44	46	0.058211	0	0.1360926
ROW12	48	48	0.0291055	0	0.0851723
ROW13	50	50	0	.	.

In this program, the quasi-Newton technique is used to maximize the likelihood function. You can replace the quasi-Newton routine by other optimization routines, such as the NLPNRR subroutine, which performs Newton-Raphson ridge optimization, or the NLPCG subroutine, which performs conjugate gradient optimization. Depending on the number of parameters and the number of observations, these optimization routines do not perform equally well. For survival curve estimation, the quasi-Newton technique seems to work fairly well since the number of parameters to be estimated is usually not too large.

Example 17.7: A Two-Equation Maximum Likelihood Problem

The following example and notation are taken from Bard (1974). A two-equation model is used to fit U.S. production data for the years 1909–1949, where z_1 is capital input, z_2 is labor input, z_3 is real output, z_4 is time in years (with 1929 as the origin), and z_5 is the ratio of price of capital services to wage scale. The data can be entered by using the following statements:

```
proc iml;
z={ 1.33135 0.64629 0.4026 -20 0.24447,
      1.39235 0.66302 0.4084 -19 0.23454,
      1.41640 0.65272 0.4223 -18 0.23206,
      1.48773 0.67318 0.4389 -17 0.22291,
      1.51015 0.67720 0.4605 -16 0.22487,
      1.43385 0.65175 0.4445 -15 0.21879,
      1.48188 0.65570 0.4387 -14 0.23203,
      1.67115 0.71417 0.4999 -13 0.23828,
      1.71327 0.77524 0.5264 -12 0.26571,
      1.76412 0.79465 0.5793 -11 0.23410,
      1.76869 0.71607 0.5492 -10 0.22181,
      1.80776 0.70068 0.5052 -9 0.18157,
      1.54947 0.60764 0.4679 -8 0.22931,
```

```

1.66933 0.67041 0.5283 -7 0.20595,
1.93377 0.74091 0.5994 -6 0.19472,
1.95460 0.71336 0.5964 -5 0.17981,
2.11198 0.75159 0.6554 -4 0.18010,
2.26266 0.78838 0.6851 -3 0.16933,
2.33228 0.79600 0.6933 -2 0.16279,
2.43980 0.80788 0.7061 -1 0.16906,
2.58714 0.84547 0.7567 0 0.16239,
2.54865 0.77232 0.6796 1 0.16103,
2.26042 0.67880 0.6136 2 0.14456,
1.91974 0.58529 0.5145 3 0.20079,
1.80000 0.58065 0.5046 4 0.18307,
1.86020 0.62007 0.5711 5 0.18352,
1.88201 0.65575 0.6184 6 0.18847,
1.97018 0.72433 0.7113 7 0.20415,
2.08232 0.76838 0.7461 8 0.18847,
1.94062 0.69806 0.6981 9 0.17800,
1.98646 0.74679 0.7722 10 0.19979,
2.07987 0.79083 0.8557 11 0.21115,
2.28232 0.88462 0.9925 12 0.23453,
2.52779 0.95750 1.0877 13 0.20937,
2.62747 1.00285 1.1834 14 0.19843,
2.61235 0.99329 1.2565 15 0.18898,
2.52320 0.94857 1.2293 16 0.17203,
2.44632 0.97853 1.1889 17 0.18140,
2.56478 1.02591 1.2249 18 0.19431,
2.64588 1.03760 1.2669 19 0.19492,
2.69105 0.99669 1.2708 20 0.17912 };

```

The two-equation model in five parameters c_1, \dots, c_5 is

$$\begin{aligned}
g_1 &= c_1 10^{c_2 z_4} [c_5 z_1^{-c_4} + (1 - c_5) z_2^{-c_4}]^{-c_3/c_4} - z_3 = 0 \\
g_2 &= \left[\frac{c_5}{1 - c_5} \right] \left(\frac{z_1}{z_2} \right)^{-1-c_4} - z_5 = 0
\end{aligned}$$

where the variables z_1 and z_2 are considered dependent (endogenous) and the variables z_3, z_4 , and z_5 are considered independent (exogenous).

Differentiation of the two equations g_1 and g_2 with respect to the endogenous variables z_1 and z_2 yields the Jacobian matrix $\partial g_i / \partial z_j$ for $i = 1, 2$ and $j = 1, 2$, where i corresponds to rows (equations) and j corresponds to endogenous variables (refer to Bard (1974)). You must consider parameter sets for which the elements of the Jacobian and the logarithm of the determinant cannot be computed. In such cases, the function module must return a missing value.

Assuming that the residuals of the two equations are normally distributed, the likelihood is then computed as in Bard (1974). The following code computes the logarithm of the likelihood function:

```

start fiml(pr) global(z);
  c1 = pr[1]; c2 = pr[2]; c3 = pr[3]; c4 = pr[4]; c5 = pr[5];
  /* 1. Compute Jacobian */
  lndet = 0 ;
  do t= 1 to 41;
    j11 = (-c3/c4) * c1 * 10 ##(c2 * z[t,4]) * (-c4) * c5 *
      z[t,1]##(-c4-1) * (c5 * z[t,1]##(-c4) + (1-c5) *
      z[t,2]##(-c4))##(-c3/c4 -1);
    j12 = (-c3/c4) * (-c4) * c1 * 10 ##(c2 * z[t,4]) * (1-c5) *
      z[t,2]##(-c4-1) * (c5 * z[t,1]##(-c4) + (1-c5) *
      z[t,2]##(-c4))##(-c3/c4 -1);
    j21 = (-1-c4)*(c5/(1-c5))*z[t,1]##(-2-c4)/ (z[t,2]##(-1-c4));
    j22 = (1+c4)*(c5/(1-c5))*z[t,1]##(-1-c4)/ (z[t,2]##(-c4));

    j = (j11 || j12 ) // (j21 || j22) ;
    if any(j = .) then detj = 0.;
    else detj = det(j);
    if abs(detj) < 1.e-30 then do;
      return(.);
    end;
    lndet = lndet + log(abs(detj));
  end;

  /* 2. Compute Sigma */
  sb = j(2,2,0.);
  do t= 1 to 41;
    eq_g1 = c1 * 10##(c2 * z[t,4]) * (c5*z[t,1]##(-c4)
      + (1-c5)*z[t,2]##(-c4))##(-c3/c4) - z[t,3];
    eq_g2 = (c5/(1-c5)) * (z[t,1] / z[t,2])##(-1-c4) - z[t,5];
    resid = eq_g1 // eq_g2;
    sb = sb + resid * resid`;
  end;
  sb = sb / 41;
  /* 3. Compute log L */
  const = 41. * (log(2 * 3.1415) + 1.);
  lnds = 0.5 * 41 * log(det(sb));
  logl = const - lndet + lnds;
  return(logl);
finish fiml;

```

There are potential problems in computing the power and log functions for an unrestricted parameter set. As a result, optimization algorithms that use line search fail more often than algorithms that restrict the search area. For that reason, the NLPDD subroutine is used in the following code to maximize the log-likelihood function. Part of the iteration history is shown in [Output 17.7.1](#).

```

pr = j(1,5,0.001);
optn = {0 2};
tc = {. . . 0};
call nlpdd(rc, xr,"fiml", pr, optn,,tc);
quit;

```

Output 17.7.1 Iteration History for Two-Equation ML Problem

Optimization Start								
Active Constraints			1 Objective Function -93.3278404					
Max Abs Gradient Element 65.361558529								
Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction
1	0	3	1	-88.51201	4.8158	16.6594	0.0256	-305.2
2	0	4	1	-87.42665	1.0854	10.8769	1.000	-2.157
3	0	5	1	-87.27408	0.1526	5.4965	1.000	-0.366
4	0	7	1	-87.17314	0.1009	2.2856	2.000	-0.113
5	0	8	1	-87.16611	0.00703	0.3444	1.000	-0.0149
6	0	10	1	-87.16582	0.000287	0.0522	1.001	-0.0006
7	0	12	1	-87.16581	9.128E-6	0.00691	1.133	-161E-7
8	0	14	1	-87.16581	1.712E-7	0.00101	1.128	-303E-9

Optimization Results		
Iterations	8 Function Calls	15
Gradient Calls	11 Active Constraints	1
Objective Function	-87.16581343	Max Abs Gradient Element 0.0010060788
Slope of Search Direction	-3.033154E-7	

The results are very close to those reported by Bard (1974). Bard also reports different approaches to the same problem that can lead to very different MLEs.

Output 17.7.2 Parameter Estimates

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.050000	40.000241
2	X2	0.074999	40.000622
3	X3	0.099998	40.000887
4	X4	0.103335	39.999422
5	X5	0.080601	39.999337
6	X6	0.241802	39.999631
7	X7	0.087315	40.000599
8	X8	0.058212	39.999533
9	X9	0.058212	39.999533
10	X10	0.087315	40.000599
11	X11	0.029105	40.000082
12	X12	0.029105	40.000082

Example 17.8: Time-Optimal Heat Conduction

The following example illustrates a nontrivial application of the NLPQN algorithm that requires nonlinear constraints, which are specified by the *nlc* module. The example is listed as problem 91 in Hock and Schittkowski (1981). The problem describes a time-optimal heating process minimizing the simple objective function

$$f(x) = \sum_{j=1}^n x_j^2$$

subjected to a rather difficult inequality constraint:

$$c(x) = 10^{-4} - h(x) \geq 0$$

where $h(x)$ is defined as

$$\begin{aligned} h(x) &= \int_0^1 \left(\sum_{i=1}^{30} \alpha_i(s) \rho_i(x) - k_0(s) \right)^2 ds \\ \alpha_i(s) &= \mu_i^2 A_i \cos(\mu_i s) \\ \rho_i(x) &= -\mu_i^2 \left[\exp \left(-\mu_i^2 \sum_{j=1}^n x_j^2 \right) - 2 \exp \left(-\mu_i^2 \sum_{j=2}^n x_j^2 \right) + \dots \right. \\ &\quad \left. + (-1)^{n-1} 2 \exp(-\mu_i^2 x_n^2) + (-1)^n \right] \\ k_0(s) &= 0.5(1-s^2) \\ A_i &= \frac{2 \sin \mu_i}{\mu_i + \sin \mu_i \cos \mu_i}, \\ \mu &= (\mu_1, \dots, \mu_{30})', \text{ where } \mu_i \tan(\mu_i) = 1 \end{aligned}$$

The gradient of the objective function f , $g(x) = 2x$, is easily supplied to the NLPQN subroutine. However, the analytical derivatives of the constraint are not used; instead, finite-difference derivatives are computed.

In the following code, the vector MU represents the first 30 positive values μ_i that satisfy $\mu_i \tan(\mu_i) = 1$:

```
proc iml;
/* Vector mu[30] found by solving mu[j] * tan(mu[j]) = 1 */
mu = {
 8.6033358901938E-01 , 3.4256184594817E+00 ,
 6.4372981791719E+00 , 9.5293344053619E+00 ,
 1.2645287223856E+01 , 1.5771284874815E+01 ,
 1.8902409956860E+01 , 2.2036496727938E+01 ,
 2.5172446326646E+01 , 2.8309642854452E+01 ,
 3.1447714637546E+01 , 3.4586424215288E+01 ,
 3.7725612827776E+01 , 4.0865170330488E+01 ,
 4.4005017920830E+01 , 4.7145097736761E+01 ,
 5.0285366337773E+01 , 5.3425790477394E+01 ,
```

```

5.6566344279821E+01 , 5.9707007305335E+01 ,
6.2847763194454E+01 , 6.5988598698490E+01 ,
6.9129502973895E+01 , 7.2270467060309E+01 ,
7.5411483488848E+01 , 7.8552545984243E+01 ,
8.1693649235601E+01 , 8.4834788718042E+01 ,
8.7975960552493E+01 , 9.1117161394464E+01 };
```

The vector $A = (A_1, \dots, A_{30})'$ depends only on μ and is computed only once, before the optimization starts, as follows:

```

/* Vector a[nmu] depends only on mu and is computed once */
nmu = nrow(mu);
a = j(1,nmu,0.);
do i = 1 to nmu;
  a[i] = 2*sin(mu[i]) / (mu[i] + sin(mu[i])*cos(mu[i]));
end;
```

The constraint is implemented with the QUAD subroutine, which performs numerical integration of scalar functions in one dimension. The subroutine calls the module fquad that supplies the integrand for $h(x)$. For details about the QUAD call, see the section “[QUAD Call](#)” on page 951. Here is the code:

```

/* This is the integrand used in h(x) */
start fquad(s) global(mu,rho);
  z = (rho * cos(s*mu) - 0.5*(1. - s##2))##2;
  return(z);
finish;

/* Obtain nonlinear constraint h(x) */
start h(x) global(n,nmu,mu,a,rho);
  xx = x##2;
  do i= n-1 to 1 by -1;
    xx[i] = xx[i+1] + xx[i];
  end;
  rho = j(1,nmu,0.);
  do i=1 to nmu;
    mu2 = mu[i]##2;
    sum = 0; tln = -1.;
    do j=2 to n;
      tln = -tln;
      sum = sum + tln * exp(-mu2*xx[j]);
    end;
    sum = -2*sum + exp(-mu2*xx[1]) + tln;
    rho[i] = -a[i] * sum;
  end;
  aint = do(0,1,.5);
  call quad(z,"fquad",aint) eps=1.e-10;
  v = sum(z);
  return(v);
finish;
```

The modules for the objective function, its gradient, and the constraint $c(x) \geq 0$ are given in the following code:

```

/* Define modules for NLPQN call: f, g, and c */
start F_HS88(x);
  f = x * x`;
  return(f);
finish F_HS88;

start G_HS88(x);
  g = 2 * x;
  return(g);
finish G_HS88;

start C_HS88(x);
  c = 1.e-4 - h(x);
  return(c);
finish C_HS88;

```

The number of constraints returned by the “*nlc*” module is defined by $opt[10] = 1$. The ABSGTOL termination criterion (maximum absolute value of the gradient of the Lagrange function) is set by $tc[6] = 1E-4$. Here is the code:

```

title 'Hock & Schittkowski Problem #91 (1981) n=5, INSTEP=1';
opt = j(1,10,.);
opt[2]=3;
opt[10]=1;
tc = j(1,12,.);
tc[6]=1.e-4;
x0 = {.5 .5 .5 .5 .5};
n = ncol(x0);

call nlpqn(rc,rx,"F_HS88",x0,opt,,tc) grd="G_HS88" nlc="C_HS88";
quit;

```

Part of the iteration history and the parameter estimates are shown in [Output 17.8.1](#).

Output 17.8.1 Iteration History and Parameter Estimates

Hock & Schittkowski Problem #91 (1981) n=5, INSTEP=1

Parameter Estimates	5
Nonlinear Constraints	1

Optimization Start

Objective Function	1.25 Maximum Constraint Violation 0.0952775105
Maximum Gradient of the Lagran Func	1.1433393264

Output 17.8.1 *continued*

Iteration	Restarts	Function Calls	Objective Function	Maximum Constraint Violation	Predicted Function Reduction	Step Size	Lagrange Function	Maximum Gradient Element of the
1	0	3	0.81165	0.0869	1.7562	0.100	1.325	
2	0	4	0.18232	0.1175	0.6220	1.000	1.207	
3 *	0	5	0.34576	0.0690	0.9318	1.000	0.640	
4	0	6	0.77689	0.0132	0.3496	1.000	1.328	
5	0	7	0.54995	0.0239	0.3403	1.000	1.334	
6	0	9	0.55322	0.0212	0.4327	0.242	0.423	
7	0	10	0.75884	0.00828	0.1545	1.000	0.630	
8	0	12	0.76720	0.00681	0.3810	0.300	0.248	
9	0	13	0.94843	0.00237	0.2186	1.000	1.857	
10	0	15	0.95661	0.00207	0.3707	0.184	0.795	
11	0	16	1.11201	0.000690	0.2575	1.000	0.591	
12	0	18	1.14603	0.000494	0.2810	0.370	1.483	
13	0	20	1.19821	0.000311	0.1991	0.491	2.014	
14	0	22	1.22804	0.000219	0.2292	0.381	1.155	
15	0	23	1.31506	0.000056	0.0697	1.000	1.578	
16	0	25	1.31759	0.000051	0.0876	0.100	1.006	
17	0	26	1.35547	7.337E-6	0.0133	1.000	0.912	
18	0	27	1.36136	1.644E-6	0.00259	1.000	1.064	
19	0	28	1.36221	4.263E-7	0.000902	1.000	0.0325	
20	0	29	1.36266	9.79E-10	2.063E-6	1.000	0.00273	
21	0	30	1.36266	5.73E-12	1.031E-6	1.000	0.00011	
22	0	31	1.36266	0	2.044E-6	1.000	0.00001	

Optimization Results		
Iterations	22 Function Calls	32
Gradient Calls	24 Active Constraints	1
Objective Function	1.3626578338 Maximum Constraint Violation	0
Maximum Projected Gradient	3.2132973E-6 Value Lagrange Function	1.3626568149
Maximum Gradient of the Lagran Func	2.957267E-6 Slope of Search Direction	-2.043849E-6

Hock & Schittkowski Problem #91 (1981) n=5, INSTEP=1

Optimization Results			
Parameter Estimates			
N	Parameter	Gradient Objective Function	Gradient Lagrange Function
1	X1	0.860193	1.720386 0.000001798
2	X2	6.0264249E-8	0.000000121 0.000000341
3	X3	0.643607	1.287214 -0.000000306
4	X4	-0.456614	-0.913228 0.000002957
5	X5	-7.390521E-9	-1.478104E-8 -1.478104E-8

Problems 88 to 92 of Hock and Schittkowski (1981) specify the same optimization problem for $n = 2$ to $n = 6$. You can solve any of these problems with the preceding code by submitting a vector of length n as the initial estimate, x_0 .

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Chapter 18

Statistical Graphics

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Overview of Statistical Graphics

This chapter describes SAS/IML subroutines that enable you to create high-level statistical graphs. These subroutines use the **SUBMIT** statement and **ENDSUBMIT** statement to call the SGLOT procedure, which displays the graph in the current ODS destination. These subroutines are implemented as part of the **IMLMLIB** library.

The following subroutines create ODS statistical graphs from data in SAS/IML matrices:

BAR call	creates a bar chart.
BOX call	creates a box plot.
HISTOGRAM call	creates a histogram.
SCATTER call	creates a scatter plot.
SERIES call	creates a series plot.

In addition, the following subroutines create a heat map to visualize data in a matrix:

HEATMAPCONT call	creates a heat map with a continuous color ramp.
HEATMAPDISC call	creates a heat map with a discrete color ramp.

The heat map subroutines are described and documented in Chapter 26, “[Language Reference](#).”

How the Graphs Are Created

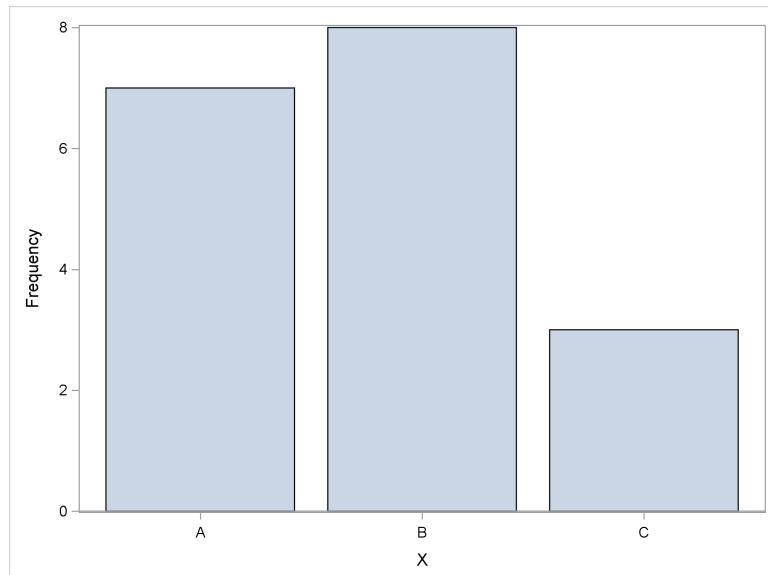
This section provides a simple example that demonstrates how the ODS statistical graphics subroutines work.

Suppose you want to create a bar chart of some discrete data that are contained in a SAS/IML matrix. One way to create the bar chart would be to write the data to a SAS data set, quit PROC IML, and call the SGLOT procedure. However, you might prefer to create the bar chart without exiting from PROC IML. You can do this by using the SUBMIT and ENDSUBMIT statements, as follows:

```
proc iml;
x = {[7]A [8]B [3]C}; /* repetition factors: 7 As, 8 Bs, and 3 Cs */
create Bar var {x}; append; close Bar; /* write SAS data set */

submit;
  proc sgplot data=Bar;
    vbar x;
  run;
endsubmit;
```

Figure 18.1 Bar Chart



The result is shown in Figure 18.1. The graph is created by calling the SGLOT procedure from within a SAS/IML program. Of course, you can also encapsulate these statements into a module that creates a bar chart from the data, as follows:

```
/* module to create a bar chart from data in x */
start BarChart(x);
  create Bar var {x}; append; close Bar; /* write to SAS data set */
  submit;
    proc sgplot data=Bar; /* create the plot */
      vbar x;
    run;
  ends submit;
```

```

call delete("Bar");
/* delete the data set */

finish;

run BarChart(x);
/* call the module */

```

This program illustrates the basic idea of the ODS statistical graphics subroutines that are available in the IMLMLIB module library. The modules write data to a data set and call PROC SGPlot to create a graph. The subroutines also accept additional parameters that determine options in the graph.

Summary of Graph Options

For each graph type, you must specify a vector of data. The BAR, BOX, and HISTOGRAM subroutines require at least one vector of data; the SCATTER and SERIES subroutines require two vectors of data. The remaining arguments are optional and specify additional data or parameters that set options in the SGPlot procedure.

Some options are common to all ODS statistical graphics subroutines. The following common options specify options in the XAXIS and YAXIS statements in the SGPlot procedure:

- GRID=** specifies whether grid lines are displayed for the X and Y axes. This option corresponds to the GRID option in the XAXIS and YAXIS statements.
- LABEL=** specifies axis labels for the X or Y axis. If the argument is a scalar, the value of the argument is used for the X-axis label. If the argument has two elements, the first is used for the X-axis label and the second for the Y-axis label. If this option is not specified, the labels “X” and “Y” are used for labels.
- XVALUES=** specifies a vector of values for ticks for the X axis.
- YVALUES=** specifies a vector of values for ticks for the Y axis.
- PROCOPT=** specifies a character matrix or string literal. The value is used verbatim to specify options in the PROC SGPlot statement.
- OTHER=** specifies a character matrix or string literal. You can use this option to specify one or more complete statements in the SGPlot procedure. For example, you can specify multiple REFLINE statements and an INSET statement.

Table 18.1 summarizes options that apply to only certain graph types.

Table 18.1 Options for ODS Statistical Graphical Subroutines

Option	BAR	BOX	HISTOGRAM	SCATTER	SERIES
FREQ=	X				
CATEGORY=		X			
SCALE=			X		
DENSITY=			X		
REBIN=			X		
LINEPARM=				X	
ORDER=	X	X			
TYPE=	X	X			

GROUPOPT=	X	X		
GROUP=	X	X	X	X
DATALABEL=		X	X	
OPTION=		X	X	X

Specify mandatory arguments (the data) in parentheses after the name of the subroutine. Specify options outside the parentheses.

You can add a title and footnotes to a plot by using the global TITLE and FOOTNOTE statements.

Limitations of the ODS Statistical Graphics Subroutines

The ODS statistical graphics subroutines are intended to enable you to quickly and easily construct basic graphics. They are not intended to be a complete interface to the SGLOT procedure. If you need to construct a complicated graph from within the SAS/IML language, use the technique that is shown in “[How the Graphs Are Created](#)” on page 434.

One of the limitations of the ODS statistical graphics subroutines is that only certain variables are written to a data set by the subroutines. The *x* and *y* arguments (the data) are written to a SAS data set. So, too, are the data that are specified by the FREQ=, CATEGORY=, GROUP=, and DATALABEL= options. If you want to use other variables (for example, for the YERRORLOWER= and YERRORUPPER= options in the SCATTER statement), you need to use the method that is shown in “[How the Graphs Are Created](#)” on page 434 to write the data set and to create the graph.

Although the ODS statistical graphics subroutines are not comprehensive, they do show how to write modules that create graphs by calling the SGLOT procedure from the SAS/IML language. The source code for the subroutines are available in the Sashelp.iml catalog.

Examples of Creating Graphs

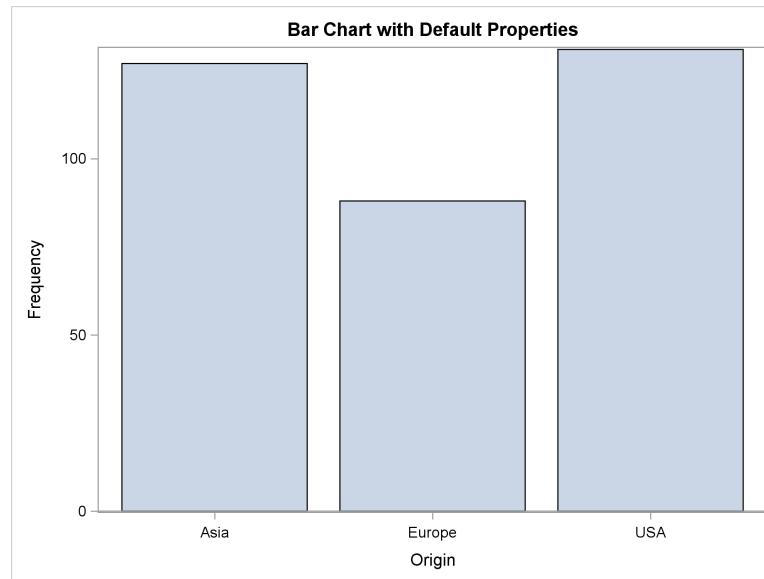
Bar Charts

You can use the **BAR** subroutine to create a bar chart. The required argument is a vector that contains values of a discrete variable. These values are used to form the categories of a bar chart. The following statements read the Origin and Type variables from a subset of the Sashelp.Cars data set:

```
proc iml;
use Sashelp.Cars where(type ? {"SUV" "Truck" "Sedan"});
read all var {origin type};
close Sashelp.Cars;
```

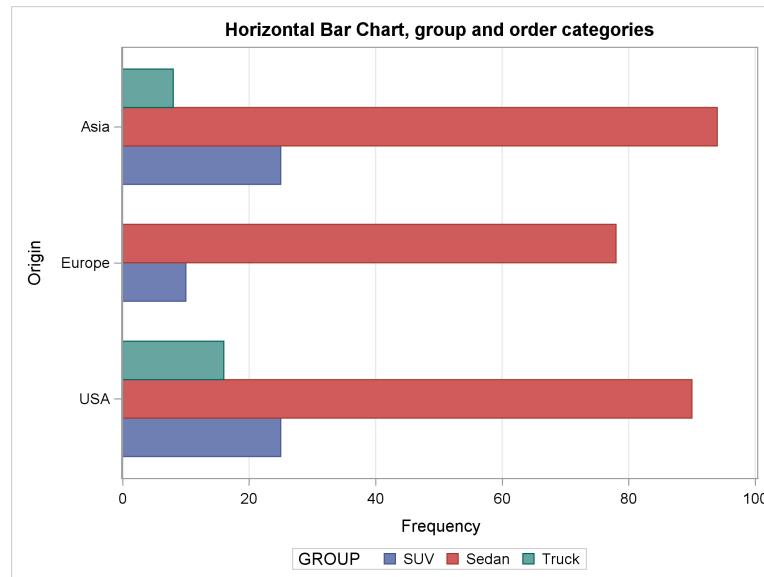
The following statements create a simple bar chart of the Origin variable, which is shown in Figure 18.2:

```
title "Bar Chart with Default Properties";
call Bar(origin);
```

Figure 18.2 Bar Chart

For a more complicated example, the following statements create a bar chart by using the TYPE=, GROUP=, GROUPOPT=, GRID=, and LABEL= options. The result is shown in Figure 18.3.

```
title "Horizontal Bar Chart, group and order categories";
call Bar(origin) type="HBar" group=type groupopt="Cluster"
      grid="X" label="Origin";
```

Figure 18.3 Clustered Bar Chart

The following list explains the options that are used to create Figure 18.3:

- The TYPE= option specifies whether to create a vertical bar chart or a horizontal bar chart. [Figure 18.3](#) shows a horizontal bar chart.
- The GROUP= option specifies a vector of values that determine groups in the plot. [Figure 18.3](#) shows the bar chart grouped according to a subset of values for the Type variable.
- The GROUPOPT= option specifies a character vector of values that determine how groups are displayed. [Figure 18.3](#) shows a clustered bar chart.
- The GRID= option specifies whether grid lines are displayed for the X and Y axes. [Figure 18.3](#) shows grid lines for the X axis.
- The LABEL= option specifies axis labels for the X or Y axis. [Figure 18.3](#) shows that the label “Origin” is used for the X axis.

Box Plots

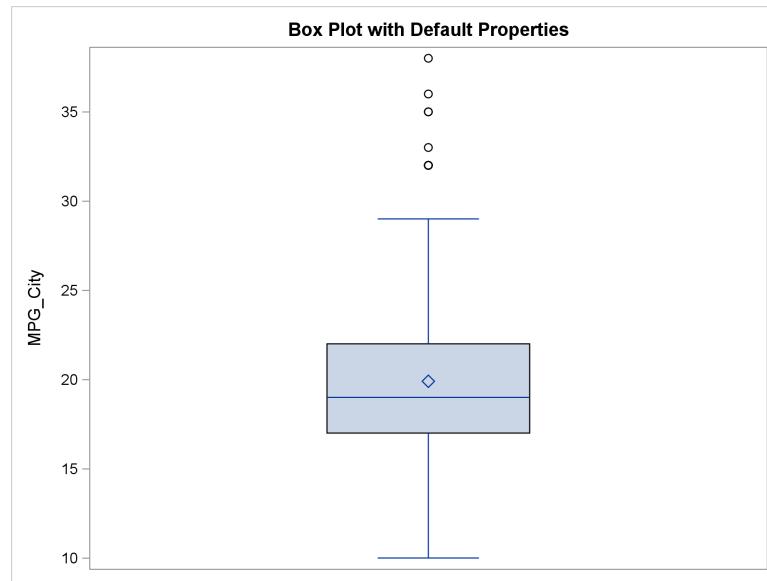
You can use the **BOX** subroutine to create a box plot. The required argument is a vector that contains values of a continuous variable. Optionally, you can specify a categorical variable in order to obtain multiple box plots.

The following statements read several variables from a subset of the Sashelp.Cars data set:

```
proc iml;
use Sashelp.Cars where(type ? {"SUV" "Truck" "Sedan"});
read all var {MPG_City Origin Type Make Model};
close Sashelp.Cars;
```

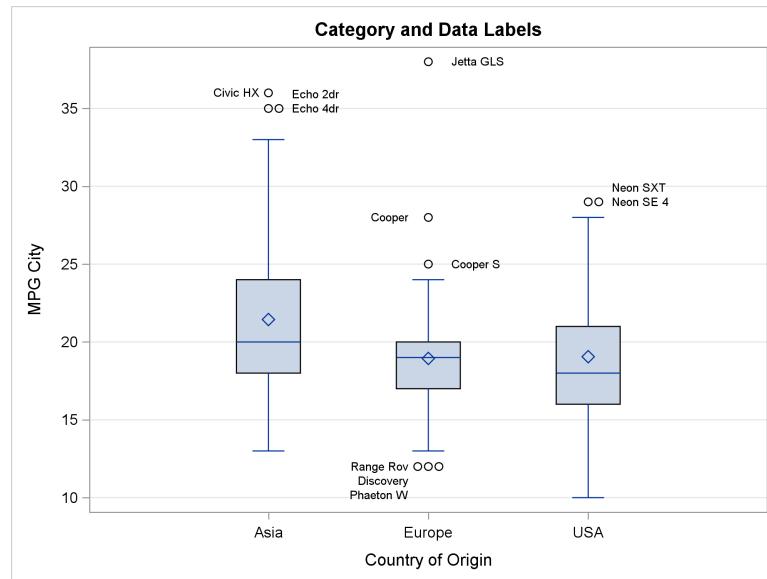
The following statements create a simple box plot of the MPG_City variable. The box plot is shown in [Figure 18.4](#).

```
title "Box Plot with Default Properties";
call Box(MPG_City);
```

Figure 18.4 Box Plot with Default Options

For a more complicated example, the following statements create a box plot by using the CATEGORY=, GRID=, LABEL=, DATALABEL=, and OPTION= options. The result is shown in Figure 18.5.

```
title "Category and Data Labels";
call Box(MPG_City) Category=Origin grid="y"
      label={"Country of Origin" "MPG City"}
      datalabel=putc(Model,"$10.") option="spread";
```

Figure 18.5 Box Plot with Categorical Variable and Data Labels

The following list explains the options that are used to create Figure 18.5:

- The CATEGORY= option specifies a category variable. A box plot is created for each distinct value of the category variable. [Figure 18.5](#) displays three box plots: one for vehicles that are manufactured in Asia, one for vehicles that are manufactured in Europe, and one for vehicles that are manufactured in the United States.
- The GRID=option specifies whether grid lines are displayed for the X and Y axes. [Figure 18.5](#) displays grid lines for the Y axis.
- The LABEL= option specifies labels for the X and Y axes.
- The DATALABEL= option specifies a vector of values that are used to label outliers. In [Figure 18.5](#), the labels are the first 10 characters of the Model variable in the Sashelp.Cars data set.
- The OPTION= option specifies options in the HBOX or VBOX statement. In this example, the SPREAD option is specified. This option has the effect, shown in [Figure 18.5](#), of separating markers that would otherwise be overplotted.

Histograms

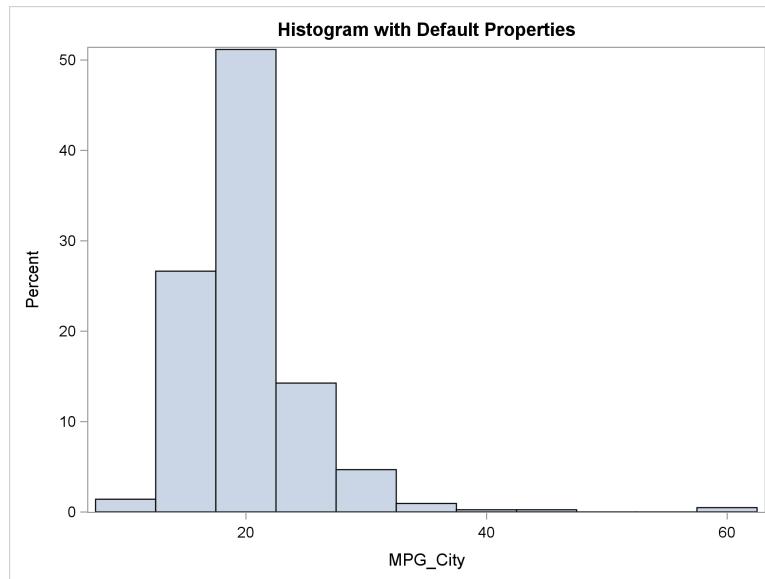
You can use the **HISTOGRAM** subroutine to create a histogram. The required argument is a vector that contains values of a continuous variable.

The following statements read the MPG_City variable from the Sashelp.Cars data set:

```
proc iml;
use Sashelp.Cars;
read all var {MPG_City};
close Sashelp.Cars;
```

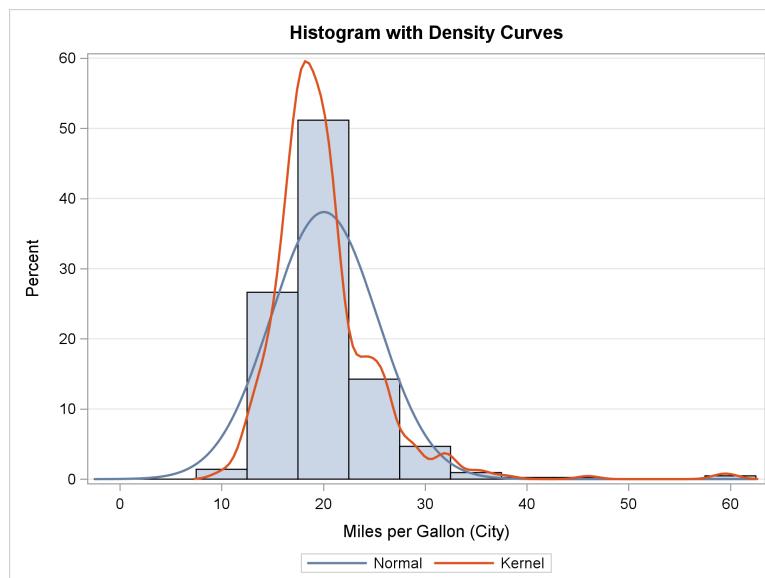
The following statements create a simple histogram, which is shown in [Figure 18.6](#):

```
title "Histogram with Default Properties";
call Histogram(MPG_City);
```

Figure 18.6 Histogram with Default Options

For a more complicated example, the following statements create a histogram by using the SCALE=, DENSITY=, REBIN=, GRID=, LABEL=, and XVALUES= options: The result is shown in Figure 18.7.

```
title "Histogram with Density Curves";
call Histogram(MPG_City)
  scale="Percent"
  density={"Normal" "Kernel"}
  rebin={0 5}
  grid="y"
  label="Miles per Gallon (City)"
  xvalues=do(0, 60, 10);
```

Figure 18.7 Histogram with Overlaid Densities

The following list explains the options that are used to create Figure 18.7:

- The SCALE= option specifies the scaling that is applied to the vertical axis of the histogram. In Figure 18.6, the vertical axis is scaled to represent the percentage of observations in each bar.
- The DENSITY= option specifies whether to overlay a density estimate on the histogram. In Figure 18.6, a normal density estimate and a kernel density estimate are overlaid.
- The REBIN= option specifies two numerical values that set the location of the first bins and the width of bins. In Figure 18.6, the bins are anchored at the value 0 and have a width of 5 units.
- The GRID= option specifies whether grid lines are displayed for the X and Y axes. Figure 18.6 shows grid lines for the Y axis.
- The LABEL= option specifies axis labels. In Figure 18.6, a label is specified for the X axis.
- The XVALUES= option specifies a vector of values for ticks for the X and Y axes. In Figure 18.6, tick marks are placed every 10 units in the interval [0, 60].

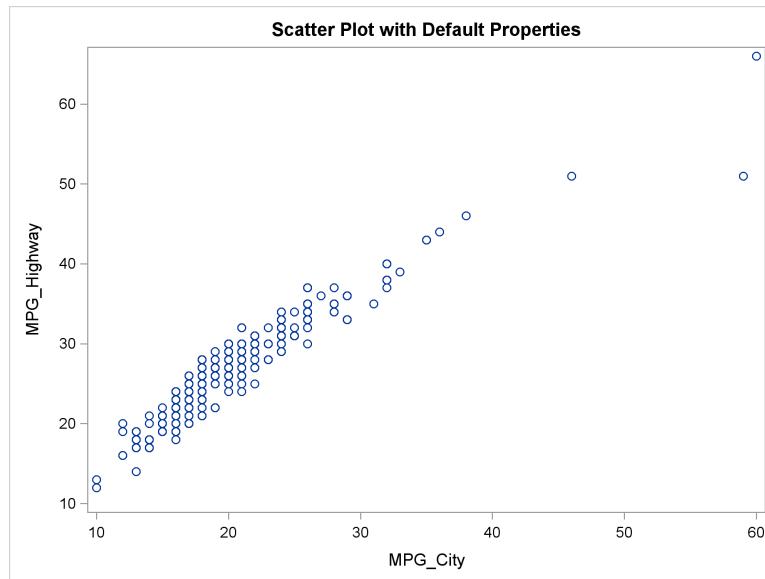
Scatter Plots

You can use the SCATTER subroutine to create a scatter plot. The subroutine requires two vector arguments: values for the X variable and values for the Y variable.

The following statements read the MPG_City and MPG_Highway variables from the Sashelp.Cars data set and create a simple scatter plot. The plot is shown in Figure 18.8.

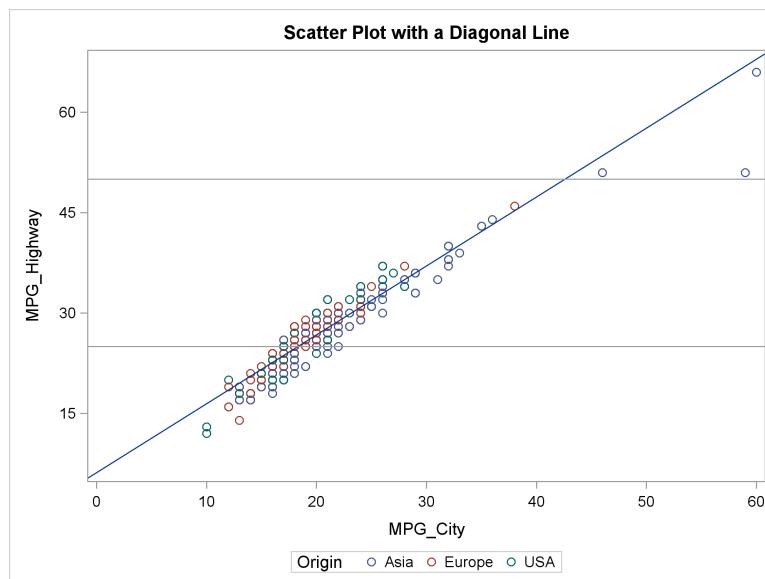
```
proc iml;
use Sashelp.Cars;
read all var {MPG_City MPG_Highway Origin};
close Sashelp.Cars;

title "Scatter Plot with Default Properties";
run Scatter(MPG_City, MPG_Highway);
```

Figure 18.8 Scatter Plot

For a more complicated example, the following statements create a scatter plot by using the GROUP=, OTHER=, LABEL=, LINEPARM=, and YVALUES= options. The result is shown in Figure 18.9.

```
title "Scatter Plot with a Diagonal Line";
run Scatter(MPG_City, MPG_Highway)
group=Origin           /* assign color/marker shape */
other="refline 25 50 /axis=y" /* add reference line */
label={"MPG_City" "MPG_Highway"}
lineparm={0 6.15 1.03}      /* diagonal line */
yvalues=do(15,60,15);
```

Figure 18.9 Marker and Axis Attributes

The following list explains the options that are used to create Figure 18.9:

- The GROUP= option specifies a vector of values that determine groups in the plot. In Figure 18.9, the marker attributes correspond to values of the Origin variable.
- The OTHER= option specifies statements in the SGLOT procedure. In Figure 18.9, the REFLINE statement draws two horizontal lines in the plot.
- The LABEL= option specifies axis labels for the X or Y axis. In Figure 18.9, both axes are labeled.
- The LINEPARM= option specifies a three-element vector whose elements specify a point and a slope for a line. In Figure 18.9, the line goes through the point (0, 6.15) and has a slope of 1.03.
- The YVALUES= option specifies a vector of values for ticks for the Y axes. In Figure 18.9, the tick marks on the vertical axis are spaced 15 units apart in the interval [15, 60].

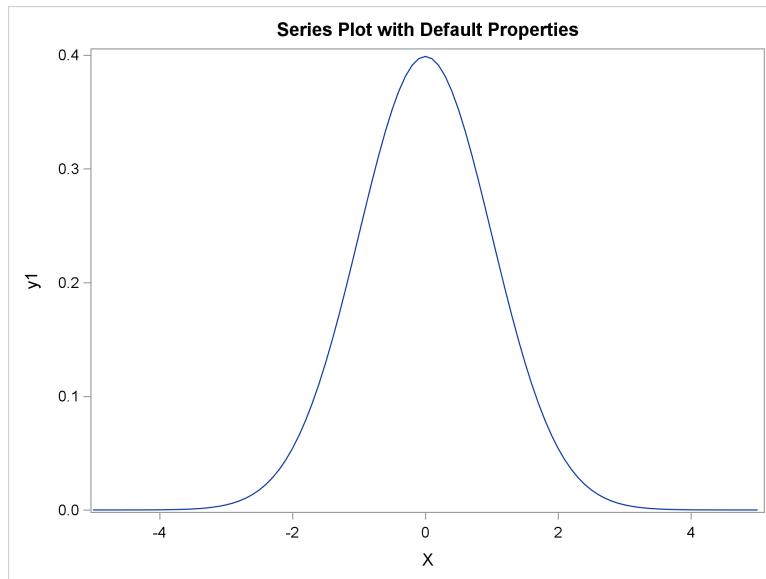
Series Plots

You can use the SERIES subroutine to create a series plot, which is also known as a line plot. The subroutine requires two vector arguments: values for the X variable and values for the Y variable.

The following statements provide a simple example of creating a series plot. The PDF function evaluates the normal density function at evenly spaced points in the interval $[-5, 5]$. The SERIES subroutine creates the graph that is shown in Figure 18.10.

```
proc iml;
x = do(-5, 5, 0.1);
y1 = pdf("Normal", x, 0, 1);

title "Series Plot with Default Properties";
run Series(x, y1);
```

Figure 18.10 Series Plot

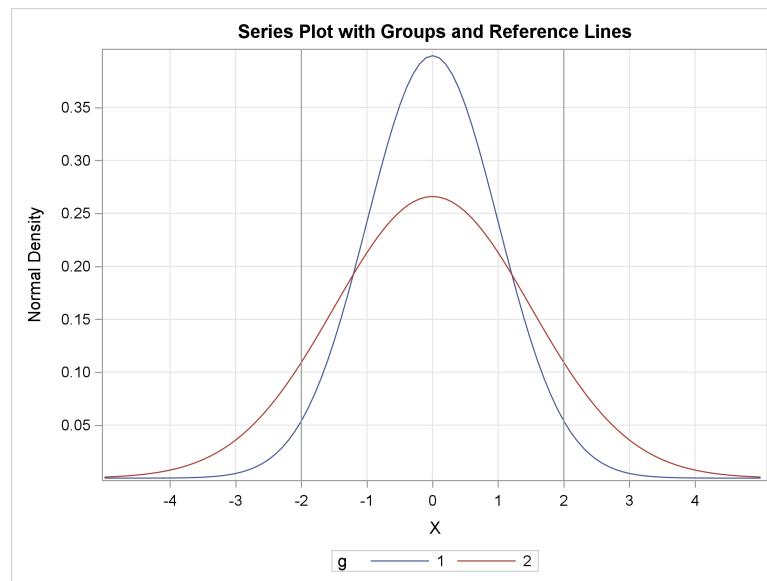
For a more complicated example, the following statements create a series plot by using the GROUP=, OTHER=, GRID=, LABEL=, XVALUES=, and YVALUES= options. The result is shown in [Figure 18.11](#).

```

title "Series Plot with Groups and Reference Lines";
y2 = pdf("Normal", x, 0, 1.5);
g = repeat({1,2}, 1, ncol(x)); /* 1,1,1,...,2,2,2 */
x = x || x ;
y = y1 || y2;

call Series(x, y) group=g           /* assign color/marker shape */
      other="refline -2 2 / axis=x" /* add reference line */
      grid={X Y}
      label={"X" "Normal Density"}
      xvalues=-4:4
      yvalues=do(0,0.4,0.05);

```

Figure 18.11 Two Curves in a Series Plot

The following list explains the options that are used to create Figure 18.11:

- The GROUP= option specifies a vector of values that determine groups in the plot. In Figure 18.11, the two curves have different values of the grouping variable, which is set by using the `g` matrix.
- The OTHER= option specifies statements in the SGLOT procedure. In Figure 18.11, the REFLINE statement draws two horizontal lines on the plot.
- The GRID= option specifies whether grid lines are displayed for the X and Y axes. Figure 18.11 shows grid lines for the Y axis.
- The LABEL= option specifies axis labels for the X and Y axes. In Figure 18.11, both axes are labeled.
- The XVALUES= option specifies a vector of values for ticks for the X axis. In Figure 18.11, the tick marks on the horizontal axis are spaced one unit apart in the interval $[-4, 4]$.
- The YVALUES= option specifies a vector of values for ticks for the Y axis. In Figure 18.11, the tick marks on the vertical axis are spaced 0.05 units apart in the interval $[0, 0.4]$.

Matrix Heat Maps

You can use the `HEATMAPCONT` subroutine and the `HEATMAPDISC` subroutine to display a heat map that visualizes a matrix. The `HEATMAPCONT` subroutine displays a heat map of a numeric matrix whose values are assumed to vary continuously. The `HEATMAPDISC` subroutine displays a heat map of a numeric or character matrix whose values are assumed to have a small number of discrete values.

The following statements provide a simple example of creating a heat map that shows the relative ages, heights, and weights of 19 children. The `SCALE="Col"` option standardizes each column to have zero mean and unit standard deviation.

```

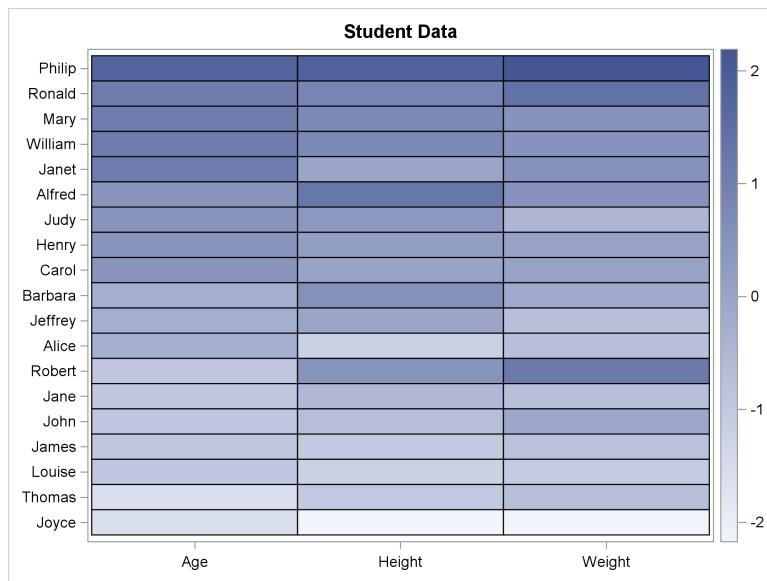
proc iml;
use Sashelp.Class;
read all var _NUM_ into Students[c=varNames r=Name];
close Sashelp.Class;

/* sort data in descending order according to Age and Height */
call sortndx(idx, Students, 1:2, 1:2);
Students = Students[idx,];
Name = Name[idx];

/* standardize each column */
call HeatmapCont(Students) scale="Col"
    xvalues=varNames yvalues=Name title="Student Data";

```

Figure 18.12 Heat Map of a Data Matrix



In Figure 18.12, you can see that Philip is the biggest student, Joyce is the smallest, Robert is heavy for his age, and Alfred is tall for his age.

You can also create a heat map of a matrix that contain discrete values. For example, the following statements compute the correlation matrix for variables in the Sashelp.Cars data set. The correlations are then binned into five discrete categories:

```

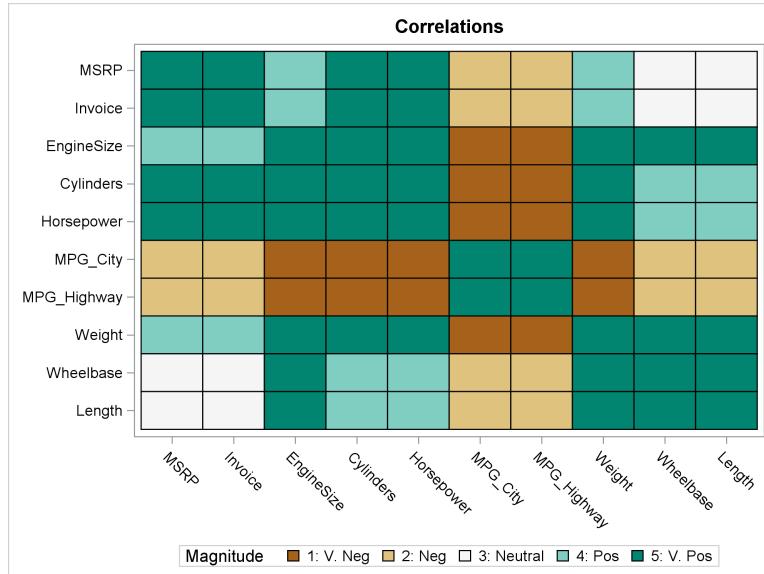
use Sashelp.Cars;
read all var _NUM_ into Y[c=varNames];
close Sashelp.Cars;
corr = corr(Y);

/* You can visualize the correlations as a continuous heat map:
   call HeatmapCont(corr) xvalues=varNames yvalues=varNames;
Alternatively, bin the values into five categories, as follows: */
Bins = {"1: V. Neg", "2: Neg", "3: Neutral", "4: Pos", "5: V. Pos"};
idx = bin(corr, {-1, -0.6, -0.2, 0.2, 0.6, 1});
disCorr = shape(Bins[idx], nrow(corr));

```

```
call HeatmapDisc(disCorr) title="Correlations"
  xvalues=varNames yvalues=varNames
  LegendTitle="Magnitude";
```

Figure 18.13 A Heat Map of a Discrete Matrix



The heat map shows strong negative correlations between fuel efficiency and three variables that indicate the size of a vehicle's engine. There is almost no correlation between the size of a vehicle and the price of the vehicle. There are large positive correlations between the size of a vehicle and the size of its engine.

Chapter 19

Traditional Graphics in the IML Procedure

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Overview

This chapter describes the traditional graphics subroutines in the IML procedure that were developed in the 1980s and '90s. Although these graphics subroutines are still supported in PROC IML, these traditional graphics are no longer developed or recommended. Instead, the SAS programmer is encouraged to use the newer ODS graphics, either by calling PROC SGLOT or by using the pre-written graphics functions that are described in [Chapter 18](#).

The traditional graphics in PROC IML are a set of graphics *primitives* that you can use to create customized displays. Basic drawing statements include the **GDRAW** subroutine, which draws a line, the **GPOINT** subroutine, which plots points, and the **GPOLY** subroutine, which draws a polygon. With each drawing statement, you can associate a set of attributes such as a color or a line style.

In this chapter, you learn how to do the following:

- plot simple two-dimensional plots
- name and save a graph
- change attributes such as color and line style

- specify the location and scale of your graph
- add axes and text

The PROC IML graphics subroutines depend on the libraries and device drivers distributed with SAS/GRAF software, and they do not work unless you have SAS/GRAF software.

An Introductory Graph

Suppose that you have data for ACME Corporation's stock price and you want a simple PRICE \times DAY graph to see the overall trend of the stock's price. The data are as follows.

Day	Price
0	43.75
5	48.00
10	59.75
15	75.5
20	59.75
25	71.50
30	70.575
35	61.125
40	79.50
45	72.375
50	67.00
55	54.125
60	58.750
65	43.625
70	47.125
75	45.50

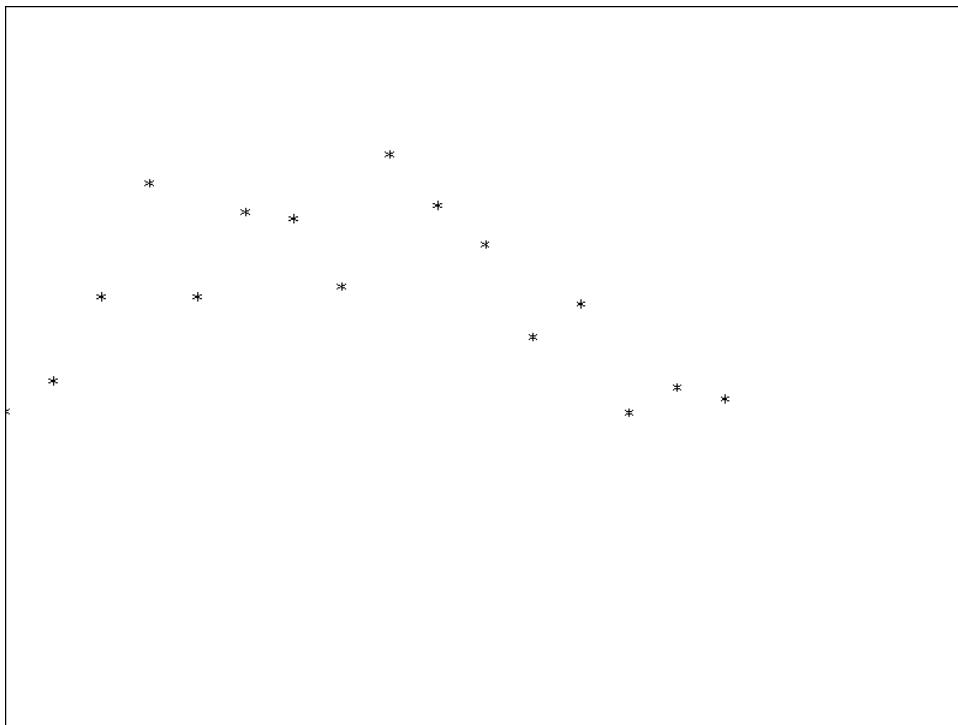
To graph a scatter plot of these points, enter the following statements. These statements generate Figure 19.1.

```

proc iml;                                /* invoke PROC IML */
  call gstart;                            /* start graphics */
  xbox={0 100 100 0};
  ybox={0 0 100 100};
  day=do(0,75,5);                         /* initialize day */
  price={43.75,48,59.75,75.5,             /* initialize price */
         59.75,71.5,70.575,
         61.125,79.5,72.375,67,
         54.125,58.75,43.625,
         47.125,45.50};

  call gopen;                             /* start new graph */
  call gpoly(xbox,ybox);                  /* draw a box around plot */
  call gpoint(day,price);                 /* plot the points */
  call gshow;                            /* display the graph */

```

Figure 19.1 Scatter Plot

The GSTART statement initializes the graphics session. It is usually called only once. Next, open a graphics segment (that is, begin a new graph) with the GOPEN call. The GPOINT call draws the scatter plot of points of DAY versus PRICE. The GSHOW call displays the graph.

Notice also that, for this example, the x coordinate of the data is DAY and that $0 \leq \text{DAY} \leq 100$. The y coordinate is PRICE, which ranges from $0 \leq \text{PRICE} \leq 100$. The data are displayed properly because the default ranges are from 0 to 100 on both the x and y axes. A later example uses the GWINDOW statement to change the default ranges so that you can handle data with any range of values.

Of course, this graph is quite simple. By the end of this chapter, you will learn how to add axes and titles, scale axes, and connect the points with lines.

Details

Graphics Segments

A graph is saved in a *graphics segment*, which is simply a collection of primitives and their associated attributes.

Graphics segments are stored in a SAS graphics catalog called WORK.GSEG. If you want to store your graphics segments in a permanent SAS catalog, specify the catalog name in the GSTART call. Each graphics

segment has a name. You can use the GOPEN statement to specify a name for a segment. For example, to begin a new segment and name it STOCK1, use the following statement:

```
call gopen("stock1");
```

If you do not specify a name, the IML procedure automatically generates a segment name. In either case, you can use the name to reuse segments. For example, you can reuse a segment in a subsequent graph by using the GINCLUDE call. You can also manage and replay a segment by using the GREPLAY procedure, or replay it in another PROC IML session by using the GSHOW call.

For more information about SAS catalogs and graphics, refer to the chapter on graphics in *SAS/GRAFH: Reference*.

Segment Attributes

Each graphics segment is created with a default set of attributes. These attributes are color, line style, line thickness, fill pattern, font, character height, and aspect ratio. You can use the GSET call to change any of these attributes. Some PROC IML graphics subroutines take optional attribute arguments. The values of these arguments affect only the graphics output that are associated with the call.

The PROC IML graphics subsystem uses the same conventions that SAS/GRAFH software uses in setting the default attributes. It also uses the options set in the GOPTIONS statement when applicable. The default values for the GSET call are given by their corresponding GOPTIONS default values. Use the GOPTIONS statement to change the default values. The GOPTIONS statement can also be used to set graphics options not available through the GSET call (for example, the ROTATE option).

For more information about GOPTIONS, refer to the chapter on the GOPTIONS statement in *SAS/GRAFH: Reference*.

Coordinate Systems

Each PROC IML graph is associated with two independent cartesian coordinate systems, a *world coordinate system* and a *normalized coordinate system*.

Understanding World Coordinates

The world coordinate system is the coordinate system defined by the data. The coordinate system can be defined by the observed ranges of data values, or it could be enlarged to include the range of all reasonable values.

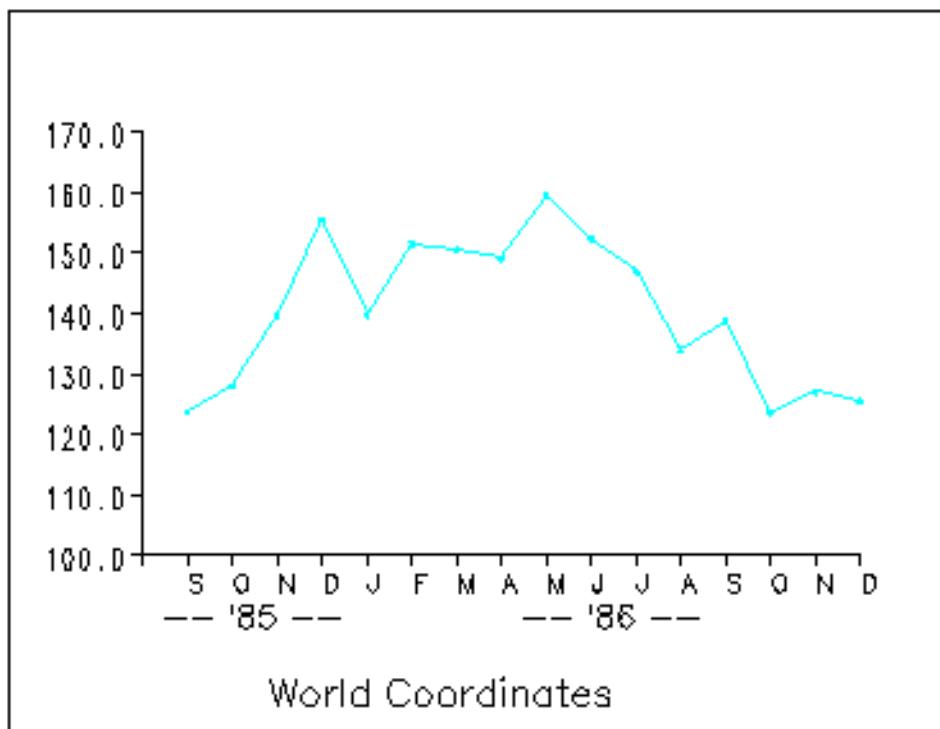
For example, the following data are the year-end stock prices for the fictitious ACME Corporation for the years 1971 through 1986:

Year	Price
71	123.75
72	128.00
73	139.75
74	155.50
75	139.75
76	151.50
77	150.375
78	149.125
79	159.50
80	152.375
81	147.00
82	134.125
83	138.75
84	123.625
85	127.125
86	125.500

The actual range of YEAR is from 71 to 86, and the range of PRICE is from \$123.625 to \$159.50. These are the ranges in world coordinates for the stock data. Alternatively, you could specify that the range for PRICE is \$0 to \$200. Or, if you were interested only in prices during the 80's, you could set the range for PRICE to be \$123.625 to \$152.375.

Figure 19.2 shows a graph of the stock data with the world coordinates defined by the actual range of the data. The corners of the rectangle correspond to the minimum and maximum values of the data.

Figure 19.2 World Coordinates



Understanding Normalized Coordinates

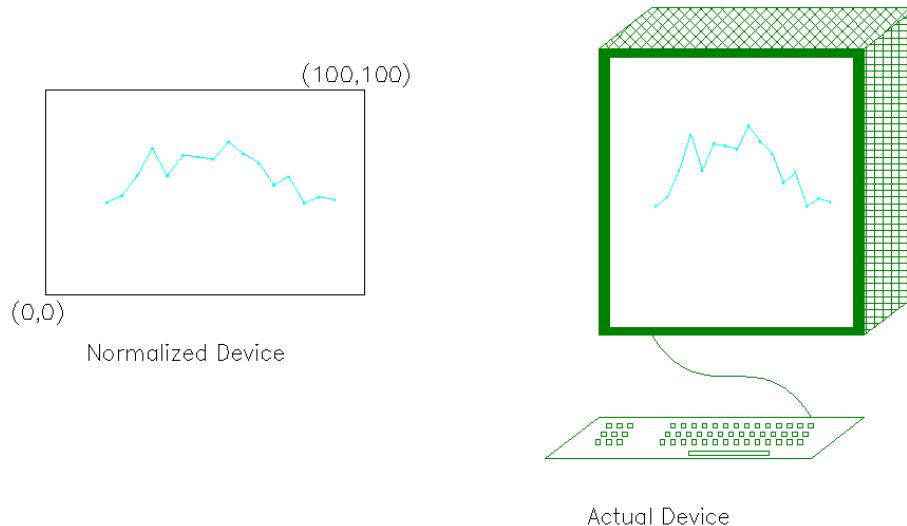
A *normalized coordinate system* is defined relative to your display device. It is always defined with points varying between (0,0) and (100,100), where (0,0) refers to the lower-left corner and (100,100) refers to the upper-right corner.

In summary,

- the world coordinate system is defined relative to your data
- the normalized coordinate system is defined relative to the display device

Figure 19.3 shows the ACME stock data in terms of normalized coordinates. There is a natural mathematical relationship between each point in world and normalized coordinates. The normalized device coordinate system is mapped to the device display area so that (0, 0), the lower-left corner, corresponds to (71, 123.625) in world coordinates, and (100, 100), the upper-right corner, corresponds to (86, 159.5) in world coordinates.

Figure 19.3 Normalized Coordinates



Windows and Viewports

A *window* defines a rectangular area in world coordinates. You define a window with a GWINDOW statement. You can define the window to be larger than, the same size as, or smaller than the actual range of data values, depending on whether you want to show all of the data or only part of the data.

A *viewport* defines in normalized coordinates a rectangular area on the display device where the image of the data appears. You define a viewport with the GPORT call. You can have your graph take up the entire display device or show it in only a portion, such as the upper-right part.

Mapping Windows to Viewports

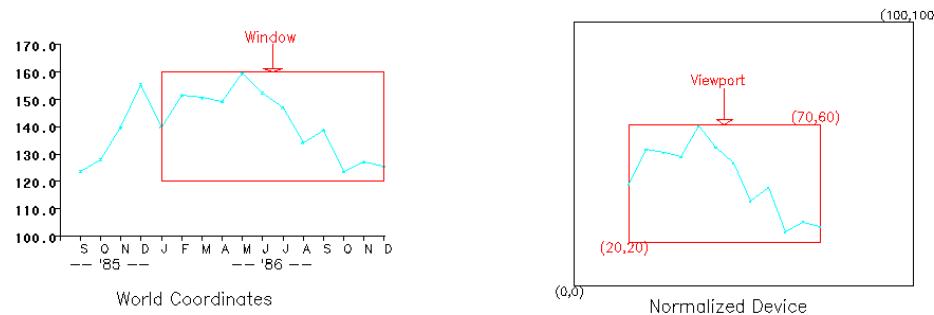
A *window* and a *viewport* are related by the linear transformation that maps the window onto the viewport. A line segment in the window is mapped to a line segment in the viewport such that the relative positions are preserved.

You do not have to display all of your data in a graph. In Figure 19.4, the graph on the left displays all of the ACME stock data, and the graph on the right displays only a part of the data. Suppose that you wanted to graph only the last 10 years of the stock data—say, from 1977 to 1986. You would want to define a window where the YEAR axis ranges from 77 to 86, while the PRICE axis could range from 120 to 160. Figure 19.4 shows stock prices in a window defined for data from 1977 to 1986 along the horizontal direction and from 120 to 160 along the vertical direction. The window is mapped to a viewport defined by the points (20, 20) and (70, 60). The appropriate GPORT and GWINDOW specifications are as follows:

```
call gwindow({77 120, 86 160});
call gport({20 20, 70 60});
```

The window defines the portion of the graph that is to be displayed, and the viewport specifies the area on the device on which the image is to appear.

Figure 19.4 Window to Viewport Mapping



Understanding Windows

Because the default world coordinate system ranges from (0,0) to (100,100), you usually need to define a *window* in order to set the world coordinates that correspond to your data. A window specifies which part of the data in world coordinate space is to be shown. Sometimes you want all of the data shown; other times, you want to show only part of the data.

A window is defined by an array of four numbers, which define a rectangular area. You define this area by specifying the *world coordinates* of the lower-left and upper-right corners in the GWINDOW statement, which has the following general form:

CALL GWINDOW (*minimum-x minimum-y maximum-x maximum-y*) ;

The argument can be either a matrix or a literal. The order of the elements is important. The array of coordinates can be a 2×2 , 1×4 , or 4×1 matrix. These coordinates can be specified as matrix literals or as the name of a numeric matrix that contains the coordinates. If you do not define a window, the default is to assume both *x* and *y* range between 0 and 100.

In summary, a window

- defines the portion of the graph that appears in the viewport
- is a rectangular area
- is defined by an array of four numbers
- is defined in world coordinates
- scales the data relative to world coordinates

In the previous example, the variable YEAR ranges from 71 to 86, while PRICE ranges from 123.625 to 159.50. Because the data do not fit nicely into the default, you want to define a window that reflects the ranges of the variables YEAR and PRICE. To draw the graph of these data to scale, you can let the YEAR axis range from 70 to 87 and the PRICE axis range from 100 to 200. Use the following statements to draw the graph, shown in [Figure 19.5](#).

```

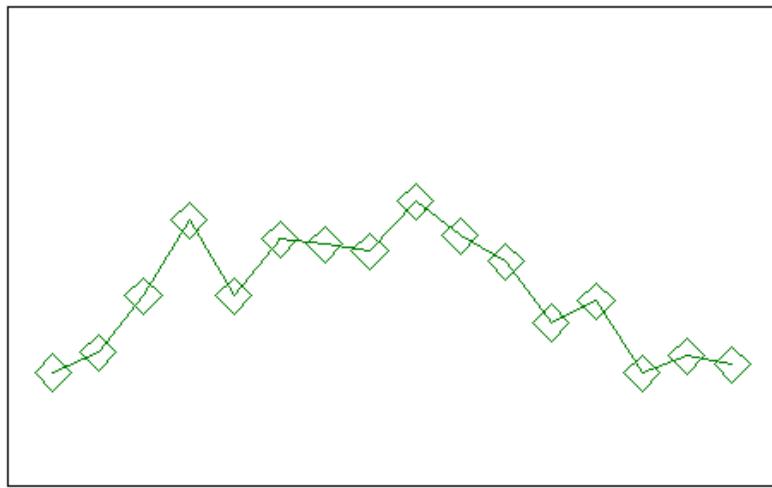
call gstart;
xbox={0 100 100 0};
ybox={0 0 100 100};
call gopen("stocks1");           /* begin new graph STOCKS1 */
call gset("height", 2.0);
year=do(71,86,1);              /* initialize YEAR */
price={123.75 128.00 139.75
      155.50 139.750 151.500
      150.375 149.125 159.500
      152.375 147.000 134.125
      138.750 123.625 127.125
      125.50};

call gwindow({70 100 87 200});  /* define window */
call gpoint(year,price,"diamond","green"); /* graph the points */
call gdraw(year,price,1,"green");        /* connect points */
call gshow;                          /* show the graph */

```

The example shows how to do the following:

- Use the GOPEN call to associate the name STOCKS1 with this graphics segment.
- Use the GWINDOW call to define a window that reflects the actual ranges of the data.
- Use the GPOINT call to associate a diamond plotting symbol and the color green with the graphics segment.
- Use the GDRAW call to connect the points with line segments. The GDRAW call requests that the line segments be drawn in “style 1” and be green.

Figure 19.5 Stock Data

Understanding Viewports

A *viewport* specifies a rectangular area on the display device where the graph appears. You define this area by specifying the *normalized coordinates*, the lower-left corner and the upper-right corner, in the GPORT call, which has the following general form:

CALL GPORT (*minimum-x minimum-y maximum-x maximum-y*) ;

The argument can be either a matrix or a literal. Note that both *x* and *y* must range between 0 and 100. As with the GWINDOW call, you can give the coordinates either as a matrix literal enclosed in braces or as the name of a numeric matrix that contains the coordinates. The array can be any matrix that contains four elements. If you do not define a viewport, the default is to span the entire display device.

In summary, a viewport

- specifies where the image appears on the display
- is a rectangular area
- is specified by an array of four numbers
- is defined in normalized coordinates
- scales the data relative to the shape of the viewport

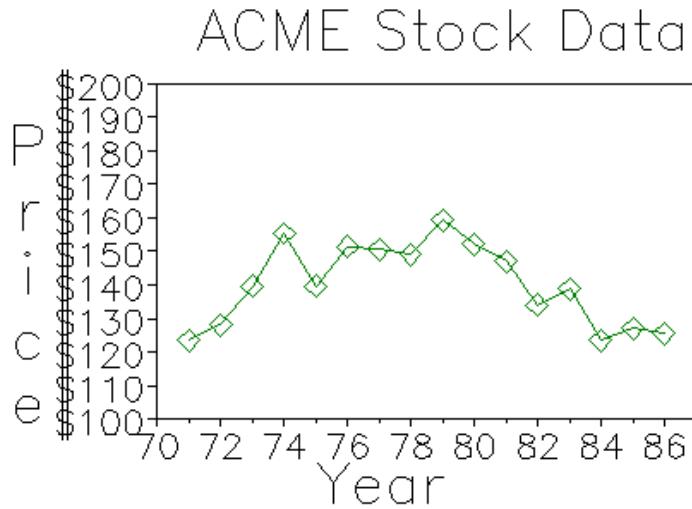
The following statements create the graph shown in Figure 19.6. The statements define a viewport in order to display the stock price data in a smaller area on the display device. The statements also add axis labels and a title.

```

/* module centers text strings */
start gscenter(x,y,str);
  call gstrlen(len,str);           /* find string length */
  call gscript(x-len/2,y,str);     /* print text */
finish gscenter;

call gopen("stocks2");
call gset("font","swiss");
call gpoly(xbox,ybox);           /* draw a border */
call gwindow({70 100,87 200});   /* define a window */
call gport({15 15,85 85});       /* define a viewport */
call ginclude("stocks1");        /* include segment STOCKS1 */
call gxaxis({70 100},17,18, ,    /* draw x-axis */
           "2.",1.5);
call gyaxis({70 100},100,11, ,    /* draw y-axis */
           ",dollar5.",1.5);
call gset("height",2.0);          /* set character height */
call gtext(77,89,"Year");        /* print horizontal text */
call gvtext(68,200,"Price");     /* print vertical text */
call gscenter(79,210,"ACME Stock Data"); /* print title */
call gshow;

```

Figure 19.6 Stock Data with Axes and Labels

The following list describes the statements that generate this graph:

- The GOPEN call begins a new graph and names it STOCKS2.
- The GPOLY call draws a box around the display area.
- The GWINDOW call defines the world coordinate space to be larger than the actual range of stock data values.

- The GPORt call defines a viewport. It causes the graph to appear in the center of the display, with a border around it for text. The lower-left corner has coordinates (15, 15) and the upper-right corner has coordinates (85, 85).
- The GINCLUDE call includes the graphics segment STOCKS1. This saves you from having to plot points you have already created.
- The GXAXIS call draws the *x* axis. It begins at the point (70, 100) and is 17 units (years) long, divided with 18 tick marks. The axis tick marks are printed with the numeric 2.0 format, and they have a height of 1.5 units.
- The GYAXIS call draws the *y* axis. It also begins at (70, 100) but is 100 units (dollars) long, divided with 11 tick marks. The axis tick marks are printed with the DOLLAR5.0 format and have a height of 1.5 units.
- The GSET call sets the text font to be Swiss and the height of the letters to be 2.0 units. The height of the characters has been increased because the viewport definition scales character sizes relative to the viewport.
- The GTEXT call prints horizontal text. It prints the text string **Year** beginning at the world coordinate point (77, 89).
- The GVTEXT call prints vertical text. It prints the text string **Price** beginning at the world coordinate point (68, 200).
- The GSCENTER call runs the module to print centered text strings.
- The GSHOW call displays the graph.

Changing Windows and Viewports

You can change windows and viewports for the graphics segment while the segment is active. Using the stock price example, you can first define a window for the data during the years 1971 to 1974 and map this to the viewport defined on the upper half of the normalized device; then you can redefine the window to enclose the data for 1983 to 1986 and map this to an area in the lower half of the normalized device.

Notice that the viewport affects the appearance of the curve. Changing the viewport can affect the height of any printed characters as well. In this case, you can modify the HEIGHT parameter.

The following statements generate the graph in [Figure 19.7](#):

```

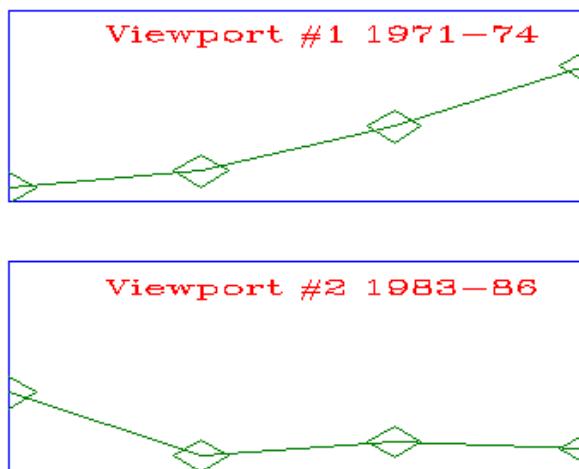
reset clip;                                /* clip outside viewport */
call gopen;                                 /* open a new segment */
call gset("color","blue");
call gset("height",2.0);
call gwindow({71 120,74 175});           /* define a window */
call gpport({20 55,80 90});              /* define a viewport */
call gpoly({71 74 74 71},{120 120 170 170}); /* draw a border */
call gscript(71.5,162,"Viewport #1 1971-74",, /* print text */
            3.0,"complex","red");
call gpoint(year,price,"diamond","green");   /* draw points */
call gdraw(year,price,1,"green");           /* connect points */

```

```

call gblkvpd;
call gwindow({83 120,86 170});           /* define new window */
call gport({20 10,80 45});                /* define new viewport */
call gpoly({83 86 86 83},{120 120 170 170}); /* draw border */
call gpoint(year,price,"diamond","green");    /* draw points */
call gdraw(year,price,1,"green");            /* connect points */
call gscript(83.5,162,"Viewport #2 1983-86",, /* print text */
            ,3.0,"complex","red");
call gshow;

```

Figure 19.7 Multiple Viewports

The RESET CLIP statement is necessary because you are graphing only a part of the data in the window. You want to clip the data that falls outside of the window. See the section “[Clipping Your Graphs](#)” on page 462 for more about clipping. The following list describes the statements that create [Figure 19.7](#).

- Use the GOPEN call to open a new segment.
- Use the GWINDOW call to define the first window for the first four years of data.
- Use the GPORT call to define a viewport in the upper part of the display device.
- Use the GPOLY call to draw a box around the viewport
- Use the GSCRIPT call to add text
- Use the GPOINT call to plot the points and the GDRAW command to connect them.
- Use the GWINDOW call to define the second window for the last four years of data.
- Use the GPORT, GPOLY, GPOINT, GDRAW, and GSCRIPT calls to create the second plot.
- Use the GSHOW call to display the graph.

Stacking Viewports

Viewports can be stacked. That is, a viewport can be defined relative to another viewport so that you have a viewport within a viewport.

A window or a viewport is changed globally through the PROC IML graphics calls: the GWINDOW call for windows, and the GPORTR, GPORTRSTK, and GPORTRPOP calls for viewports. When a window or viewport is defined, it persists until another window- or viewport-altering statement is encountered. Stacking helps you define a viewport without losing the effect of a previously defined viewport. When a stacked viewport is *popped*, you are placed into the environment of the previous viewport.

Windows and viewports are associated with a particular segment; thus, they automatically become undefined when the segment is closed. A segment is closed whenever PROC IML encounters a GCLOSE call or a GOPEN call. A window or a viewport can also be changed for a single graphics subroutine. Either one can be passed as an argument to a graphics primitive, in which case any graphics output associated with the call is defined in the specified window or viewport. When a viewport is passed as an argument, it is stacked, or defined relative to the current viewport, and *popped* when the graphics call is complete.

For example, suppose you want to create a legend that shows the low and peak points of the data for the ACME stock graph. Use the following statements to create a graphics segment showing this information:

```
call gopen("legend");
call gset('height',5); /* enlarged to accommodate viewport later */
call gset('font','swiss');
call gscript(5,75,"Stock Peak: 159.5 in 1979");
call gscript(5,65,"Stock Low: 123.6 in 1984");
call gclose;
```

Use the following statements to create a segment that highlights and labels the low and peak points of the data:

```
/* Highlight and label the low and peak points of the stock */
call gopen("labels");
call gwindow({70 100 87 200}); /* define window */
call gpoint(84,123.625,"circle","red",4);
call gtext(84,120,"LOW","red");
call gpoint(79,159.5,"circle","red",4);
call gtext(79,162,"PEAK","red");
call gclose;
```

Next, open a new graphics segment and include the STOCK2 segment that was created earlier in the chapter, placing the segment in the viewport {10 10 90 90}, as shown in the following statements:

```
call gopen;
call gpportstk ({10 10 90 90}); /* viewport for the plot itself */
call ginclude('stocks2');
```

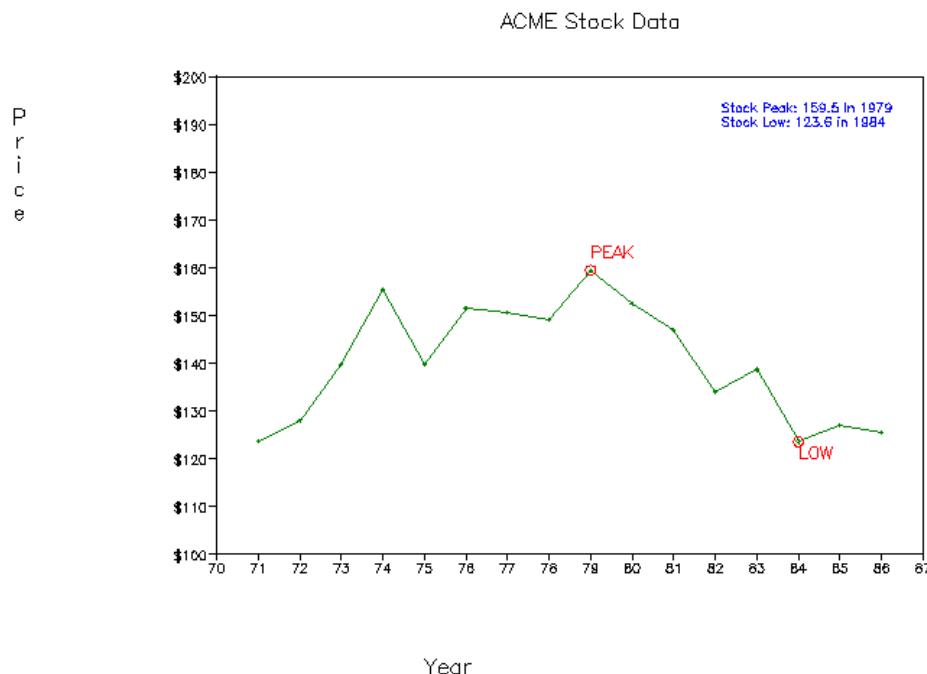
To place the legend in the upper-right corner of this viewport, use the GPORTRSTK call instead of the GPORTR call to define the legend's viewport relative to the one used for the plot of the stock data, as follows:

```
call gportstk ({70 70 100 100}); /* viewport for the legend */
call ginclude("legend");
```

Now pop the legend's viewport to get back to the viewport of the plot itself and include the segment that labels and highlights the low and peak stock points. Finally, display the graph, as follows:

```
call gportpop; /* viewport for the legend */
call ginclude ("labels");
call gshow;
```

Figure 19.8 Stacking Viewports



Clipping Your Graphs

The PROC IML graphics subsystem does not automatically clip the output to the viewport. Thus, it is possible that data are graphed outside the defined viewport. This happens when there are data points lying outside the defined window. For instance, if you specify a window to be a subset of the world, then there will be data lying outside the window and these points will be graphed outside the viewport. This is usually not what you want. To clean up such graphs, you either delete the points you do not want to graph or clip the graph.

There are two ways to clip a graph. You can use the RESET CLIP statement, which clips outside a viewport. The CLIP option remains in effect until you submit a RESET NOCLIP statement. You can also use the GBLKVP call, which clips either inside or outside a viewport. Use the GBLKVP call to define a blanking area in which nothing can be drawn until the blanking area is released. Use the GBLKVPD call to release the blanking area.

Common Arguments

The PROC IML graphics subroutines typically take a set of required arguments followed by a set of optional arguments. All graphics primitives take *window* and *viewport* as optional arguments. Some PROC IML graphics subroutines, like GPOINT or GPIE, accept implicit repetition factors in the argument lists. The GPOINT call places as many markers as there are well-defined (x, y) pairs. The GPIE call draws as many slices as there are well-defined pies. In those cases, some of the attribute matrices can have more than one element, which are used in order. If an attribute list is exhausted before the repetition factor is completed, the last element of the list is used as the attribute for the remaining primitives.

The arguments to the PROC IML graphics subroutines are positional. Thus, to skip over an optional argument from the middle of a list, you must specify a comma to hold its place. For example, the following call omits the third argument from the argument list:

```
call gpoint(x,y, , "red");
```

The following list details the arguments commonly used in PROC IML graphics subroutines:

<i>color</i>	is a character matrix or literal that names a valid color as specified in the GOPTIONS statement. The default color is the first color specified in the COLORS= list in the GOPTIONS statement. If no such list is given, PROC IML uses the first default color for the graphics device. Note that <i>color</i> can be specified either as a quoted literal, such as “RED,” a color number, such as 1, or the name of a matrix that contains a reference to a valid color. A color number <i>n</i> refers to the <i>n</i> th color in the color list. You can change the default color with the GSET call.
<i>font</i>	is a character matrix or quoted literal that specifies a valid font name. The default font is the hardware font, which can be changed by the GSET call unless a viewport is in effect.
<i>height</i>	is a numeric matrix or literal that specifies the character height. The unit of height is the <i>gunit</i> of the GOPTIONS statement, when specified; otherwise, the unit is a character cell. The default height is 1 <i>gunit</i> , which you can change by using the GSET call.
<i>pattern</i>	is a character matrix or quoted literal that specifies the pattern to fill the interior of a closed curve. You specify a pattern by a coded character string as documented in the V= option in the PATTERN statement (refer to the chapter on the PATTERN statement in SAS/GRAPH: Reference). The default pattern set by the PROC IML graphics subsystem is “E,” that is, empty. The default pattern can be changed by using the GSET call.
<i>segment-name</i>	is a character matrix or quoted literal that specifies a valid SAS name used to identify a graphics segment. The <i>segment-name</i> is associated with the graphics segment opened with a GOPEN call. If you do not specify <i>segment-name</i> , PROC IML generates default names. For example, to create a graphics segment called PLOTA, use the following statement:

```
call gopen("plota");
```

Graphics segments are not allowed to have the same name as an existing segment. If you try to create a second segment named PLOTA (that is, when the *replace* flag is turned off), then the second segment is named PLOTA1. The *replace* flag is set by the GOPEN call

for the segment that is being created. To open a new segment named PLOTA and replace an existing segment with the same name, use the following statement:

```
call gopen("plota",1);
```

If you do not specify a *replace* argument to the GOPEN call, the default is set by the GSTART call for all subsequent segments that are created. By default, the GSTART call sets the *replace* flag to 0, so that new segments do not replace like-named segments.

- style* is a numeric matrix or literal that specifies an index that corresponds to the line style documented for the SYMBOL statement in the chapter on the SYMBOL statement in *SAS/GRAFH: Reference*. The PROC IML graphics subsystem sets the default line style to be 1, a solid line. The default line style can be changed by using the GSET call.
- symbol* is a character matrix or quoted literal that specifies either a character string that corresponds to a symbol as defined for the V= option of the SYMBOL statement or specifies the corresponding identifying symbol number. STAR is the default symbol used by the PROC IML graphics subsystem.

The PROC IML graphics subroutines are described in detail in Chapter 26, “[Language Reference](#).”

For more information, also see *SAS/GRAFH: Reference*.

Graphics Examples

This section provides programs and code for three examples that involve graphics in PROC IML. The first example shows a 2×2 matrix of scatter plots and a 3×3 matrix of scatter plots. A matrix of scatter plots is useful when you have several variables that you want to investigate simultaneously rather than in pairs. The second example draws a grid for representing a train schedule, with arrival and departure dates on the horizontal axis and destinations along the vertical axis. The final example plots Fisher’s iris data. The following example shows how to plot several graphs on one page.

Example 19.1: Scatter Plot Matrix

With the viewport capability of the PROC IML graphics subroutine, you can arrange several graphs on a page. In this example, multiple graphs are generated from three variables and are displayed in a scatterplot matrix. For each variable, one contour plot is generated with each of the other variables as the dependent variable. For the graphs on the main diagonal, a box-and-whiskers plot is generated for each variable.

This example takes advantage of user-defined PROC IML modules:

- | | |
|----------|--|
| BOXWHSKR | computes median and quartiles. |
| GBXWHSKR | draws box-and-whiskers plots. |
| CONTOUR | generates confidence ellipses assuming bivariate normal data. |
| GCONTOUR | draws the confidence ellipses for each pair of variables. |
| GSCATMAT | produces the $n \times n$ scatter plot matrix, where n is the number of variables. |

The code for the five modules and a sample data set follow. The modules produce Figure 19.1.1 and Figure 19.1.2.

```
/* This program generates a data set and uses iml graphics      */
/* subsystem to draw a scatterplot matrix.                      */
data factory;
  input recno prod temp a defect mon;
  datalines;
    1  1.82675   71.124   1.12404   1.79845   2
    2  1.67179   70.9245  0.924523  1.05246   3
    3  2.22397   71.507   1.50696   2.36035   4
    4  2.39049   74.8912  4.89122   1.93917   5
    5  2.45503   73.5338  3.53382   2.0664    6
    6  1.68758   71.6764  1.67642   1.90495   7
    7  1.98233   72.4222  2.42221   1.65469   8
    8  1.17144   74.0884  4.08839   1.91366   9
    9  1.32697   71.7609  1.76087   1.21824  10
   10 1.86376   70.3978  0.397753  1.21775  11
   11 1.25541   74.888   4.88795   1.87875  12
   12 1.17617   73.3528  3.35277   1.15393  1
   13 2.38103   77.1762  7.17619   2.26703  2
   14 1.13669   73.0157  3.01566   1        3
   15 1.01569   70.4645  0.464485  1        4
   16 2.36641   74.1699  4.16991   1.73009  5
   17 2.27131   73.1005  3.10048   1.79657  6
   18 1.80597   72.6299  2.62986   1.8497   7
   19 2.41142   81.1973  11.1973   2.137    8
   20 1.69218   71.4521  1.45212   1.47894  9
   21 1.95271   74.8427  4.8427   1.93493  10
   22 1.28452   76.7901  6.79008  2.09208  11
   23 1.51663   83.4782  13.4782   1.81162  12
   24 1.34177   73.4237  3.42369   1.57054  1
   25 1.4309    70.7504  0.750369  1.22444  2
   26 1.84851   72.9226  2.92256   2.04468  3
   27 2.08114   78.4248  8.42476   1.78175  4
   28 1.99175   71.0635  1.06346   1.25951  5
   29 2.01235   72.2634  2.2634   1.36943  6
   30 2.38742   74.2037  4.20372   1.82846  7
   31 1.28055   71.2495  1.24953   1.8286   8
   32 2.05698   76.0557  6.05571   2.03548  9
   33 1.05429   77.721   7.72096   1.57831  10
   34 2.15398   70.8861  0.886068  2.1353   11
   35 2.46624   70.9682  0.968163  2.26856  12
   36 1.4406    73.5243  3.52429   1.72608  1
   37 1.71475   71.527   1.52703   1.72932  2
   38 1.51423   78.5824  8.5824   1.97685  3
   39 2.41538   73.7909  3.79093   2.07129  4
   40 2.28402   71.131   1.13101   2.25293  5
   41 1.70251   72.3616  2.36156   2.04926  6
   42 1.19747   72.3894  2.3894   1        7
   43 1.08089   71.1729  1.17288   1        8
   44 2.21695   72.5905  2.59049   1.50915  9
   45 1.52717   71.1402  1.14023   1.88717  10
   46 1.5463    74.6696  4.66958   1.25725  11
```

47	2.34151	90	20	3.57864	12
48	1.10737	71.1989	1.19893	1.62447	1
49	2.2491	76.6415	6.64147	2.50868	2
50	1.76659	71.7038	1.70377	1.231	3
51	1.25174	76.9657	6.96572	1.99521	4
52	1.81153	73.0722	3.07225	2.15915	5
53	1.72942	71.9639	1.96392	1.86142	6
54	2.17748	78.1207	8.12068	2.54388	7
55	1.29186	77.0589	7.05886	1.82777	8
56	1.92399	72.6126	2.61256	1.32816	9
57	1.38008	70.8872	0.887228	1.37826	10
58	1.96143	73.8529	3.85289	1.87809	11
59	1.61795	74.6957	4.69565	1.65806	12
60	2.02756	75.7877	5.78773	1.72684	1
61	2.41378	75.9826	5.98255	2.76309	2
62	1.41413	71.3419	1.34194	1.75285	3
63	2.31185	72.5469	2.54685	2.27947	4
64	1.94336	71.5592	1.55922	1.96157	5
65	2.094	74.7338	4.73385	2.07885	6
66	1.19458	72.233	2.23301		7
67	2.13118	79.1225	9.1225	1.84193	8
68	1.48076	87.0511	17.0511	2.94927	9
69	1.98502	79.0913	9.09131	2.47104	10
70	2.25937	73.8232	3.82322	2.49798	12
71	1.18744	70.6821	0.682067	1.2848	1
72	1.20189	70.7053	0.705311	1.33293	2
73	1.69115	73.9781	3.9781	1.87517	3
74	1.0556	73.2146	3.21459		4
75	1.59936	71.4165	1.41653	1.29695	5
76	1.66044	70.7151	0.715145	1.22362	6
77	1.79167	74.8072	4.80722	1.86081	7
78	2.30484	71.5028	1.50285	1.60626	8
79	2.49073	71.5908	1.59084	1.80815	9
80	1.32729	70.9077	0.907698	1.12889	10
81	2.48874	83.0079	13.0079	2.59237	11
82	2.46786	84.1806	14.1806	3.35518	12
83	2.12407	73.5826	3.58261	1.98482	1
84	2.46982	76.6556	6.65559	2.48936	2
85	1.00777	70.2504	0.250364		3
86	1.93118	73.9276	3.92763	1.84407	4
87	1.00017	72.6359	2.63594	1.3882	5
88	1.90622	71.047	1.047	1.7595	6
89	2.43744	72.321	2.32097	1.67244	7
90	1.25712	90	20	2.63949	8
91	1.10811	71.8299	1.82987		9
92	2.25545	71.8849	1.8849	1.94247	10
93	2.47971	73.4697	3.4697	1.87842	11
94	1.93378	74.2952	4.2952	1.52478	12
95	2.17525	73.0547	3.05466	2.23563	1
96	2.18723	70.8299	0.829929	1.75177	2
97	1.69984	72.0026	2.00263	1.45564	3
98	1.12504	70.4229	0.422904	1.06042	4
99	2.41723	73.7324	3.73238	2.18307	5

;

```

proc iml;
  call gstart;           /*--- Load graphics ---*/
  /*****/
  /*--- Define modules ---*/
  /*****/

  /*  Module : compute contours  */
  /* This routine computes contours for a scatter plot      */
  /* c returns the contours as consecutive pairs of columns */
  /* x and y are the x and y coordinates of the points      */
  /* npoints is the number of points in a contour            */
  /* pvalues is a column vector of contour probabilities     */
  /* the number of contours is controlled by the ncol(pvalue) */
  start contour(c,x,y,npoints,pvalues);
    xx=x||y;
    n=nrow(x);
    /* Correct for the mean */
    mean=mean(xx);
    xx=xx-mean;

    /* Find principal axes of ellipses */
    xx=xx` *xx/n;
    call eigen(v,e,xx);

    /* Set contour levels */
    c=-2*log(1-pvalues);
    a=sqrt(c*v[1]); b=sqrt(c*v[2]);

    /* Parameterize the ellipse by angle */
    t=((1:npoints)-{1})#atan(1)#8/(npoints-1);
    s=sin(t);
    t=cos(t);
    s=s` *a;
    t=t` *b;

    /* Form contour points */
    s=((e*(shape(s,1)//shape(t,1)))+mean`@j(1,npoints*ncol(c),1))`;
    c=shape(s,npoints);   /* Returned as ncol pairs of columns */
  finish contour;

  /*--- Module : draw contour curves ---*/
  start gcontour(t1, t2);
    run contour(t12, t1, t2, 30, {.5 .8 .9});
    window=(min(t12[,{1 3}],t1)||min(t12[,{2 4}],t2))//  

           (max(t12[,{1 3}],t1)||max(t12[,{2 4}],t2));
    call gwindow(window);
    call gdraw(t12[,1],t12[,2],,'blue');
    call gdraw(t12[,3],t12[,4],,'blue');
    call gdraw(t12[,5],t12[,6],,'blue');
    call gpoint(t1,t2,,'red');
  finish gcontour;

```

```

/*-- Module : find median, quartiles for box and whisker plot --*/
start boxwhskr(x, u, q2, m, q1, l);
  rx=rank(x);
  s=x;
  s[rx,]=x;
  n=nrow(x);

/*-- Median --*/
m=floor(((n+1)/2)||((n+2)/2));
m=(s[m,])[+,]/2;

/*-- Compute quartiles --*/
q1=floor(((n+3)/4)||((n+6)/4));
q1=(s[q1,])[+,]/2;
q2=ceil(((3*n+1)/4)||((3*n-2)/4));
q2=(s[q2,])[+,]/2;
h=1.5*(q2-q1); /*-- step=1.5*(interquartile range) --*/
u=q2+h;
l=q1-h;
u=(u>s)[+,]; /*-- adjacent values -----*/
u=s[u,];
l=(l>s)[+,];
l=s[l+1,];

finish boxwhskr;

/*-- Box and Whisker plot --*/
start gbxwhskr(t, ht);
  run boxwhskr(t, up, q2,med, q1, lo);

/*---Adjust screen viewport and data window */
y=min(t)//max(t);
call gwindow({0, 100} || y);
mid = 50;
wlen = 20;

/*-- Add whiskers */
wstart=mid-(wlen/2);
from=(wstart||up)//(wstart||lo);
to=((wstart/wstart)+wlen)||from[,2];

/*-- Add box */
len=50;
wstart=mid-(len/2);
wstop=wstart+len;
from=from//(wstart||q2)//(wstart||q1)//(
(wstart||q2)//(wstop||q2);
to=to//(wstop||q2)//(wstop||q1)//(
(wstart||q1)//(wstop||q1);

/*---Add median line */
from=from//(wstart||med);
to=to//(wstop||med);

```

```

/*---Attach whiskers to box */
from=from//(mid||up)//(mid||lo);
to=to//(mid||q2)//(mid||q1);

/*-- Draw box and whiskers */
call gdrawl(from, to,, 'red');

/*---Add minimum and maximum data points */
call gpoint(mid, y ,3, 'red');

/*---Label min, max, and mean */
y=med//y;
s={'med' 'min' 'max'};
call gset("font","swiss");
call gset('height',13);
call gscript(wstop+ht, y, char(y,5,2),,,,'blue');
call gstrlen(len, s);
call gscript(wstart-len-ht,y,s,,,,,'blue');
call gset('height');
finish gbxwhskr;

/*-- Module : do scatter plot matrix --*/
start gscatmat(data, vname);
  call gopen('scatter');
  nv=ncol(vname);
  if (nv=1) then nv=nrow(vname);
  cellwid=int(90/nv);
  dist=0.1*cellwid;
  width=cellwid-2*dist;
  xstart=int((90 -cellwid * nv)/2) + 5;
  xgrid=((0:nv)#cellwid + xstart)`;

/*-- Delineate cells --*/
  cell1=xgrid;
  cell1=cell1||(cell1[nv+1]/cell1[nv+1-(0:nv-1)]);
  cell2=j(nv+1, 1, xstart);
  cell2=cell1[,1]||cell2;
  call gdrawl(cell1, cell2);
  call gdrawl(cell1[,{2 1}], cell2[,{2 1}]);
  xstart = xstart + dist;  ystart = xgrid[nv] + dist;

/*-- Label variables ---*/
  call gset("height", 5);
  call gset("font","swiss");
  call gstrlen(len, vname);
  where=xgrid[1:nv] + (cellwid-len)/2;
  call gscript(where, 0, vname) ;
  len=len[nv-(0:nv-1)];
  where=xgrid[1:nv] + (cellwid-len)/2;
  call gscript(4,where, vname[nv - (0:nv-1)],90);

/*-- First viewport --*/
  vp=(xstart || ystart)//((xstart || ystart) + width) ;

```

```

/* Since the characters are scaled to the viewport      */
/* (which is inversely proportional to the             */
/* number of variables),                            */
/* enlarge it proportional to the number of variables */

ht=2*nv;
call gset("height", ht);
do i=1 to nv;
  do j=1 to i;
    call gportstk(vp);
    if (i=j) then run gbxwhskr(data[,i], ht);
    else run gcontour(data[,j], data[,i]);
  /*--- onto the next viewport ---*/
  vp[,1] = vp[,1] + cellwid;
  call gportpop;
end;
vp=(xstart // xstart + width) || (vp[,2] - cellwid);
end;
call gshow;
finish gscatmat;

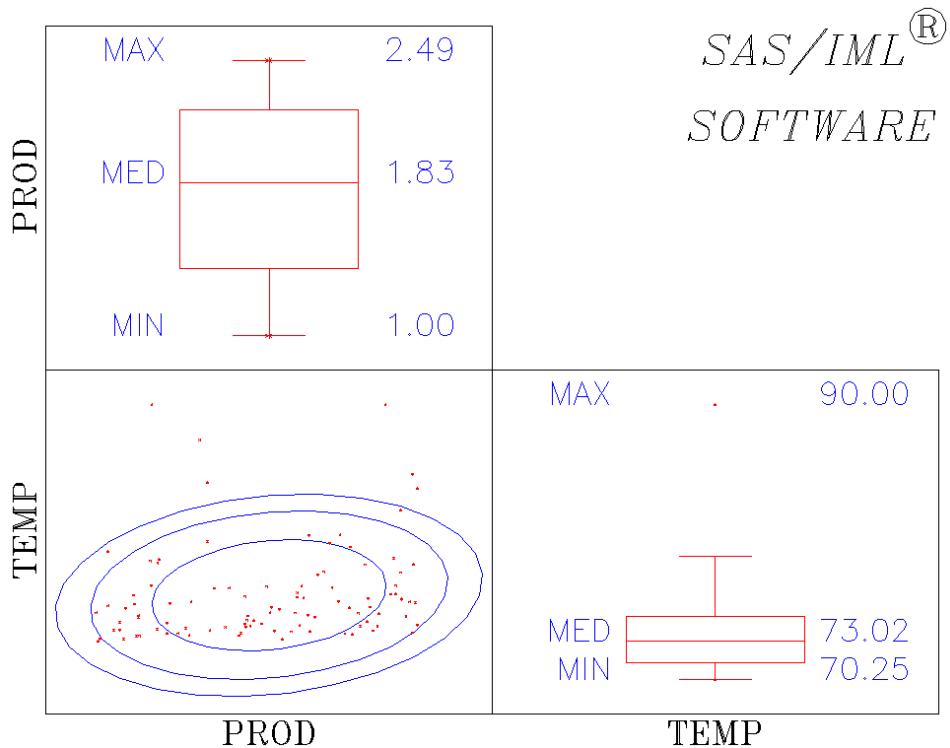
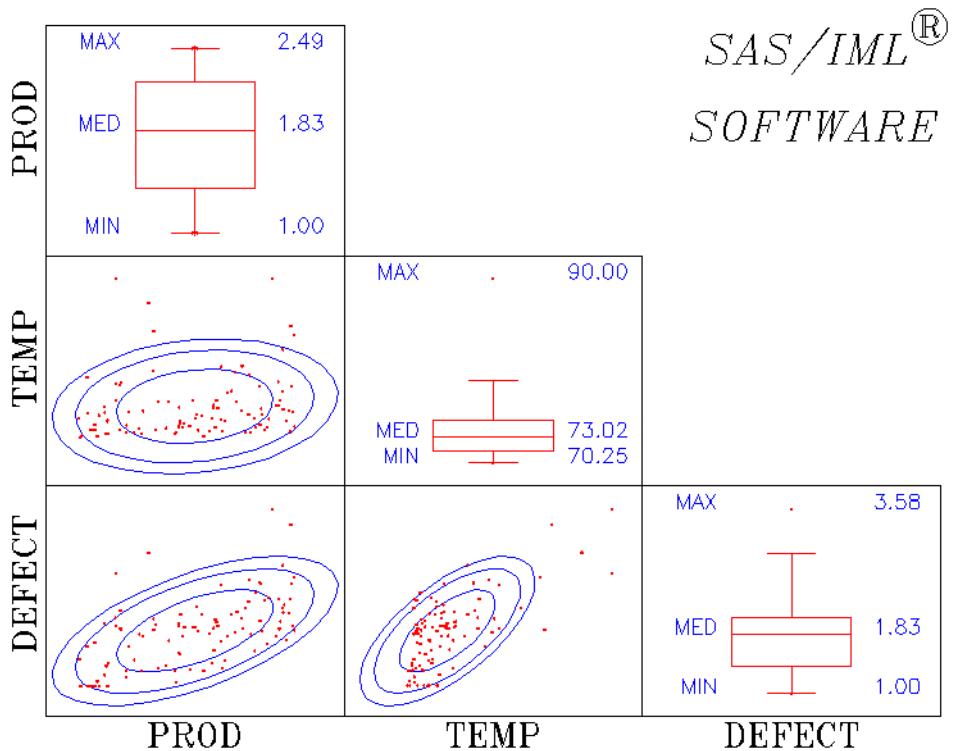
/*--- Placement of text is based on the character height.      */
/* The IML modules defined here assume percent as the unit of */
/* character height for device independent control.          */

goptions gunit=pct;

use factory;
vname={prod, temp, defect};
read all var vname into xyz;
run gscatmat(xyz, vname[1:2]);   /*--- 2 x 2 scatter plot matrix ---*/
run gscatmat(xyz, vname);       /*--- 3 x 3 scatter plot matrix ---*/
quit;

goptions gunit=cell;           /*--- reset back to default ---*/

```

Output 19.1.1 2×2 Scatter Plot Matrix**Output 19.1.2** 3×3 Scatter Plot Matrix

Example 19.2: Train Schedule

This example draws a grid on which the horizontal dimension gives the arrival/departure data and the vertical dimension gives the destination. The first section of the code defines the matrices used. The following section generates the graph. The following example code shows some applications of the GGRID, GDRAWL, GSTRLEN, and GSCRIPT subroutines. This code produces Figure 19.2.1.

```

proc iml;
/* Placement of text is based on the character height.      */
/* The graphics segment defined here assumes percent as the */
/* unit of character height for device independent control. */
options gunit=pct;

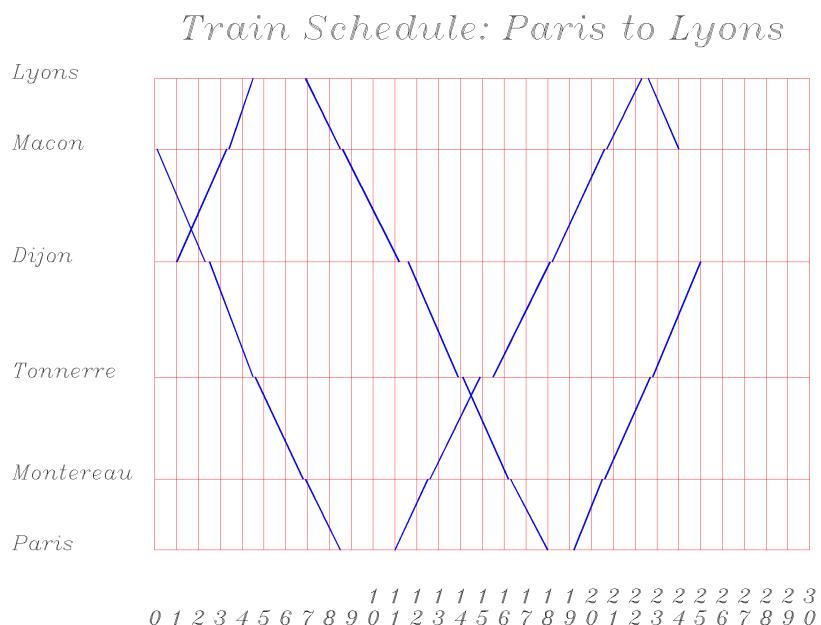
call gstart;
/* Define several necessary matrices */
cityloc={0 27 66 110 153 180`};
cityname={"Paris" "Montereau" "Tonnerre" "Dijon" "Macon" "Lyons"};
timeloc=0:30;
timename=char(timeloc,2,0);
/* Define a data matrix */
schedule=
/* origin dest start end      comment */
{ 1     2    11.0  12.5,    /* train 1 */
  2     3    12.6  14.9,
  3     4    15.5  18.1,
  4     5    18.2  20.6,
  5     6    20.7  22.3,
  6     5    22.6  24.0,
  5     4    0.1   2.3,
  4     3    2.5   4.5,
  3     2    4.6   6.8,
  2     1    6.9   8.5,
  1     2    19.2  20.5,    /* train 2 */
  2     3    20.6  22.7,
  3     4    22.8  25.0,
  4     5    1.0   3.3,
  5     6    3.4   4.5,
  6     5    6.9   8.5,
  5     4    8.6   11.2,
  4     3    11.6  13.9,
  3     2    14.1  16.2,
  2     1    16.3  18.0
};

xy1=schedule[,3]||cityloc[schedule[,1]];
xy2=schedule[,4]||cityloc[schedule[,2]];

call gopen;
call gwindow({-8 -35, 36 240});
call ggrid(timeloc,cityloc,1,"red");
call gdrawl(xy1,xy2,, "blue");

```

Output 19.2.1 Train Schedule



Example 19.3: Fisher's Iris Data

This example generates four scatter plots and prints them on a single page. Scatter plots of sepal length versus petal length, sepal width versus petal width, sepal length versus sepal width, and petal length versus petal width are generated. The following code produces [Figure 19.3.1](#).

```

data iris;
  title 'Fisher (1936) Iris Data';
  input sepallen sepalwid petallen petalwid spec_no @@;
  if spec_no=1 then species='setosa      ';
  if spec_no=2 then species='versicolor';
  if spec_no=3 then species='virginica ';
  label sepallen='sepal length in mm.';
  sepalwid='sepal width  in mm.';
  petallen='petal length in mm.';
  petalwid='petal width  in mm.';
  datalines;

```

50	33	14	02	1	64	28	56	22	3	65	28	46	15	2
67	31	56	24	3	63	28	51	15	3	46	34	14	03	1
69	31	51	23	3	62	22	45	15	2	59	32	48	18	2
46	36	10	02	1	61	30	46	14	2	60	27	51	16	2
65	30	52	20	3	56	25	39	11	2	65	30	55	18	3
58	27	51	19	3	68	32	59	23	3	51	33	17	05	1
57	28	45	13	2	62	34	54	23	3	77	38	67	22	3
63	33	47	16	2	67	33	57	25	3	76	30	66	21	3
49	25	45	17	3	55	35	13	02	1	67	30	52	23	3
70	32	47	14	2	64	32	45	15	2	61	28	40	13	2
48	31	16	02	1	59	30	51	18	3	55	24	38	11	2
63	25	50	19	3	64	32	53	23	3	52	34	14	02	1
49	36	14	01	1	54	30	45	15	2	79	38	64	20	3
44	32	13	02	1	67	33	57	21	3	50	35	16	06	1
58	26	40	12	2	44	30	13	02	1	77	28	67	20	3
63	27	49	18	3	47	32	16	02	1	55	26	44	12	2
50	23	33	10	2	72	32	60	18	3	48	30	14	03	1
51	38	16	02	1	61	30	49	18	3	48	34	19	02	1
50	30	16	02	1	50	32	12	02	1	61	26	56	14	3
64	28	56	21	3	43	30	11	01	1	58	40	12	02	1
51	38	19	04	1	67	31	44	14	2	62	28	48	18	3
49	30	14	02	1	51	35	14	02	1	56	30	45	15	2
58	27	41	10	2	50	34	16	04	1	46	32	14	02	1
60	29	45	15	2	57	26	35	10	2	57	44	15	04	1
50	36	14	02	1	77	30	61	23	3	63	34	56	24	3
58	27	51	19	3	57	29	42	13	2	72	30	58	16	3
54	34	15	04	1	52	41	15	01	1	71	30	59	21	3
64	31	55	18	3	60	30	48	18	3	63	29	56	18	3
49	24	33	10	2	56	27	42	13	2	57	30	42	12	2
55	42	14	02	1	49	31	15	02	1	77	26	69	23	3
60	22	50	15	3	54	39	17	04	1	66	29	46	13	2
52	27	39	14	2	60	34	45	16	2	50	34	15	02	1
44	29	14	02	1	50	20	35	10	2	55	24	37	10	2
58	27	39	12	2	47	32	13	02	1	46	31	15	02	1

```

69 32 57 23 3 62 29 43 13 2 74 28 61 19 3
59 30 42 15 2 51 34 15 02 1 50 35 13 03 1
56 28 49 20 3 60 22 40 10 2 73 29 63 18 3
67 25 58 18 3 49 31 15 01 1 67 31 47 15 2
63 23 44 13 2 54 37 15 02 1 56 30 41 13 2
63 25 49 15 2 61 28 47 12 2 64 29 43 13 2
51 25 30 11 2 57 28 41 13 2 65 30 58 22 3
69 31 54 21 3 54 39 13 04 1 51 35 14 03 1
72 36 61 25 3 65 32 51 20 3 61 29 47 14 2
56 29 36 13 2 69 31 49 15 2 64 27 53 19 3
68 30 55 21 3 55 25 40 13 2 48 34 16 02 1
48 30 14 01 1 45 23 13 03 1 57 25 50 20 3
57 38 17 03 1 51 38 15 03 1 55 23 40 13 2
66 30 44 14 2 68 28 48 14 2 54 34 17 02 1
51 37 15 04 1 52 35 15 02 1 58 28 51 24 3
67 30 50 17 2 63 33 60 25 3 53 37 15 02 1
;

proc iml;

use iris; read all;

/*
* Create 5 graphs, PETAL, SEPAL, SPWID, SPLEN, and ALL4 */
/* After the graphs are created, to see any one, type */
/*          CALL GSHOW("name"); */
/* where name is the name of any one of the 5 graphs */
/* ----- */

call gstart;           /*--- always start with GSTART ---*/

/*-- Spec_no is used as marker index, change 3 to 4 */
/*-- 1 is + , 2 is x, 3 is *, 4 is a square -----*/
do i=1 to 150;
  if (spec_no[i] = 3) then spec_no[i] = 4;
end;

/*-- Creates 4 x-y plots stored in 4 different segments */

/*-- Creates a segment called petal, petallen by petalwid --*/
call gopen("petal");
wp = { -10 -5, 90 30};
call gwindow(wp);
call gxaxis({0 0}, 75, 6,,, '5.1');
call gyaxis({0 0}, 25, 5,,, '5.1');
call gpoint(petalen, petalwid, spec_no, 'blue');
labs = "Petallen vs Petalwid";
call gstrlen(len, labs,2, 'swiss');
call gscript(40-len/2,-4,labs,,2,'swiss');

```

```

/*-- Creates a segment called sepal, sepallen by sepalwid --*/
call gopen("sepal");
ws = {35 15 85 55};
call gwindow(ws);
call gxaxis({40 20}, 40, 9, , , '5.1');
call gyaxis({40 20}, 28, 7, , , '5.1');
call gpoint(sepallen, sepalwid, spec_no, 'blue');
labs = "Sepallen vs Sepalwid";
call gstrlen(len, labs,2, 'swiss');
call gscript(60-len/2,16,labs,,,2,'swiss');

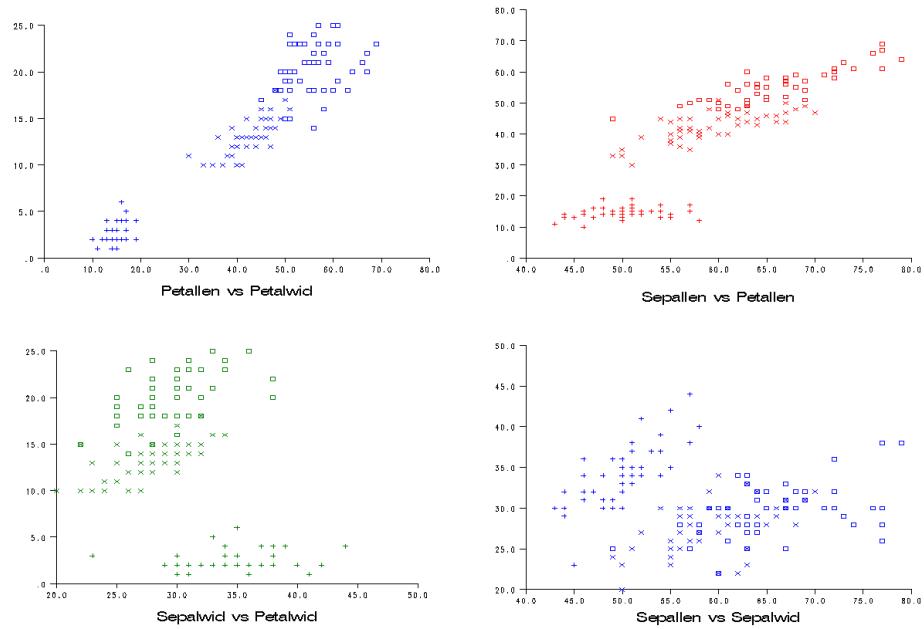
/*-- Creates a segment called spwid, petalwid by sepalwid --*/
call gopen("spwid");
wspwid = { 15 -5 55 30};
call gwindow(wspwid);
call gxaxis({20 0}, 28, 7,,, '5.1');
call gyaxis({20 0}, 25, 5,,, '5.1');
call gpoint(sepalwid, petalwid, spec_no, 'green');
labs = "Sepalwid vs Petalwid";
call gstrlen(len, labs,2,'swiss');
call gscript(35-len/2,-4,labs,,,2,'swiss');

/*-- Creates a segment called splen, petallen by sepallen --*/
call gopen("splen");
wsplen = {35 -15 85 90};
call gwindow(wsplen);
call gxaxis({40 0}, 40, 9,,, '5.1');
call gyaxis({40 0}, 75, 6,,, '5.1');
call gpoint(sepallen, petallen, spec_no, 'red');
labs = "Sepallen vs Petallen";
call gstrlen(len, labs,2,'swiss');
call gscript(60-len/2,-14,labs,,,2,'swiss');

/*-- Create a new segment */
call gopen("all4");
call gport({50 0, 100 50}); /* change viewport, lower right -----*/
call ginclude("sepal"); /* include sepal in this graph -----*/
call gport({0 50, 50 100}); /* change the viewport, upper left */
call ginclude("petal"); /* include petal -----*/
call gport({0 0, 50 50}); /* change the viewport, lower left */
call ginclude("spwid"); /* include spwid -----*/
call gport({50 50, 100 100}); /* change the viewport, upper right */
call ginclude("splen"); /* include splen -----*/

call gshow("all4");

```

Output 19.3.1 Petal Length versus Petal Width

Chapter 20

Storage Features

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Overview

SAS/IML software can store user-defined modules and the values of matrices in special library storage on disk for later retrieval. The library storage feature enables you to perform the following tasks:

- store and reload IML modules and matrices
- save work for a later session
- keep records of work
- conserve space by saving large, intermediate results for later use
- communicate data to other applications through the library
- store and retrieve data in general

Storage Catalogs

SAS/IML storage catalogs are specially structured SAS files that are located in a SAS data library. A SAS/IML catalog contains *entries* that are either matrices or modules. Like other SAS files, SAS/IML catalogs have two-level names in the form *libref.catalog*. The first-level name, *libref*, is a name assigned to the SAS data library to which the catalog belongs. The second-level name, *catalog*, is the name of the catalog file.

The default libref is initially SASUSER, and the default catalog is IMLSTOR. Thus, the default storage catalog is called SASUSER.IMLSTOR. You can change the storage catalog with the RESET STORAGE command (see the discussion of the RESET statement in [Chapter 26](#)).

By using this command, you can change either the catalog or the libref.

When you store a matrix, IML automatically stores the matrix name, its type, its dimension, and its current values. Modules are stored in the form of their compiled code. Once modules are loaded, they do not need to be parsed again, making their use very efficient.

Catalog Management

IML provides you with all the commands necessary to reference a particular storage catalog, to list the modules and matrices in that catalog, to store and remove modules and matrices, and to load modules and matrices back to IML. The following commands enable you to perform all necessary catalog management functions:

LOAD	recalls entries from storage.
REMOVE	removes entries from storage.
RESET STORAGE	specifies the library name.
SHOW STORAGE	lists all entries currently in storage.
STORE	saves modules or matrices to storage.

Restoring Matrices and Modules

You can restore matrices and modules from storage back into the IML active workspace by using the LOAD command. The LOAD command has the general form

```
LOAD ;
LOAD matrices ;
LOAD MODULE= module ;
LOAD MODULE= (modules) ;
LOAD MODULE= (modules) matrices ;
```

Some examples of valid LOAD commands are as follows:

```
load a b c; /* load matrices A, B, and C */
load module=mymod1; /* load module MYMOD1 */
load module=(mymod1 mymod2) a b; /* load modules and matrices */
```

The special operand _ALL_ can be used to load all matrices or modules, or both. For example, if you want to load all modules, use the following statement:

```
load module=_all_;
```

If you want to load all matrices and modules in storage, use the LOAD command by itself, as follows:

```
load; /* loads all matrices and modules */
```

The LOAD command can be used with the STORE statement to save and restore an IML environment between sessions.

Removing Matrices and Modules

You can remove modules or matrices from the catalog by using the REMOVE command. The REMOVE command has the same form as the LOAD command. Some examples of valid REMOVE statements are as follows:

```
remove a b c; /* remove matrices A, B, and C */
remove module=mymod1; /* remove module MYMOD1 */
remove module=(mymod1 mymod2) a; /* remove modules and matrices */
```

The special operand `_ALL_` can be used to remove all matrices or modules, or both. For example, if you want to remove all matrices, use the following statement:

```
remove _all_;
```

If you want to remove everything from storage, use the following statement:

```
remove module=(_all_) _all_;
```

Specifying the Storage Catalog

To specify the name of the storage catalog, use one of the following general forms of the STORAGE= option in the RESET statement:

```
RESET STORAGE= catalog ;
```

```
RESET STORAGE= libref.catalog ;
```

Each time you specify the STORAGE= option, the previously opened catalog is closed before the new one is opened.

You can have any number of catalogs, but you can have only one open at a time. A SAS data library can contain many IML storage catalogs, and an IML storage catalog can contain many entries (that is, many matrices and modules).

For example, you can change the name of the storage catalog without changing the libref by using the following statement:

```
reset storage=mystor;
```

To change the libref as well, use the following statement:

```
reset storage=mylib.mystor;
```

Listing Storage Entries

You can list all modules and matrices in the current storage catalog by using the SHOW STORAGE command, which has the general form

```
SHOW STORAGE ;
```

Storing Matrices and Modules

You can save modules or matrices in the storage catalog by using the STORE command. The STORE command has the same general form as the LOAD command. Several examples of valid STORE statements are as follows:

```
store a b c; */ store matrices A, B, and C */
store module=mymod1; /* store module MYMOD1 */
store module=(mymod1 mymod2) a; /* storing modules and matrices */
```

The special operand _ALL_ can be used to store all matrices or modules. For example, if you want to store everything, use the following statement:

```
store _all_ module=_all_;
```

Alternatively, to store everything, you can also enter the STORE command by itself, as follows:

```
store;
```

This can help you to save your complete IML environment before exiting an IML session. Then you can use the LOAD statement in a subsequent session to restore the environment and resume your work.

Chapter 21

Using SAS/IML Software to Generate SAS/IML Statements

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Overview

This chapter describes ways of using SAS/IML software to generate and execute statements from within the Interactive Matrix Language. You can execute statements generated at run time, execute global SAS commands under program control, or create statements dynamically to get more flexibility.

Generating and Executing Statements

You can push generated statements into the input command stream (queue) with the PUSH, QUEUE, and EXECUTE subroutines. This can be very useful in situations that require added flexibility, such as menu-driven applications or interrupt handling.

The PUSH command inserts program statements at the front of the input command stream, whereas the QUEUE command inserts program statements at the back. In either case, if they are not input to an interactive application, the statements remain in the queue until IML enters a pause state, at which point they are executed. The pause state is usually induced by a program error or an interrupt control sequence. Any

subsequent RESUME statement resumes execution of the module from the point where the PAUSE command was issued. For this reason, the last statement put into the command stream for PUSH or QUEUE is usually a RESUME command.

The EXECUTE statement also pushes program statements like PUSH and QUEUE, but it executes them immediately and returns. It is not necessary to push a RESUME statement when you use the CALL EXECUTE command.

Executing a String Immediately

The PUSH, QUEUE, and EXECUTE commands are especially useful when used in conjunction with the pause and resume features because they enable you to generate a pause-interrupt command to execute the code you push and return from it via a pushed RESUME statement. In fact, this is precisely how the EXECUTE subroutine is implemented generally.

CAUTION: Note that the push and resume features work this way only in the context of being inside modules. You cannot resume an interrupted sequence of statements in immediate mode—that is, not inside a module.

For example, suppose that you collect program statements in a matrix called CODE. You push the code to the command input stream along with a RESUME statement and then execute a PAUSE statement. The PAUSE statement interrupts the execution, parses and executes the pushed code, and returns to the original execution via the RESUME statement. Here is the code:

```
proc iml;
  start testpush;
    print '*** ENTERING MODULE TESTPUSH ***';
    print '*** I should be 1,2,3: ';
    /* constructed code */
    code = ' do i = 1 to 3; print i; end;    ';
    /* push code+resume */
    call push (code, 'resume;');
    /* pause interrupt */
    pause;
    print '*** EXITING MODULE TESTPUSH ***';
  finish;
```

When the PAUSE statement interrupts the program, the IML procedure then parses and executes the following line:

```
do i=1 to 3; print i; end; resume;
```

The RESUME command then causes the IML procedure to resume the module that issued the PAUSE.

NOTE: The EXECUTE routine is equivalent to a PUSH command, but it also adds the push of a RESUME command, then issues a pause automatically.

A CALL EXECUTE command should be used only from inside a module because pause and resume features do not support returning to a sequence of statements in immediate mode.

Feeding an Interactive Program

Suppose that an interactive program gets responses from the statement INFILE CARDS. If you want to feed it under program control, you can push lines to the command stream that is read.

For example, suppose that a subroutine prompts a user to respond **YES** before performing some action. If you want to run the subroutine and feed the **YES** response without the user being bothered, you push the response as follows:

```
/* the function that prompts the user */
start delall;
  file log;
  put 'Do you really want to delete all records? (yes/no)';
  infile cards;
  input answer $;
  if upcase(answer)='YES' then
    do;
      delete all;
      purge;
      print "*** FROM DELALL:
            should see End of File (no records to list)";
      list all;
    end;
  finish;
```

The latter DO group is necessary so that the pushed **YES** is not read before the RUN statement. The following example illustrates the use of the preceding module DELALL:

```
/* Create a dummy data set for delall to delete records */
xnum = {1 2 3, 4 5 6, 7 8 0};
create dsnum1 from xnum;
append from xnum;
do;
  call push ('yes');
  run delall;
end;
```

Calling the Operating System

Suppose that you want to construct and execute an operating system command. Just push it to the token stream in the form of an X statement and have it executed under a pause interrupt.

The following module executes any system command given as an argument:

```
start system(command);
  call push(" x '",command,"'; resume;");
  pause;
finish;
run system('listc');
```

The call generates and executes a LISTC command under MVS as follows:

```
x 'listc'; resume;
```

Calling the SAS Windowing Environment

The same strategy used for calling the operating system works for SAS global statements as well, including calling the SAS windowing environment by generating DM statements.

The following subroutine executes a SAS windowing environment command:

```
start dm(command);
  call push(" dm '",command,"'; resume");
  pause;
finish;

run dm('log; color source red');
```

The call generates and executes the following statements:

```
dm 'log; color source red'; resume;
```

These statements take you to the Log window, where all source code is written in red.

Executing Any Command in an EXECUTE Call

The EXECUTE command executes the statements contained in the arguments by using the same facilities as a sequence of CALL PUSH, PAUSE, and RESUME statements. The statements use the same symbol environment as that of the subroutine that calls them. For example, consider the following subroutine:

```
proc iml;
start exectest;
/*   IML STATEMENTS */
  call execute ("xnum = {1 2 3, 4 5 6, 7 8 0};");
  call execute ("create dsnum1 from xnum;");
  call execute ("append from xnum;");
  call execute ("print 'DSNUM should have 3 obs and 3 var:';");
  call execute ("list all;");
/*   global (options) statement */
  call execute ("options linesize=68;");
  call execute ("print 'Linesize should be 68';");
finish;
run exectest;
```

The following output generated from EXECTEST is exactly the same as if you had entered the statements one at a time:

```
DSNUM should have 3 obs and 3 var:
```

OBS	COL1	COL2	COL3
1	1.0000	2.0000	3.0000
2	4.0000	5.0000	6.0000
3	7.0000	8.0000	0

```
Linesize should be 68
```

CALL EXECUTE could almost be programmed in IML as shown here; the difference between this and the built-in command is that the following subroutine would not necessarily have access to the same symbols as the calling environment:

```
start execute(command1,...);
  call push(command1,...," resume;");
  pause;
finish;
```

Making Operands More Flexible

Suppose that you want to write a program that prompts a user for the name of a data set. Unfortunately the USE, EDIT, and CREATE commands expect the data set name as a hardcoded operand rather than an indirect one. However, you can construct and execute a function that prompts the user for the data set name for a USE statement. Here is the code:

```
/* prompt the user to give dsname for use statement */
start flexible;
  file log;
  put 'What data set shall I use?';
  infile cards;
  input dsname $;
  call execute('use', dsname, ';');
finish;
run flexible;
```

If you enter USER.A, the program generates and executes the following line:

```
use user.a;
```

Interrupt Control

Whenever a program error or interrupt occurs, IML automatically issues a pause, which places the module in a paused state. At this time, any statements pushed to the input command queue get executed. Any subsequent RESUME statement (including pushed RESUME statements) resume executing the module from the point where the error or interrupt occurred.

If you have a long application such as reading a large data set and you want to be able to find out where the data processing is just by entering a break-interrupt (sometimes called an attention signal), you push the interrupt text. The pushed text can, in turn, push its own text on each interrupt, followed by a RESUME statement to continue execution.

For example, suppose you have a data set called TESTDATA that has 4096 observations. You want to print the current observation number if an attention signal is given. The following code does this:

```
start obsnum;
  use testdata;
  brkcode={"print 'now on observation number',i;" 
            "if (i<4096) then do;" 
            "call push(brkcode);" 
            "resume;" 
            "end;" 
            }; 
  call push(brkcode);
  do i=1 to 4096;
    read point i;
  end;
finish;
run obsnum;
```

After the module has been run, enter the interrupt control sequence for your operating system. Type S to suspend execution. The IML procedure prints a message telling which observation is being processed. Because the pushed code is executed at the completion of the module, the message is also printed when OBSNUM ends.

Each time the attention signal is given, OBSNUM executes the code contained in the variable BRKCODE. This code prints the current iteration number and pushes commands for the next interrupt. Note that the PUSH and RESUME commands are inside a DO group, making them conditional and ensuring that they are parsed before the effect of the PUSH command is realized.

Specific Error Control

A PAUSE command is automatically issued whenever an execution error occurs, putting the module in a holding state. If you have some way of checking for specific errors, you can write an interrupt routine to correct them during the pause state.

In the following example, if a singular matrix is passed to the INV function, the IML procedure pauses and executes the pushed code to set the result for the inverse to missing values. The code uses the variable SINGULAR to detect if the interrupt occurred during the INV operation. This is particularly necessary because the pushed code is executed on completion of the routine, as well as on interrupts.

```
proc iml;
  a = {3 3, 3 3};                                /* singular matrix */
  /* If a singular matrix is sent to the INV function,          */
  /* IML normally sets the resulting matrix to be empty        */
  /* and prints an error message.                               */
  b = inv(a);
```

```

print "*** A should be non-singular", a;
start singtest;
  msg="      Matrix is singular - result set to missing ";
  onerror=
    "if singular then do; b=a##.; print msg; print b;
     resume; end;";
  call push(onerror);
  singular = 1;
  b = inv(a);
  singular = 0;
finish ;
call singtest;

```

The resulting output is as follows:

```

ERROR: (execution) Matrix should be non-singular.

      Error occurred in module SINGTEST at line      67 column   9
      operation : INV                           at line      67 column  16
      operands  : A

A          2 rows      2 cols      (numeric)

      3          3
      3          3

stmt: ASSIGN           at line      67 column   9

Paused in module SINGTEST.

MSG
      Matrix is singular - result set to missing

B
.
.
.

Resuming execution in module SINGTEST.

```

General Error Control

Sometimes, you might want to process or step over errors. To do this, put all the code into modules and push a code to abort if the error count exceeds some maximum. Often, you might submit a batch job and get a trivial mistake that causes an error, but you do not want to cause the whole run to fail because of it. On the other hand, if you have many errors, you do not want to let the routine run.

In the following example, up to three errors are tolerated. A singular matrix A is passed to the INV function, which would, by itself, generate an error message and issue a pause in the module. This module pushes three RESUME statements, so that the first three errors are tolerated. Messages are printed and execution is resumed. The DO loop in the module OOPS is executed four times, and on the fourth iteration, an ABORT statement is issued and you exit IML.

```

proc iml;
a={3 3, 3 3};                                /* singular matrix */
/*
/* GENERAL ERROR CONTROL -- exit iml for 3 or more errors */
/*
start;                                         /* module will be named MAIN */
errcode = {" if errors >= 0 then do;",
           "   errors = errors + 1;",
           "   if errors > 2 then abort;",
           "   else do; call push(errcode); resume; end;",
           " end;" } ;
call push (errcode);
errors = 0;
start oops;                                     /* start module OOPS */
do i = 1 to 4;
   b = inv(a);
end;
finish;                                         /* finish OOPS */
run oops;
finish;                                         /* finish MAIN */
errors=-1;                                       /* disable      */
run;

```

The output generated from this example is as follows:

```

ERROR: (execution) Matrix should be non-singular.

Error occurred in module OOPS      at line    41 column  17
called   from   module MAIN       at line    44 column  10
operation : INV                  at line    41 column  24
operands  : A

A      2 rows      2 cols      (numeric)

      3      3
      3      3

stmt: ASSIGN                           at line    41 column  17

Paused in module OOPS.

Resuming execution in module OOPS.
ERROR: (execution) Matrix should be non-singular.

Error occurred in module OOPS      at line    41 column  17
called   from   module MAIN       at line    44 column  10
operation : INV                  at line    41 column  24
operands  : A

A      2 rows      2 cols      (numeric)

      3      3
      3      3

```

```

stmt: ASSIGN                                at line    41 column 17

Paused in module OOPS.

Resuming execution in module OOPS.
ERROR: (execution) Matrix should be non-singular.
Error occurred in module OOPS      at line    41 column 17
called   from   module MAIN      at line    44 column 10
operation : INV                  at line    41 column 24
operands  : A

A          2 rows      2 cols      (numeric)

      3      3
      3      3

stmt: ASSIGN                                at line    41 column 17

Paused in module OOPS.
Exiting IML.

```

Actually, in this particular case it would probably be simpler to put three RESUME statements after the RUN statement to resume execution after each of the first three errors.

Macro Interface

The pushed text is scanned by the macro processor; therefore, the text can contain macro instructions. For example, here is an all-purpose routine that shows what the expansion of any macro is, assuming that it does not have embedded double quotes:

```

/* function: y = macxpand(x);                      */
/* macro-processes the text in x                   */
/* and returns the expanded text in the result.    */
/* Do not use double quotes in the argument.       */
/* */

start macxpand(x);
  call execute('Y=""',x,'"');
  return(y);
finish;

```

Consider the following statements:

```

%macro verify(index);
  data _null_;
    infile junk&index;
    file print;
    input;
    put _infile_;
run;

```

```
%mend;
y = macxpand('%verify(1)');
print y;
```

The output produced is as follows:

```
Y

DATA _NULL_;      INFILE JUNK1;      FILE PRINT;      INPUT;
PUT _INFILE_;      RUN;
```

IML Line Pushing Contrasted with Using the Macro Facility

The SAS macro language is a language embedded in and running on top of another language; it generates text to feed the other language. Sometimes it is more convenient to generate the text by using the primary language directly rather than embedding the text generation in macros. The preceding examples show that this can even be done at execution time, whereas pure macro processing is done only at parse time. The advantage of the macro language is its embedded, yet independent, nature: it needs little quoting, and it works for all parts of the SAS language, not just IML. The disadvantage is that it is a separate language that has its own learning burden, and it uses extra reserved characters to mark its programming constructs and variables. Consider the quoting of IML versus the embedding characters of the macro facility: IML makes you quote every text constant, whereas the macro facility makes you use the special characters percent sign (%) and ampersand (&) on every macro item. There are some languages, such as REXX, that give you the benefits of both (no macro characters and no required quotes), but the cost is that the language forces you to discipline your naming so that names are not expanded inadvertently.

Summary

In this chapter you learned how to use SAS/IML software to generate IML statements. You learned how to use the PUSH, QUEUE, EXECUTE, and RESUME commands to interact with the operating system or with the SAS windowing environment. You also saw how to add flexibility to programs by adding interrupt control features and by modifying error control. Finally, you learned how IML compares to the SAS macro language.

Chapter 22

Wavelet Analysis

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Overview

Wavelets are a versatile tool for understanding and analyzing data, with important applications in nonparametric modeling, pattern recognition, feature identification, data compression, and image analysis. Wavelets provide a description of your data that localizes information at a range of scales and positions. Moreover, they can be computed very efficiently, and there is an intuitive and elegant mathematical theory to guide you in applying them.

Some Brief Mathematical Preliminaries

The discrete wavelet transform decomposes a function as a sum of basis functions called wavelets. These basis functions have the property that they can be obtained by dilating and translating two basic types of wavelets known as the *scaling function*, or *father wavelet* ϕ , and The *mother wavelet* ψ . These translations and dilations are defined as follows:

$$\begin{aligned}\phi_{j,k}(x) &= 2^{j/2} \phi(2^j x - k) \\ \psi_{j,k}(x) &= 2^{j/2} \psi(2^j x - k)\end{aligned}$$

The index j defines the dilation or *level* while the index k defines the translate. Loosely speaking, sums of the $\phi_{j,k}(x)$ capture low frequencies and sums of the $\psi_{j,k}(x)$ represent high frequencies in the data. More precisely, for any suitable function $f(x)$ and for any j_0 ,

$$f(x) = \sum_k c_k^{j_0} \phi_{j_0,k}(x) + \sum_{j \geq j_0} \sum_k d_k^j \psi_{j,k}(x)$$

where the c_k^j and d_k^j are known as the scaling coefficients and the detail coefficients, respectively. For orthonormal wavelet families these coefficients can be computed by

$$\begin{aligned} c_k^j &= \int f(x) \phi_{j,k}(x) dx \\ d_k^j &= \int f(x) \psi_{j,k}(x) dx \end{aligned}$$

The key to obtaining fast numerical algorithms for computing the detail and scaling coefficients for a given function $f(x)$ is that there are simple recurrence relationships that enable you to compute the coefficients at level $j - 1$ from the values of the scaling coefficients at level j . These formulas are

$$\begin{aligned} c_k^{j-1} &= \sum_i h_{i-2k} c_i^j \\ d_k^{j-1} &= \sum_i g_{i-2k} c_i^j \end{aligned}$$

The coefficients h_k and g_k that appear in these formulas are called *filter coefficients*. The h_k are determined by the father wavelet and they form a low-pass filter; $g_k = (-1)^k h_{1-k}$ and form a high-pass filter. The preceding sums are formally over the entire (infinite) range of integers. However, for wavelets that are zero except on a finite interval, only finitely many of the filter coefficients are nonzero, and so in this case the sums in the recurrence relationships for the detail and scaling coefficients are finite.

Conversely, if you know the detail and scaling coefficients at level $j - 1$, then you can obtain the scaling coefficients at level j by using the relationship

$$c_k^j = \sum_i h_{k-2i} c_i^{j-1} + \sum_i g_{k-2i} d_i^{j-1}$$

Suppose that you have data values

$$y_k = f(x_k), \quad k = 0, 1, 2, \dots, N - 1$$

at $N = 2^J$ equally spaced points x_k . It turns out that the values $2^{-J/2} y_k$ are good approximations of the scaling coefficients c_k^J . Then, by using the recurrence formula, you can find c_k^{J-1} and d_k^{J-1} , $k = 0, 1, 2, \dots, N/2 - 1$. The discrete wavelet transform of the y_k at level $J - 1$ consists of the $N/2$ scaling and $N/2$ detail coefficients at level $J - 1$. A technical point that arises is that in applying the recurrence relationships to finite data, a few values of the c_k^J for $k < 0$ or $k \geq N$ might be needed. One way to cope with this difficulty is to extend the sequence c_k^J to the left and right by using some specified boundary treatment.

Continuing by replacing the scaling coefficients at any level j by the scaling and detail coefficients at level $j - 1$ yields a sequence of N coefficients

$$\{c_0^0, d_0^0, d_0^1, d_1^1, d_0^2, d_1^2, d_2^2, d_3^2, d_1^3, \dots, d_7^3, \dots, d_0^{J-1}, \dots, d_{N/2-1}^{J-1}\}$$

This sequence is the finite discrete wavelet transform of the input data $\{y_k\}$. At any level j_0 the finite dimensional approximation of the function $f(x)$ is

$$f(x) \approx \sum_k c_k^{j_0} \phi_{j_0,k}(x) + \sum_{j=j_0}^{J-1} \sum_k d_k^j \psi_{j,k}(x)$$

Getting Started

Fourier Transform Infrared (FT-IR) spectroscopy is an important tool in analytic chemistry. The following example demonstrates wavelet analysis applied to an FT-IR spectrum of quartz (Sullivan 2000). The following DATA step creates a data set that contains the spectrum, expressed as an absorbance value for each of 850 wave numbers.

```
data quartzInfraredSpectrum;
  WaveNumber=4000.6167786 - _N_ *4.00084378;
  input Absorbance @@;
datalines;
  4783 4426 4419 4652 4764 4764 4621 4475 4430 4618
  4735 4735 4655 4538 4431 4714 4738 4707 4627 4523
  4512 4708 4802 4811 4769 4506 4642 4799 4811 4732
  4583 4676 4856 4868 4796 4849 4829 4677 4962 4994
  4924 4673 4737 5078 5094 4987 4632 4636 5010 5166
  5166 4864 4547 4682 5161 5291 5143 4684 4662 5221
  5640 5640 5244 4791 4832 5629 5766 5723 5121 4690
  5513 6023 6023 5503 4675 5031 6071 6426 6426 5723
  5198 5943 6961 7135 6729 5828 6511 7500 7960 7960
  7299 6484 7257 8180 8542 8537 7154 7255 8262 8898
  8898 8263 7319 7638 8645 8991 8991 8292 7309 8005
  9024 9024 8565 7520 7858 8652 8966 8966 8323 7513
  8130 8744 8879 8516 7722 8099 8602 8729 8726 8238
  7885 8350 8600 8603 8487 7995 8194 8613 8613 8408
  7953 8236 8696 8696 8552 8102 7852 8570 8818 8818
  8339 7682 8535 9038 9038 8503 7669 7794 8864 9163
  9115 8221 7275 8012 9317 9317 8512 7295 7623 9021
  9409 9338 8116 6860 7873 9282 9490 9191 7012 7392
  9001 9483 9457 8107 6642 7695 9269 9532 9246 7641
  6547 8886 9457 9457 8089 6535 7537 9092 9406 9178
  7591 6470 7838 9156 9222 7974 6506 7360 8746 9057
  8877 7455 6504 7605 8698 8794 8439 7057 7202 8240
  8505 8392 7287 6634 7418 8186 8229 7944 6920 6829
  7499 7949 7831 7057 6866 7262 7626 7626 7403 6791
  7062 7289 7397 7397 7063 6985 7221 7221 7199 6977
  7088 7380 7380 7195 6957 6847 7426 7570 7508 6952
  6833 7489 7721 7718 7254 6855 7132 7914 8040 7880
  7198 6864 7575 8270 8229 7545 7036 7637 8470 8570
  8364 7591 7413 8195 8878 8878 8115 7681 8313 9102
  9185 8981 8283 8197 8932 9511 9511 9101 8510 8670
  9686 9709 9504 8944 8926 9504 9964 9964 9627 9212
  9366 9889 10100 9939 9540 9512 9860 10121 10121 9828
  9567 9513 9782 9890 9851 9510 9385 9339 9451 9451
```

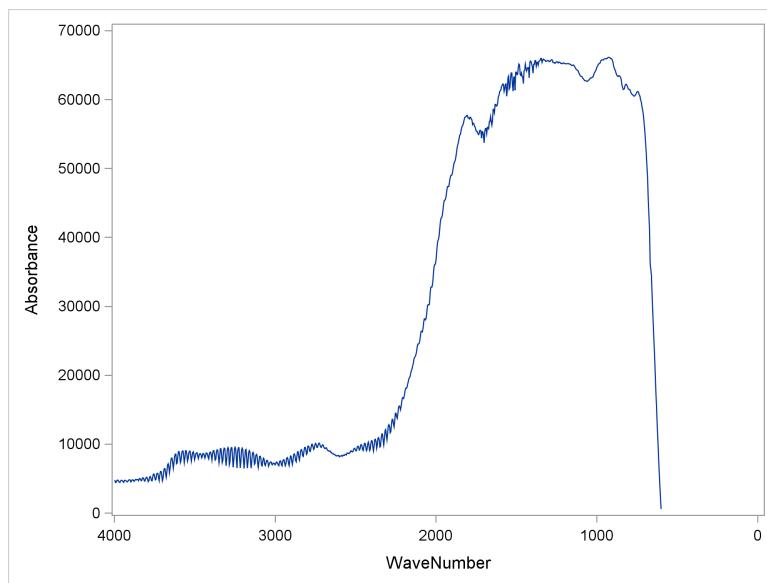
9181	9076	9015	8960	9014	8957	8760	8760	8602	8584
8584	8459	8469	8373	8279	8327	8282	8341	8341	8155
8260	8260	8250	8350	8245	8358	8403	8355	8490	8490
8439	8689	8689	8621	8680	8661	8897	9028	8900	8873
8873	9187	9377	9377	9078	9002	9147	9635	9687	9535
9127	9242	9824	9928	9775	9200	9047	9572	10102	10102
9631	9024	9209	10020	10271	9830	9062	9234	10154	10483
10453	9582	9011	9713	10643	10701	10372	9368	9857	10865
10936	10572	9574	9691	10820	11452	11452	10623	9903	10787
11931	12094	11302	10604	11458	12608	12808	12589	11629	11795
12863	13575	13575	12968	12498	13268	14469	14469	13971	13727
14441	15334	15515	15410	14986	15458	16208	16722	16722	16618
17061	17661	18089	18089	18184	18617	19015	19467	19633	19830
20334	20655	20947	21347	21756	22350	22584	22736	22986	23412
24126	24498	24501	24598	24986	25729	26356	26356	26271	26754
27624	28162	28162	28028	28305	29223	30073	30219	30185	30308
31831	32699	32819	32793	33320	34466	35600	36038	36086	36518
37517	38765	39462	39681	40209	41243	42274	42772	42876	43172
43929	44842	45351	45395	45551	46035	46774	47353	47353	47362
47908	48539	48936	48978	49057	49497	50101	50670	50914	51134
51603	52276	53007	53399	53769	54281	54815	54914	55365	55874
56180	56272	56669	57076	57422	57458	57525	57681	57679	57318
57318	57181	57417	57409	57144	57047	56377	56551	56483	56098
56034	55598	55364	55364	55146	54904	54990	55501	55533	55362
54387	55340	55240	54748	53710	55346	55795	55795	55060	55945
55945	55753	56759	56859	57509	56741	56273	56961	58566	58566
58104	59275	59275	59051	59090	59461	60362	60560	61103	61272
61380	61878	62067	62237	62214	61182	61532	62173	62253	60473
61346	63143	63378	61519	61753	63078	63841	63841	62115	61227
63237	63237	61338	63951	63951	63604	63633	64625	65135	64976
63630	63494	63834	63338	63218	62324	64131	64234	65122	64551
64127	64415	64621	64621	63142	65344	65585	65476	65074	64714
63803	65085	65085	65646	65646	64851	65390	65390	64997	65541
65587	65682	65952	65952	65390	65702	65846	65734	65734	65628
65509	65571	65636	65636	65620	65487	65544	65547	65738	65758
65711	65360	65362	65362	65231	65333	65453	65473	65435	65302
65412	65412	65351	65242	65242	65170	65221	65297	65297	65202
65177	65183	65184	65179	65209	65209	65144	65134	65113	65009
64919	64945	64988	64988	64856	64686	64529	64370	64282	64233
64169	63869	63685	63480	63373	63349	63307	63131	63017	62885
62736	62736	62706	62666	62622	62671	62781	62853	62950	63106
63135	63141	63220	63263	63489	63807	63966	64132	64294	64612
64841	64985	65159	65204	65259	65540	65707	65749	65732	65719
65820	65895	65925	65925	65888	65937	66059	66109	66109	66078
66007	65897	65897	65747	65490	64947	64598	64363	64140	63801
63571	63395	63333	63442	63442	63339	63196	62911	62118	61795
61454	61456	61607	62025	62190	62190	62023	61780	61502	61482
61458	61320	61015	60852	60708	60684	60522	60488	60506	60640
60797	60995	61141	61141	61036	60664	60522	60017	59681	59129
58605	58035	57192	56137	54995	53586	52037	50283	48565	45419
43341	41111	36131	35377	34431	31679	29237	26898	24655	22417
19876	17244	15176	12575	10532	8180	6040	4059	2210	575

;

The following statements produce the line plot of these data, which is displayed in Figure 22.1.

```
proc sgplot data=quartzInfraredSpectrum;
  series x=WaveNumber y=Absorbance;
  xaxis reverse min=0;
  yaxis values=(0 to 70000 by 10000);
run;
```

Figure 22.1 FT-IR Spectrum of Quartz



These data contain information at two distinct scales, namely a low-frequency curve superimposed with a high-frequency oscillation. Notice that the oscillation is not uniform but occurs in several distinct bands. Wavelet analysis is an appropriate tool for providing insight into this type of data, as it enables you to identify the frequencies present in the absorbance data as the wave number changes. This property of wavelets is known as “time frequency localization”; in this case the role of time is played by WaveNumber. Also note that the dependent variable Absorbance is measured at equally spaced values of the independent variable WaveNumber. This condition is necessary for the direct use of the discrete wavelet transform that is implemented in the SAS/IML wavelet functions.

Creating the Wavelet Decomposition

The following SAS code starts the wavelet analysis:

```
%wavginit;
proc iml;
%wavinit;
```

Notice that the previous code segment includes two SAS macro calls. You can use the IML wavelet functions without using the WAVGINIT and WAVINIT macros. The macros are called to initialize and load IML modules that you can use to produce several standard wavelet diagnostic plots. These macros have been provided as autocall macros that you can invoke directly in your SAS code.

The WAVINIT macro must be called prior to invoking PROC IML. This macro defines several macro variables that are used to adjust the size, aspect ratio, and font size for the plots produced by the wavelet plot modules. This macro can also take several optional arguments that control the positioning and size of the wavelet diagnostic plots. See the section “[Obtaining Help for the Wavelet Macros and Modules](#)” on page 513 for details about getting help about this macro call.

The WAVINIT macro must be called from within PROC IML. It loads the IML modules that you can use to produce wavelet diagnostic plots. This macro also defines symbolic macro variables that you can use to improve the readability of your code.

The functions that create wavelet plots use the traditional graphics subroutines and use the ODS LISTING destination.

The following statements read the absorbance variable into an IML vector:

```
use quartzInfraredSpectrum;
read all var "Absorbance";
close;
```

You can now begin the wavelet analysis. The first step is to set up the options vector that specifies which wavelet and what boundary handling you want to use. You do this as follows:

```
optn      = &waveSpec; /* optn=j(1,4,.); */
optn[&family] = &daubechies; /* optn[3] = 1; */
optn[&member] = 3; /* optn[4] = 3; */
optn[&boundary] = &polynomial; /* optn[1] = 2; */
optn[&degree] = &linear; /* optn[2] = 1; */
```

These statements use macro variables that are defined in the WAVINIT macro. The equivalent code without using these macro variables is given in the adjacent comments. As indicated by the suggestive macro variable names, this options vector specifies that the wavelet to be used is the third member of the Daubechies wavelet family and that boundaries are to be handled by extending the signal as a linear polynomial at each endpoint.

The next step is to create the wavelet decomposition with the following call:

```
call wavft(decomp, absorbance, optn);
```

This call computes the wavelet transform specified by the vector optn of the input vector absorbance. The specified transform is encapsulated in the vector decomp. This vector is not intended to be used directly. Rather you use this vector as an argument to other IML wavelet subroutines and plot modules. For example, you use the WAVPRINT subroutine to print the information encapsulated in a wavelet decomposition. The following code produces the output in [Figure 22.2](#).

```
call wavprint(decomp, &summary);
call wavprint(decomp, &detailCoeffs, 1, 4);
```

Figure 22.2 Output of WAVPRINT Calls

Decomposition Summary					
Decomposition Name	decomp				
Wavelet Family	Daubechies Extremal Phase				
Family Member	3				
Boundary Treatment	Recursive Linear Extension				
Number of Data Points	850				
Start Level	0				

Wavelet Detail Coefficients for decomp					
Translate	Level 1	Level 2	Level 3	Level 4	
0	-1.70985E-9	1.31649E-10	-8.6402E-12	5.10454E-11	
1	1340085.30	-128245.70	191.084707	4501.36	
2		62636.70	6160.27	-1358.23	
3		-238445.36	-54836.56	-797.724143	
4			39866.95	676.034389	
5			-28836.85	-5166.59	
6			223421.00	-6088.99	
7				-5794.67	
8				30144.74	
9				-3903.53	
10				638.063264	
11				-10803.45	
12				33616.35	
13				-50790.30	

Usually such displayed output is of limited use. More frequently you want to represent the transformed data graphically or use the results in further computational routines. As an example, you can estimate the noise level of the data by using a robust measure of the standard deviation of the highest-level detail coefficients, as demonstrated in the following statements:

```
call wavget(tLevel, decomp, &topLevel);
call wavget(noiseCoeffs, decomp, &detailCoeffs, tLevel-1);

noiseScale=mad(noiseCoeffs, "nmad");
print noiseScale[label="Noise Scale"];
```

The result is shown in Figure 22.3.

Figure 22.3 Scale of Noise in the Absorbance Data

Noise
Scale
169.18717

The first WAVGET call is used to obtain the top level number in the wavelet decomposition decomp. The highest level of detail coefficients is defined at one level below the top level in the decomposition. The second WAVGET call returns these coefficients in the vector noiseCoeffs. Finally, the MAD function computes a robust estimate of the standard deviation of these coefficients.

Wavelet Coefficient Plots

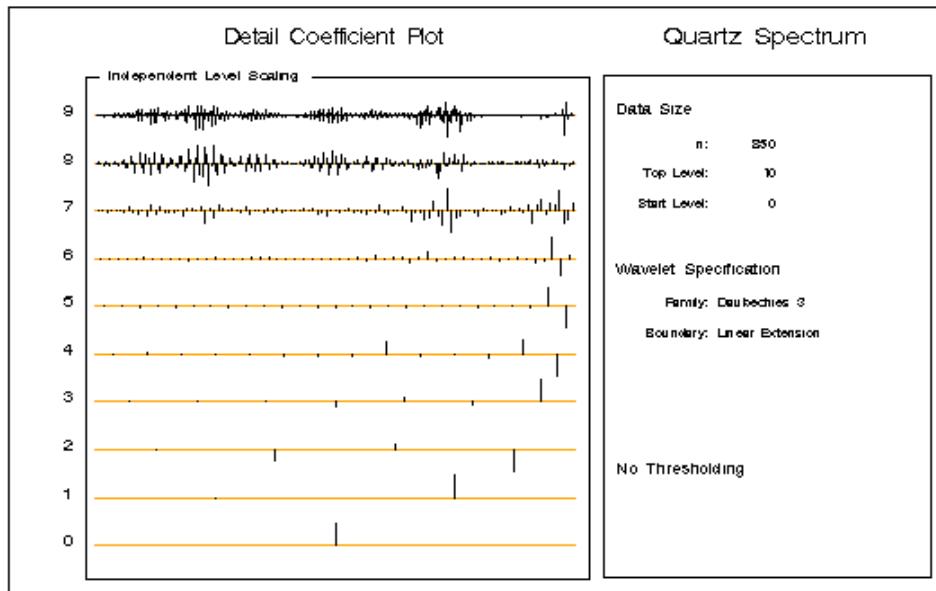
Diagnostic plots greatly facilitate the interpretation of a wavelet decomposition. Recall that the diagnostic plots are written to the ODS LISTING destination. The following statement makes sure that the LISTING destination is open:

```
ods listing;
```

One standard plot is the detail coefficients arranged by level. By using a module included by the WAVINIT macro call, you can produce the plot shown in [Figure 22.4](#) as follows:

```
call coefficientPlot(decomp) header="Quartz Spectrum";
```

Figure 22.4 Detail Coefficients Scaled by Level



The first argument of the COEFFICIENTPLOT module is required; it specifies the wavelet decomposition. Other arguments are optional and need not be specified. This example uses a named argument to specify the header that appears at the top of the coefficient plot.

You can use the WAVHELP macro to obtain a description of the arguments of this and other wavelet plot modules. The WAVHELP macro is defined in the autocall WAVINIT macro. For example, invoking the WAVHELP macro as follows writes the calling information shown in [Figure 22.5](#) to the SAS log.

```
%wavhelp(coefficientPlot);
```

Figure 22.5 Log Output Produced by %wavhelp(coefficientPlot) Call

```

coefficientPlot Module

Function: Plots wavelet detail coefficients

Usage: call coefficientPlot(decomposition,
                           threshopt,
                           startLevel,
                           endLevel,
                           howScaled,
                           header);

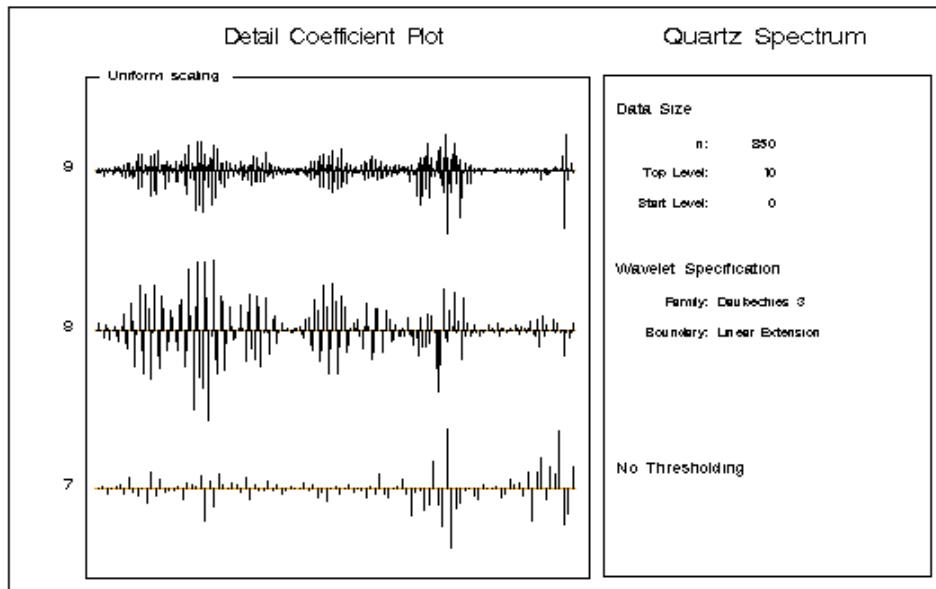
Arguments:
decomposition - (required) valid wavelet decomposition produced
                 by the IML subroutine WAVFT
threshopt      - (optional) numeric vector of 4 elements
                 specifying thresholding to be used
                 Default: no thresholding
startLevel     - (optional) numeric scalar specifying the lowest
                 level to be displayed in the plot
                 Default: start level of decomposition
endLevel       - (optional) numeric scalar specifying the highest
                 level to be displayed in the plot
                 Default: end level of decomposition
howScaled      - (optional) character: 'absolute' or 'uniform'
                 specifies coefficients are scaled uniformly
                 Default: independent level scaling
header         - (optional) character string specifying a header
                 Default: no header

```

In Figure 22.4, the detail coefficients at each level are scaled independently. The oscillations present in the absorbance data are captured in the detail coefficients at levels 7, 8, and 9. The following statement produces a coefficient plot of just these higher-level detail coefficients and shows them scaled uniformly.

```
call coefficientPlot(decomp, , 7, , 'uniform', "Quartz Spectrum");
```

The plot is shown in Figure 22.6.

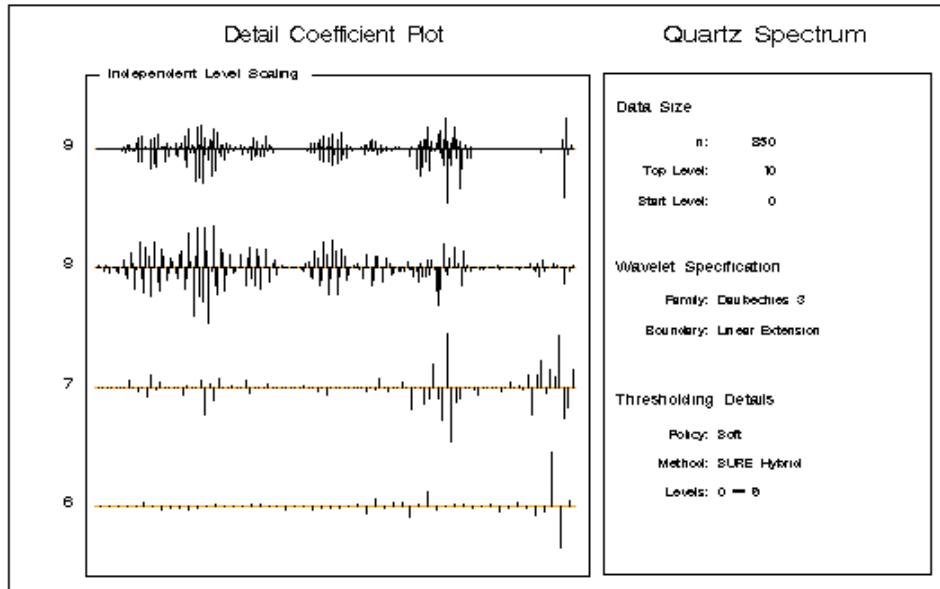
Figure 22.6 Uniformly Scaled Detail Coefficients

As noted earlier, noise in the data is captured in the detail coefficients, particularly in the small coefficients at higher levels in the decomposition. By zeroing or shrinking these coefficients, you can get smoother reconstructions of the input data. This is done by specifying a threshold value for each level of detail coefficients and then zeroing or shrinking all the detail coefficients below this threshold value. The IML wavelet functions and modules support several policies for how this thresholding is performed as well as for selecting the thresholding value at each level. See the section “[WAVIFT Call](#)” on page 1134 for details.

An options vector is used to specify the desired thresholding; several standard choices are predefined as macro variables in the WAVINIT module. The following statements produce the detail coefficient plot with the “SureShrink” thresholding algorithm of Donoho and Johnstone (1995).

```
call coefficientPlot(decomp, &SureShrink, 6, , , "Quartz Spectrum");
```

The plot is shown in [Figure 22.7](#).

Figure 22.7 Thresholded Detail Coefficients

You can see that “SureShrink” thresholding has zeroed some of the detail coefficients at the higher levels but the larger coefficients that capture the oscillation in the data are still present. Consequently, reconstructions of the input signal using the thresholded detail coefficients still capture the essential features of the data, but are smoother because much of the very fine scale detail has been eliminated.

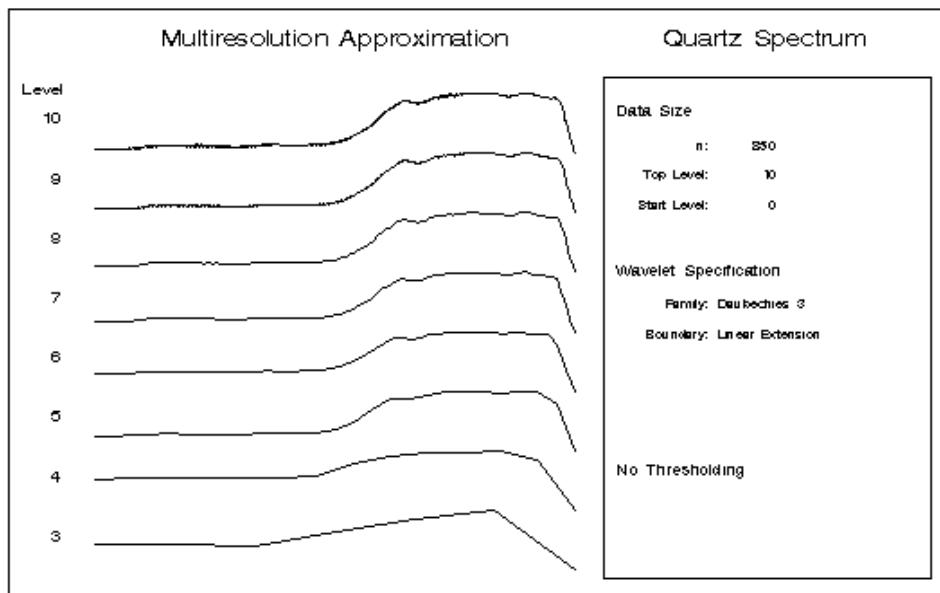
Multiresolution Approximation Plots

One way of presenting reconstructions is in a multiresolution approximation plot. In this plot reconstructions of the input data are shown by level. At any level the reconstruction at that level uses only the detail and scaling coefficients defined below that level.

The following statement produces such a plot, starting at level 3:

```
call mraApprox(decomp, , 3, , "Quartz Spectrum");
```

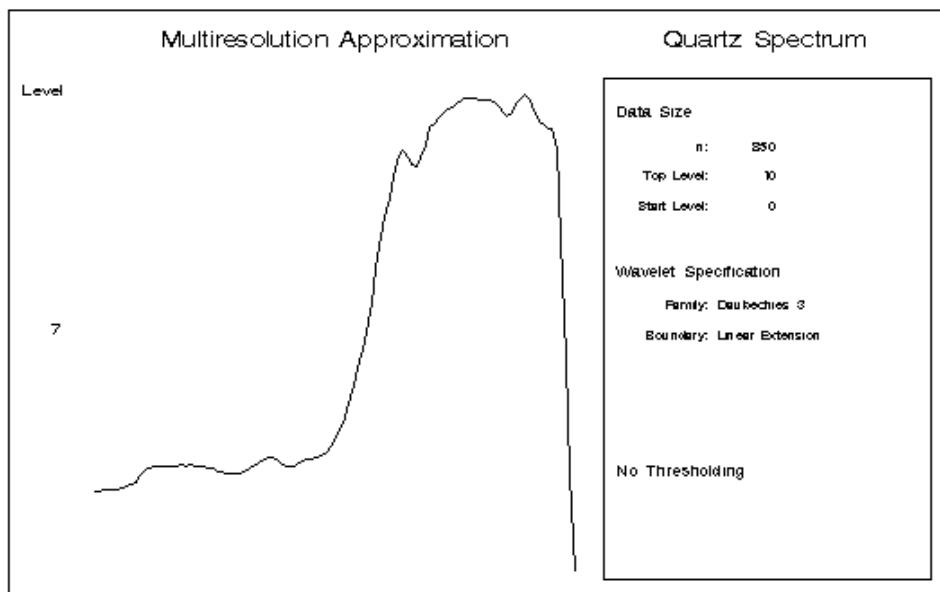
The results are shown in [Figure 22.8](#).

Figure 22.8 Multiresolution Approximation

You can see that even at level 3, the basic form of the input signal has been captured. As noted earlier, the oscillation present in the absorbance data is captured in the detail coefficients higher than level 7. Thus, the reconstructions at level 7 and lower are largely free of oscillation since they do not use any of the higher detail coefficients. You can confirm this observation by plotting just this level in the multiresolution analysis as follows:

```
call mraApprox(decomp, , 7, 7, "Quartz Spectrum");
```

The results are shown in Figure 22.9.

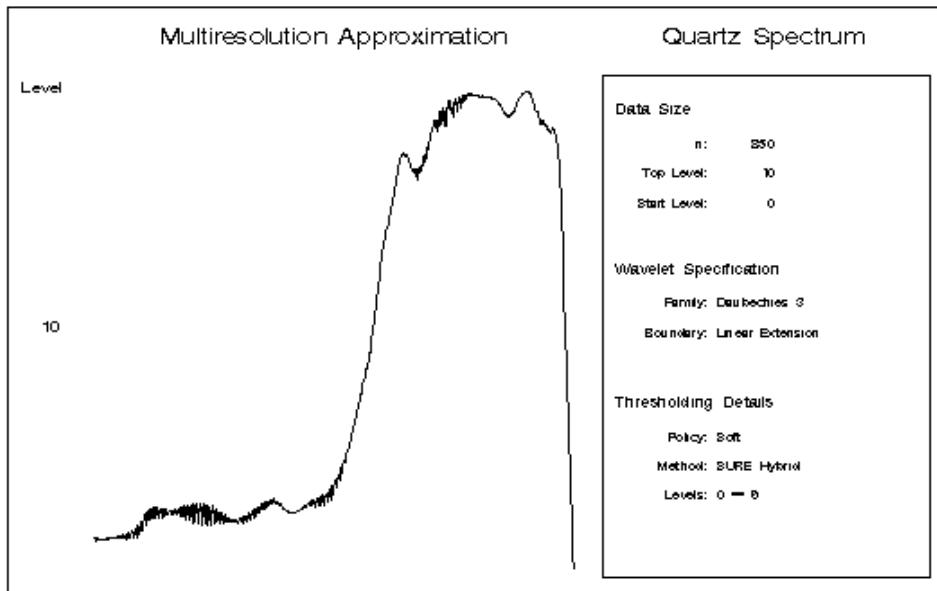
Figure 22.9 Level 7 of the Multiresolution Approximation

You can also plot the multiresolution approximations obtained with thresholded detail coefficients. For example, the following statement plots the top-level reconstruction obtained by using the “SureShrink” threshold:

```
call mraApprox(decomp, &SureShrink, 10, 10, "Quartz Spectrum");
```

The results are shown in [Figure 22.10](#).

Figure 22.10 Top Level of Multiresolution Approximation with SureShrink Thresholding Applied

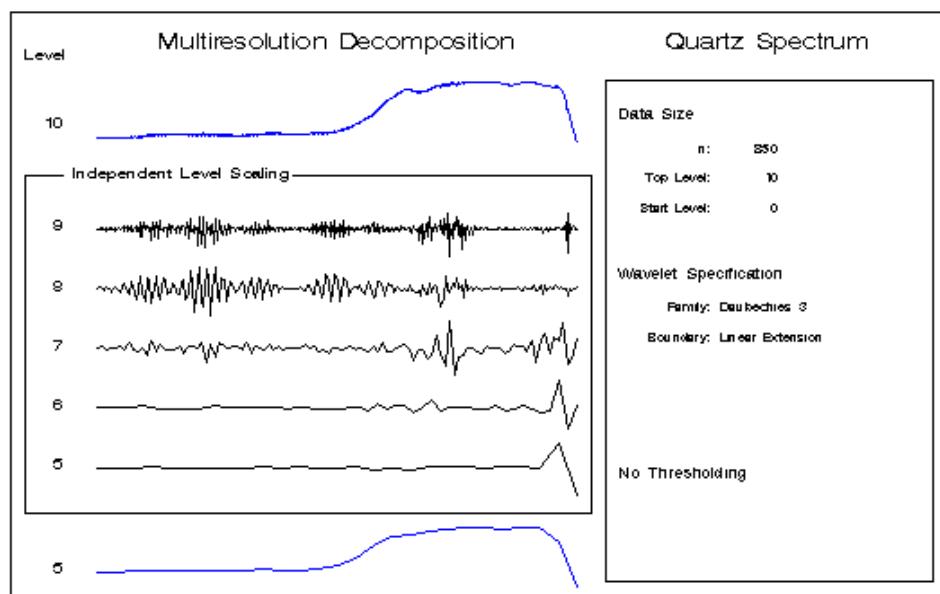


Note that the high-frequency oscillation is still present in the reconstruction even with “SureShrink” thresholding applied.

Multiresolution Decomposition Plots

A related plot is the multiresolution decomposition plot, which shows the detail coefficients at each level. For convenience, the starting-level reconstruction at the lowest level of the plot and the reconstruction at the highest level of the plot are also included. Adding suitably scaled versions of all the detail levels to the starting-level reconstruction recovers the final reconstruction. The following statement produces such a plot, yielding the results shown in [Figure 22.11](#).

```
call mraDecomp(decomp, , 5, , , "Quartz Spectrum");
```

Figure 22.11 Multiresolution Decomposition

Wavelet Scalograms

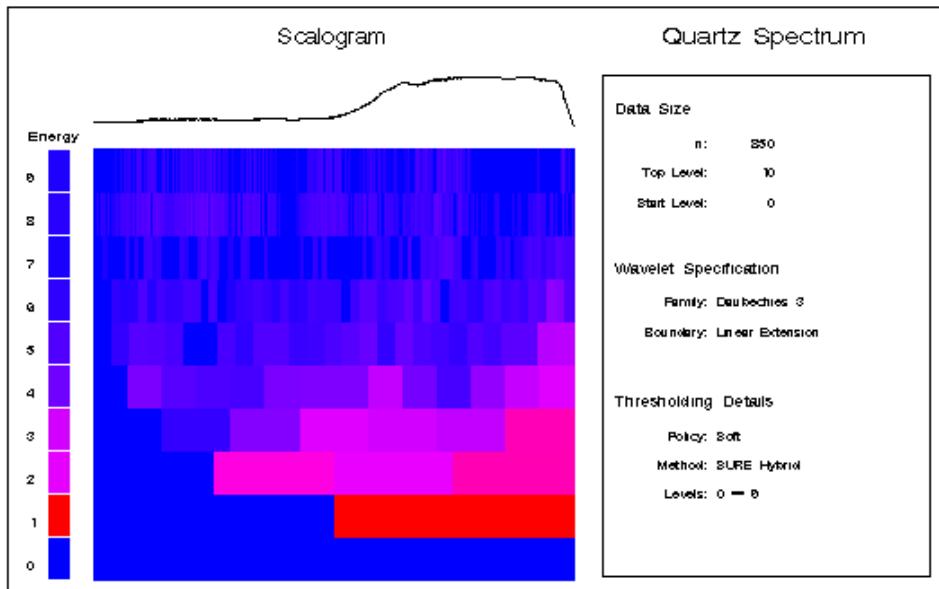
Wavelet scalograms communicate the time frequency localization property of the discrete wavelet transform. In this plot each detail coefficient is plotted as a filled rectangle whose color corresponds to the magnitude of the coefficient. The location and size of the rectangle are related to the time interval and the frequency range for this coefficient. Coefficients at low levels are plotted as wide and short rectangles to indicate that they localize a wide time interval but a narrow range of frequencies in the data. In contrast, rectangles for coefficients at high levels are plotted thin and tall to indicate that they localize small time ranges but large frequency ranges in the data. The heights of the rectangles grow as a power of 2 as the level increases. If you include all levels of coefficients in such a plot, the heights of the rectangles at the lowest levels are so small that they are not visible. You can use an option to plot the heights of the rectangles on a logarithmic scale. This results in rectangles of uniform height but requires that you interpret the frequency localization of the coefficients with care.

The following statement produces a scalogram plot of all levels with “SureShrink” thresholding applied:

```
call scalogram(decomp, &SureShrink, , , 0.25, 'log', "Quartz Spectrum");
```

The sixth argument specifies that the rectangle heights are to be plotted on a logarithmic scale. The role of the fifth argument (0.25) is to amplify the magnitude of the small detail coefficients. This is necessary since the detail coefficients at the lower levels are orders of magnitude larger than those at the higher levels. The amplification is done by first scaling the magnitudes of all detail coefficients to lie in the interval [0, 1] and then raising these scaled magnitudes to the power 0.25. Note that smaller powers yield larger amplification of the small detail coefficient magnitudes. The default amplification is 1/3.

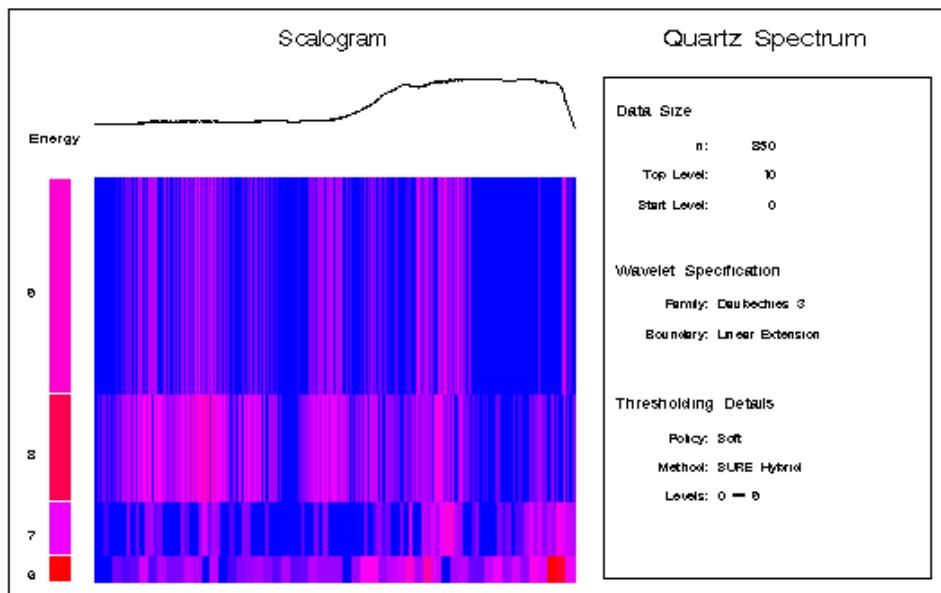
The results are shown in Figure 22.12.

Figure 22.12 Scalogram Showing All Levels

The bar on the left-hand side of the scalogram plot indicates the overall energy of each level. This energy is defined as the sum of the squares of the detail coefficients for each level. These energies are amplified by using the same algorithm for amplifying the detail coefficient magnitudes. The energy bar in Figure 22.12 shows that higher energies occur at the lower levels whose coefficients capture the gross features of the data. In order to interpret the finer-scale details of the data it is helpful to focus on just the higher levels. The following statement produces a scalogram for levels 6 and higher without using a logarithmic scale for the rectangle heights, and using the default coefficient amplification.

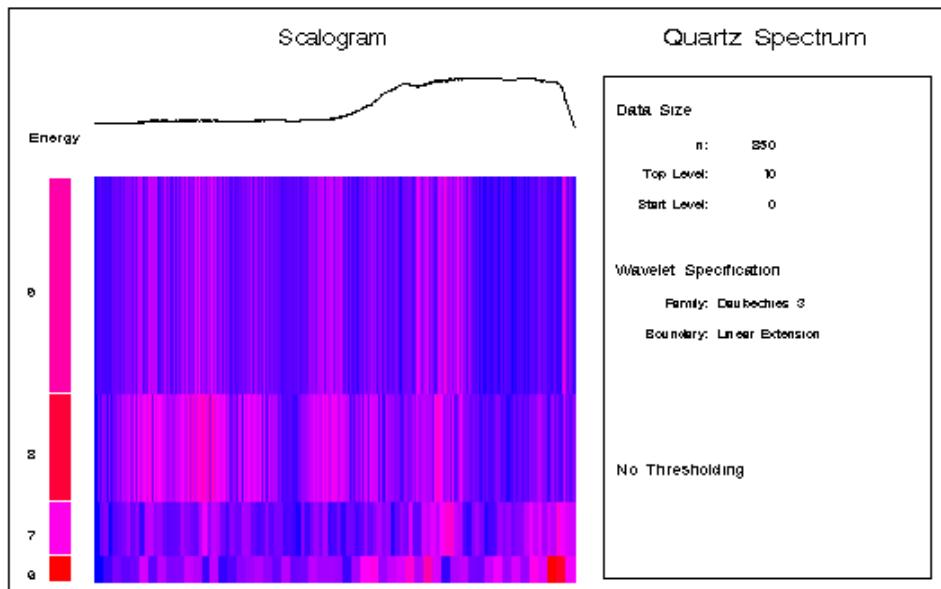
```
call scalogram(decomp, &SureShrink, 6, , , , "Quartz Spectrum");
```

The result is shown in Figure 22.13.

Figure 22.13 Scalogram of Levels 6 and Higher Using “SureShrink” Thresholding

The scalogram in Figure 22.13 reveals that most of the energy of the oscillation in the data is captured in the detail coefficients at level 8. Also note that many of the coefficients at the higher levels are set to zero by “SureShrink” thresholding. You can verify this by comparing Figure 22.13 with Figure 22.14, which shows the corresponding scalogram except that no thresholding is done. The following statement produces Figure 22.14:

```
call scalogram(decomp, , 6, , , "Quartz Spectrum");
```

Figure 22.14 Scalogram of Levels 6 and Higher Using No Thresholding

Reconstructing the Signal from the Wavelet Decomposition

You can use the WAVIFT subroutine to invert a wavelet transformation computed with the WAVFT subroutine. If no thresholding is specified, then up to numerical rounding error this inversion is exact. The following statements provide an illustration of this:

```
call wavift(reconstructedAbsorbance, decomp);
errorSS=ssq(absorbance-reconstructedAbsorbance);
print errorSS[label="Reconstruction Error Sum of Squares"];
```

The output is shown in Figure 22.15.

Figure 22.15 Exact Reconstruction Property of WAVIFT

Reconstruction Error Sum of Squares
1.288E-16

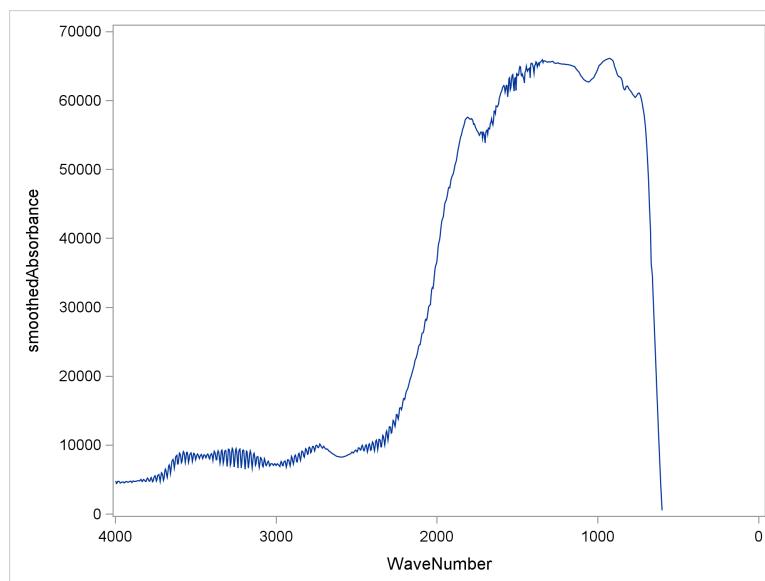
Usually you use the WAVIFT subroutine with thresholding specified. This yields a smoothed reconstruction of the input data. You can use the following statements to create a smoothed reconstruction of absorbance and add this variable to the QuartzInfraredSpectrum data set.

```
call wavift(smoothedAbsorbance, decomp, &SureShrink);
create temp var "smoothedAbsorbance";
append;
close temp;
quit;

data Spectrum;
merge quartzInfraredSpectrum temp;
run;
```

The following statements produce the line plot of the smoothed absorbance data shown in Figure 22.16:

```
proc sgplot data=Spectrum;
series x=WaveNumber y=smoothedAbsorbance;
xaxis reverse min=0;
yaxis values=(0 to 70000 by 10000);
run;
```

Figure 22.16 Smoothed FT-IR Spectrum of Quartz

You can see by comparing Figure 22.1 with Figure 22.16 that the wavelet smooth of the absorbance data has preserved all the essential features of these data.

Details

Using Symbolic Names

Several of the wavelet subroutines take arguments that are options vectors that specify user input. For example, the third argument in a WAVFT subroutine call is an options vector that specifies which wavelet and which boundary treatment are used in computing the wavelet transform. You could write the following statements that define the options vector:

```
optn      = j(1, 4, .);
optn[1]  = 0;
optn[3]  = 1;
optn[4]  = 3;
```

A problem with such code is that it is not easily readable. You can improve readability by using symbolic names. SAS macro variables provide a convenient mechanism for creating such symbolic names. For example, the previous statements could be replaced by the following:

```
optn          = &waveSpec;
optn[&boundary] = &zeroExtension;
optn[&family]   = &daubechies;
optn[&member]    = 3;
```

where the symbolic macro variables (names with a preceding ampersand) resolve to the relevant quantities. Symbolic names also improve code readability when substituted for integer arguments that control what actions a multipurpose subroutine performs. Consider the following statements:

```
call wavget(n, decomposition, 1);
call wavget(fWavelet, decomposition, 8);
```

These statements can be replaced by the following:

```
call wavget(n, decomposition, &numPoints);
call wavget(fWavelet, decomposition, &fatherWavelet);
```

A set of symbolic names is defined in the autocall WAVINIT macro. The following tables list the symbolic names that are defined in this macro.

Table 22.1 Macro Variables for Wavelet Specification

Name	Value	Position	Admissible Values
		Name	Value
&boundary	1	&zeroExtension	0
		&periodic	1
		&polynomial	2
		&reflection	3
		&antisymmetricReflection	4
°ree	2	&constant	0
		&lineair	1
		&quadratic	2
&family	3	&daubechies	1
		&symmlet	2
&member	4		1 - 10

Table 22.2 Macro Variables for Threshold Specification

Name	Value	Position	Admissible Values
		Name	Value
&policy	1	&none	0
		&hard	1
		&soft	2
		&garrote	3
&method	2	&absolute	0
		&minimax	1
		&universal	2
		&sure	3
		&sureHybrid	4
		&nhoodCoeffs	5
&value	3		positive real
&levels	4	&all	-1

positive integer

Table 22.3 Symbolic Names for the Third Argument of WAVGET

Name	Value
&numPoints	1
&detailCoeffs	2
&scalingCoeffs	3
&thresholdingStatus	4
&specification	5
&topLevel	6
&startLevel	7
&fatherWavelet	8

Table 22.4 Macro Variables for the Second Argument of WAVPRINT

Name	Value
&summary	1
&detailCoeffs	2
&scalingCoeffs	3
&thresholdedDetailCoeffs	4

Table 22.5 Macro Variables for Predefined Wavelet Specifications

Name	&boundary	°ree	&family	&member	
&waveSpec	{ }				
&haar	{ &periodic . . . }		&daubechies	1	}
&daubechies3	{ &periodic . . . }		&daubechies	3	}
&daubechies5	{ &periodic . . . }		&daubechies	5	}
&symmlet5	{ &periodic . . . }		&symmlet	5	}
&symmlet8	{ &periodic . . . }		&symmlet	8	}

Table 22.6 Macro Variables for Predefined Threshold Specifications

Name	&policy	&method	&value	&levels	
&threshSpec	{ }				
&RiskShrink	{ &hard &minimax . . . }			&all	}
&VisuShrink	{ &soft &universal . . . }			&all	}
&SureShrink	{ &soft &sureHybrid . . . }			&all	}

Obtaining Help for the Wavelet Macros and Modules

The WAVINIT macro that you call to define symbolic macro variables and wavelet plot modules also defines a macro WAVHELP that you can call to obtain help for the wavelet macros and plot modules. The syntax for calling the WAVHELP macro is as follows:

```
%WAVHELP <( name )> ;
```

In the macro call, *name* is either wavginit, wavinit, coefficientPlot, mraApprox, mraDecomp, or scalogram. This macro displays usage and argument information for the specified macro or module. If you call the WAVHELP macro with no arguments, it lists the names of the macros and modules for which help is available. Note that you can obtain help for the built-in IML wavelet subroutines by using the SAS Online Help.

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Chapter 23

Genetic Algorithms

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Overview

Genetic algorithms (hereafter referred to as GAs) are a family of search algorithms that seek optimal solutions to problems by using the principles of natural selection and evolution. GAs can be applied to almost any optimization problem and are especially useful for problems where calculus-based techniques do not work, such as when the objective function has many local extrema, is not differentiable, or is not continuous. GAs are also useful when the solution vector is constrained to be a sequence of integers.

In many cases GAs require more computation than specialized techniques that take advantage of specific problem structures. However, when no such techniques are available, GAs provide a robust general method of optimization.

In general, GAs use the following procedure to search for an optimum solution:

Initialization: An initial population of solutions is randomly generated, and an objective function is evaluated for each member of the initial population.

Regeneration: A new population is generated from the current population. First, individual members are chosen stochastically to parent the next generation such that those who are “fit” (have good values for the objective function) are more likely to be chosen. This process is called *selection*. Those chosen “parents” are either copied directly to the next generation or can be passed to a crossover operator. The crossover operator combines two or more parents to produce new offspring solutions for the next generation. A fraction of the next-generation solutions, selected according to a user-specified mutation probability, is passed to a mutation operator that introduces random variations in the solutions.

The crossover and mutation operators are commonly called *genetic operators*. The crossover operator passes characteristics from each parent to the offspring, especially those characteristics shared in common. It is selection and crossover that direct the algorithm toward finding an optimum. Mutation is designed to ensure diversity in the search to prevent premature convergence to a local optimum.

As the final step in regeneration, the current population is replaced by the new members that were generated by selection, crossover, and mutation. The objective function values are evaluated for the new generation. A common variation on this approach is to pass one or more of the best solutions from the current population on to the next population unchanged. This can lead to faster convergence and assures that the best solution generated at any time during the optimization is never lost.

Repeat: After *regeneration*, the process checks some stopping criterion, such as the number of iterations. If the stopping criterion is not met, then the algorithm loops back to the *regeneration* step.

Although GAs have been demonstrated to work well for a variety of problems, there is no guarantee of convergence to a global optimum. Also, because the convergence of GAs can be sensitive to the choice of genetic operators, mutation probability, and selection criteria, some experimentation and fine-tuning of these parameters is often required.

In the traditional formulation of GAs, the set of parameters is mapped into finite-length bit strings, and the genetic operators that act on these strings are based on biological processes. Although there is a theoretical basis for the effectiveness of GAs formulated in this way (Goldberg 1989), in practice most problems do not fit naturally into this paradigm. Research has shown that optimizations can be set up by using the natural solution domain (for example, a real vector or integer sequence) and then applying crossover and mutation operators that are analogous to the traditional genetic operators but that are more appropriate to the natural formulation of the problem (Michalewicz 1996). This latter approach is sometimes called *evolutionary computing*. SAS/IML implements the evolutionary computing approach, which makes it much easier to formulate practical problems that have realistic constraints. Throughout this documentation, the term “genetic algorithm” is to be interpreted as evolutionary computing.

SAS/IML provides a flexible framework for implementing GAs. You can write your own modules for the genetic operators and objective function. You can use standard genetic operators or define your own. This framework enables you to use variations of the usual GA, such as modifying the optimization parameters during the optimization or incorporating problem-specific local optimizations to enhance convergence.

A SAS/IML program that implements GA optimization is structured differently from a program that uses the nonlinear programming (NLP) routines to perform nonlinear optimization. When you use the NLP routines, you define the objective function and constraints and make a single call that runs an optimization algorithm to completion.

In contrast, you use separate calls to the GA routines to specify the problem encoding (GASETUP), genetic operators (GASETMUT and GASETCRO), objective function (GASETOBJ), and selection criteria (GASETSEL). You then call the GAINIT routine to create an initial population. After that, you advance the optimization process by calling GAREGEN (the regeneration step) within a loop. Within the loop you can use GAGETMEM and GAGETVAL calls to retrieve and examine population members and objective function values. This strategy enables you to monitor the convergence of the GA, adjust optimization parameters within the loop, and exit the loop if the GA is not improving the objective function. The next section explains the optimization parameters in more detail.

Formulating a Genetic Algorithm Optimization

To formulate a GA, you must provide the following parameters:

- Encoding:* The general structure and form of the solution.
- Objective function:* The function to be optimized. You can specify whether the function is to be minimized or maximized.
- Selection:* How members of the current solution population are chosen to be parents for the next generation.
- Crossover operator:* How the attributes of parent solutions are combined to produce new offspring.
- Mutation operator:* How random variation will be introduced into the new offspring to maintain genetic diversity.

The following sections discuss each of these items.

Choosing the Problem Encoding

Problem encoding refers to the structure or type of solution space that is to be searched, such as real-valued fixed-length vectors or integer sequences. The GA routines offer the following built-in encoding options:

General numeric matrix: With this encoding, solutions can take the form of a numeric matrix of any shape. Also, different solutions can have different dimensions. This is the most flexible option. When you use this encoding, there are no assumptions about the form of the solution, so you must specify user modules for crossover and mutation operators and a user module for creating the initial solution population.

Real-valued fixed-length row vector: If you use this encoding, you must also specify the number of components in the solution vector. When you use this encoding, you can use built-in crossover and mutation operators, or you can supply custom modules. You can specify upper and lower bounds for each component and SAS/IML will generate a random initial population between the bounds. If you do not explicitly set crossover and mutation operators, default operators are used. This type of encoding is often used for general nonlinear optimization problems.

Integer-valued fixed-length row vector: This option is similar to the real-valued fixed-length encoding, except that the built-in genetic operators and initialization process will preserve and generate integer solutions. This type of encoding is useful for an assignment problem in which the positions within the vector represent

different tasks and the integer values represent different machines or other resources that can be applied to each task.

Integer fixed-length sequence: In this encoding, each solution is composed of a sequence of integers ranging from 1 to the length of the sequence. Different solutions correspond to different permutations of the elements. For example, the following s_1 and s_2 are two integer sequences of length 6:

```
s1 = {1 2 3 4 5 6};
s2 = {2 6 5 3 4 1};
```

This type of encoding is often used for routing problems (such as the traveling salesman problem, where each element represents a city in a circular route) or scheduling problems.

Defining the Objective Function

Before executing a GA, you must specify the objective function. Two options are currently available: a user-defined function module and a built-in traveling salesman problem (TSP) objective function.

User function module: The module must take exactly one parameter, which is a potential solution, and return a scalar value, which is the objective function evaluated at the parameter. The module can have a global clause, which can be used to pass in other information that is necessary to evaluate the objective function. If global parameters are used, you must be careful about changing them after the optimization has been initialized. If a change in a global parameter affects the objective function values, you must reevaluate the entire solution population (see the GAREEVAL call) to ensure that the values are consistent with the changed global parameter.

The parameter that is passed to the routine is copied to the solution population when the module exits, so take care not to unintentionally modify the parameter. However, it is permissible (and might be very effective) to add logic to the module to improve the solution through some heuristic technique or local optimization, and deliberately copy that improved solution to the solution population by updating the parameter before returning. Using this hybrid approach might significantly improve the convergence of the GA, especially in later stages when solutions might be near an optimum.

TSP objective function: An objective function for the traveling salesman problem can be specified by using integer sequence encoding. For the TSP, a solution sequence represents a circular route. For example, a solution s that has the following value represents a route going from location 2 to location 4, then to 3, to 1, to 5, and finally back to 2:

```
s = {2 4 3 1 5};
```

You must also specify a cost matrix c , where $c[i,j]$ is the cost of going from location i to location j . The objective function is just the cost of traversing the route that is determined by s , and is equivalent to the following SAS/IML statements:

```

start TSPOjectiveFunction(s) global(c);
  nc = ncol(s);
  cost = c[s[nc],s[1]];
  do i = 1 to nc-1;
    cost = cost + c[s[i],s[i+1]];
  end;
  return (cost);
finish;

```

The built-in “order operator” for crossover and “invert operator” for mutation are especially appropriate for the TSP and other routing problems.

Controlling the Selection Process

Two competing factors need to be balanced in the selection process, the *selective pressure* and *genetic diversity*. Selective pressure, the tendency to select only the best members of the current generation to propagate to the next, is required to direct the GA to an optimum. Genetic diversity, the maintenance of a diverse solution population, is required to ensure that the solution space is adequately searched, especially in the earlier stages of the optimization process. Too much selective pressure can lower the genetic diversity so that the global optimum is overlooked and the GA converges to a local optimum. However, with too little selective pressure the GA might not converge to an optimum in a reasonable time. A proper balance between the selective pressure and genetic diversity must be maintained for the GA to converge in a reasonable time to a global optimum.

The GA routines offer two variants of *tournament selection* (Miller and Goldberg 1995), a standard technique for the selection process. In general, the tournament selection process randomly chooses a group of members from the current population, compares their objective values, and chooses the one that has the best objective value to be a parent for the next generation. Tournament selection is one of the fastest selection methods and offers good control over the selection pressure.

In the first variant of tournament selection, you can control the selective pressure by specifying the tournament size, which is the number of members that are chosen to compete for parenthood in each tournament. This number should be two or greater, where smaller numbers provide less selection pressure. Tournament sizes from two to 10 have been successfully applied to various GA optimizations; sizes over four or five are considered to represent strong selective pressure.

The second variant of tournament selection provides weaker selective pressure than the first variant. The tournament size is set to two, and the member that has the best objective value is chosen according to a probability that you specify. This best-player-wins probability can range from 0.5 to 1.0, where 1.0 implies that the best member is always chosen (equivalent to a conventional tournament of size two) and 0.5 implies an equal chance of either member being chosen, which is equivalent to pure random selection. You could set the best-player-wins probability close to 0.5 in the initial stages of the optimization and gradually increase it to strengthen the selective pressure as the optimization progresses, which results in an algorithm that is similar to the simulated annealing optimization technique.

Another important selection option is the *elite* parameter. If an elite value of n is specified, then the best n solutions will be carried over to the next generation unchanged, with the rest of the new population filled in by tournament selection, crossover, and mutation. Setting the elite parameter to 1 or greater will therefore guarantee that the best solution is never lost through selection and propagation, which often improves the convergence of the algorithm.

Using Crossover and Mutation Operators

You can define modules for crossover and mutation operators, or you can choose from the built-in operators. The built-in operators are tied to the problem encoding options; the GA routines verify that a specified operator is appropriate for the problem encoding. You can turn off crossover, in which case the current population passes to the next generation subject only to mutation. Mutation can be turned off by setting the mutation probability to 0.

The valid crossover and mutation operators for each problem encoding are summarized in Table 23.1.

Table 23.1 Valid Genetic Operators for Each Encoding

Encoding	Crossover	Mutation
General	User module	User module
Fixed-length real vector	User module Simple Two-point Arithmetic Heuristic	User module Uniform Delta
Fixed-length integer vector	User module Simple Two-point Arithmetic	User module Uniform Delta
Fixed-length integer sequence	User module Pmatch Order Cycle	User module Swap Invert

The built-in genetic operators are described in the following sections.

Crossover Operators

The crossover operators are as follows:

Simple: This operator is defined for integer and real encodings. To apply this operator, a position k within a vector of length n is chosen at random, such that $1 \leq k < n$. Then for parents p_1 and p_2 the offspring are

```
c1 = p1[1:k] || p2[k+1:n];
c2 = p2[1:k] || p1[k+1:n];
```

For real encoding, you can specify an additional parameter, a , where a is a scalar and $0 < a \leq 1$. It modifies the offspring as follows:

```
x2 = a * p2 + (1-a) * p1;
c1 = p1[1:k] || x2[k+1:n];

x1 = a * p1 + (1-a) * p2;
c2 = p2[1:k] || x1[k+1:n];
```

Note that for $a = 1$, which is the default value, $x2$ and $x1$ are the same as $p2$ and $p1$. Small values of a reduce the difference between the offspring and parents. For integer encoding, a is always 1.

Two-point: This operator is defined for real and integer encodings. Let $n \geq 3$ be the length of the solution vector. To apply this operator, two positions $k1$ and $k2$ within the vector are chosen at random, such that $1 \leq k1 < k2 < n$. Element values between those positions are swapped between parents. For parents $p1$ and $p2$ the offspring are

```
c1 = p1[1:k1] || p2[k1+1:k2] || p1[k2+1:n];
c2 = p2[1:k1] || p1[k1+1:k2] || p2[k2+1:n];
```

For real encoding, you can specify an additional parameter, a , where $0 < a \leq 1$. It modifies the offspring as follows:

```
x2 = a * p2 + (1-a) * p1;
c1 = p1[1:k1] || x2[k1+1:k2] || p1[k2+1:n];

x1 = a * p1 + (1-a) * p2;
c2 = p2[1:k1] || x1[k1+1:k2] || p2[k2+1:n];
```

Note that for $a = 1$, which is the default value, $x2$ and $x1$ are the same as $p2$ and $p1$. Small values of a reduce the difference between the offspring and parents. For integer encoding, a is always 1.

Arithmetic: This operator is defined for real and integer vector encodings. This operator computes offspring of parents $p1$ and $p2$ as

```
c1 = a * p1 + (1-a) * p2;
c2 = a * p2 + (1-a) * p1;
```

where a is a random number between 0 and 1. For integer encoding, each component is rounded to the nearest integer. This operator has the advantage that it will always produce feasible offspring for a convex solution space. A disadvantage is that it will tend to produce offspring toward the interior of the search region, so that it might be less effective if the optimum lies on or near the search region boundary.

Heuristic: This operator is defined for real vector encodings. It computes the first offspring from the two parents $p1$ and $p2$ as

```
c1 = a * (p2 - p1) + p2;
```

where p_2 is the parent that has the better objective value, and a is a random number between 0 and 1. The second offspring is computed as in the arithmetic operator:

```
c2 = (1 - a) * p1 + a * p2;
```

This operator is unusual in that it uses the objective value. It has the advantage of directing the search in a promising direction and automatically fine-tuning the search in an area where solutions are clustered. If the solution space has upper- and lower-bound constraints, the offspring will be checked against the bounds. Any component outside its bound will be set equal to that bound. The heuristic operator performs best when the objective function is smooth, and might not work well if the objective function or its first derivative is discontinuous.

- Pmatch:* The partial match operator is defined for sequence encoding. It produces offspring by transferring a subsequence from one parent and filling the remaining positions in a way that is consistent with the position and ordering in the other parent. Start with two parents and randomly chosen cutpoints as follows:

```
p1 = {1 2|3 4 5 6|7 8 9};  
p2 = {8 7|9 3 4 1|2 5 6};
```

The first step is to cross the selected segments. A dot (.) indicates positions yet to be determined:

```
c1 = {. . 9 3 4 1 . . .};  
c2 = {. . 3 4 5 6 . . .};
```

Next, define a mapping according to the two selected segments:

9–3, 3–4, 4–5, 1–6

Next, fill in the positions where there is no conflict from the corresponding parent:

```
c1 = {. 2 9 3 4 1 7 8 .};  
c2 = {8 7 3 4 5 6 2 . .};
```

Last, fill in the remaining positions from the subsequence mapping. In this case, for the first child $1 \rightarrow 6$ and $9 \rightarrow 3$, and for the second child $5 \rightarrow 4$, $4 \rightarrow 3$, $3 \rightarrow 9$, and $6 \rightarrow 1$.

```
c1 = {6 2 9 3 4 1 7 8 5};  
c2 = {8 7 3 4 5 6 2 9 1};
```

This operator tends to maintain similarity of both the absolute position and relative ordering of the sequence elements and is useful for a wide range of sequencing problems.

- Order:* This operator is defined for sequence encoding. It produces offspring by transferring a subsequence of random length and position from one parent and filling the remaining positions according to the order from the other parent. For parents p_1 and p_2 , first choose a subsequence:

```
p1 = {1 2|3 4 5 6|7 8 9};  
p2 = {8 7|9 3 4 1|2 5 6};  
  
c1 = {. . 3 4 5 6 . . .};  
c2 = {. . 9 3 4 1 . . .};
```

Starting at the second cutpoint, the order of the elements of $p2$ is as follows (cycling back to the beginning):

```
2 5 6 8 7 9 3 4 1
```

After removing 3, 4, 5 and 6, which have already been placed in $c1$, you have

```
2 8 7 9 1
```

Placing these back in order starting at the second cutpoint yields

```
c1 = {9 1 3 4 5 6 2 8 7};
```

Applying this logic to $c2$ yields

```
c2 = {5 6 9 3 4 1 7 8 2};
```

This operator maintains the similarity of the relative order (also called adjacency) of the sequence elements of the parents. It is especially effective for circular path-oriented optimizations, such as the traveling salesman problem.

Cycle:

This operator is defined for sequence encoding. It produces offspring such that the position of each element value in the offspring comes from one of the parents. For example, start with parents $p1$ and $p2$:

```
p1 = {1 2 3 4 5 6 7 8 9};
p2 = {8 7 9 3 4 1 2 5 6};
```

For the first child, choose the first element from the first parent:

```
c1 = {1 . . . . . . . .};
```

To maintain the condition that the position of each element value must come from one of the parents, the position of the 8 value must come from $p1$, because the 8 position in $p2$ is already taken by the 1 in $c1$:

```
c1 = {1 . . . . . 8 .};
```

Now the position of 5 must come from $p1$, and so on until the process returns to the first position:

```
c1 = {1 . 3 4 5 6 . 8 9};
```

At this point, choose the remaining element positions from $p2$:

```
c1 = {1 7 3 4 5 6 2 8 9};
```

For the second child, starting with the first element from the second parent, similar logic produces

```
c2 = {8 2 9 3 4 1 7 5 6};
```

This operator is most useful when the absolute position of the elements is of the greatest importance to the objective value.

A user-defined module for a crossover operator must be a subroutine that has four parameters. The module should compute and return two new offspring solutions in the first two parameters, based on the two parent solutions, which are passed into the module in the last two parameters. The module should not modify the parent solutions. A global clause can be used to pass in any additional information that the module might need.

Mutation Operators

The mutation operators are as follows:

Uniform: This operator is defined for real or integer encodings that have specified upper and lower bounds. To apply this operator, a position k is randomly chosen within the solution vector v , and $v[k]$ is modified to a random value between the upper and lower bounds for element k . This operator might prove especially useful in early stages of the optimization, since it tends to distribute solutions widely across the search space and avoid premature convergence to a local optimum. However, in later stages of an optimization, when the search needs to home in on an optimum, the uniform operator might hinder the optimization.

Delta: This operator is defined for real and integer encodings. It first chooses an element of the solution at random, and then perturbs that element by a fixed amount, which is set by a *delta* input parameter. *delta* has the same dimension as the solution vectors. To apply the mutation, a randomly chosen element k of the solution vector v is modified such that

```
v[k] = v[k] + delta[k]; /* with probability 0.5 */
or
v[k] = v[k] - delta[k];
```

If upper and lower bounds are specified for the problem, then $v[k]$ is adjusted as necessary to fit within the bounds. This operator enables you to control the scope of the search by using the *delta* vector. One possible strategy is to start with a larger *delta* value and then reduce it as the search progresses and begins to converge to an optimum. This operator is also useful if the optimum is known to be on or near a boundary, in which case *delta* can be set large enough to always perturb the solution element to a boundary.

swap: This operator is defined for sequence problem encoding. It chooses two random locations in the solution vector, and swaps their value. You can also specify that multiple swaps be made for each mutation.

invert: This operator is defined for sequence encoding. It chooses two locations at random, and then reverses the order of elements between them. This operator is most often applied to the traveling salesman problem.

A user-defined module for a mutation operator must be a subroutine that has exactly one parameter, which contains the solution that is to be mutated. The module replaces the parameter with the new mutated value. As with crossover, a global clause can be used to pass in any additional information that the module needs.

Executing a Genetic Algorithm

The following sections describe how to set up a genetic algorithm and how to handle constraints. Several examples are presented.

Using the GA Modules to Implement an Optimization

After you formulate the GA optimization problem, executing the genetic algorithm is simple and straightforward. **Table 23.2** summarizes the GA modules that you can use to set each of the optimization parameters. Some modules support default values for parameters that are not specified, and these default values are also listed. Parameters shown in italics are not required in all cases.

Table 23.2 Establishing Optimization Parameters

Type	Set By	Parameter	Value
Encoding	GASETUP	Encoding	0 (general) 1 (real vector) 2 (integer vector) 3 (integer sequence)
		<i>size</i>	Size of vector
		<i>seed</i>	Initial random seed
Objective	GASETOBJ	id	Returned from GASETUP
		<i>objtype</i>	0 (minimize user module) 1 (maximize user module) 2 (traveling salesman problem)
		parm	If <i>objtype</i> = 0 or 1, user module If <i>objtype</i> = 2, cost coefficients
Selection	GASETSEL	id	Returned from GASETUP
		<i>elite</i>	Integer in [0, population size]
		<i>type</i>	0 (conventional tournament) 1 (dual tournament with BPW problem)
		parm	If <i>type</i> = 0, tournament size If <i>type</i> = 1, real number in [0.5,1]
		Default if	elite
		Not set	1 Conventional tournament 2
Crossover	GASETCRO	id	Returned from GASETUP
		<i>crossprob</i>	Crossover probability
		<i>type</i>	0 (user module) 1 (simple) 2 (two-point) 3 (arithmetic) 4 (heuristic) 5 (pmatch) 6 (cycle)

Table 23.2 (continued)

Type	Set By	Parameter	Value
			7 (order)
		<i>parm</i>	Module name for type = 0
			$0 < \text{val} \leq 1$ if encoding=1, $0 < \text{type} < 3$
Default if		crossprob	1.0
Not set		type	Heuristic if encoding = 1 Simple if encoding = 2 Pmatch if encoding = 3, objtype 0 Order if objtype = 2 (TSP)
Mutation	GASETMUT	id	Returned from GASETUP
		mutprob	Mutation probability
		type	0 (user module) 1 (uniform) 2 (delta) 3 (swap) 4 (invert)
		<i>parm</i>	Delta value if type = 2 Number of swaps if type = 3
Default if		mutprob	0.05
Not set		type	Uniform if encoding= 1 or 2, bounded Delta if encoding = 1 or 2, no bounds Swap if encoding = 3, not TSP Invert if objtype = 1 (TSP)

After setting the optimization parameters, you can run the GA. First, use the GAINIT call to implement the *initialization* phase of the GA. The GAINIT call generates an initial solution population and evaluates the objective value of each member solution. In the GAINIT call, you specify the population size and any constant bounds for the solution domain.

Next implement a loop such as a DO loop or a DO WHILE loop. Put a GAREGEN call and a GAGETVAL call inside the loop. The GAREGEN call implements the *regeneration* phase of the GA, which generates a new solution population based on selection, crossover, and mutation of the current solution population. The GAREGEN call replaces the current population with the new population and computes the new objective function values. The GAGETVAL call retrieves the objective function values for the current population. This enables you to monitor the convergence of the GA. You might check the average value of the objective population, or check only the best value. If the elite parameter is 1 or more, then it is easy to check the best member of the population, because it will always be the first member retrieved.

Typically the loop ends when a stopping criterion is satisfied. After the loop, you can retrieve the members of the solution population by using the GAGETMEM call. To end the optimization, you should always use the GAEND call to free up memory resources that were allocated to the GA.

Incorporating Local Optimization

One commonly used technique is to combine the GA with a local optimization technique that is specific to the problem being solved. This can be done within the GA framework by incorporating a local optimization into the objective function evaluation. You can return a locally optimized objective value and optionally replace the original solution with the optimized solution.

If you always replace the original solution with the locally optimized solution, convergence occurs faster, but the algorithm is more likely to converge prematurely to a local optimum. One way to reduce this possibility is to not replace the original solution in every case, but to replace it with some probability p . For some problems, values of p from 5 to 15 percent have been shown to significantly improve convergence, while avoiding premature convergence to a local optimum (Michalewicz 1996).

Handling Constraints

In practice, optimization problems often include constraints, which can make the problem difficult to solve. Constraints are handled in GAs in a variety of ways.

If it is possible, the most straightforward approach is to set the problem encoding, genetic operators, and initialization such that the constraints are automatically met. For example, a nonlinear optimization of n variables that have upper and lower bounds is easily formulated by using real vector encoding, arithmetic crossover, and uniform mutation. The arithmetic crossover operator can be used without modification in any optimization over a convex solution space, when the optimum is expected to be an interior point of the domain.

Another approach to constrained optimization is to repair solutions only after genetic operators have been applied. This is what the GA routines do when you use the heuristic crossover operator or delta mutation operator with fixed bounds; any individual component that violates an upper or lower bound is adjusted. You can repair a solution inside a user-defined crossover or mutation module, or you can make repairs by modifying the solution in a user-defined objective function, as was described in the previous section.

Another technique is to allow solutions to violate constraints, but to impose a penalty in the objective function for unsatisfied constraints. If the penalty is severe enough, the algorithm should converge to an optimum point within the constraints. This approach should be used carefully. If most of the points in the solution space violate the constraints, then this technique might converge prematurely to the first feasible solution found. Also, convergence might be poor to a solution that lies on or near a constraint boundary.

Examples

This section provides examples of using a genetic algorithm to solve optimization problems.

Example 23.1: The Traveling Salesman Problem

To illustrate how to set up and execute a genetic algorithm, the following example searches for a solution to the traveling salesman problem. In this problem, cities are located on a two-by-five grid. The cost of traveling from one city to the next is given by the “taxicab distance” between the cities, also known as the Manhattan distance or the L_1 distance. The cost coefficients (the “distances”) are stored in the `coeffs` matrix. The optimal route has a total distance of 10.

```

proc iml;
/* cost coefficients for TSP problem */
coeffs = { 0 1 2 3 4 5 4 3 2 1,
            1 0 1 2 3 4 5 4 3 2,
            2 1 0 1 2 3 4 5 4 3,
            3 2 1 0 1 2 3 4 5 4,
            4 3 2 1 0 1 2 3 4 5,
            5 4 3 2 1 0 1 2 3 4,
            4 5 4 3 2 1 0 1 2 3,
            3 4 5 4 3 2 1 0 1 2,
            2 3 4 5 4 3 2 1 0 1,
            1 2 3 4 5 4 3 2 1 0 };

/* problem setup */
id = gasetup(3,           /* 3 -> integer sequence encoding */
             10,          /* number of locations */
             1234);       /* initial seed */

/* set objective function */
call gasetobj(id,
              2,           /* 2 -> traveling salesman problem */
              coeffs);    /* cost coefficient matrix */

/* initialization phase */
call gainit(id,
            100);      /* initial population size */

/* execute regeneration loop */
niter = 20;           /* number of iterations */
BestValue = j(niter,1); /* allocate vector for results */

call gagetval(value, id, 1); /* gets first value */
BestValue[1] = value;

do i = 2 to niter;
  call garegen(id);
  call gagetval(value, id, 1);
  BestValue[i] = value;
end;

/* print solution history */
print (t(1:niter)) [L="Iteration"] BestValue;

/* print final solution */

```

```

call gagetmem(bestMember, value, id, 1);
print bestMember[f=3.0 L="Best Member"], value[L="Final Best Value"];

call gaend(id);

```

For this test case, there is no call to GASETSEL. Therefore, the algorithm uses the default selection parameters, namely an elite value of 1 and a conventional tournament of size 2. Also, since there is no GASETCRO or GASETMUT call, the algorithm uses the default genetic operators: the “order” operator for crossover and the “invert” operator for mutation. The default mutation probability is 0.05. The output is shown in Figure 23.1.1.

Output 23.1.1 Solution of a Traveling Salesman Problem

Iteration	BestValue
1	18
2	18
3	16
4	16
5	16
6	16
7	16
8	14
9	10
10	10
11	10
12	10
13	10
14	10
15	10
16	10
17	10
18	10
19	10
20	10

Best Member
4 5 6 7 8 9 10 1 2 3

Final Best Value
10

The optimal value was reached after 19 iterations. Because the elite value was 1, the best solution was retained and passed on to each successive generation, and therefore never lost. Notice that out of 3,628,800 possible solutions (representing 362,800 unique paths), the GA found the optimum after only 1,900 function evaluations without using any problem-specific information to assist the optimization.

As an experiment, you can specify different genetic operators that override the default operators. The following statements use the GASETCRO and GASETMUT calls to set the crossover and mutation operators, respectively. The GASETSEL call is used to specify the selection parameters.

```

/* alternate problem setup */
id = gasetup(3,           /* 3 -> integer sequence encoding */
             10,          /* number of locations */
             1234);       /* initial seed */

/* set objective function */
call gasetobj(id,
              2,           /* 2 -> traveling salesman problem */
              coeffs);    /* cost coefficient matrix */

call gasetcro(id,
              1.0,         /* crossover probability = 1 */
              5);          /* 5 -> pmatch operator */
call gasetmut(id,
              0.05,        /* mutation probability */
              3);          /* 3 -> swap operator */
call gasetsel(id,
              3,           /* set elite to 3 */
              1,           /* dual tournament */
              0.95);       /* best-player-wins probability = 0.95 */

```

The remainder of the program is the same:

```

/* initialization phase */
call gainit(id,
            100);      /* initial population size */

/* execute regeneration loop */
niter = 15;           /* number of iterations */
BestValue = j(niter,1); /* allocate vector for results */

call gagetval(value, id, 1); /* gets first value */
BestValue[1] = value;

do i = 2 to niter;
  call garegen(id);
  call gagetval(value, id, 1);
  BestValue[i] = value;
end;

/* print solution history */
print (t(1:niter))[L="Iteration"] BestValue;

/* print final solution */
call gagetmem(bestMember, value, id, 1);
print bestMember[f=3.0 L="Best Member"], value[L="Final Best Value"];

call gaend(id);

```

The output of this program is shown in Figure 23.1.2.

Output 23.1.2 Alternate Solution of a Traveling Salesman Problem

Iteration	BestValue
1	18
2	18
3	16
4	16
5	16
6	14
7	14
8	14
9	12
10	10
11	10
12	10
13	10
14	10
15	10
Best Member	
9	10
1	2
3	4
5	6
7	8
Final Best Value	
10	

Notice that the convergence was faster than for the previous case, reaching an optimum after 13 iterations. This illustrates that the convergence of a GA might be sensitive to the choice of genetic operators and selection parameters. In general, changing the optimization parameters affects the convergence.

Example 23.2: Genetic Algorithm with Local Optimization

For the symmetric traveling salesman problem, a simple local optimization is to check each pair of adjacent locations in the solution and swap their positions if that improves the objective function value. The following program repeats Example 23.1 but uses a modified objective function that implements this strategy. The optimized solution is not written back out to the solution population except to get the final solution at the end.

```
proc iml;
/* cost coefficients for TSP problem */
coeffs = { 0 1 2 3 4 5 4 3 2 1,
           1 0 1 2 3 4 5 4 3 2,
           2 1 0 1 2 3 4 5 4 3,
           3 2 1 0 1 2 3 4 5 4,
           4 3 2 1 0 1 2 3 4 5,
           5 4 3 2 1 0 1 2 3 4,
           4 5 4 3 2 1 0 1 2 3,
           3 4 5 4 3 2 1 0 1 2,
           2 3 4 5 4 3 2 1 0 1,
           1 2 3 4 5 4 3 2 1 0 };
```

```

/* define objective function with local optimization */
start TSPObjectiveFunction(r) global(coeffs, p);
    s = r;
    nc = ncol(s);
    /* local optimization: assume symmetric cost coefficients */
    do i = 1 to nc;
        city1 = s[i];
        inext = 1 + mod(i,nc);
        city2 = s[inext];
        if i=1 then
            before = s[nc];
        else
            before = s[i-1];
        after = s[1 + mod(inext,nc)];
        if (coeffs[before,city1] + coeffs[city2, after]) >
            (coeffs[before,city2] + coeffs[city1, after]) then do;
            s[i] = city2;
            s[inext] = city1;
        end;
    end;
    /* compute objective function */
    cost = coeffs[s[nc], s[1]];
    do i = 1 to nc-1;
        cost = cost + coeffs[s[i], s[i+1]];
    end;
    if uniform(1234)<=p then
        r = s;
    return (cost);
finish;

/* problem setup */
id = gasetup(3,           /* 3 -> integer sequence encoding */
             10,          /* number of locations */
             123);        /* initial seed */

/* set objective function */
call gasetobj(id,
              0,           /* 0 -> minimize a user-defined module */
              "TSPObjectiveFunction");

call gasetcro(id, 1.0, 6);
call gasetmut(id, 0.05, 4);
call gasetsel(id, 1, 1, 0.95);
p = 0;           /* probability of writing locally optimized
                     * solution back out to population */

/* initialization phase */
call gainit(id,
            100);        /* initial population size */

/* execute regeneration loop */
niter = 10;          /* number of iterations */
BestValue = j(niter,1); /* allocate vector for results */

call gagetval(value, id, 1); /* gets first (and best) value */

```

```

BestValue[1] = value;

do i = 2 to niter;
  call garegen(id);
  call gagetval(value, id, 1);
  BestValue[i] = value;
end;

/* print solution history */
print (t(1:niter))[L="Iteration"] BestValue;

/* write local optimization back to all solutions */
p = 1.;           /* set global probability to 1 */
call gareeval(id);

/* print final solution */
call gagetmem(bestMember, value, id, 1);
print bestMember[f=3.0 L="Best Member"], value[L="Final Best Value"];

call gaend(id);

```

The results of running this program are shown in [Output 23.2.1](#).

Output 23.2.1 Solution with Custom Objective Function

Iteration	BestValue
1	12
2	12
3	10
4	10
5	10
6	10
7	10
8	10
9	10
10	10

Best Member									
2	3	4	5	6	7	8	9	10	1

Final	Best	Value
		10

Convergence is much improved by the local optimization, which reaches the optimum in just 5 iterations, as compared to 13 when there was no local optimization. Writing some of the optimized solutions back to the solution population, by setting the global probability p to 0.05 or 0.15, will improve convergence even more.

Example 23.3: Real-Valued Objective Optimization with Constraints

The following example illustrates some of the strengths and weaknesses of the arithmetic and heuristic crossover operators. The objective function to be minimized has a minimum at $x = x_{opt}$ but is not differentiable at all points. The following program sets $x_{opt} = 0$ and specifies constant boundary constraints such that the optimum is in the interior of the search space. The heuristic crossover operator is used.

```

proc iml;

/* objective function, has minimum value at x = xopt */
start sin_obj(x) global(xopt);
    r = abs(sin(sum(abs(x-xopt))));
    return(r);
finish;

xopt = { 0 0 0 };
optimum = xopt;
optval = sin_obj(optimum);

id = gasetup(1,           /* 1-> floating-point vector encoding */
            3,           /* 3-> length of solution vectors */
            1234);      /* 0-> initial random seed */
call gasetobj(id,
              0,           /* 0->minimize a user module */
              "sin_obj"); /* module name */
call gasetcro(id,
              0.9,         /* crossover probability */
              4);          /* 4-> heuristic crossover operator */
call gasetmut(id,
              0.05,        /* mutation probability */
              2,           /* 2-> delta mutation operator */
              0.01);       /* delta value */
call gasetsel(id,
              5,           /* carry best 5 solutions forward */
              1,           /* dual tournament */
              0.95);       /* best-player wins probability */

bounds = {-1 -1 -1,
          1   1   1};
call gainit(id,
            200,         /* initial population size */
            bounds);     /* upper/lower bounds for random components */

summary = j(20,2);
mattrib summary [c = {"BestValue", "AvgValue"}];
call gagetval(value, id);
summary[1,1] = value[1];
summary[1,2] = value[:];

do i = 2 to 20;
    call garegen(id);
    call gagetval(value, id);

```

```

summary[i,1] = value[1];
summary[i,2] = value[:];
end;

print (t(1:20)) [L="Iteration"] summary;
call gaend(id);

```

The output results are shown in [Output 23.3.1](#).

Output 23.3.1 Solution of a Vector Encoding Problem

Iteration	BestValue	AvgValue
1	0.1840732	0.8926763
2	0.14112	0.7445004
3	0.14112	0.590506
4	0.14112	0.4736059
5	0.14112	0.4167638
6	0.14112	0.3648824
7	0.1161997	0.3521076
8	0.0853626	0.3376295
9	0.0853626	0.3232832
10	0.0853626	0.3421653
11	0.0853626	0.3535389
12	0.0853626	0.3491909
13	0.0846332	0.322776
14	0.0846332	0.3172681
15	0.0846332	0.2877799
16	0.0811054	0.2990599
17	0.0811054	0.2643643
18	0.0622256	0.2759049
19	0.0600092	0.2714607
20	0.0600092	0.2112439

To show the convergence of the overall population, the average value of the objective function for the whole population is printed. The optimum value for this formulation is 0, and the optimum solution is (0 0 0). The output shows the convergence of the GA to be slow, especially as the solutions get near the optimum. This is the result of applying the heuristic crossover operator to an ill-behaved objective function.

You can change the crossover to the arithmetic operator by changing the following GASETCRO call:

```

call gasetcro(id,
              0.9,      /* crossover probability */
              3);       /* 3-> arithmetic crossover operator */

```

The new results are shown in [Output 23.3.2](#). Choosing the arithmetic operator has resulted in improved convergence.

Output 23.3.2 Improved Convergence of a Vector Encoding Problem

Iteration	BestValue	AvgValue
1	0.1840732	0.8926763
2	0.1667349	0.802783
3	0.1237553	0.6296512
4	0.0799191	0.4124451
5	0.028965	0.2574221
6	0.0112894	0.1594558
7	0.0112894	0.1002809
8	0.0110598	0.0644709
9	0.0059744	0.0451367
10	0.005141	0.0302558
11	0.0028995	0.0212172
12	0.0028995	0.0151924
13	0.0028995	0.0112661
14	0.002648	0.008682
15	0.002648	0.0070962
16	0.0011485	0.0056683
17	0.0008818	0.0047837
18	0.0008818	0.0043693
19	0.0008345	0.0032666
20	0.0004998	0.0028028

Suppose you change the problem characteristics again by changing the constraints so that the optimum lies on a boundary. The following statement moves the optimum to a boundary:

```
bounds = [0 0 0,
          1 1 1];
```

If you use the arithmetic operator, the algorithm fails to converge to the true optimum. This is a characteristic of the arithmetic operator, which converges to interior points. However, if you revert to the heuristic crossover operator, the algorithm rapidly converges to the optimum.

This example illustrates that the results of a GA are operator-dependent. For complicated problems that have an unknown solution, you might need to try a number of different combinations of parameters in order to have confidence that the algorithm has converged to a true global optimum.

Example 23.4: Integer Programming Knapsack Problem

The following example uses the integer encoding and user-defined modules for crossover and mutation. It formulates the knapsack problem by using integer encoding. The integer solution s is a vector of ones and zeros, where $s[i]=1$ implies that item i is packed in the knapsack. The weight constraints of the problem are not handled explicitly, but are accounted for by including a penalty for overweight in the objective function. The crossover operator randomly chooses a value for each element of the solution vector from each parent. The mutation operator randomly changes the values of a user-defined number of elements in the solution vector. For this problem, the value of the global optimum is 18.

```

proc iml;
/* weight: weight of each of 15 objects
   reward: value of each of 15 objects
   limit: maximum weight that can be put in the backpack
*/
weight = {2 3 4 4 1 1 1 1 1 1 1 1 1 1 1};
reward = {6 6 6 5 1.3 1.2 1.1 1.0 1.1 1.3 1.0 1.0 0.9 0.8 0.6};
limit = 9; /* weight limit */
nswitches = 3; /* number of mutation sites */

start knapsack( x ) global( weight, reward, limit);
  wsum = sum(weight # x);
  rew = sum(reward # x);
  if wsum>limit then /* penalty for exceeding weight */
    rew = rew - 5 * (wsum - limit);
  return(rew);
finish;

start switch_mut(s) global(nswitches);
  n = ncol(s);
  do i = 1 to nswitches;
    k = ceil(n * uniform(1234)); /* choose a random element */
    if s[k]=0 then /* if item is not in knapsack, */
      s[k] = 1; /* put it in */
    else /* if item is in knapsack, */
      s[k] = 0; /* remove it */
  end;
finish;

start uniform_cross(child1, child2, parent1, parent2);
  child1 = parent1;
  child2 = parent2;
  b = (uniform(j(ncol(parent1),1,1234)) <= 0.5); /* 0/1 vector */
  idx = loc(b=1); /* locations to cross */
  if ncol(idx)>0 then do;
    child1[idx] = parent2[idx];
    child2[idx] = parent1[idx];
  end;
finish;

id = gasetup(2, /* 2-> integer vector encoding */
             15, /* size of vector */
             123);
call gasetobj(id, 1, "knapsack"); /* maximize objective module */
call gasetcro(id,
              1.0, /* crossover probability */
              0, "uniform_cross"); /* user crossover module */
call gasetmut(id,
              0.20, /* mutation probability */
              0, "switch_mut"); /* user mutation module */
call gasetsel(id,
              3, /* carry 3 elites to next generation */
              1, /* dual tournament */

```

```

0.95);      /* best-player-wins probability */
call gainit(id, 100,      /* initial population size */
           {0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0}, /* lower bounds */
           {1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1}); /* upper bounds */

niter = 20;
summary = j(niter,2);
mattrib summary [c = {"BestValue", "AvgValue"}];
call gagetval(value, id);
summary[1,1] = value[1];
summary[1,2] = value[:];

do i = 1 to niter;
  call garegen(id);
  call gagetval(value, id);
  summary[i,1] = value[1];
  summary[i,2] = value[:];
end;
call gagetmem(mem, value, id, 1);
print mem[f=1.0 L="Best Member"], value[L="Final Best Value"];
print (t(1:niter))[L="Iteration"] summary;
call gaend(id);

```

The output results are shown in Output 23.4.1.

Output 23.4.1 Solution of a Knapsack Problem

Best Member
1 1 1 0 0 0 0 0 0 0 0 0 0 0 0
Final Best Value

Output 23.4.1 *continued*

Iteration	summary	
	BestValue	AvgValue
1	16.7	4.068
2	16.7	6.299
3	16.7	7.34
4	16.7	8.503
5	16.7	9.424
6	16.7	9.812
7	16.7	10.947
8	16.7	11.463
9	16.9	12.298
10	16.9	12.017
11	16.9	12.166
12	16.9	11.777
13	16.9	12.651
14	16.9	12.514
15	16.9	13.789
16	16.9	12.88
17	18	13.781
18	18	13.349
19	18	12.77
20	18	13.489

Note that for this problem, the mutation parameters are set higher than is often seen for GAs because higher values are necessary to prevent premature convergence.

Example 23.5: Optimization with Linear Constraints Using Repair Strategy

This problem seeks a minimum within a convex domain that is specified by a convex hull. All points in the search space are normalized linear combinations of the vertices of the convex hull. Each solution is represented by a set of weights w such that there is one w_i for each point in the convex hull, $0 \leq w_i \leq 1$, and $\sum w_i = 1$. In this example the feasible region is the rectangular region that is the convex hull defined by the vertices $(-3 -2)$, $(3 -2)$, $(-3 2)$, and $(3 2)$. The objective function is a six-hump camelback function (Michalewicz 1996, Appendix B) that has a known global minimum value of -1.0316 at two different points, $(-0.0898, 0.7126)$ and $(0.0898, -0.7126)$. A user-defined mutation module is specified, and the simple crossover operator is used. Both the mutation operator and the crossover operator can produce solutions that violate the constraints, so in the objective function each solution is checked and renormalized to bring it back within the convex hull.

```

proc iml;
/* Objective function has global minimum value of -1.0316
   at x = {-0.0898  0.7126} and x = { 0.0898 -0.7126}
*/
start sixhump(w) global(cvxhull);
  sum = w[+];
  /* guard against remote possibility of all-zero weights */
  if sum<=0 then do;

```

```

nc = ncol(w);
w = j(1, nc, 1/nc );
sum = 1;
end;

w = w / sum;           /* normalize weights */
x = (w * cvxhull)[+,]; /* convert to x-coordinate form */
x1 = x[1]; x2 = x[2];

/* compute objective value */
r = (4 - 2.1*x1##2 + x1##4/3)*x1##2 + x1*x2 +
    (-4 + 4*x2*x2)*x2##2;
return(r);
finish;

```

/ each row is one point on the boundary of the convex hull */*

```

cvxhull = {-3 -2,
            3 -2,
           -3  2,
            3  2};

/* initialization module */
start cvxinit( w ) global(cvxhull);
  a = j(1, nrow(cvxhull), 1234);
  r = uniform(a);
  w = r / sum(r);
finish;

/* mutation module */
start cvxmut(w) global(cvxhull);
  row = ceil(nrow(cvxhull) * uniform(1234)); /* random row */
  w[row] = uniform(1234);                      /* random weight */
finish;

id = gasetup(1,          /* 1-> real encoding */
             nrow(cvxhull), /* size of weight vector */
             1234);
call gasetobj(id,
              0, "sixhump"); /* minimize objective function */
call gasetsel(id,
              5,          /* carry 5 elites to next generation */
              1,          /* dual tournament */
              0.95);     /* best-player-wins probability */
call gasetcro(id,
              0.8,        /* crossover probability */
              1);         /* simple crossover operator */
call gasetmut(id,
              0.05,       /* mutation probability */
              0, "cvxmut"); /* user mutation module */

call gainit(id,
            100,        /* initial population size */
            ,           /* not using constant bounds */
            "cvxinit"); /* initialization module */

```

```

niter = 25; /* number of iterations */
summary = j(niter,2);
mattrib summary [c = {"BestValue", "AvgValue"}];
call gagetval(value, id);
summary[1,1] = value[1];
summary[1,2] = value[:];

do i = 1 to niter;
  call garegen(id);
  call gagetval(value, id);
  summary[i,1] = value[1];
  summary[i,2] = value[:];
end;
call gagetmem(mem, value, id, 1);
bestX = (mem * cvxhull)[+,];
print bestX[L="Best X"], value[L="Best Value"];
print (t(1:nIter))[L="Iteration"] summary;
call gaend(id);

```

The output results are shown in Output 23.5.1.

Output 23.5.1 Solution of Linearly Constrained Problem

Best X
0.0898406 -0.712662

Best Value
-1.031628

Output 23.5.1 *continued*

Iteration	summary	
	BestValue	AvgValue
1	-0.985455	2.0177322
2	-0.985455	0.6105985
3	-1.024093	0.1397269
4	-1.02568	0.0689685
5	-1.031271	-0.135728
6	-1.031271	-0.12105
7	-1.031559	-0.332686
8	-1.031559	-0.462081
9	-1.031615	-0.477367
10	-1.031615	-0.372083
11	-1.031615	-0.742889
12	-1.031615	-0.915004
13	-1.031615	-0.853187
14	-1.031615	-0.775164
15	-1.031627	-0.850093
16	-1.031628	-0.955901
17	-1.031628	-0.885712
18	-1.031628	-0.775301
19	-1.031628	-0.972326
20	-1.031628	-0.900013
21	-1.031628	-0.962367
22	-1.031628	-0.850106
23	-1.031628	-0.884873
24	-1.031628	-0.635121
25	-1.031628	-0.754293

Any problem that has linear constraints could be formulated in this way, provided that you can specify the convex hull that corresponds to the constraints. The genetic operators and the repair strategy are straightforward to apply. Nevertheless, this example shows that the GA can converge to a global optimum.

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Chapter 24

Sparse Matrix Algorithms

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Overview

This chapter documents direct and iterative algorithms for large sparse systems of linear equations:

$$Ax = b, \quad A \in R^{n \times n}, \quad x, b \in R^n$$

where A is a nonsingular square matrix.

The ITSOLVER call supports the following classes of iterative solvers:

- conjugate gradient for symmetric positive-definite systems
- conjugate gradient squared for general nonsingular systems
- minimum residual for symmetric indefinite systems
- biconjugate gradient for general nonsingular systems

Iterative algorithms incur zero or controlled amounts of fill-in, have relatively small working memory requirements, and can converge as fast as $O(n)$ or $O(n^2)$ versus direct dense methods that are typically $O(n^3)$. Each iteration of an iterative algorithm is very inexpensive and typically involves a single matrix-vector multiplication and a pair of forward/backward substitutions.

Convergence of an iterative method depends upon the distribution of eigenvalues for the matrix A , and can be rather slow for badly conditioned matrices. For such cases SAS/IML offers hybrid algorithms, which combine an incomplete factorization (a modified direct method) used in the preconditioning phase with an iterative refinement procedure. The following preconditioners are supported:

- incomplete Cholesky factorization (“IC”)

- diagonal Jacobi preconditioner (“DIAG”)
- modified incomplete LU factorization (“MILU”)

For more information, see the description of the *precond* parameter in the section “[Input Data Description](#)” on page 545.

The SOLVELIN call supports the following direct sparse solvers for symmetric positive-definite systems:

- symbolic LDL
- Cholesky

Classical factorization-based algorithms share one common complication: the matrix A usually suffers *fill-in*, which means additional operations and computer memory are required to complete the algorithm. A symmetric permutation of matrix rows and columns can lead to a dramatic reduction of fill-in. To compute such a permutation, SAS/IML implements a minimum degree ordering algorithm, which is an automatic step in the SOLVELIN subroutine.

Iterative Methods

The conjugate gradient algorithm can be interpreted as the following optimization problem: minimize $\phi(x)$ defined by

$$\phi(x) = 1/2x^T Ax - x^T b$$

where $b \in R^n$ and $A \in R^{n \times n}$ are symmetric and positive definite.

At each iteration $\phi(x)$ is minimized along an A -conjugate direction, constructing orthogonal residuals:

$$r_i \perp \mathcal{K}_i(A; r_0), \quad r_i = Ax_i - b$$

where \mathcal{K}_i is a Krylov subspace:

$$\mathcal{K}_i(A; r) = \text{span}\{r, Ar, A^2r, \dots, A^{i-1}r\}$$

Minimum residual algorithms work by minimizing the Euclidean norm $\|Ax - b\|_2$ over \mathcal{K}_i . At each iteration, x_i is the vector in \mathcal{K}_i that gives the smallest residual.

The biconjugate gradient algorithm belongs to a more general class of Petrov-Galerkin methods, where orthogonality is enforced in a different i -dimensional subspace (x_i remains in \mathcal{K}_i):

$$r_i \perp \{w, A^T w, (A^T)^2 w, \dots, (A^T)^{i-1} w\}$$

Input Data Description

The ITSOLVER call has the following syntax and arguments:

CALL ITSOLVER(*x, error, iter, method, A, b <, precon> <, tol> <, maxiter> <, start> <, history>*);

The conjugate gradient and minimum residual algorithms (*method* = 'CG' or *method* = 'MINRES') require *A* to be symmetric; hence you must specify only the lower triangular part of *A*, while the remaining algorithms require *all* nonzero coefficients to be listed. The following table lists valid values for the *precond* parameter for each class of algorithm.

Table 24.1 Subroutine Definitions and Valid Preconditioners

Method Value	Algorithm	Preconditioners
"CG"	conjugate gradient	"NONE" "IC" "DIAG"
"MINRES"	minimum residual	"NONE" "IC" "DIAG"
"BICG"	biconjugate gradient	"NONE" "MILU"
"CGS"	conjugate gradient squared	"NONE"

<i>x</i>	solution vector
<i>error</i>	final solution error (optional)
<i>iter</i>	resultant number of iterations (optional)
<i>A</i>	three-column matrix of triplets, where the first column contains the value, the next column contains the row indices, and the third column contains the column indices of the nonzero matrix coefficients. The order in which triplets are listed is insignificant. For symmetric matrices specify only the lower triangular part, including the main diagonal (row indices must be greater than or equal to the corresponding column indices). Zero coefficients should not be included. No missing values or duplicate entries are allowed.
<i>b</i>	the right-hand-side vector
<i>precond</i>	preconditioner, default value "NONE"
<i>tol</i>	desired tolerance, default value 10^{-7}
<i>maxiter</i>	maximum number of iterations, default value 10^5
<i>start</i>	initial guess
<i>history</i>	the history of errors for each iteration

Example: Conjugate Gradient Algorithm

Consider the following small example: $Ax = b$, where

$$A = \begin{pmatrix} 3 & 1 & 0 & 0 \\ 1 & 4 & 1 & 3 \\ 0 & 1 & 10 & 0 \\ 0 & 3 & 0 & 3 \end{pmatrix}$$

and the vector of right-hand sides $b = (1 \ 1 \ 1 \ 1)^T$. Since the matrix is positive definite and symmetric, you can apply the conjugate gradient algorithm to solve the system. Remember that you must specify only the lower-triangular part of the matrix (so row indices must be greater than or equal to the corresponding column indices.)

The program for this example follows:

```

/* value    row    col */
A = { 3      1      1,
      1      2      1,
      4      2      2,
      1      3      2,
      3      4      2,
     10      3      3,
      3      4      4 };

b = {1, 1, 1, 1}; /* right-hand sides */
tol = 1e-7; /* desired solution tolerance (optional) */
maxit = 200; /* maximum number of iterations (optional) */
hist = j(50, 1); /* allocate iteration progress (optional) */
start = {2, 3, 4, 5}; /* provide an initial guess (optional) */

/* call conjugate gradient method */
call itsolver(
    x, st, it,           /* output parameters */
    'cg', A, b, 'ic',    /* input parameters */
    tol,                 /* optional control parameters */
    maxit,
    start,
    hist    );

/* print solution, tolerance, and number of iterations */
print x, st, it;

```

Notice that the example used an incomplete Cholesky preconditioner, which is recommended. Figure 24.1 shows the results of the program:

Figure 24.1 Conjugate Gradient Solution of a Linear System

<u>x</u>
0.5882353
-0.764706
0.1764706
<u>1.0980392</u>
<u>st</u>
1.145E-16
<u>it</u>
3

The conjugate gradient method converged successfully within three iterations. You can also print out the `hist` (iteration progress) array. Different starting points result in different iterative histories.

Example: Minimum Residual Algorithm

For symmetric indefinite matrices it is best to use the minimum residual algorithm. The following example is slightly modified from the previous example by negating the first matrix element. The other data and options are unchanged:

```
/* minimum residual algorithm */
/* value  row  col */
A = { -3      1      1,
      1      2      1,
      4      2      2,
      1      3      2,
      3      4      2,
     10      3      3,
      3      4      4 };

b = {1, 1, 1, 1};    /* right-hand sides */
tol = 1e-7;          /* desired solution tolerance (optional) */
maxit = 200;         /* maximum number of iterations (optional) */
hist = j(50, 1);    /* allocate iteration progress (optional) */
start = {2, 3, 4, 5}; /* provide an initial guess (optional) */

/* call minimum residual method */
call itsolver(
      x, st, it,           /* output parameters */
      'minres', a, b, 'ic', /* input parameters */
      tol,                 /* optional control parameters */
      maxit,
      start,
      hist    );

/* print solution, tolerance, and number of iterations */
print x, st, it;
```

Figure 24.2 Minimum Residual Solution of a Linear System

<u>x</u>
-0.27027
0.1891892
0.0810811
0.1441441
<u>st</u>
2.325E-15
<u>it</u>
4

Example: Biconjugate Gradient Algorithm

The biconjugate gradient algorithm is meant for general sparse linear systems. Matrix symmetry is no longer assumed, and a complete list of nonzero coefficients must be provided. Consider the following matrix:

$$A = \begin{pmatrix} 10 & 0 & 0.2 \\ 0.1 & 3 & 0 \\ 0 & 0 & 4 \end{pmatrix}$$

with $b = (1 \ 1 \ 1)^T$.

The program for this example follows. The output is shown in Figure 24.3. It is important to look at the actual tolerance in order to know how effective the solution is.

```
/* biconjugate gradient algorithm */
/* value row column */
A = { 10      1      1,
      3       2      2,
      4       3      3,
      0.1     2      1,
      0.2     1      3 };

b = {1, 1, 1};          /* right-hand sides */
tol = 1e-9;             /* desired solution tolerance (optional) */
maxit = 10000;          /* maximum number of iterations (optional) */
hist = j(50, 1);        /* allocate iteration progress (optional) */
start = {2, 3, 4};      /* provide an initial guess (optional) */

/* call biconjugate gradient subroutine */
call itsolver(
    x, st, it,           /* output parameters */
    'bicg', a, b, 'milu', /* input parameters */
    tol,                 /* optional control parameters */
    maxit,
    start,
    hist    );

/* print solution, tolerance, and number of iterations */
print x, st, it;
```

Figure 24.3 Biconjugate Gradient Solution of a Linear System

<u>x</u>	
0.095	
0.3301667	
0.25	
<u>st</u>	
1.421E-16	
<u>it</u>	
3	

Symbolic LDL and Cholesky Factorizations

Symbolic LDL and Cholesky factorization algorithms are meant for symmetric positive definite systems; hence, again, only the lower-triangular part of the matrix must be provided. The SAS/IML function SOLVELIN provides an interface to both algorithms; the minimum degree ordering heuristic is invoked automatically as follows:

```
CALL SOLVELIN(x, status, A, b, method);
```

<i>x</i>	solution vector
<i>status</i>	status indicator 0 success, 1 matrix is not positive-definite, 2 out of memory
<i>A</i>	sparse matrix (lower-triangular part)
<i>b</i>	vector of right-hand sides
<i>method</i>	a character string, which specifies factorization type, possible values: "LDL" for LDL factorization, and "CHOL" for Cholesky.

The program for this example follows. The output is shown in Figure 24.3.

```
/* value   row   col */
A = { 3      1      1,
      1      2      1,
      4      2      2,
      1      3      2,
      3      4      2,
     10      3      3,
      3      4      4 };

b = {1, 1, 1, 1}; /* right-hand sides */
/* invoke LDL factorization */
call solvelin (x, status, a, b, "LDL");

print x;          /* print solution */
```

Figure 24.4 Symbolic LDL Solution of a Linear System

<u>x</u>
0.5882353
-0.764706
0.1764706
<u>1.0980392</u>

References

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Chapter 25

Further Notes

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Memory and Workspace

SAS/IML matrices are kept in RAM. Memory is automatically allocated when needed. If you are interested in how memory is used and allocated in PROC IML, the following sections explain the details.

There are two logical areas of memory: the *symbol space* and the *workspace*. The symbol space contains memory that is associated with the symbol table and compiled statements. The workspace contains all values in SAS/IML matrices. The workspace itself is divided into one or more blocks of memory.

At the start of a PROC IML session, the symbol space and the first workspace block are allocated automatically. If matrix operations consume the available workspace, more memory is allocated. The SYMSIZE= and WORKSIZE= options in the PROC IML statement give you control over the size of symbol space and the size of each extent of workspace. If you do not specify these options, PROC IML uses host-dependent defaults. For example, you can begin an IML session and set the SYMSIZE= and WORKSIZE= options with the statement

```
proc iml symsize=n1 worksize=n2;
```

where n1 and n2 are specified in kilobytes.

If the symbol space memory becomes full, more memory is allocated automatically. The symbol space is stable memory and is not compressible like workspace memory. Symbol space is recycled whenever possible. For example, temporary symbols can be deleted after they are used in evaluating an expression. The symbol space formerly used by these temporary variables is added to a list of free symbol-table nodes. When allocating temporary variables to evaluate another expression, PROC IML looks for symbol-table nodes in this list first before consuming unused symbol space.

Workspace memory is compressible. As matrices are assigned, the workspace memory fills up. As you free matrices (or as PROC IML frees temporary intermediate results), holes appear in the memory blocks. When a

memory block does not have room to store a new matrix, compression reclaims the holes that have appeared in the memory. If compression does not reclaim enough memory for the current allocation, IML allocates a new block of memory. This procedure results in the existence of a list of extents, each of which contains a mixture of active memory and holes of unused memory. There is always a current extent, the one in which the last allocation was made.

For a new allocation, the search for free space begins in the current extent and proceeds around the extent list until finding enough memory or returning to the current extent. If the search returns to the current extent, IML begins a second transversal of the extent list, compressing each extent until either finding sufficient memory or returning to the current extent. If the second search returns to the current extent, IML opens a new extent and makes it the current one.

If the SAS System cannot provide enough memory to open a new extent with the full extent size, IML repeatedly reduces its request by 2K. In this case, the successfully opened extent is smaller than the standard size.

If a single allocation is larger than the standard extent size, IML requests an allocation large enough to hold the matrix.

The WORKSIZE= and SYMSIZE= options offer tools for tuning memory usage. For data-intensive applications that involve a few large matrices, use a high WORKSIZE= value and a low SYMSIZE= value. For symbol-intensive applications that involve many matrices, perhaps through the use of many IML modules, use a high SYMSIZE= value.

You can use the SHOW SPACE command to display the current status of IML memory usage. This command also lists the total number of compressions done on all extents.

Setting the DETAILS option in the RESET command prints messages in the output file when IML compresses an extent, opens a new extent, allocates a large object, or acquires more symbol space. These messages can be useful because these actions normally occur without the user's knowledge. The information can be used to tune WORKSIZE= and SYMSIZE= values for an application. However, the default WORKSIZE= and SYMSIZE= values should be appropriate in most applications.

Do not specify a very large value in the WORKSIZE= and SYMSIZE= options unless absolutely necessary. Many of the native functions and all of the DATA step functions used are dynamically loaded at execution time. If you use a large amount of the memory for symbol space and workspace, there might not be enough remaining to load these functions, resulting in the error message

Unable to load module *module-name*.

Should you run into this problem, issue a SHOW SPACE command to examine current usage. You might be able to adjust the SYMSIZE= or WORKSIZE= values.

The amount of memory your system can provide depends on the capacity of your computer and on the products installed. The following techniques for efficient memory use are recommended when memory is at a premium:

- Free matrices as they are no longer needed by using the FREE command.
- Store matrices you will need later in external library storage by using the STORE command, and then FREE their values. You can restore the matrices later by using the LOAD command. See [Chapter 20](#).
- Plan your work to use smaller matrices.

Accuracy

All numbers are stored and all arithmetic is done in double precision. The algorithms used are generally very accurate numerically. However, when many operations are performed or when the matrices are ill-conditioned, matrix operations should be used in a numerically responsible way because numerical errors add up.

Error Diagnostics

When an error occurs, a message is displayed in the SAS log. The message includes a description of the error, the operation being performed, and the line and column number of the statement in which the error occurred. The names of matrices that are involved in the operation are also displayed. Matrix names that begin with a number sign (#) or an asterisk (*) are temporary names that the IML procedure assigns.

Some errors can be caught at parse time. For example, syntax errors such as an incorrect number of arguments, unbalanced parentheses, and a missing semicolon are detected when the program is parsed.

When an error occurs, the operation is not completed and the result (if any) is not assigned a value. If an error occurs during execution of statements inside a module, a **PAUSE statement** is automatically issued. You can correct the error and resume execution of statements inside a module by submitting a **RESUME statement**.

The following list describes common errors and their associated error messages:

- Referencing a matrix that has not been set to a value. For example, the following statement references a matrix that has no value:

```
y = EmptyMatrix + 1;
ERROR: (execution) Matrix has not been set to a value.
```

- Making a subscripting error. For example, the following statements refer to an element that is not present in a matrix:

```
x = 1:3; x[4] = 1;
ERROR: (execution) Invalid subscript or subscript out of range.
```

- Performing an operation that involves nonconformable matrix arguments. When you add, subtract, or multiply matrices, the dimensions of the matrices must satisfy certain conditions. Otherwise, the matrix operation is not defined. Let **A** and **B** be matrices. Then the following conditions must hold:

- The elementwise operations **A + B**, **A - B**, **A#B**, and **A/B** are defined if **A** and **B** are the same dimensions. If **A** is an $n \times p$ matrix, the operations are also defined if **B** is a $1 \times p$ row vector, an $n \times 1$ column vector, or a 1×1 scalar. Similarly, if **B** is a matrix, **A** can be a vector of appropriate dimensions or a scalar.
- The matrix multiplication **A * B** is defined if the number of columns of **A** equals the number of rows of **B**.
- The horizontal concatenation operation **A || B** is defined if the number of rows of **A** equals the number of rows of **B**.

- The vertical concatenation operation $\mathbf{A} // \mathbf{B}$ is defined if the number of columns of \mathbf{A} equals the number of columns of \mathbf{B} .

For example, the following statements generate an error:

```
x = 1:3; y = 1:4; m = x+y;
ERROR: (execution) Matrices do not conform to the operation.
```

- Passing a matrix of the wrong dimensions to function. For example, the following statement passes a vector to a function that is expecting a scalar argument:

```
d = do(1, 2, 1:3); /* third arg must be scalar */
ERROR: (execution) Argument should be a scalar.
```

- Passing a matrix that is not square to a function (such as INV, DET, or SOLVE) that requires a square matrix. For example:

```
v = eigval(1:3);
ERROR: (execution) Matrix should be square.
```

- Passing a matrix that is not symmetric to a function that requires a symmetric matrix. For example:

```
call geneig(M, E, 1 2, 3 4, 1 2, 2 1);
ERROR: (execution) Matrix should be symmetric.
```

- Passing a matrix that is singular to functions that require a nonsingular matrix. For example:

```
A = inv(1 1, 2 2);
ERROR: (execution) Matrix should be non-singular.
```

- Passing a matrix that is not positive definite or positive semidefinite to functions that require such matrices. For example:

```
G = root(1 2, 2 3);
ERROR: (execution) Matrix should be positive definite.
```

- Attempting to allocate a matrix for which there is not enough RAM. (See the section “Memory and Workspace” on page 551.) For example:

```
X = j(1e6, 1e6);
ERROR: (execution) Unable to allocate sufficient memory.
```

- Passing a numerical matrix to a function that expects a character matrix, or passing a character matrix to a function that expects a numerical matrix. For example:

```
v = eigval(A B, C D);
ERROR: (execution) Character argument should be numeric.
```

Efficiency

The Interactive Matrix Language is an interpretive language executor that can be characterized as follows:

- efficient and inexpensive to compile
- inefficient and expensive for the number of operations executed
- efficient and inexpensive within each operation

Therefore, you should try to substitute matrix operations for iterative loops. There is a high overhead involved in executing each instruction; however, within the instruction IML runs very efficiently.

Consider the following four methods of summing the elements of a matrix:

```
s = 0;                                /* method 1 */
do i = 1 to m;
  do j = 1 to n;
    s = s + x[i,j];
  end;
end;
s = j[1,m] * x * j[n,1];      /* method 2 */
s = x[+,+];                      /* method 3 */
s = sum(x);                      /* method 4 */
```

Method 1 is the least efficient, method 2 is more efficient, method 3 is more efficient yet, and method 4 is the most efficient. The greatest advantage of using IML is reducing human programming labor.

Missing Values

An IML numeric element can have a special value called a *missing value* that indicates that the value is unknown or unspecified. (A matrix with missing values should not be confused with an empty or unvalued matrix—that is, a matrix with 0 rows and 0 columns.) A numeric matrix can have any mixture of missing and nonmissing values.

SAS/IML software supports missing values for certain operations. The operators in the following list recognize missing values and propagate them. For example, matrix multiplication of a matrix with missing values is not supported. Most matrix operators and functions do not support missing values. Furthermore, many linear algebraic operations are not mathematically defined for a matrix with missing values. For example, the inverse of a matrix with missing values is meaningless.

Missing values are coded in the bit pattern of very large negative numbers, as an IEEE “NAN” code, or as a special string, depending on the host system.

In literals, a numeric missing value is specified as a single period. In data processing operations, you can add or delete missing values. All operations that move values around move missing values properly. The following arithmetic operators propagate missing values.

addition (+)	subtraction (-)
multiplication (#)	division (/)
maximum (<>)	minimum (><)
modulo (MOD)	exponentiation (##)

The comparison operators treat missing values as large negative numbers. The logical operators treat missing values as zeros. The operators SUM, SSQ, MAX, and MIN check for and exclude missing values.

The subscript reduction operators exclude missing values from calculations. If all of a row or column that is being reduced is missing, then the operator returns the result indicated in the following table.

Operator	Result If All Missing
addition (+)	0
multiplication (#)	1
maximum (<>)	large negative value
minimum (><)	large positive value
sum squares (##)	0
index maximum (<:>)	1
index minimum (>:<)	1
mean (:)	missing value

Also note that, unlike the SAS DATA step, IML does not distinguish between special and generic missing values; it treats all missing values alike.

Principles of Operation

This section presents various technical details about the operation of SAS/IML software. Statements in IML go through three phases:

- The parsing phase includes text acquisition, word scanning, recognition, syntactical analysis, and enqueueing on the statement queue. This is performed immediately as IML reads the statements.
- The resolution phase includes symbol resolution, label and transfer resolution, and function and call resolution. Symbol resolution connects the symbolic names in the statement with their descriptors in the symbol table. New symbols can be added or old ones recognized. Label and transfer resolution connects statements and references affecting the flow of control. This connects LINK and GOTO statements with labels; it connects IF with THEN and ELSE clauses; it connects DO with END. Function-call resolution identifies functions and call routines and loads them if necessary. Each reference is checked with respect to the number of arguments allowed. The resolution phase begins after a module definition is finished or a DO group is ended. For all other statements outside any module or DO group, resolution begins immediately after parsing.
- The execution phase occurs when the statements are interpreted and executed. There are two levels of execution: statement and operation. Operation-level execution involves the evaluation of expressions within a statement.

Operation-Level Execution

Operations are executed from a chain of operation elements created at parse time and resolved later. For each operation, the interpreter performs the following steps:

1. Prints a record of the operation if the FLOW option is on.
2. Looks at the operands to make sure they have values. Only certain special operators are allowed to tolerate operands that have not been set to a value. The interpreter checks whether any argument has character values.
3. Inspects the operator and gives control to the appropriate execution routine. A separate set of routines is invoked for character values.
4. Checks the operands to make sure they are valid for the operation. Then the routine allocates the result matrix and any extra workspace needed for intermediate calculations. Then the work is performed. Extra workspace is freed. A return code notifies IML if the operation was successful. If unsuccessful, it identifies the problem. Control is passed back to the interpreter.
5. Checks the return code. If the return code is nonzero, diagnostic routines are called to explain the problem to the user.
6. Associates the results with the result arguments in the symbol table. By keeping results out of the symbol table until this time, the operation does not destroy the previous value of the symbol if an error has occurred.
7. Prints the result if RESET PRINT or RESET PRINTALL is specified. The PRINTALL option prints intermediate results as well as end results.
8. Moves to the next operation.

Chapter 26

Language Reference

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Overview

This chapter describes all operators, statements, functions, and subroutines that can be used in SAS/IML software. This chapter is divided into the following sections:

- The first section list all statements, functions, and subroutines available in SAS/IML software, grouped by functionality.
- The second section contains descriptions of [operators](#), ordered alphabetically by the name of the operator.
- The third section contains descriptions of [statements](#), [functions](#), and [subroutines](#) ordered alphabetically by name.

Statements, Functions, and Subroutines by Category

Mathematical Functions

ABS function	computes the absolute value
EXP function	applies the exponential function
EXPMATRIX function	returns the exponential of a matrix
INT function	truncates a value
LOG function	computes the natural logarithm
LOGABSDET	computes the natural logarithm of the absolute value of the determinant
MOD function	computes the modulo (remainder)

SQRT function computes the square root

You can also call any function in Base SAS software, such as those documented in the following sections:

- “[Mathematical Functions and Subroutines](#)” on page 1150
- “[Probability Functions](#)” on page 1151
- “[Quantile Functions](#)” on page 1152
- “[Trigonometric and Hyperbolic Functions](#)” on page 1153
- “[Truncation Functions](#)” on page 1154

Reduction Functions

MAX function	finds the maximum value of a matrix
MIN function	finds the smallest element of a matrix
PROD function	multiples all elements
SSQ function	computes the sum of squares of all elements
SUM function	sums all elements

Matrix Inquiry Functions

ALL function	checks for all nonzero elements
ANY function	checks for any nonzero elements
COL function	returns a matrix, M , that is the same size as the input matrix and such that $M[i, j] = j$.
COUNTMISS function	returns the number of missing values
COUNTN function	returns the number of nonmissing values
COUNTUNIQUE function	returns the number of unique values
CHOOSE function	evaluates a logical matrix and returns values based on whether each element is true or false
DIMENSION function	returns the number of rows and columns of a matrix
ISEMPTY function	returns 1 if the argument is an empty matrix (zero rows and columns) and 1 otherwise
LOC function	finds indices for the nonzero elements of a matrix
NCOL function	finds the number of columns of a matrix
NLENG function	finds the size of an element
NROW function	finds the number of rows of a matrix
ROW function	returns a matrix, M , that is the same size as the input matrix and such that $M[i, j] = i$.
TYPE function	determines the type of a matrix

Matrix Sorting and BY-Group Processing Functions

SORT call	sorts a matrix by specified columns
SORTNDX call	creates a sorted index for a matrix
UNIQUEBY function	finds locations of unique BY groups in a sorted or indexed matrix

Matrix Reshaping Functions

BLOCK function	forms block-diagonal matrices
BTRAN function	computes a block transpose
COLVEC function	converts a matrix into a column vector
DIAG function	creates a diagonal matrix
DO function	produces an arithmetic series
EXPANDGRID function	returns a matrix that contains all combinations of elements from specified vectors
FULL function	converts a matrix stored in a sparse format into a full (dense) matrix
I function	creates an identity matrix
INSERT function	inserts one matrix inside another
J function	creates a matrix of identical values
MAGIC function	returns a magic square of a given size
REMOVE function	discards elements from a matrix
REPEAT function	creates a new matrix of repeated values
ROWVEC function	converts a matrix into a row vector
SHAPE function	reshapes and repeats values
SHAPECOL function	reshapes and repeats values by columns
SPARSE function	converts a matrix that contains many zeros into a matrix stored in a sparse format
SQRSYM function	converts a symmetric matrix to a square matrix
SQRVECH function	converts a symmetric matrix which is stored columnwise to a square matrix
SYMSQR function	converts a square matrix to a symmetric matrix
T function	transposes a matrix
VECH function	creates a vector from the columns of the lower triangular elements of a matrix
VECDIAG function	creates a vector from a diagonal

Combinatorial Functions

ALLCOMB function	generates all combinations of n elements taken k at a time
ALLPERM function	generates all permutations of n elements
RANCOMB function	returns random combinations of n elements taken k at a time
RANPERK function	returns generates a random permutation of k elements from a finite set of n elements, $k \leq n$
RANPERM function	returns random permutations of n elements

Character Manipulation Functions

BLANKSTR function	returns a blank string of a specified length.
BYTE function	translates numbers to ordinal characters
CHANGE call	replaces text
CHAR function	produces a character representation of a matrix
CONCAT function	concatenates elementwise strings
CSHAPE function	reshapes and repeats character values
LENGTH function	finds the lengths of character matrix elements
NAME function	lists the names of arguments
NUM function	produces a numeric representation of a character matrix
ROWCAT function	concatenates rows without using blank compression
ROWCATC function	concatenates rows by using blank compression
SUBSTR function	takes substrings of matrix elements

You can also call functions in Base SAS software such as those documented in the sections “Character and Formatting Functions” on page 1140 and “Character String Matching Functions and Subroutines” on page 1144.

Functions for Generating Random Numbers and Simulations

NORMAL function	(deprecated) generates a pseudorandom normal deviate
RANDFUN function	returns a matrix of random numbers from a specified distribution
RANDGEN call	generates pseudorandom numbers from specified distributions
RANDSEED call	initializes seed for subsequent RANDGEN calls
SAMPLE function	generates a random sample of a finite set
UNIFORM function	(deprecated) generates pseudorandom uniform deviates

You can also call functions in Base SAS software such as those documented in the section “Random Number Functions and Subroutines” on page 1152.

For sampling from multivariate distributions, you can use the following functions:

RANDDIRICHLET	generates a random sample from a Dirichlet distribution
RANDMULTINOMIAL	generates a random sample from a multinomial distribution
RANDMVT	generates a random sample from a multivariate Student's <i>t</i> distribution
RANDNORMAL	generates a random sample from a multivariate normal distribution
RANDWISHART	generates a random sample from a Wishart distribution

Statistical Functions

BIN function	divides numeric values into a set of disjoint intervals
BRANKS function	computes bivariate ranks
CORR function	computes correlation statistics
CORR2COV function	scales a correlation matrix into a covariance matrix
COUNTMISS function	counts the number of missing values
COUNTN function	counts the number of nonmissing values
COUNTUNIQUE function	counts the number of unique values
COV function	computes the sample variance-covariance matrix
COV2CORR function	scales a covariance matrix into a correlation matrix
CUSUM function	computes cumulative sums
CUPROD function	computes cumulative products
CV function	computes the sample coefficient of variation
DESIGN function	creates a design matrix
DESIGNF function	creates a full-rank design matrix
DISTANCE function	computes pairwise distances between rows of a matrix
GEOMEAN function	computes geometric means
HADAMARD function	creates a Hadamard matrix
HARMEAN function	computes harmonic means
IPF call	performs an iterative proportional fit of a contingency table
KURTOSIS function	computes the sample kurtosis
LAV call	performs linear least absolute value regression by solving the L_1 norm minimization problem
LMS call	performs robust least median of squares (LMS) regression
LTS call	performs robust least trimmed squares (LTS) regression
MAD function	finds the univariate (scaled) median absolute deviation
Mahalanobis function	computes Mahalanobis distance
MARG call	evaluates marginal totals in a multiway contingency table
MAXQFORM call	computes the subsets of a matrix system that maximize the quadratic form
MCD call	finds the minimum covariance determinant estimator
MEAN function	computes sample means
MVE call	finds the minimum volume ellipsoid estimator
OPSCAL function	rescales qualitative data to be a least squared fit to qualitative data
QNTL call	computes sample quantiles (percentiles)
QUARTILE function	computes the five-number summary

RANGE function	returns the range of values for a set of matrices.
RANK function	ranks elements of a matrix, breaking ties arbitrarily
RANKTIE function	ranks elements of a matrix
SEQ call	performs discrete sequential tests
SEQSCALE call	performs estimates of scales associated with discrete sequential tests
SEQSHIFT call	performs estimates of means associated with discrete sequential tests
SKEWNESS function	computes the sample skewness
STD function	computes the sample standard deviation
TABULATE call	counts the number of unique values in a vector
SWEEP function	sweeps a matrix
VAR function	computes the sample variance

You can also call functions in Base SAS software such as those documented in the section “[Descriptive Statistics Functions and Subroutines](#)” on page 1146.

Time Series Functions

ARMACOV call	computes an autocovariance sequence for an autoregressive moving average (ARMA) model
ARMALIK call	computes the log likelihood and residuals for an ARMA model
ARMASIM function	simulates an ARMA series
CONVEXIT function	computes convexity of a noncontingent cash flow
COVLAG function	computes autocovariance estimates for a vector time series
DIF function	computes the difference between a value and a lagged value
DURATION function	computes modified duration of a noncontingent cash flow
FARMACOV call	computes the autocovariance function for an autoregressive fractionally integrated moving average (ARFIMA) model of the form ARFIMA(p, d, q)
FARMAFIT call	estimates the parameters of an ARFIMA(p, d, q) model
FARMALIK call	computes the log-likelihood function of an ARFIMA(p, d, q) model
FARMASIM call	generates an ARFIMA(p, d, q) process
FDIF call	computes a fractionally differenced process
FORWARD function	computes forward rates
KALCVF call	computes the one-step prediction $z_{t+1 t}$ and the filtered estimate $z_{t t}$, in addition to their covariance matrices. The call uses forward recursions, and you can also use it to obtain k -step estimates.
KALCVS call	uses backward recursions to compute the smoothed estimate $z_{t T}$ and its covariance matrix, $P_{t T}$, where T is the number of observations in the complete data set

KALDFF call	computes the one-step forecast of state vectors in a state space model (SSM) by using the diffuse Kalman filter. The call estimates the conditional expectation of z_t , and it also estimates the initial random vector, δ , and its covariance matrix.
KALDFS call	computes the smoothed state vector and its mean squares error matrix from the one-step forecast and mean squares error matrix computed by the KALDFF subroutine.
LAG function	computes lagged values
PV function	computes the present value
RATES function	converts interest rates from one base to another
SPOT function	computes spot rates
TSBAYSEA call	performs Bayesian seasonal adjustment modeling
TSDECOMP call	analyzes nonstationary time series by using smoothness priors modeling
TSMLOCAR call	analyzes nonstationary or locally stationary time series by using a method that minimizes Akaike's information criterion (AIC)
TSMLOMAR call	analyzes nonstationary or locally stationary multivariate time series by using a method that minimizes Akaike's information criterion (AIC)
TSMULMAR call	estimates vector autoregressive (VAR) processes by minimizing the AIC
TSPEARS call	analyzes periodic autoregressive (AR) models by minimizing the AIC
TSPRED call	provides predicted values of univariate and multivariate ARMA processes when the ARMA coefficients are given
TSROOT call	computes AR and moving average (MA) coefficients from the characteristic roots of the model, or computes the characteristic roots of the model from the AR and MA coefficients
TSTVCAR call	analyzes time series that are nonstationary in the covariance function
TSUNIMAR call	determines the order of an AR process by minimizing the AIC, and estimates the AR coefficients
VARMACOV call	computes the theoretical cross-covariance matrices for a stationary vector autoregressive moving average (VARMA(p, q)) model
VARMALIK call	computes the log-likelihood function for a VARMA(p, q) model
VARMASIM call	generates VARMA(p, q) time series
VNORMAL call	(deprecated) generates multivariate normal random series
VTSROOT call	computes the characteristic roots for a VARMA(p, q) model
YIELD function	computes yield-to-maturity of a cash-flow stream

You can also call functions in Base SAS software such as those documented in the section “[Financial Functions](#)” on page 1149.

Numerical Analysis Functions

BSPLINE function	computes a B-spline basis
FFT function	performs the finite Fourier transform
FROOT function	finds zeros of a univariate function by using a numerical root-finding method
IFFT function	computes the inverse finite Fourier transform
JROOT function	computes the first nonzero roots of a Bessel function of the first kind and the derivative of the Bessel function at each root
NORM function	computes a vector or matrix norm
ODE call	performs numerical integration of first-order vector differential equations with initial boundary conditions
ORPOL function	generates orthogonal polynomials on a discrete set of data
ORTVEC call	provides columnwise orthogonalization by the Gram-Schmidt process and stepwise QR decomposition by the Gram-Schmidt process
POLYROOT function	finds zeros of a real polynomial
PRODUCT function	multiplies matrices of polynomials
QUAD call	performs numerical integration of scalar functions in one dimension over infinite, connected semi-infinite, and connected finite intervals
RATIO function	divides matrix polynomials
SPLINE call	fits a cubic spline to data
SPLINEC call	fits a cubic spline to data and returns the spline coefficients
SPLINEV function	evaluates a cubic spline at new data points
TPSPLINE call	computes thin-plate smoothing splines
TPSPLNEV call	evaluates the thin-plate smoothing spline at new data points

Linear Algebra functions

APPCORT call	computes a complete orthogonal decomposition
COMPRT call	computes a complete orthogonal decomposition by Householder transformations
CVEXHULL function	finds a convex hull of a set of planar points
DET function	computes the determinant of a square matrix
ECHELON function	reduces a matrix to row-echelon normal form
EIGEN call	computes eigenvalues and eigenvectors
EIGVAL function	computes eigenvalues
EIGVEC function	computes eigenvectors
GENEIG call	computes eigenvalues and eigenvectors of a generalized eigenproblem
GINV function	computes a generalized inverse
GSORTH call	computes the Gram-Schmidt orthonormalization

HALF function	computes the Cholesky decomposition
HANKEL function	generates a Hankel matrix
HDIR function	performs a horizontal direct product
HERMITE function	reduces a matrix to Hermite normal form
HOMOGEN function	solves homogeneous linear systems
INV function	computes the inverse
INVUPDT function	updates a matrix inverse
ITSOLVER call	solves a sparse general linear system by iteration
LUPDT call	provides updating and downdating for rank-deficient linear least squares solutions, complete orthogonal factorization, and Moore-Penrose inverses
QR call	computes the QR decomposition of a matrix by Householder transformations
RDODT call	downdates and updates QR and Cholesky decompositions
ROOT function	performs the Cholesky decomposition of a matrix
RUPDT call	updates QR and Cholesky decompositions
RZLIND call	updates QR and Cholesky decompositions
SOLVE function	solves a system of linear equations
SOLVELIN call	solves a sparse symmetric system of linear equations by direct decomposition
SVD call	computes the singular value decomposition
TOEPLITZ function	generates a Toeplitz or block-Toeplitz matrix
TRACE function	sums diagonal elements
TRISOLV function	solves linear systems with triangular matrices
XMULT function	performs extended-precision matrix multiplication

Optimization Subroutines

LCP call	solves the linear complementarity problem
LP call	solves the linear programming problem
LPSOLVE call	solves the linear programming problem
MILPSOLVE call	solves the mixed integer linear programming problem
NLPCG call	performs nonlinear optimization by conjugate gradient method
NLPDD call	performs nonlinear optimization by double-dogleg method
NLPFDD call	approximates derivatives by finite-differences method
NLPFEA call	computes feasible points subject to constraints
NLPHQN call	computes hybrid quasi-Newton least squares
NLPLM call	computes Levenberg-Marquardt least squares
NLPNMS call	performs nonlinear optimization by Nelder-Mead simplex method
NLPNRA call	performs nonlinear optimization by Newton-Raphson method

NLPNRR call	performs nonlinear optimization by Newton-Raphson ridge method
NLPQN call	performs nonlinear optimization by quasi-Newton method
NLPQUA call	performs nonlinear optimization by quadratic method
NLPTR call	performs nonlinear optimization by trust-region method
Nonlinear optimization and related subroutines	lists the nonlinear optimization and related subroutines in SAS/IML software

Set functions

ELEMENT function	finds elements that are contained in a set
SETDIF function	compares elements of two matrices
UNION function	performs unions of sets
UNIQUE function	sorts and removes duplicates
XSECT function	intersects sets

Control Statements

CALL statement	calls a subroutine or function
DO statement	groups statements as a unit
DO statement, iterative	iteratively executes a DO group
DO UNTIL statement	iteratively executes statements until a condition is satisfied
DO WHILE statement	iteratively executes statements while a condition is satisfied
END statement	ends a DO loop or DO statement
FREE statement	deletes a matrix from memory
GOTO statement	jumps to a new statement
IF-THEN/ELSE statement	conditionally executes statement
LINK statement	jumps to another statement
MATTRIB statement	associates printing attributes with matrices
PRINT statement	prints matrix values
REMOVE statement	removes matrices from storage
RESET statement	sets processing options
RUN statement	executes statements in a module
SHOW statement	prints system information
SOUND call	produces a tone
VALSET call	performs indirect assignment
VALUE function	retrieves values by indirect reference

Data Set and File Statements

APPEND Statement	adds observations to SAS data set
CLOSE statement	closes a SAS data set
CLOSEFILE statement	closes a file
CONTENTS function	returns the variables in a SAS data set
CREATE statement	creates a new SAS data set
DATASETS function	obtains the names of SAS data sets
DELETE call	deletes a SAS data set
DELETE statement	marks observations in a data set for deletion
DO DATA statement	repeats a loop until an end of file occurs
EDIT statement	opens a SAS data set for editing
FILE statement	opens or points to an external file
FIND statement	finds observations
FORCE statement	is an alias for the SAVE statement
INDEX statement	indexes a variable in a SAS data set
INFILE statement	opens a file for input
INPUT statement	inputs data
LIST statement	displays observations of a data set
PUT statement	writes data to an external file
READ statement	reads observations from a data set
RENAME call	renames a SAS data set
REPLACE statement	replaces values in observations and updates observations
SAVE statement	saves data
SETIN statement	makes a data set current for input
SETOUT statement	makes a data set current for output
SORT statement	sorts a SAS data set
SUMMARY statement	computes summary statistics for SAS data sets
PURGE statement	removes observations marked for deletion and rennumbers records
USE statement	opens a SAS data set for reading

Defining, Storing, and Loading Modules

FINISH Statement	denotes the end of a module
ISSKIPPED function	returns whether an optional argument to a user-defined module was skipped when the modules was called
LOAD statement	loads modules and matrices from library storage

PARENTNAME function	returns the name of the matrix passed into a module
RETURN statement	returns to caller
START statement	defines a module
STORAGE function	lists names of matrices and modules in storage
STORE statement	stores matrices and modules in library storage

Mixed-Type Tables

TABLEADDVAR call	adds columns from a matrix to a table
TABLECREATE function	creates a table from a matrix
TABLECREATEFROMDATASET function	creates a table from a SAS data set
TABLEGETVARDATA function	creates a matrix from columns of a table
TABLEGETVARFORMAT function	returns the formats of the specified columns
TABLEGETVARINDEX function	returns the column indices for specified names
TABLEGETVARINFORMAT function	returns the informats of the specified columns
TABLEGETVARLABEL function	returns the labels of the specified columns
TABLEGETVARNAME function	returns the names of the specified columns
TABLEGETVARTYPE function	returns the types of the specified columns
TABLEISEXISTINGVAR function	indicates whether the specified column names exist
TABLEISVARNUMERIC function	returns a binary vector that indicates whether the specified columns are numeric
TABLERENAMEVAR call	changes the names of columns
TABLESETVARFORMAT function	sets the formats of the specified columns
TABLESETVARINFORMAT function	sets the informats of the specified columns
TABLESETVARLABEL function	sets the labels of the specified columns
TABLEWITETODATASET call	creates a SAS data set from a table

Lists and Data Structures

LISTADDITEM call	adds a new item to the end of a list
LISTCREATE function	creates a new list
LISTDELETEITEM call	deletes an item from a list
LISTDELETENAME call	removes the name of an item
LISTGETALLNAMES function	gets names for all named elements
LISTGETITEM function	gets the value of an item
LISTGETNAME function	gets the names used in a list
LISTGETSUBITEM function	gets the value of an item in a nested sublist

LISTINDEX function	gets the numeric positions of items
LISTINSERTITEM call	inserts an item at a specified position
LISTLEN function	gets the number of items in a list
LISTSETITEM call	sets the value of an existing list item
LISTSETNAME call	sets the name of an item
LISTSETSUBITEM call	sets the value of an item in a nested sublist

Packages and Executing Statements

APPLY function	applies a module to arguments
EXECUTE call	executes statements at run time
EXECUTEFILE call	executes statements at run time
PACKAGE HELP statement	displays help for a package
PACKAGE INFO statement	displays information about a package
PACKAGE INSTALL statement	installs a package
PACKAGE LIBNAME statement	provides access to data in a package
PACKAGE LIST statement	lists the names of installed packages
PACKAGE LOAD statement	loads a package
PACKAGE UNINSTALL statement	uninstalls a package
PUSH call	pushes statements to the beginning of the command input stream
QUEUE call	queues statements at the end of the command input stream
RESUME statement	resumes execution

Statistical Graphics

BAR call	creates a bar chart
BOX call	creates a box plot
HEATMAPCONT call	creates a heat map with a continuous color ramp
HEATMAPDISC call	creates a heat map with a discrete color ramp
HISTOGRAM call	creates a histogram
ODSGRAPH call	renders a graph by using ODS Statistical Graphics
PALETTE function	returns a discrete color palette that is suitable for visualizing categorical data
SCATTER call	creates a scatter plot
SERIES call	creates a series plot

Termination Statements

ABORT Statement	ends PROC IML
PAUSE Statement	interrupts module execution
QUIT Statement	exits from PROC IML
STOP Statement	stops execution of statements

Traditional Graphics and Window functions

GBLKVP call	defines a blanking viewport
GBLKVPD call	deletes the blanking viewport
GCLOSE call	closes the graphics segment
GDELETE call	deletes a graphics segment
GDRAW call	draws a polyline
GDRAWL call	draws individual lines
GGRID call	draws a grid
GINCLUDE call	includes a graphics segment
GOPEN call	opens a graphics segment
GPIE call	draws pie slices
GPIEXY call	converts from polar to world coordinates
GPOINT call	plots points
GPOLY call	draws and fills a polygon
GPORT call	defines a viewport
GPORTPOP call	pops the viewport
GPORTSTK call	stacks the viewport
GSCALE call	computes round numbers for labeling axes
GSCRIPT call	writes multiple text strings with special fonts
GSET call	sets attributes for a graphics segment
GSHOW call	shows a graph
GSTART call	initializes the graphics system
GSTOP call	deactivates the graphics system
GSTRLEN call	finds the string length
GTEXT call	places text horizontally on a graph
GVTEXT call	places text vertically on a graph
GWINDOW call	defines the data window
GXAXIS call	draws a horizontal axis
GYAXIS call	draws a vertical axis

Wavelet Analysis functions

WAVFT call	computes a wavelet transform of one dimensional data
WAVGET call	returns requested information about a wavelet transform
WAVIFT call	inverts a wavelet transform after applying thresholding to the detail coefficients
WAVPRINT call	displays information about a wavelet transform
WAVTHRSH call	applies specified thresholding to the detail coefficients of a wavelet transform

Genetic Algorithm functions

GAEND call	terminates a genetic algorithm and frees memory resources
GAGETMEM call	gets requested members and objective values from the current solution population
GAGETVAL call	gets objective function values for a requested member of current solution population
GAINIT call	initializes the initial solution population
GAREEVAL call	reevaluates the objective function for all solutions in the current population
GASETCRO call	specifies a current crossover operator
GASETMUT call	specifies a current mutation operator
GASETOBJ call	specifies a current objective function
GASETSEL call	specifies a current selection parameters
GASETUP function	sets up a specific genetic algorithm optimization problem

Calling External Modules

MODULEI call	calls an external routine that has no return code
MODULEIC function	calls an external routine that returns a character
MODULEIN function	calls an external routine that returns a numeric value

Calling SAS statements or R Functions

SUBMIT statement	calls SAS procedures, DATA steps, or macros. You can also use the R option to call functions in the R language.
ENDSUBMIT statement	defines a block of submitted statements. All statements between the SUBMIT and ENDSUBMIT statements are sent to the SAS System or R for processing.
EXPORTDATASETTOR call	transfers data from a SAS data set into an R data frame
EXPORTMATRIXTOR call	transfers data from a SAS/IML matrix into an R matrix
IMPORTDATASETFROMR call	transfers data from a matrix or data frame into a SAS data set
IMPORTMATRIXFROMR call	transfers data from a matrix or data frame into a SAS/IML matrix

Operators

This section describes all operators that are available in SAS/IML software. Each section shows how the operator is used, followed by a description of the operator.

In addition to the matrix operators described in this section, SAS/IML supports [subscript reduction operators](#) that make it easy to compute basic descriptive statistics on rows and columns of a matrix.

Addition Operator: +

```
matrix1 + matrix2 ;
matrix + scalar ;
matrix + vector ;
```

The addition operator (+) computes a new matrix that contains elements that are the sums of the corresponding elements of *matrix1* and *matrix2*. If *matrix1* and *matrix2* are both $n \times p$ matrices, then the addition operator adds the element in the i th row and j th column of the first matrix to the element in the i th row and j th column of the second matrix, for $i = 1 \dots n$, $j = 1 \dots p$.

For example, the following statements add two matrices and store the result in the matrix **c**, shown in Figure 26.1:

```
a = {1 2,
      3 4};
b = {1 1,
      1 1};
c = a+b;
print c;
```

Figure 26.1 Sum of Two Matrices

c
2 3
4 5

You can also use the addition operator to conveniently add a value to each element of a matrix, to each column of a matrix, or to each row of a matrix.

- When you use the *matrix + scalar* form, the scalar value is added to each element of the matrix.
- When you use the *matrix + vector* form, the vector is added to each row or column of the $n \times p$ matrix.
 - If you add an $n \times 1$ column vector, each row of the vector is added to each row of the matrix.
 - If you add a $1 \times p$ row vector, each column of the vector is added to each column of the matrix.

For example, you can obtain the same result as the previous example with any of the following statements:

```
c = a+1;
c = a+{1 1};
c = a+{1,1};
```

When an element of a matrix contains a missing value, the corresponding element of the sum is also a missing value.

You can also use the addition operator on character operands. In this case, the operator implements elementwise concatenation exactly as the **CONCAT** function.

Comparison Operators: <, <=, >, >=, =, ^=

```
matrix1 < matrix2 ;
matrix1 <= matrix2 ;
matrix1 > matrix2 ;
matrix1 >= matrix2 ;
matrix1 = matrix2 ;
matrix1 ^= matrix2 ;
```

Comparison operators compare two matrices element by element and compute a new matrix that contains only zeros and ones. If an element comparison is true, the corresponding element of the new matrix is 1. If the comparison is not true, the corresponding element is 0. Unlike in the SAS DATA step, the SAS/IML language does not accept the English equivalents GT and LT for the greater than and less than operators.

For example, the following statements assign the matrix **c**, shown in Figure 26.2:

```
a = {1 7 3,
      6 2 4};
b = {0 8 2,
      4 1 3};
c = a>b;
print c;
```

Figure 26.2 Results of a Matrix Comparison

<u>c</u>
1 0 1
1 1 1

You can also use the comparison operators to conveniently compare all elements of a matrix with a scalar.

- If either argument is a scalar, then an elementwise comparison is performed between each element of the matrix and the scalar.
- You can also compare an $n \times p$ matrix with a row or column vector.
 - If the comparison is with an $n \times 1$ column vector, each row of the vector is compared to each row of the matrix.

- If the comparison is with a $1 \times p$ row vector, each column of the vector is compared to each column of the matrix.

For example, the following statements assign the matrix **d**, shown in Figure 26.3:

```
d = (a>=4);      /* the parentheses are not necessary */
print d;
```

Figure 26.3 Results of a Comparison with a Scalar

<u>d</u>
0 1 0
1 0 1

When you are making conditional comparisons, all values of the result must be nonzero for the condition to be evaluated as true, as shown in the following statements:

```
if a>=b then do;
  /* more statements */
end;
```

The previous DO block is executed only if *every* element of **a** is greater than or equal to the corresponding element in **b**. For the **a** and **b** matrices defined in this section, the DO block is not executed. See the descriptions of the [ALL function](#) and the [ANY function](#).

If a numeric missing value occurs in a matrix, the inequality comparison operators treat it as a value that is less than any valid nonmissing value.

You can compare elements of a character matrix. Character values are compared in ASCII order. In ASCII order, numerals precede uppercase letters, which precede lowercase letters. If the element lengths of two character matrices are different, the shorter elements are padded on the right with blanks for the comparison.

Concatenation Operator, Horizontal: **||**

```
matrix1 || matrix2 ;
```

The horizontal concatenation operator (**||**) produces a new matrix by horizontally joining *matrix1* and *matrix2*. The matrices must have the same number of rows, which is also the number of rows in the new matrix. The number of columns in the new matrix is the number of columns in *matrix1* plus the number of columns in *matrix2*.

For example, the following statements produce the matrix **c**, shown in Figure 26.4:

```
a = {1 1 1,
      7 7 7};
b = {0 0 0,
      8 8 8};
c = a||b;
print c;
```

Figure 26.4 Result of Horizontal Concatenation

c
1 1 1 0 0 0
7 7 7 8 8 8

For character operands, the element size in the result matrix is the larger of the two operands. For example, the following statements produce a matrix **f** which has elements of size 2, which are shown in **Figure 26.5**:

```
d = {A B C,
      D E F};
e = {"GH" "IJ",
      "KL" "MN"};
f = d || e;
print f;
```

Figure 26.5 Result of Horizontal Concatenation of Character Matrices

f
A B C GH IJ
D E F KL MN

You can use the horizontal concatenation operator when one of the arguments has no value. For example, if **x** has not been defined and **y** is a matrix, **x||y** results in a new matrix equal to **y**, as shown in the following statements:

```
x = {} ; /* define empty matrix */
y = 1:3;
z = x || y;
print z;
```

Figure 26.6 Concatenation of an Empty Matrix

z
1 2 3

Concatenation Operator, Vertical: //

```
matrix1 // matrix2 ;
```

The vertical concatenation operator (**//**) produces a new matrix by vertically joining **matrix1** and **matrix2**. The matrices must have the same number of columns, which is also the number of columns in the new matrix. The number of rows in the new matrix is the number of rows in **matrix1** plus the number of rows in **matrix2**.

For example, the following statements produce the matrix **c**, shown in **Figure 26.7**:

```
a = {1 1 1,
      7 7 7};
b = {0 0 0,
      8 8 8};
```

```
c = a//b;
print c;
```

Figure 26.7 Result of Vertical Concatenation

c
1 1 1
7 7 7
0 0 0
8 8 8

For character matrices, the element size of the result matrix is the larger of the element sizes of the two operands, as shown in Figure 26.8:

```
d = {"AB" "CD",
      "EF" "GH"};
e = {"I" "J",
      "K" "L",
      "M" "N"};
f = d//e;
print f;
```

Figure 26.8 Result of Vertical Concatenation

f
AB CD
EF GH
I J
K L
M N

You can use the vertical concatenation operator when one of the arguments has not been assigned a value. For an example, see the [horizontal concatenation operator](#).

Direct Product Operator: @

```
matrix1 @ matrix2 ;
```

The direct product operator (@) computes a new matrix that is the direct product (also called the *Kronecker product*) of *matrix1* and *matrix2*. For matrices **A** and **B**, the direct product is denoted by $\mathbf{A} \otimes \mathbf{B}$. The number of rows in the new matrix equals the product of the number of rows in *matrix1* and the number of rows in *matrix2*; the number of columns in the new matrix equals the product of the number of columns in *matrix1* and the number of columns in *matrix2*.

Specifically, if **A** is an $n \times p$ matrix and **B** is a $m \times q$ matrix, then the Kronecker product $\mathbf{A} \otimes \mathbf{B}$ is the following $nm \times pq$ block matrix:

$$\mathbf{A} \otimes \mathbf{B} = \begin{bmatrix} A_{11}B & \cdots & A_{1p}B \\ \vdots & \ddots & \vdots \\ A_{n1}B & \cdots & A_{np}B \end{bmatrix}$$

For example, the following statements compute the matrices **c** and **d**, which are shown in Figure 26.9:

```
a = {1 2,
      3 4};
b = {0 2};
c = a@b;
d = b@a;
print c, d;
```

Figure 26.9 Results of Direct Product Computation

c
0 2 0 4
0 6 0 8

d
0 0 2 4
0 0 6 8

Notice that the direct product of two matrices is not commutative.

The direct product is used in several areas of statistics. For example, in complete balanced designs the sums of squares and the covariance matrices can be expressed in terms of direct products (Hocking 1985).

Division Operator: /

```
matrix1 / matrix2 ;
matrix / scalar ;
matrix / vector ;
```

The division operator (/) divides each element of *matrix1* by the corresponding element of *matrix2*, producing a matrix of quotients.

You can also use the division operator to conveniently divide all elements of a matrix, each column of a matrix, or each row of a matrix.

- When you use the *matrix / scalar* form, each element of the matrix is divided by the scalar value.
- When you use the *matrix / vector* form, each row or column of the $n \times p$ matrix is divided by a corresponding element of the vector.
 - If you divide by an $n \times 1$ column vector, each row of the matrix is divided by the corresponding row of the vector.
 - If you divide by a $1 \times p$ row vector, each column of the matrix is divided by the corresponding column of the vector.

When an element of a matrix contains a missing value, the corresponding element of the quotient is also a missing value.

If a divisor is zero, the operation displays a warning and assigns a missing value for the corresponding element in the result.

The following statements compute the matrices **c** and **d**, shown in Figure 26.10:

```
a = {1 2,
      3 4};
b = {5 6,
      7 8};
c = a/b;
d = a/4;
print c, d;
```

Figure 26.10 Results of Division

c
0.2 0.3333333
0.4285714 0.5

d
0.25 0.5
0.75 1

Element Maximum Operator: **< >**

```
matrix1 <> matrix2 ;
matrix <> scalar ;
matrix <> vector ;
```

The element maximum operator (**<>**) compares each element of *matrix1* to the corresponding element of *matrix2*. The two matrices must be conformable. The operator computes a new matrix that contains the larger of the two values that are being compared.

- If either argument is a scalar, then an elementwise comparison is performed between each element of the matrix and the scalar.
- You can also compare a matrix with a row or column vector, in which case the comparison is performed between the vector and each row or column of the $n \times p$ matrix.
 - If you compare with an $n \times 1$ column vector, each row of the matrix is compared with the corresponding row of the vector.
 - If you compare with a $1 \times p$ row vector, each column of the matrix is compared with the corresponding column of the vector.

If a numeric missing value occurs in a matrix, the operator treats it as a value that is less than any valid nonmissing value.

The element maximum operator can take as operands two character matrices or a character matrix and a character string. Character values are compared in ASCII order. In ASCII order, numerals precede uppercase

letters, which precede lowercase letters. If the element lengths of character operands are different, the shorter elements are padded on the right with blanks. The element length of the result is the longer of the two operand element lengths.

For example, the following statements compute the matrix **c**, shown in Figure 26.11:

```
a = { 2  4  6,
      10 11 12};
b = { 1  9  2,
      20 10 40};
c = a<>b;
print c;
```

Figure 26.11 Maximum Elements

c
2 9 6
20 11 40

Element Minimum Operator: $><$

```
matrix1 >< matrix2 ;
matrix1 >< scalar ;
matrix1 >< vector ;
```

The element minimum operator ($><$) compares each element of *matrix1* with the corresponding element of *matrix2*. The two matrices must be conformable. The operator computes a new matrix that contains the smaller of the two values that are being compared.

- If either argument is a scalar, then an elementwise comparison is performed between each element of the matrix and the scalar.
- You can also compare a matrix with a row or column vector, in which case the comparison is performed between the vector and each row or column of the $n \times p$ matrix.
 - If you compare with an $n \times 1$ column vector, each row of the matrix is compared with the corresponding row of the vector.
 - If you compare with a $1 \times p$ row vector, each column of the matrix is compared with the corresponding column of the vector.

If a numeric missing value occurs in a matrix, the operator treats it as a value that is less than any valid nonmissing value.

The element minimum operator can take as operands two character matrices or a character matrix and a character string. Character values are compared in ASCII order. In ASCII order, numerals precede uppercase letters, which precede lowercase letters. If the element lengths of character operands are different, the shorter elements are padded on the right with blanks. The element length of the result is the longer of the two operand element lengths.

For example, the following statements compute the matrix **c**, shown in Figure 26.11:

```
a = { 2  4  6,
      10 11 12};
b = { 1   9   2,
      20 10 40};
c = a><b;
print c;
```

Figure 26.12 Minimum Elements

c
1 4 2
10 10 12

Index Creation Operator: :

```
value1 : value2 ;
```

The index creation operator (`:`) creates a row vector with a first element that is *value1*. The second element is *value1*+1, and so on, until the last element which is less than or equal to *value2*.

For example, the following statement creates the vector **s** which contains consecutive integers, shown in Figure 26.13:

```
s = 7:10;
print s;
```

Figure 26.13 Increasing Sequence

s
7 8 9 10

If *value1* is greater than *value2*, a reverse-order index is created. For example, the following statement creates the vector **r** which contains a decreasing sequence of integers, shown in Figure 26.14:

```
r = 10:6;
print r;
```

Figure 26.14 Decreasing Sequence

r
10 9 8 7 6

Neither *value1* nor *value2* is required to be an integer. Use the **DO** function if you want an increment other than 1 or -1 .

The index creation operator also works on character arguments with a numeric suffix. For example, the following statements create a sequence of values that begin with the prefix “var”, shown in Figure 26.15:

```
varList = "var1":"var5";
print varList;
```

Figure 26.15 Sequence of Character Values

varList
var1 var2 var3 var4 var5

Sequences of character values are often used to assign names to variables. You can use the string concatenation operator to dynamically determine the length of a sequence, as shown in the following statements:

```
x = {1 2 3 4,
      5 6 7 8,
      7 6 5 4};
numVar = ncol(x);                      /* 4 columns */
varNames = "X1":"X"+strip(char(numVar)); /* "X1":"X4" */
print x[colname=varNames];
```

Figure 26.16 Sequence of Variable Names

x
X1 X2 X3 X4
1 2 3 4
5 6 7 8
7 6 5 4

Lastly, you can use the index operator to create a sequence of English letters, in either increasing or descending order, as follows:

```
a = "a":"h";
b = "P":"L";
print a, b;
```

Figure 26.17 Sequence of Letters

a
a b c d e f g h

b
P O N M L

Logical Operators: &, |, ^

```
matrix1 & matrix2 ;
matrix & scalar ;
matrix & vector ;
matrix1 | matrix2 ;
```

```
matrix | scalar ;
matrix | vector ;
^matrix ;
```

The logical operators compare two matrices element by element and create a new matrix. For logical comparisons, a missing value is handled as if it is a zero value. That is, in the text that follows in this section, “nonzero” really means “nonzero and nonmissing.”

An element of the new matrix computed by the OR operator (l) is 1 if either of the corresponding elements of *matrix1* and *matrix2* is nonzero. If both are zero (or missing), the new element is zero.

An element of the new matrix computed by the AND logical operator (&) is 1 if the corresponding elements of *matrix1* and *matrix2* are both nonzero; otherwise, it is zero.

If either operand is a scalar, the OR and AND operators perform a logical comparison between each element and the scalar value. If either operand is a row or column vector, then the operation is performed by using that vector on each of the rows or columns of the matrix.

The NOT prefix operator (^) examines each element of a matrix and computes a new matrix that contains elements that are ones and zeros. If an element of *matrix* is zero or missing, the corresponding element in the new matrix is 1. If an element of *matrix* is nonzero, the corresponding element in the new matrix is 0.

The following statements illustrate the use of these logical operators. The results are shown in [Figure 26.18](#):

```
x = {0 1 0 1 . .};
y = {1 1 0 0 1 0};
u = x|y;
v = x&y;
w = ^x;
print u, v, w;
```

Figure 26.18 Results of Logical Comparisons

u
1 1 0 1 1 0
v
0 1 0 0 0 0
w
1 0 1 0 1 1

Multiplication Operator, Elementwise:

```
matrix1 # matrix2 ;
matrix # scalar ;
matrix # vector ;
```

The elementwise multiplication operator (#) computes a new matrix with elements that are the products of the corresponding elements of *matrix1* and *matrix2*.

For example, the following statements compute the matrix **ab**, shown in Figure 26.19:

```
a = {1 2,
      3 4};
b = {4 8,
      0 5};
ab = a#b;
print ab;
```

Figure 26.19 Results of Elementwise Multiplication

ab
4 16
0 20

In addition to multiplying matrices that have the same dimensions, you can use the elementwise multiplication operator to multiply a matrix and a scalar.

- When either argument is a scalar, each element in *matrix* is multiplied by the scalar value.
- When you use the *matrix # vector* form, each row or column of the $n \times p$ matrix is multiplied by a corresponding element of the vector.
 - If you multiply by an $n \times 1$ column vector, each row of the matrix is multiplied by the corresponding row of the vector.
 - If you multiply by a $1 \times p$ row vector, each column of the matrix is multiplied by the corresponding column of the vector.

For example, a 2×3 matrix can be multiplied on either side by a 2×3 , 1×3 , 2×1 , or 1×1 matrix. The following statements multiply the 2×2 matrix **a** by a column vector and a row vector. The results are shown in Figure 26.20.

```
c = {10, 100};           /* column vector */
r = {10 100};            /* row vector      */
ac = a#c;
ar = a#r;
print ac, ar;
```

Figure 26.20 Elementwise Multiplication with Vectors

ac
10 20
300 400

ar
10 200
30 400

Elementwise multiplication is mathematically equivalent to multiplying by a diagonal matrix. However, the elementwise operation is more efficient, as shown by the following statements:

```

A = j(5,5,1);
v = 2:6;           /* 1x5 row vector */
D = diag(v);       /* 5x5 diagonal matrix */
/* multiply columns by constants */
B = A*D;           /* less efficient */
B = v # A;          /* more efficient */
/* multiply rows by constants */
C = D*A;           /* less efficient */
C = A # v`;         /* more efficient */

```

Elementwise multiplication is also known as the Schur or Hadamard product. Elementwise multiplication (which uses the # operator) should not be confused with matrix multiplication (which uses the * operator).

When an element of a matrix contains a missing value, the corresponding element of the product is also a missing value.

Multiplication Operator, Matrix: *

```
matrix1 * matrix2 ;
```

The matrix multiplication operator (*) computes a new matrix by performing matrix multiplication. The first matrix must have the same number of columns as the second matrix has rows. The new matrix has the same number of rows as the first matrix and the same number of columns as the second matrix. That is, if **A** is an $n \times p$ matrix and **B** is a $p \times m$ matrix, then the product **A** * **B** is an $n \times m$ matrix. The (i, j) element of the product is the sum $\sum_{k=1}^p A_{ik} B_{kj}$.

The matrix multiplication operator does not support missing values.

The following statements multiply matrices. The results are shown in Figure 26.21.

```

a = {1 2,
      3 4};
b = {1 2};
c = b*a;
d = a*b`;
print c, d;

```

Figure 26.21 Result of Matrix Multiplication

c
7 10

d
5 11

Power Operator, Elementwise:

```
matrix1 ## matrix2 ;
```

```
matrix ## scalar ;
matrix ## vector ;
```

The elementwise power operator (##) creates a new matrix with elements that are the elements of *matrix1* raised to the power of the corresponding element of *matrix2*. If any value in *matrix1* is negative, the corresponding element in *matrix2* must be an integer.

The elementwise power operator enables either operand to be a scalar or a row or column vector.

- If either operand is scalar, the operation applies the power operator to each element and the scalar value.
- When you use the *matrix / vector* form, each row or column of the $n \times p$ matrix is raised to a power given by a corresponding element of the vector.

When an element of either matrix contains a missing value, the corresponding element of the result is also a missing value.

For example, the following statements raise each element of a matrix to a power, as shown in Figure 26.22:

```
a = {1 2 3};
b = a##3;
c = a##0.5;
print b, c;
```

Figure 26.22 Result of Raising Each Element to a Power

b
1 8 27

c
1 1.4142136 1.7320508

Power Operator, Matrix: **

```
matrix ** scalar ;
```

The matrix power operator (**) creates a new matrix that is *matrix* multiplied by itself *scalar* times. The *matrix* argument must be square; *scalar* must be an integer greater than or equal to -1 . If the scalar is not an integer, it is truncated to an integer.

For example, the following statements compute a matrix that is the result of multiplying a matrix by itself. The result is shown in Figure 26.23.

```
a = {1 2,
      1 1};
c = a**2;
print c;
```

Figure 26.23 Result of Raising a Matrix to a Power

<u>c</u>
3 4
2 3

Note that the expression `a**(-1)` is shorthand for matrix inversion, as shown by the following statements:

```
inv = a**(-1);           /* shorthand for matrix inversion */
ident = inv * a;
print inv, ident;
```

Figure 26.24 Matrix Inversion by Using the Power Operator

<u>inv</u>
-1 2
1 -1
<u>ident</u>
1 0
0 1

The matrix power operator does not support missing values.

Raising a matrix to a large power can cause numerical precision problems. If the matrix is symmetric, it is preferable to operate on its eigenvalues (see the `EIGEN` call) rather than to use the matrix power operator directly on the matrix, as shown in the following example:

```
b = {2 1,
      1 1};
call eigen(lambda, E, b);    /* recall that b = E*diag(lambda)*E` */
power = 20;
d = lambda##power;
a20 = E*diag(d)*E`;
                  /* a**20 since E`*E = Identity */
print a20;
```

Figure 26.25 Matrix Powers by Using Eigenvalues

<u>a20</u>
165580141 102334155
102334155 63245986

Sign Reversal Operator: `-`

`-matrix` ;

The sign reversal operator (`-`) computes a new matrix that contains elements that are formed by reversing the sign of each element in *matrix*. The sign reversal operator is also called the *unary minus* operator.

When an element of the matrix contains a missing value, the corresponding element of the result also contains a missing value.

The following statements reverse the signs of each element of a matrix, as shown in Figure 26.26:

```
a = {-1 7 6,
      2 0 -8};
b = -a;
print b;
```

Figure 26.26 The Result of a Sign Reversal Operator

$$\begin{array}{c} \hline b \\ \hline 1 & -7 & -6 \\ -2 & 0 & 8 \\ \hline \end{array}$$

Subscripts: []

```
matrix[rows, columns];
matrix[elements];
```

Subscripts are used with matrices to select submatrices, where *rows* and *columns* are expressions that evaluate to scalars or vectors. If these expressions are numeric, they must contain valid subscript values of rows and columns in the argument matrix.

For example, the following statements select elements from the second row of the matrix **x**:

```
x = {1 2 3,
      4 5 6,
      7 8 9};
a = 3;
y = x[2, a];
b = 1:3;
z = x[2, b];
w = x[{4 6}];
print y, z, w;
```

Figure 26.27 Submatrices Formed by Specifying Indices

$$\begin{array}{c} \hline y \\ \hline 6 \\ \hline \end{array}
\begin{array}{c} \hline z \\ \hline 4 & 5 & 6 \\ \hline \end{array}
\begin{array}{c} \hline w \\ \hline 4 \\ \hline 6 \\ \hline \end{array}$$

The output is shown in Figure 26.27. The matrix **y** contains the element of **x** from the second row and the third column. The matrix **z** contains the entire second row of **x**. The matrix **w** contains the fourth and sixth elements of **x**. Because SAS/IML software store matrices in row-major order, **w** contains the first and third elements from the second row of **x**.

If a row or column expression is a character matrix, then it refers to columns or rows in the argument matrix that are assigned corresponding labels by a **MATTRIB** statement or **READ** statement. For example, the following statements select elements from the second row of **x**, and from the first and third columns:

```
x = {1 2 3,
      4 5 6,
      7 8 9};
c = "col1":"col3";
r = "row1":"row3";
mattrib x colname=c rowname=r;
a = {"col1" "col3"};
m = x["row2", a];
print m;
```

Figure 26.28 Submatrices Formed by Specifying Column Names

m
4 6

A subscripted matrix can appear on the left side of the equal sign. The dimensions of the target submatrix must conform to the dimensions of the source matrix, as shown in the following statements:

```
x[1, {1 3}] = .;
x[{1 2}, 2] = {0, 1};
x[7] = -1;
print x;
```

Figure 26.29 Result of Assigning Submatrices of an Existing Matrix

x			
	col1	col2	col3
row1	.	0	.
row2	4	1	6
row3	-1	8	9

See the section “[Using Matrix Expressions](#)” on page 44 for further information about matrix subscripts.

Subtraction Operator: **–**

```
matrix1 – matrix2 ;
matrix – scalar ;
matrix – vector ;
```

The subtraction operator (**–**) computes a new matrix that contains elements that are formed by subtracting the corresponding elements of *matrix2* from those of *matrix1*.

In addition to subtracting conformable matrices, you can also use the subtraction operator to subtract a scalar from a matrix or subtract a vector from a matrix.

- When either argument is a scalar, the subtraction is performed between the scalar and each element of the matrix argument. For example, when you use the *matrix – scalar* form, the scalar value is subtracted from each element of the matrix.
- When you use the *matrix – vector* form, the vector is subtracted from each row or column of the $n \times p$ matrix.
 - If you subtract an $n \times 1$ column vector, each row of the vector is subtracted from each row of the matrix.
 - If you subtract a $1 \times p$ row vector, each column of the vector is subtracted from each column of the matrix.

When an element of the matrix contains a missing value, the corresponding element of the result also contains a missing value.

For example, the following statements subtract two matrices and store the result in the matrix **c**, shown in Figure 26.30:

```
a = {1 2,
      3 4};
b = {1 1,
      1 1};
c = a-b;
print c;
```

Figure 26.30 Difference of Two Matrices

$$\begin{array}{r} \underline{\mathbf{c}} \\ \hline 0 & 1 \\ 2 & 3 \end{array}$$

Transpose Operator: `

matrix`;

The transpose operator, denoted by the backquote character (`), exchanges the rows and columns of *matrix*, producing the transpose of *matrix*. If *v* is the value in the *i*th row and *j*th column of *matrix*, then the transpose of *matrix* contains *v* in the *j*th row and *i*th column. If *matrix* contains *n* rows and *p* columns, the transpose has *p* rows and *n* columns.

For example, the following statements transpose the matrix **a**, shown in Figure 26.31:

```
a = {1 2,
      3 4,
      5 6};
b = a`;
print b;
```

Figure 26.31 Transpose of a Matrix

b
1 3 5
2 4 6

You can also transpose a matrix with the T function.

Statements, Functions, and Subroutines

This section presents descriptions of all statements, functions, and subroutines that are available in SAS/IML software.

ABORT Statement

ABORT <error-message> ;

The ABORT statement instructs PROC IML to stop executing statements. It also stops PROC IML from parsing any further statements, causing PROC IML to close its files and exit. See also the description of the [STOP statement](#).

If you specify the optional *error-message*, the message is written to the SAS Log.

The ABORT statement is the run-time equivalent of the QUIT statement. That is, you can use the ABORT statement as part of logical statements such as IF-THEN/ELSE statements, as shown in the following statements:

```
proc iml;
do i = 1 to 10;
  if i>2 then
    abort;
  print i;
end;
quit;
```

Figure 26.32 Result of Aborting a Computation

i
1

i
2

ABS Function

ABS(*matrix*);

The ABS function returns the absolute value of every element of the argument matrix, as shown in the following statements:

```
x = -2:2;
a = abs(x);
print a;
```

Figure 26.33 Absolute Values

a
2 1 0 1 2

ALL Function

ALL(*matrix*);

The ALL function returns a value of 1 if all elements in *matrix* are nonzero. If any element of *matrix* is zero or missing, the ALL function returns a value of 0.

You can use the ALL function to express the results of a comparison operator as a single 1 or 0. For example, the following statement compares elements in two matrices:

```
a = { 1 2, 3 4};
b = {-1 0, 0 1};
if all(a>b) then
    msg = "a[i,j] > b[i,j] for all i,j";
else
    msg = "for some element, a[i,j] is not greater than b[i,j]";
print msg;
```

Figure 26.34 Result of Comparing All Elements

msg
a[i,j] > b[i,j] for all i,j

In the preceding statements, the comparison operation **a>b** creates a matrix of zeros and ones. The ALL function returns a value of 1 because every element of **a** is greater than the corresponding element of **b**.

The ALL function is implicitly applied to the evaluation of all conditional expressions, so in fact the previous IF-THEN statement is equivalent to the following:

```
if a>b then      /* implicit ALL */
    msg = "a[i,j] > b[i,j] for all i,j";
```

ALLCOMB Function

ALLCOMB(*n*, *k*);
ALLCOMB(*n*, *comb*, <, *idx*>);

The ALLCOMB function generates all combinations of *k* elements taken from a set of *n* numerical indices. The combinations are produced in the same order and using the same algorithm (Nijenhuis and Wilf 1978) as the ALLCOMBI function in Base SAS software. In particular, the function returns indices in the range 1–*n*, and each combination is in sorted order.

By default, the ALLCOMB function returns a matrix with $\binom{n}{k}$ rows and *k* columns. Each row of the returned matrix represents a single combination. The following statements generate all combinations of two elements from the set {1, 2, 3, 4}:

```
n = 4; /* used throughout this example */
k = 2; /* used throughout this example */
c = allcomb(n, k);
print c;
```

Figure 26.35 All Pairwise Combinations of Four Items

c
1 2
2 3
1 3
3 4
2 4
1 4

The second argument can be a scalar or a vector. If it is a vector, it must contain a valid combination of the set {1, 2, ..., *n*}. (To be valid, the *comb* elements must be in increasing order.) The number of elements in the vector determines the value of *k*. For example, the following statements generate all combinations of length two from a set with four elements, beginning with the third combination that is shown in Figure 26.35:

```
d = allcomb(4, {1 3});
```

To obtain all combinations in order, initialize the *comb* argument to **1:k** or to the zero vector with *k* elements.

The optional third argument, *idx*, controls the number of rows in the output of the function. If you specify *idx*, then the sequence is initialized with the *comb* argument and the first row of the output is the combination that occurs *after* the *comb* argument. For example, the following statements generate five pairwise combinations, beginning *after* the third combination shown in Figure 26.35:

```
e = allcomb(n, {1 3}, 1:5);
```

The *idx* argument must consist of consecutive integers; you cannot use it to randomly access combinations that are out of sequence. The *idx* argument is often used to generate one or more combinations in a loop so that you do not need to allocate a huge matrix that contains all of the combinations at once. The following statements illustrate this usage. Notice that you should initialize the *comb* argument to the zero vector if you want the first result to be the combination **1:k**.

```

ncomb = comb(n, k);
comb = j(1, k, 0);
do i=1 to ncomb;
  comb = allcomb(n, comb, i);
  /* do something with the i_th combination */
end;

```

If you want the combinations in lexicographic order, generate the combinations and then use the **SORT** subroutine, as follows:

```

c = allcomb(n, k);
call sort(c, 1:k);

```

ALLPERM Function

ALLPERM(*n*);

ALLPERM(*set*, <, *idx*>);

The ALLPERM function generates all permutations of a set with *n* elements. The permutations are produced in the same order and using the same algorithm (Trotter 1962) as the ALLPERM function in Base SAS software.

By default, the ALLPERM function returns a matrix with $n!$ rows and *n* columns. Each row of the returned matrix represents a single permutation. The following statements generate all permutations of the set {1, 2, 3}:

```

n = 3;
p = allperm(n);
print p;

```

Figure 26.36 All Permutations of Three Items

<u>p</u>
1 2 3
1 3 2
3 1 2
3 2 1
2 3 1
2 1 3

The first argument can be a scalar or a vector. If it is a vector, the number of elements in the vector determines the value of *n*. The ALLPERM function can compute permutations of arbitrary numeric or character matrices. For example, the following statements compute permutations of an unsorted character vector:

```

a = allperm({C B A});
print a;

```

Figure 26.37 All Permutations of a Character Vector

<u>a</u>
C B A
C A B
A C B
A B C
B A C
B C A

The optional second argument, *idx*, can be used to control the number of rows in the output of the function. The argument must consist of consecutive integers; you cannot use it to randomly access permutations that are out of sequence. The second argument is often used to generate one or more permutations in a loop so that you do not need to allocate a huge matrix that contains all of the permutations at once. The following statements illustrate this usage:

```
perm = 1:n;
do i=1 to fact(n);
  perm = allperm(perm, i);
  /* do something with the i_th permutation */
end;
```

If you want the permutations in lexicographic order, generate the permutations and then use the **SORT** subroutine, as follows:

```
p = allperm(n);
call sort(p, 1:n);
```

ANY Function

ANY(*matrix*);

The ANY function returns a value of 1 if any of the elements in *matrix* are nonzero. If all the elements of *matrix* are zero or missing, the ANY function returns a value of 0.

You can use the ANY function to compare elements in two matrices, as shown in the following statements:

```
a = {1 2, 3 4};
b = {3 2, 1 0};
if any(a=b) then
  msg = "for some element, a[i,j] equals b[i,j]";
else
  msg = "a ^= b";
print msg;
```

Figure 26.38 Result of Comparing Elements

<u>msg</u>
for some element, a[i,j] equals b[i,j]

In the preceding statements, the IF-THEN expression is true if at least one element in **a** is the same as the corresponding element in **b**. You can use the **ALL** function to compare all of the elements in two matrices.

APPCORT Call

CALL APPCORT(*prqb*, *linddep*, *a*, *b*, <, *sing*>);

If **A** is rank-deficient, then the least squares problem $\min_x \|\mathbf{Ax} - \mathbf{b}\|_2^2$ has infinitely many solutions (Golub and Van Loan 1989, p. 241). However, there is a unique solution which has the smallest Euclidean norm. The APPCORT subroutine computes the minimum Euclidean-norm solution of the (rank-deficient) least squares problem by applying a complete orthogonal decomposition by Householder transformations to the vector **b**.

The input arguments to the APPCORT subroutine are as follows:

- a* is an $m \times n$ matrix **A**, with $m \geq n$, which is to be decomposed into the product of the $m \times m$ orthogonal matrix **Q**, the $n \times n$ upper triangular matrix **R**, and the $n \times n$ orthogonal matrix **P**,

$$\mathbf{A} = \mathbf{Q} \begin{bmatrix} \mathbf{R} \\ \mathbf{0} \end{bmatrix} \mathbf{P}' \mathbf{P}' \mathbf{P}$$

- b* is a $m \times p$ matrix, **B**.

- sing* is an optional scalar that specifies a singularity criterion.

The APPCORT subroutine returns the following values:

- prqb* is an $n \times p$ matrix product

$$\mathbf{P} \mathbf{\Pi} \begin{bmatrix} (\mathbf{L}')^{-1} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} \end{bmatrix} \mathbf{Q}' \mathbf{B}$$

which is the minimum Euclidean-norm solution of the rank-deficient least squares problem $\|\mathbf{Ax} - \mathbf{b}\|_2^2$.

- linddep* is the number of linearly dependent columns in the matrix **A** that are detected by applying the *r* Householder transformations. That is, *linddep* is $n - r$, where *r* is the numerical rank of **A**.

See the section “**COMPRT Call**” on page 638 for information about complete orthogonal decomposition.

The following example uses the APPCORT call to solve a rank-deficient least squares problem:

```
/* compute solution for rank-deficient least squares problem:
   min |Ax-b|^2
   The range of A is a line; b is a point not on the line. */
A = {1 2,
      2 4,
      -1 -2};
b = {1, 3, -2};
call appcort(x, linddep, A, b);
print x;
```

Figure 26.39 Solution to a Rank-Deficient Least Squares Problem

x
0.3
0.6

The argument *b* can also be a matrix. If *b* is an identity matrix, then you can use the APPCORT subroutine to form a generalized inverse, as shown in the following example:

```
/* A has only four linearly independent columns */
A = {1 0 1 0 0,
      1 0 0 1 0,
      1 0 0 0 1,
      0 1 1 0 0,
      0 1 0 1 0,
      0 1 0 0 1};

/* compute Moore-Penrose generalized inverse */
b = i(nrow(A));           /* identity matrix */
call appcort(Ainv, lindep, A, b);
print Ainv;

/* verify generalized inverse conditions (Golub & Van Loan, p. 243) */
eps = 1e-12;
if any(A*Ainv*A-A > eps) |
  any(Ainv*A*Ainv-Ainv > eps) |
  any((A*Ainv)`^-A*Ainv > eps) |
  any((Ainv*A)`^-Ainv*A > eps) then
  msg = "Pseudoinverse conditions not satisfied";
else
  msg = "Pseudoinverse conditions satisfied";
print msg;
```

Figure 26.40 Generalized Inverse

Ainv					
0.2666667	0.2666667	0.2666667	-0.0666667	-0.0666667	-0.0666667
-0.0666667	-0.0666667	-0.0666667	0.2666667	0.2666667	0.2666667
0.4	-0.1	-0.1	0.4	-0.1	-0.1
-0.1	0.4	-0.1	-0.1	0.4	-0.1
-0.1	-0.1	0.4	-0.1	-0.1	0.4

msg					
Pseudoinverse conditions satisfied					

APPEND Statement

APPEND <VAR operand> ;

APPEND FROM *matrix* <[ROWNAME=*row-name*]> ;

The APPEND statement adds observations to the end of a SAS data set.

The arguments to the APPEND statement are as follows:

- operand* specifies a set of variables. You can specify variables by using any of the methods described in the section “[Select Variables with the VAR Clause](#)” on page 103.
- matrix* is the name of a matrix that contains data to append. Each column of the matrix becomes a variable in the data set.
- row-name* is a character matrix or quoted literal that contains descriptive row names.

You can use the APPEND statement to add data to the end of the current output data set. The appended observations are from either the variables specified in the VAR clause or variables created from the columns of *matrix*. You cannot use the FROM clause and the VAR clause in the same statement.

The APPEND statement is usually used without any arguments. A common practice is to specify the data in the CREATE statement, as shown in the following example:

```
proc iml;
x = {1,2,3,4};           /* 4 x 1 vector */
y = {4 3 2 1};           /* 2 x 2 matrix */
z = {2,3,4};              /* 3 x 1 vector */
c = {A,B,C,D};           /* 4 x 1 character vector */

create Temp1 var {x y}; /* Temp1 contains two variables */
append;                  /* appends data from x and y */
close Temp1;
quit;

proc print data=Temp1 noobs;
run;
```

The values in the Temp1 data set are shown in [Figure 26.41](#). Notice that the 2×2 matrix **y** is written to the data set in row-major order.

Figure 26.41 Data Set Created from Matrices

X	Y
1	4
2	3
3	2
4	1

If you omit the VAR (and FROM) clause in the CREATE statement, then the new data set contains a variable for each SAS/IML matrix that is in scope. You can use the VAR clause in the APPEND statement to write specific variables. Variables that are not explicitly specified receive missing values, as shown in the following statements:

```
proc iml;
x = {1,2,3,4};           /* 4 x 1 vector */
y = {4 3 2 1};           /* 2 x 2 matrix */
z = {2,3,4};              /* 3 x 1 vector */
c = {A,B,C,D};           /* 4 x 1 character vector */
```

```

create Temp2;          /* Temp2 contains a variable for each matrix */
append var {c x z};   /* y gets missing values */
close Temp2;
quit;

proc print data=Temp2 noobs;
run;

```

The values in the Temp2 data set are shown in Figure 26.42. The data set contains four observations because that is the number of elements in the matrix with the greatest number of elements. Elements are appended in row-major order. Notice that the variable z contains a missing value at the end because the variable was created from a SAS/IML matrix that contained fewer than four elements.

Figure 26.42 Data Set Created from All Matrices

c	x	y	z
A	1	.2	
B	2	.3	
C	3	.4	
D	4	. .	

As shown in the previous example, the default variables for the APPEND statement are all matrices that match variables in the current data set with respect to name and type.

The ROWNAME= option in the FROM clause specifies the name of a character matrix to contain row titles. Use this option in conjunction with the identical option in the FROM clause of the CREATE statement, as shown in the following statements:

```

proc iml;
VarName = {"x" "y"};
w = {3 96,
      4 90,
      2 100,
      4 92};           /* data matrix */
cov = cov(w);          /* sample covariance matrix of data */

create Temp3 from cov[rowname=VarName colname=VarName];
append from cov[rowname=VarName];
close Temp3;
quit;

proc print data=Temp3 noobs;
run;

```

The values in the Temp3 data set are shown in Figure 26.43. The matrix cov contains the data that are saved to the Temp3 data set. The character vector VarName contains the names of the variables for the Temp3 data set. (If you use the FROM clause in the CREATE statement, but do not specify the COLNAME= option, then the variables are named COL1, COL2, and so on.) The ROWNAME= option enables you to specify a single character variable when you are creating a data set from a numerical matrix. This is useful for specifying variable names in a correlation or covariance matrix, but can also be used more generally to specify a row label for each observation.

Figure 26.43 Data Set That Contains Row Labels

VarName	x	y
x	0.91667	-4.16667
y	-4.16667	19.66667

If you do not specify the ROWNAME= option in the CREATE statement, then you do not need to specify the ROWNAME= option in the APPEND statement, as shown in the following example:

```
create Temp3 from cov[colname=VarName];
append from cov;
close Temp3;
```

You can also use the APPEND statement with the EDIT statement. See the documentation for the EDIT statement for examples.

APPLY Function

APPLY(modname, argument1 <, argument2, ..., argument14>);

The APPLY function applies a user-defined module to each element of the argument matrix or matrices and returns a matrix of results.

The arguments to the APPLY statement are as follows:

modname specifies the name of an existing function module. You can specify the module name as a literal string or as matrix that contains the module name. The module should return a numeric value.

argument specifies an argument passed to the module. You must have at least one argument. You can specify up to 15 arguments.

The first argument to APPLY is the name of a function module that returns a numeric value. The module must take scalar arguments and must already be defined before the APPLY function is executed. The subsequent arguments to the APPLY function are the arguments passed to the module. They all must have the same dimension.

If the function module takes n scalar arguments, *argument1* through *argumentn* should be passed to APPLY where $1 \leq n \leq 14$. The APPLY function calls the module one time for each element in its input arguments. The result has the same dimension as the input arguments, and each element of the result corresponds to the module applied to the corresponding elements of the argument matrices. The APPLY function accepts either numeric or character arguments. For example, the following statements define module ABC and then call the APPLY function, with matrix *a* as an argument:

```
start abc(x);
  r = x + 100;
  return (r);
finish abc;

a = {6 7 8,
      9 10 11};
```

```
s = apply("ABC", a);
print s;
```

The result is shown in Figure 26.44.

Figure 26.44 Result of a Module Applied to Each Argument in a Matrix

s
106 107 108
109 110 111

The module can also alter the contents of the arguments. In the following example, the statements define the module ABSDIFF and call the APPLY function:

```
/* compute abs(x-y); permute elements of x and y so that x[i] >= y[i] */
start AbsDiff(x, y);
    if x<y then do; /* swap x and y */
        t = x;
        x = y;
        y = t;
    end;
    return( x-y );
finish;

a = {-1 0 1};
b = {-2 0 2};
mod = "AbsDiff";
r = apply(mod, a, b);
print a, b, r;
```

Notice that the third element of the **a** and **b** arguments are exchanged, as shown in Figure 26.45.

Figure 26.45 Result of a Module Applied to Each Argument in a Matrix

a
-1 0 2

b
-2 0 1

r
1 0 1

The APPLY function is provided as a convenience, but it is usually unnecessary. It is usually more efficient to write your functions to take vector, rather than scalar, arguments.

ARMACOV Call

CALL ARMACOV(*auto*, *cross*, *convol*, *phi*, *theta*, *num*);

The ARMACOV subroutine computes an autocovariance sequence for an autoregressive moving average (ARMA) model. The input arguments to the ARMACOV subroutine are as follows:

<i>phi</i>	refers to a $1 \times (p + 1)$ matrix that contains the autoregressive parameters. The first element is assumed to have the value 1.
<i>theta</i>	refers to a $1 \times (q + 1)$ matrix that contains the moving average parameters. The first element is assumed to have the value 1.
<i>num</i>	refers to a scalar that contains n , the number of autocovariances to be computed, which must be a positive number.

The ARMACOV subroutine returns the following values:

<i>auto</i>	specifies a variable to contain the returned $1 \times n$ matrix that contains the autocovariances of the specified ARMA model, assuming unit variance for the innovation sequence.
<i>cross</i>	specifies a variable to contain the returned $1 \times (q + 1)$ matrix that contains the covariances of the moving-average term with lagged values of the process.
<i>convol</i>	specifies a variable to contain the returned $1 \times (q + 1)$ matrix that contains the autocovariance sequence of the moving-average term.

The ARMACOV subroutine computes the autocovariance sequence that corresponds to a given autoregressive moving-average (ARMA) time series model. An arbitrary number of terms in the sequence can be requested. Two related covariance sequences are also returned.

The model notation for the ARMACOV subroutine is the same as for the [ARMALIK subroutine](#). The ARMA(p, q) model is denoted

$$\sum_{j=0}^p \phi_j y_{t-j} = \sum_{i=0}^q \theta_i \epsilon_{t-i}$$

with $\theta_0 = \phi_0 = 1$. The notation is the same as that of Box and Jenkins (1976) except that the model parameters are opposite in sign. The innovations $\{\epsilon_t\}$ satisfy $E(\epsilon_t) = 0$ and $E(\epsilon_t \epsilon_{t-k}) = 1$ if $k = 0$, and are zero otherwise. The formula for the k th element of the *convol* argument is

$$\sum_{i=k-1}^q \theta_i \theta_{i-k+1}$$

for $k = 1, 2, \dots, q + 1$. The formula for the k th element of the *cross* argument is

$$\sum_{i=k-1}^q \theta_i \psi_{i-k+1}$$

for $k = 1, 2, \dots, q + 1$, where ψ_i is the i th impulse response value. The ψ_i sequence, if desired, can be computed with the [RATIO function](#). It can be shown that ψ_k is the same as $E(Y_{t-k} \epsilon_t^2) / \sigma$, which is used by Box and Jenkins (1976) in their formulation of the autocovariances. The k th autocovariance, denoted γ_k and returned as the $k + 1$ element of the *auto* argument ($k = 0, 1, \dots, n - 1$), is defined implicitly for $k > 0$ by

$$\sum_{i=0}^p \gamma_{k-i} \phi_i = \eta_k$$

where η_k is the k th element of the *cross* argument. See Box and Jenkins (1976) or McLeod (1975) for more information.

Consider the model

$$y_t = 0.5y_{t-1} + e_t + 0.8e_{t-1}$$

To compute the autocovariance function at lags zero through four for this model, use the following statements:

```
/* an ARMA(1,1) model */
phi = {1 -0.5};
theta = {1 0.8};
call armacov(auto, cross, convol, phi, theta, 5);
print auto, cross convol;
```

The result is shown in Figure 26.46.

Figure 26.46 Result of the ARMACOV Subroutine

auto				
3.2533333	2.4266667	1.2133333	0.6066667	0.3033333
cross		convol		
2.04	0.8	1.64	0.8	

ARMALIK Call

CALL ARMALIK(*Inl*, *resid*, *std*, *x*, *phi*, *theta*);

The ARMALIK subroutine computes the log likelihood and residuals for an autoregressive moving average (ARMA) model. The input arguments to the ARMALIK subroutine are as follows:

- x* is an $n \times 1$ or $1 \times n$ matrix that contains values of the time series (assuming mean zero).
- phi* is a $1 \times (p + 1)$ matrix that contains the autoregressive parameter values. The first element is assumed to have the value 1.
- theta* is a $1 \times (q + 1)$ matrix that contains the moving average parameter values. The first element is assumed to have the value 1.

The ARMALIK subroutine returns the following values:

- Inl* specifies a 3×1 matrix that contains the log likelihood concentrated with respect to the innovation variance; the estimate of the innovation variance (the unconditional sum of squares divided by n); and the log of the determinant of the variance matrix, which is standardized to unit variance for the innovations.
- resid* specifies an $n \times 1$ matrix that contains the standardized residuals. These values are uncorrelated with a constant variance if the specified ARMA model is the correct one.
- std* specifies an $n \times 1$ matrix that contains the scale factors used to standardize the residuals. The actual residuals from the one-step-ahead predictions that use the past values can be computed as **std # resid**.

The ARMALIK subroutine computes the concentrated log-likelihood function for an ARMA model. The unconditional sum of squares is readily available, as are the one-step-ahead prediction residuals. Factors that can be used to generate confidence limits associated with prediction from a finite past sample are also returned.

The notational conventions for the ARMALIK subroutine are the same as those used by the ARMACOV subroutine. See the description of the [ARMACOV call](#) for the model employed. In addition, the condition $\sum_{i=0}^q \theta_{iz}^i \neq 0$ for $|z| < 1$ should be satisfied to guard against floating-point overflow.

If the column vector \mathbf{x} contains n values of a time series and the variance matrix is denoted $\Sigma = \sigma^2 \mathbf{V}$, where σ^2 is the variance of the innovations, then, up to additive constants, the log likelihood, concentrated with respect to σ^2 , is

$$-\frac{n}{2} \log (\mathbf{x}' \mathbf{V}^{-1} \mathbf{x}) - \frac{1}{2} \log |\mathbf{V}|$$

The matrix \mathbf{V} is a function of the specified ARMA model parameters. If \mathbf{L} is the lower Cholesky root of \mathbf{V} (that is, $\mathbf{V} = \mathbf{L}\mathbf{L}'$), then the standardized residuals are computed as $\text{resid} = \mathbf{L}^{-1} \mathbf{x}$. The elements of std are the diagonal elements of \mathbf{L} . The variance estimate is $\mathbf{x}' \mathbf{V}^{-1} \mathbf{x} / n$, and the log determinant is $\log |\mathbf{V}|$. See Ansley (1979) for further details. Consider the following model:

$$y_t - y_{t-1} + 0.25y_{t-2} = e_t + 0.5e_{t-1}$$

To compute the log likelihood for this model, use the following statements:

```
phi = {1 -1 0.25};
theta = {1 0.5};
x = {1 2 3 4 5};
call armalik(lnl, resid, std, x, phi, theta);
print lnl resid std;
```

Figure 26.47 Results from an ARMALIK Call

lnl	resid	std
-0.822608	0.4057513	2.4645637
0.8721154	0.9198158	1.2330147
2.3293833	0.8417343	1.0419028
	1.0854175	1.0098042
	1.2096421	1.0024125

ARMASIM Function

ARMASIM(phi, theta, mu, sigma, n <, seed>);

The ARMASIM function simulates a univariate series from a autoregressive moving average (ARMA) model.

The arguments to the ARMASIM function are as follows:

phi is a $1 \times (p + 1)$ matrix that contains the autoregressive parameters. The first element is assumed to have the value 1.

theta is a $1 \times (q + 1)$ matrix that contains the moving average parameters. The first element is assumed to have the value 1.

mu is a scalar that contains the overall mean of the series.

sigma is a scalar that contains the standard deviation of the innovation series.

n is a scalar that contains *n*, the length of the series. The value of *n* must be greater than 0.

seed is a scalar that contains the random number seed. At the first execution of the function, the seed variable is used as follows:

- If *seed* > 0, the input seed is used for generating the series.
- If *seed* = 0, the system clock is used to generate the seed.
- If *seed* < 0, the value *-seed* is used for generating the series.

If the seed is not supplied, the system clock is used to generate the seed.

On subsequent calls to the function, the seed variable is used as follows:

- If *seed* > 0, the seed remains unchanged.
- In other cases, after each execution of the function, the current seed is updated internally.

The ARMASIM function generates a series of length *n* from a given autoregressive moving average (ARMA) time series model and returns the series in an $n \times 1$ matrix. The notational conventions for the ARMASIM function are the same as those used by the ARMACOV subroutine. See the description of the [ARMACOV call](#) for the model employed. The ARMASIM function uses an exact simulation algorithm as described in Woodfield (1988). A sequence $Y_0, Y_1, \dots, Y_{p+q-1}$ of starting values is produced by using an expanded covariance matrix, and then the remaining values are generated by using the following recursion form of the model:

$$Y_t = - \sum_{i=1}^p \phi_i Y_{t-i} + \epsilon_t + \sum_{i=1}^q \theta_i \epsilon_{t-i} \quad t = p + q, p + q + 1, \dots, n - 1$$

The random number generator RANNOR is used to generate the noise component of the model. Note that the following statement returns *n* standard normal pseudorandom deviates:

```
y = armasim(1, 1, 0, 1, n, seed);
```

For example, consider the following model:

$$y_t = 0.5y_{t-1} + e_t + 0.8e_{t-1}$$

To generate a time series of length 10 from this model, use the following statements to produce the result shown in [Figure 26.48](#):

```
phi = {1 -0.5};
theta = {1 0.8};
y = armasim(phi, theta, 0, 1, 10, -1234321);
print y;
```

Figure 26.48 Simulated Time Series

<u>y</u>
2.3253578
0.975835
-0.376358
-0.878433
-2.515351
-3.083021
-1.996886
-1.839975
-0.214027
1.4786717

BAR Call

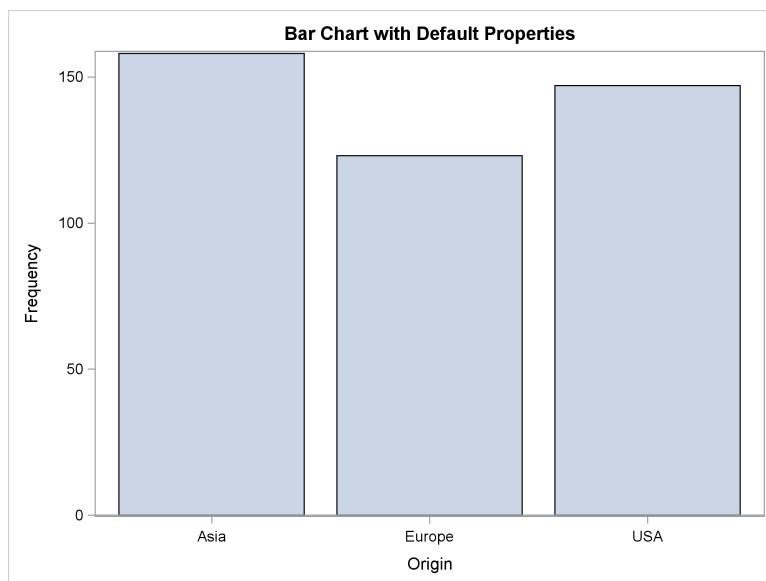
```
CALL BAR(x) <TYPE="VBar" | "HBar">
  <GROUP=GroupVector>
  <GROUOPT=GroupOption>
  <FREQ=FreqVector>
  <ORDER="DATA" | "UNFORMATTED">
  <GRID={"X" , "Y"}>
  <LABEL={XLabel <, YLabel>}>
  <XVALUES=xValues>
  <YVALUES=yValues>
  <PROCOPT=ProcOption>
  <OTHER=Stmts> ;
```

The BAR subroutine displays a bar chart by calling the SGLOT procedure. The argument *x* is a vector that contains character or (discrete) numeric data to plot. The BAR subroutine is not a comprehensive interface to the SGLOT procedure. It is intended for creating simple bar charts for exploratory data analysis. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

A simple example follows:

```
use Sashelp.Cars;
read all var {origin};
close Sashelp.Cars;

title "Bar Chart with Default Properties";
call Bar(origin);
```

Figure 26.49 A Bar Chart

Specify the *x* vector inside parentheses and specify all options outside the parentheses. Use the global TITLE and FOOTNOTE statements to specify titles and footnotes. Each option corresponds to a statement or option in the SGLOT procedure.

Valid values for the TYPE= option are “VBar” and “HBar.” The “VBar” value creates a vertical bar chart and corresponds to the VBAR statement in PROC SGLOT. The “HBar” value creates a horizontal bar chart and corresponds to the HBAR statement.

The following options correspond to options in the VBAR and HBAR statements in the SGLOT procedure:

GROUP= specifies a vector of values that determine groups in the plot. You can use a numeric or character vector. This option corresponds to the GROUP= option in the VBAR and HBAR statements.

GROUPOPT= specifies a character vector of values that determine how groups are displayed. This option is ignored if the GROUP= option is not specified. You can specify the following values:

- “Stack” or “Cluster” specifies how to display grouped bars. These values correspond to the GROUPDISPLAY= option in the VBAR and HBAR statements in PROC SGLOT. The default value is “Stack.”
- “Ascending,” “Descending,” or “Data” specifies how to display grouped bars. These values corresponds to the GROUPORDER= option in the VBAR and HBAR statements in PROC SGLOT. The default value is “Ascending.”

For example, a valid call is `GROUPOPT={"Cluster" "Data"};`

FREQ= specifies a vector of numerical values that are used as frequencies for each corresponding value of the *x* variable. This option corresponds to the FREQ= option in the VBAR and HBAR statements in PROC SGLOT.

Some options are common to all of the ODS graphics routines. The following common options specify options in the XAXIS and YAXIS statements in the SGLOT procedure:

- ORDER=** specifies the order in which discrete tick values are to be placed on the categorical axis. Valid options are “DATA” and “UNFORMATTED.” This option corresponds to the DISCRETE-ORDER= option in the XAXIS and YAXIS statements.
- GRID=** specifies whether to display grid lines for the X or Y axis. This option corresponds to the GRID option in the XAXIS and YAXIS statements. Valid values follow:
- **GRID={X}** displays grid lines for the X axis.
 - **GRID={Y}** displays grid lines for the Y axis.
 - **GRID={X, Y}** displays grid lines for both axes.
- LABEL=** specifies axis labels for the X or Y axis. If the argument is a scalar, the value of the argument is used for the X axis label. If the argument has two elements, the first is used for the X axis label and the second for the Y axis label. If this option is not specified, the labels “X” and “Y” are used for labels.
- XVALUES=** specifies a vector of values for ticks for the X axis.
- YVALUES=** specifies a vector of values for ticks for the Y axis.

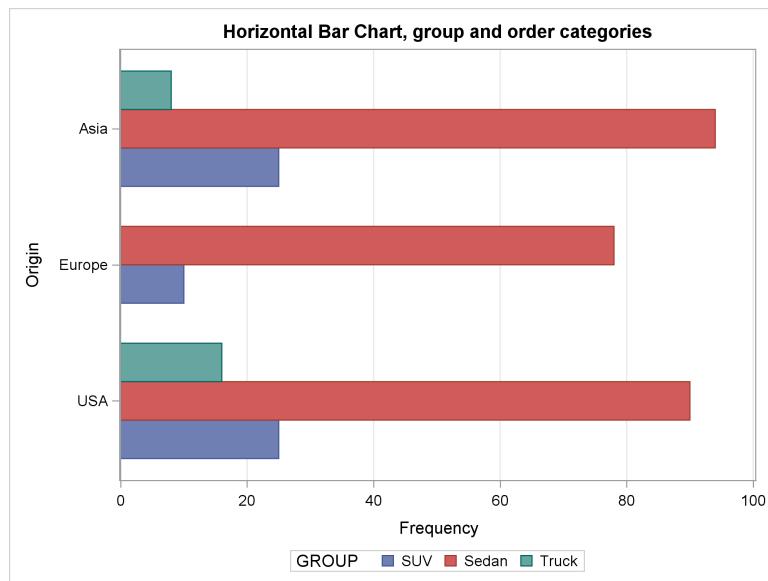
In addition, the following common options specify additional options and statements in the SGLOT procedure:

- PROCOPT=** specifies a character matrix or string literal. The value is used verbatim to specify options in the PROC SGLOT statement.
- OTHER=** specifies a character matrix or string literal. You can use this option to specify one or more complete statements in the SGLOT procedure. For example, you can specify multiple REFLINE statements and an INSET statement.

The following example shows how to create a bar chart that uses the GROUP=, GROUPOPT=, GRID=, and LABEL= options:

```
use Sashelp.Cars where(type ? {"SUV" "Truck" "Sedan"});
read all var {origin type};
close Sashelp.Cars;

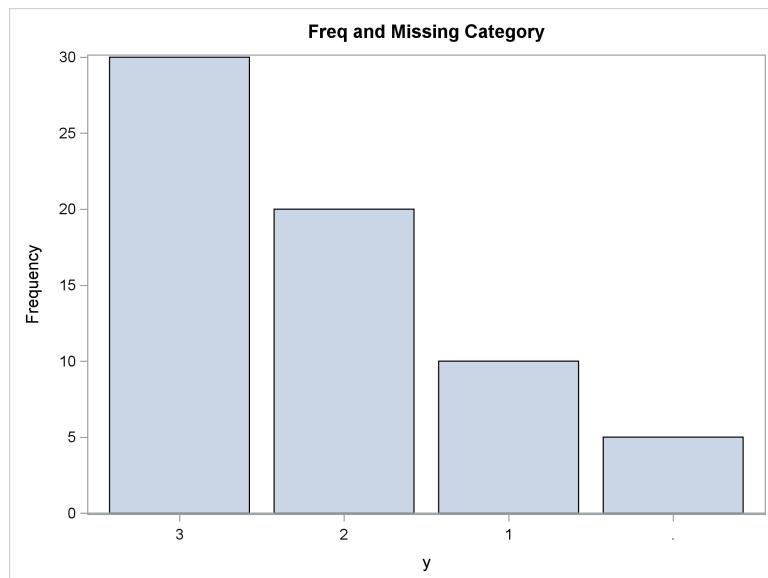
title "Horizontal Bar Chart, group and order categories";
/* 1. Use the GROUP= option to assign a group to each observation
 * 2. Use the GROUPOPT= option to specify the grouping options
 * 3. Use the GRID= and LABEL= options to improve the appearance
 */
call Bar(origin) type="HBar" group=type groupopt="Cluster"
      grid="X" label="Origin";
```

Figure 26.50 Clustered Bar Chart

Notice that the TYPE=“HBar” option results in the bars being drawn horizontally, as shown in Figure 26.50. Also, because the categories are displayed on the vertical axis, the LABEL= option changes the label on the vertical axis.

The next example shows how to create a bar chart from tabulated data. The frequencies for each category are precomputed. The FREQ= option specifies the vector of frequencies. The ORDER= option requests that the categories be displayed in the same order as they appear in the data.

```
y      = { 3  2  1 .};
freq  = {30 20 10 5};
title "Freq and Missing Category";
call Bar(y) freq=freq order="Data";
```

Figure 26.51 Bar Chart from Summarized Data

BIN Function

BIN(*x, cutpoints <, closed>*);

The BIN function divides numeric values into a set of disjoint intervals called bins. The BIN function returns a matrix that is the same shape as *x* and that indicates which elements of *x* are contained in each bin. The arguments are as follows:

- | | |
|------------------|---|
| <i>x</i> | specifies a numerical vector or matrix. |
| <i>cutpoints</i> | specifies the intervals into which to bin the data. This argument can have a vector or a scalar value. A vector defines the endpoints of the intervals; a scalar value specifies the number of evenly spaced intervals into which the range of the data is divided. |
| <i>closed</i> | is an optional argument that specifies whether the bins are open on the right or left sides. The following values are valid: |
| “Left” | specifies that the bins are closed on the left and open on the right. The last interval is closed on both sides. This is the default value. |
| “Right” | specifies that the intervals are open on the left and closed on the right. The first interval is closed on both sides. |

If *cutpoints* is a vector, then it must be ordered so that the first element is the smallest and the last element is the largest. The ordered values define the intervals that are used to bin the values. For example, the following statements bin *x* into the intervals $I_1 = [0, 1)$, $I_2 = [1, 1.8)$, $I_3 = [1.8, 2)$, and $I_4 = [2, 4]$, and return the bin numbers for each element of *x*:

```
x = {0, 0.5, 1, 1.5, 2, 2.5, 3, 0.5, 1.5, 3, 3, 1};
cutpoints = {0 1 1.8 2 4};
b = bin(x, cutpoints);
print x b;
```

Figure 26.52 Bins for Each Observation

<hr/> x b
0 1
0.5 1
1 2
1.5 2
2 4
2.5 4
3 4
0.5 1
1.5 2
3 4
3 4
<hr/> 1 2

You can use the special missing values `.M` and `.I` to specify unbounded intervals. A missing value of `.M` in the first element is interpreted as $-\infty$, and a missing value of `.I` in the last element is interpreted as $+\infty$.

For example, the following statements are all valid specifications of the *cutpoints* argument:

```
c = { .M -2 -1 0 1 2};
c = { .M -2 -1 0 1 2 .I};
c = {-2 -1 0 1 2 .I};
```

If *cutpoints* is a positive integer, *n*, then the interval $\min(x)$, $\max(x)$ is divided into *n* intervals of width $\Delta = (\max(x) - \min(x))/n$ and the data are binned into these intervals. For example, the following statements bin the elements of *x* into one of three intervals [0, 1), [1, 2), or [2, 3]:

```
bin = bin(x, 3);
print x bin;
```

Figure 26.53 Bins That Are Associated with Each Value

x	bin
0	1
0.5	1
1	2
1.5	2
2	3
2.5	3
3	3
0.5	1
1.5	2
3	3
3	3
1	2

Notice in Figure 26.53 that the value 3 is placed into the third interval because the last interval is closed on the right.

The BIN function returns missing values for data values that are not contained in any bin. Missing values are also returned for missing values in the data.

You can use the BIN function in conjunction with the TABULATE function to count the number of observations in each interval. The following statements sample from the standard normal distribution and count the number of observations in a set of evenly spaced intervals:

```
z = rannor(j(1000, 1, 1));
set = do(-3.5, 3.5, 1);
b = bin(z, set);
call tabulate(levels, count, b);

/* label counts by the center of each interval */
intervals = char(do(-3, 3, 1), 2);
print count[colname=intervals];
```

Figure 26.54 Bins Counts for Evenly Spaced Intervals

	count						
	-3	-2	-1	0	1	2	3
	6	65	241	385	235	59	9

BLANKSTR Function

BLANKSTR(*n*);

The BLANKSTR function returns a blank character string of a specified length. You can use the BLANKSTR function in conjunction with the J function to allocate character arrays, as follows:

```
/* combine colors and objects */
color = {"Red" "Green" "Blue"};           /* nleng(color) =5 */
object = {"Balloon" "Leaf" "Marble"};      /* nleng(object)=7 */

/* compute maximum length of a color/object combination */
len = nleng(color) + nleng(object) + 1;
items = j(3, 3, BlankStr(len));           /* allocate char vector */
do i = 1 to ncol(color);
  do j = 1 to ncol(object);
    items[i,j] = color[i] + " " + object[j]; /* concatenate strings */
  end;
end;
print items;
```

Figure 26.55 Filling an Allocated Character Matrix

items					
Red	Balloon	Red	Leaf	Red	Marble
Green	Balloon	Green	Leaf	Green	Marble
Blue	Balloon	Blue	Leaf	Blue	Marble

BLOCK Function

BLOCK(*matrix1* <, *matrix2*, ..., *matrix15* >);

The BLOCK function forms a block-diagonal matrix. The blocks are defined by the arguments to the function. Up to 15 matrices can be specified. Empty matrices are supported, but have no effect. The matrices are combined diagonally to form a new matrix.

For example, if **A**, **B**, and **C** are any matrices, then the block matrix formed from these matrices has the following form:

$$\begin{bmatrix} A & 0 & 0 \\ 0 & B & 0 \\ 0 & 0 & C \end{bmatrix}$$

The following statements produce a block-diagonal matrix composed of three blocks, shown in Figure 26.56:

```
a = 1;
b = {2 2,
      3 3};
c = {4 4 4,
      5 5 5};
```

```
d = block(a, b, c);
print d;
```

Figure 26.56 Block Matrix

<hr/> d <hr/>
1 0 0 0 0 0
0 2 2 0 0 0
0 3 3 0 0 0
0 0 0 4 4 4
0 0 0 5 5 5

BOX Call

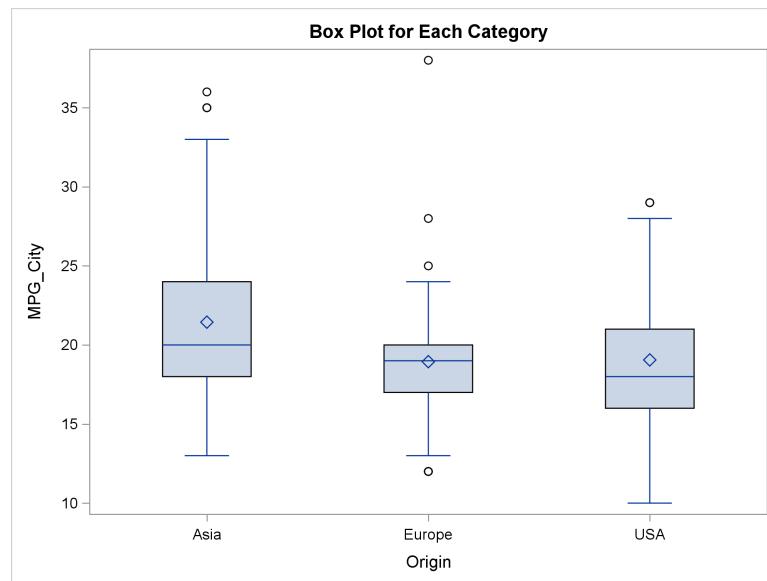
```
CALL BOX(x) <TYPE="VBox" | "HBox">
  <CATEGORY=CategoryVector>
  <GROUP=GroupVector>
  <GROUPOPT=GroupOption>
  <DATALABEL=DataLabelVector>
  <OPTION=BoxOption>
  <ORDER="DATA" | "UNFORMATTED">
  <GRID={"X" <,"Y" >} >
  <LABEL={XLabel <, YLabel>}>
  <XVALUES=xValues>
  <YVALUES=yValues>
  <PROCOPT=ProcOption>
  <OTHER=Stmts> ;
```

The BOX subroutine displays a bar chart by calling the SGLOT procedure. The argument *x* is a vector that contains character or (discrete) numeric data to plot. The BOX subroutine is not a comprehensive interface to the SGLOT procedure. It is intended for creating simple bar charts for exploratory data analysis. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

A simple example follows:

```
use Sashelp.Cars where(type ? {"SUV" "Truck" "Sedan"});
read all var {MPG_City Origin Type Make Model};
close Sashelp.Cars;

title "Box Plot for Each Category";
call Box(MPG_City) Category=Origin;
```

Figure 26.57 A Box Plot

Specify the *x* vector inside parentheses and specify all options outside the parentheses. Use the global TITLE and FOOTNOTE statements to specify titles and footnotes. Each option corresponds to a statement or option in the SGBOXPLOT procedure.

Valid values for the TYPE= option are “VBox” and “HBox.” The “VBox” value creates a vertical box plot and corresponds to the VBOX statement in PROC SGBOXPLOT. The “HBox” value creates a horizontal box plot and corresponds to the HBOX statement.

The following options correspond to options in the VBOX and HBOX statements in the SGBOXPLOT procedure:

CATEGORY= specifies a vector of values that define a category variable for the plot. A box plot is created for each distinct value of the category variable.

GROUP= specifies a vector of values that determine groups in the plot. You can use a numeric or character vector. This option corresponds to the GROUP= option in the VBOX and HBOX statements.

GROUPOPT= specifies a character vector of values that determine how groups are displayed. This option is ignored if the GROUP= option is not specified. You can specify one or both of the following values:

- “Cluster” or “Overlay” specifies how to display grouped boxes. This option corresponds to the GROUPDISPLAY= option in the VBOX and HBOX statements in PROC SGBOXPLOT. The default value is “Cluster.”
- “Ascending,” “Descending,” or “Data” specifies how to display grouped boxes. This option corresponds to the GROUPORDER= option in the VBOX and HBOX statements in PROC SGBOXPLOT. The default value is “Ascending.”

For example, a valid call is **GROUPOPT={“Cluster” “Data”};**

DATALABEL= specifies a vector of values that are used to label outliers.

OPTION= specifies a character matrix or string literal. This option is used verbatim to specify options in the HBOX or VBOX statement.

The BOX subroutine also supports the following options. The **BAR** subroutine documents these options and gives an example of their usage.

ORDER= specifies the order in which discrete tick values are to be placed on the categorical axis.
GRID= specifies whether to display grid lines for the X or Y axis.
LABEL= specifies axis labels for the X or Y axis.
XVALUES= specifies a vector of values for ticks for the X axis.
YVALUES= specifies a vector of values for ticks for the Y axis.
PROCOPT= specifies options in the PROC SGPlot statement.
OTHER= specifies statements in the SGPlot procedure.

If you use the **LABEL=** option to specify a single label, that label is used to label the interval axis that shows the distribution of data values. If you specify two labels, the first labels the categorical variable (if you use the **CATEGORY=** option) and the second labels the data axis.

The following statements provide additional examples of creating box plots:

```
title "Category and Group Variables";
call Box(MPG_City) Type="HBox" Category=Origin group=Type grid="x"
      label={"Country of Origin" "MPG City"}
      other="refline 22 / axis=x;";

title "Data Labels and Jittering";
call Box(MPG_City) Category=Type label={"Vehicle Type" "MPG City"}
      datalabel=putc(Model,"$10.") option="spread";
```

Figure 26.58 Horizontal Box Plot with Categorical and Group Variables

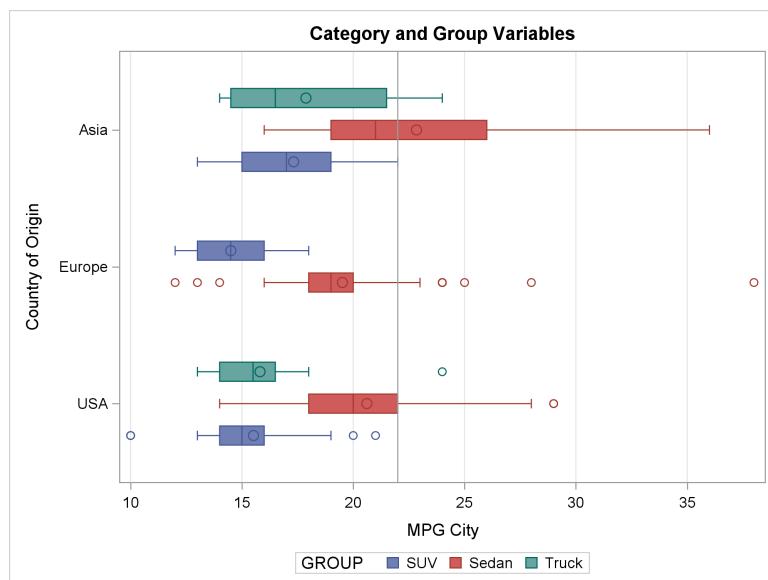
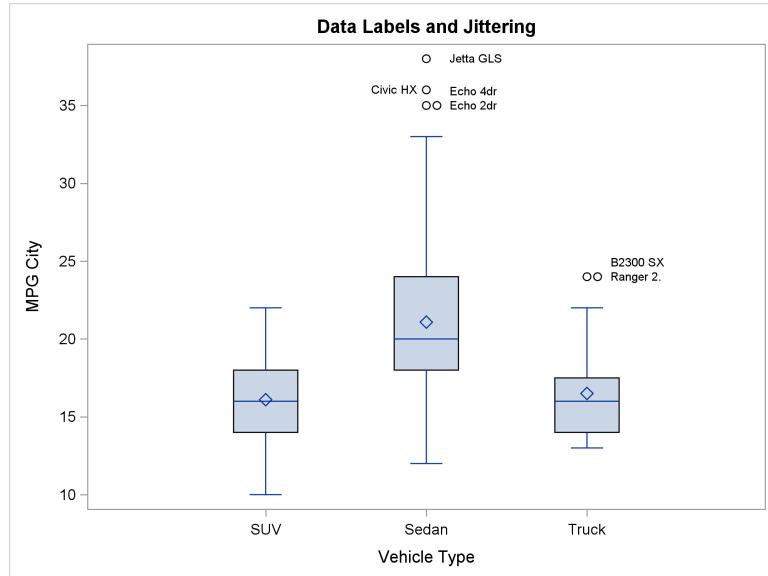


Figure 26.59 Box Plot with Data Labels and Jittering

BRANKS Function

BRANKS(*matrix*);

The BRANKS function computes the tied ranks and the bivariate ranks for an $n \times 2$ matrix and returns an $n \times 3$ matrix of these ranks. The tied ranks of the first column of *matrix* are contained in the first column of the result matrix; the tied ranks of the second column of *matrix* are contained in the second column of the result matrix; and the bivariate ranks of *matrix* are contained in the third column of the result matrix.

The tied rank of an element x_j of a vector is defined as

$$\mathbf{R}_i = \frac{1}{2} + \sum_j u(x_i - x_j)$$

where

$$u(t) = \begin{cases} 1 & \text{if } t > 0 \\ \frac{1}{2} & \text{if } t = 0 \\ 0 & \text{if } t < 0 \end{cases}$$

The bivariate rank of a pair (x_j, y_j) is defined as

$$\mathbf{Q}_i = \frac{3}{4} + \sum_j u(x_i - x_j) u(y_i - y_j)$$

The results of the BRANKS function can be used to compute rank-based correlation coefficients such as the Spearman rank-order correlation and Hoeffding's D statistic.

The following statements compute the bivariate ranks of two columns of data:

```

z = { 1 2,
      2 1,
      3 3,
      3 5,
      4 4,
      5 4,
      5 4,
      4 5 };

b = branks(z);
print b;

```

Figure 26.60 Tied Ranks and Bivariate Ranks

b		
1	2	1
2	1	1
3.5	3	3
3.5	7.5	3.5
5.5	5	4
7.5	5	4.75
7.5	5	4.75
5.5	7.5	5

BSPLINE Function

BSPLINE(*x, d, k <, i >*);

The BSPLINE function computes a B-spline basis. The arguments to the BSPLINE function are as follows:

- x* is an $m \times 1$ or $1 \times m$ numeric vector.
- d* is a nonnegative numeric scalar value that specifies the degree of the B-spline. The order of a B-spline is one greater than the degree.
- k* is a numeric vector of size n that contains the B-spline knots or a scalar that denotes the number of interior knots. When $n > 1$, the elements of the knot vector must be nondecreasing, $k_{j-1} \leq k_j$ for $j = 2, \dots, n$.
- i* is an optional argument that specifies the number of interior knots when $n = 1$ and *k* contains a missing value. In this case the BSPLINE function constructs a vector of knots as follows: If $x_{(1)}$ and $x_{(m)}$ are the smallest and largest value in the *x* vector, then interior knots are placed at

$$x_{(1)} + j(x_{(m)} - x_{(1)})/(k + 1), \quad j = 1, \dots, k$$

In addition, *d* exterior knots are placed under $x_{(1)}$ and $\max(d, 1)$ exterior knots are placed over $x_{(m)}$. The exterior knots are evenly spaced and start at $x_{(1)} - 1E-12$ and $x_{(m)} + 1E-12$. In this case the BSPLINE function returns a matrix with m rows and $i + d + 1$ columns.

The BSPLINE function computes B-splines of degree *d*. Suppose that $B_j^d(x)$ denotes the *j*th B-spline of degree *d* in the knot sequence k_1, \dots, k_n . De Boor (1978) defines the splines based on the following

relationships:

$$B_j^0(x) = \begin{cases} 1 & k_j \leq x < k_{j+1} \\ 0 & \text{otherwise} \end{cases}$$

and for $d > 0$

$$\begin{aligned} B_j^d(x) &= w_j^d(x)B_j^{d-1}(x) + (1 - w_{j+1}^d(x))B_{j+1}^{d-1}(x) \\ w_j^d(x) &= \frac{x - k_j}{k_{j+d} - k_j} \end{aligned}$$

Note that De Boor (1978) expresses B-splines in terms of order rather than degree; in his notation $B_{j,d} = B_j^{d-1}$. B-splines have many interesting properties, including the following:

- $\sum_j B_j^d = 1$
- The sequence B_j^d is positive on $d + 1$ knots and zero elsewhere.
- The B-spline B_j^d is a piecewise polynomial of at most $d + 1$ pieces.
- If $k_j = k_{j+d}$, then $B_j^{d-1} = 0$.

See De Boor (1978) for more details. The BSPLINE function defines B-splines of degree 0 as nonzero if $k_j < x \leq k_{j+1}$.

A typical knot vector for calculating B-splines consists of d exterior knots smaller than the smallest data value, and $\max\{d, 1\}$ exterior knots larger than the largest data value. The remaining knots are the interior knots.

For example, the following statements creates a B-spline basis with three interior knots. The BSPLINE function returns a matrix with $3 + d + 1 = 7$ columns, shown in Figure 26.62.

```
x      = {2.5 3 4.5 5.1};      /* data range is [2.5, 5.1] */
knots = {0 1 2 3 4 5 6 7 8}; /* three interior knots at x=3, 4, 5 */
bsp = bspline(x, 3, knots);
print bsp[format=best7.];
```

Figure 26.61 B-Spline Basis

bsp						
0.02083	0.47917	0.47917	0.02083	0	0	0
0	0.16667	0.66667	0.16667	0	0	0
0	0	0.02083	0.47917	0.47917	0.02083	0
0	0	0	0.1215	0.65717	0.22117	0.00017

If you pass an x vector of data values, you can also rely on the BSPLINE function to compute a knot vector for you. For example, the following statements compute B-splines of degree 2 based on four equally spaced interior knots:

```

n = 15;
x = ranuni(J(n, 1, 45));
bsp2 = bspline(x, 2, ., 4);
print bsp2[format=8.3];

```

The resulting matrix is shown in Figure 26.62.

Figure 26.62 B-Spline Basis with Four Interior Knots

bsp2							
0.000	0.104	0.748	0.147	0.000	0.000	0.000	
0.000	0.000	0.000	0.286	0.684	0.030	0.000	
0.000	0.000	0.000	0.000	0.000	0.517	0.483	
0.000	0.000	0.000	0.217	0.725	0.058	0.000	
0.000	0.000	0.239	0.713	0.048	0.000	0.000	
0.000	0.000	0.000	0.446	0.553	0.002	0.000	
0.000	0.000	0.394	0.600	0.006	0.000	0.000	
0.000	0.000	0.000	0.000	0.064	0.729	0.207	
0.000	0.389	0.604	0.007	0.000	0.000	0.000	
0.000	0.000	0.000	0.000	0.000	0.500	0.500	
0.000	0.000	0.000	0.000	0.210	0.728	0.062	
0.000	0.000	0.014	0.639	0.347	0.000	0.000	
0.000	0.001	0.546	0.453	0.000	0.000	0.000	
0.500	0.500	0.000	0.000	0.000	0.000	0.000	
0.304	0.672	0.024	0.000	0.000	0.000	0.000	

BTRAN Function

BTRAN(*x, n, m*);

The BTRAN function computes the block transpose of a partitioned matrix. The arguments to the BTRAN function are as follows:

- x* is an (*in*) × (*jm*) numeric matrix.
- n* is a scalar with a value that specifies the row dimension of the submatrix blocks.
- m* is a scalar with a value that specifies the column dimension of the submatrix blocks.

The argument *x* is a partitioned matrix formed from submatrices of dimension *n* × *n*. If the *i*th, *j*th submatrix of the argument *x* is denoted \mathbf{A}_{ij} , then the *i*th, *j*th submatrix of the result is \mathbf{A}_{ji} .

The value returned by the BTRAN function is a (*jn*) × (*im*) matrix, the block transpose of *x*, where the blocks are *n* × *m*.

For example, the following statements compute the block transpose of a matrix:

```

a11 = {1 1,                                /* a 3 x 2 matrix */
       1 1,
       1 1};
a12 = 1 + a11;

```

```

a13 = 2 + a11;
a21 = 3 + a11;
a22 = 4 + a11;
a23 = 5 + a11;

x = (a11 || a12 || a13) //      /* a partitioned matrix */
    (a21 || a22 || a23);        /* each submatrix is a 3 x 2 block */

z = btran(x, 3, 2);           /* transpose the blocks */
print z;

```

Figure 26.63 Block Transpose of a Partitioned Matrix

<u>z</u>
1 1 4 4
1 1 4 4
1 1 4 4
2 2 5 5
2 2 5 5
2 2 5 5
3 3 6 6
3 3 6 6
3 3 6 6

BYTE Function

BYTE(*matrix*);

The BYTE function returns values in a computer's character set. The input to the function is a numeric matrix, each element of which specifies the position of a character in the computer's character set. These numeric elements should generally be in the range 0 to 255. The BYTE function returns a character matrix with the same shape as the numeric argument.

For example, in the ASCII character set, the following two statements are equivalent:

```

a1 = byte(47);
a2 = "/";
/* the slash character */
print a1 a2;

```

Figure 26.64 Specifying the Slash Character

<u>a1 a2</u>
/ /

The lowercase English letters can be generated with the following statement, shown in [Figure 26.65](#):

```

y = byte(97:122); /* or use "a":"z" */
print y;

```

Figure 26.65 Lowercase English Letters

y
a b c d e f g h i j k l m n o p q r s t u v w x y z

The BYTE function simplifies the use of special characters and control sequences that cannot be entered directly into SAS/IML programs by using the keyboard. Consult the character set tables for your computer to determine the printable and control characters that are available and their ordinal positions.

CALL Statement

CALL *name* <(*arguments*)>;

The CALL statement enables you to call a built-in or user-defined subroutine.

The arguments to the CALL statement are as follows:

name is the name of a built-in subroutine or a user-defined module.

arguments are arguments to the module or subroutine.

The CALL statement executes a subroutine. If you define a module that has the same name as a built-in subroutine, the CALL statement can be used to call the built-in subroutine.

See also the section on the **RUN** statement.

CHANGE Call

CALL CHANGE(*matrix*, *old*, *new* <, *numchange*>);

The CHANGE subroutine searches for and replaces text in a character matrix. The arguments to the CHANGE call are as follows:

matrix is a character matrix.

old is the string to be changed.

new is the string to replace the *old* string.

numchange is the number of times to make the change.

The CHANGE subroutine changes the first *numchange* occurrences of the substring *old* in each element of the character array *matrix* to the form *new*. If *numchange* is not specified, the routine defaults to 1. If *numchange* is 0, the routine changes all occurrences of *old*. If no occurrences are found, the matrix is not changed.

For example, consider the following statements:

```
a = "It was a dark and stormy night.";
call change(a, "night", "day");
print a;
```

The result of these statements is shown in Figure 26.66.

Figure 26.66 New String

a
It was a dark and stormy day.

In the *old* operand, the following characters are reserved:

```
% $ [ ] { } < > - ? * # @ ' (backquote) ^
```

CHAR Function

CHAR(*matrix* <, *w*> <, *d*>);

The CHAR function produces a character representation of a numeric matrix. Essentially, the CHAR function is equivalent to applying a *w.d* format to each element of a numeric matrix.

The arguments to the CHAR function are as follows:

matrix is a numeric matrix or literal.

w is the field width.

d is the number of decimal positions.

The CHAR function takes a numeric matrix as an argument and, optionally, a field width *w* and a number of decimal positions *d*. The CHAR function produces a character matrix with the same dimensions as the argument matrix, and with elements that are character representations of the corresponding numeric elements.

If the *w* argument is not supplied, the system default field width is used. If the *d* argument is not supplied, the best representation is used. See also the description of the **NUM** function, which converts a character matrix into a numeric matrix.

For example, the following statements produce the output shown in Figure 26.67:

```
a = {-1.1 0 3.1415 4};
reset print;      /* display values and type of matrices */
m = char(a, 4, 1);
```

Figure 26.67 Character Matrix

m	1 row	4 cols	(character, size 4)
-1.1 0.0 3.1 4.0			

CHOOSE Function

CHOOSE(*condition*, *result-for-true*, *result-for-false*);

The CHOOSE function examines each element of the first argument for being true (nonzero and not missing) or false (zero or missing). For each true element, it returns the corresponding element in the second argument. For each false element, it returns the corresponding element in the third argument.

The arguments to the CHOOSE function are as follows:

- condition* is checked for being true or false for each element.
- result-for-true* is returned when *condition* is true.
- result-for-false* is returned when *condition* is false.

Each argument must be conformable with the others (or be a scalar value).

For example, suppose that you want to choose between *x* and *y* according to whether *x*#*y* is odd or even, respectively. You can use the following statements to execute this task, as shown in Figure 26.68:

```
x = {1, 2, 3, 4, 5};
y = {101, 205, 133, 806, 500};
r = choose(mod(x#y,2)=1, x, y);
print x y r;
```

Figure 26.68 Result of the CHOOSE Function

x	y	r
1	101	1
2	205	205
3	133	3
4	806	806
5	500	500

As another example, the following statements replace all missing values in the matrix *z* with zeros, as shown in Figure 26.69:

```
z = {1 2 ., 100 . -90, . 5 8};
newZ = choose(z=., 0, z);
print z, newZ;
```

Figure 26.69 Replacement of Missing Values

z
1 2 .
100 . -90
. 5 8
newZ
1 2 0
100 0 -90
0 5 8

CLOSE Statement

CLOSE <SAS-data-set> ;

CLOSE (*matrix*) ;

The CLOSE statement is used to close one or more SAS data sets opened with the USE, EDIT, or CREATE statement.

The optional argument specifies the name of one or more SAS data sets. The data sets can be specified with a literal value or with an expression that resolves to the name of a SAS data set. You can specify a one-level name (for example, A) or a two-level name (for example, Sasuser.A). For example, the following statements are valid:

```
use Sashelp.Class;
close Sashelp.Class; /* literal value */
f = "Sashelp.Class";
use (f);
close (f);           /* expression */
```

If you do not specify a data set name, the current data set is closed. For more information about specifying SAS data sets, refer to Chapter 7, “[Working with SAS Data Sets](#).”

You can use the **SHOW DATASETS** statement to find the names of open data sets.

SAS/IML software automatically closes all open data sets when a **QUIT** statement is executed.

The following statements provide examples of using the CLOSE statement:

```
use Sashelp.Class;
read all var _NUM_ into x[colname=VarName];

corr = corr(x);
create ClassCorr from corr[rowname=VarName colname=VarName];
append from corr[rowname=VarName];

show datasets;
close Sashelp.Class ClassCorr;
```

Figure 26.70 Open Data Sets

LIBNAME	MEMNAME	OPEN	MODE	STATUS
SASHHELP	CLASS			Input
WORK	CLASSCORR		Update	Current Input/Output

It is good programming practice to close data sets when you are finished using them.

CLOSEFILE Statement

CLOSEFILE *files* ;

The CLOSEFILE statement is used to close files opened by the INFILE or FILE statement.

The statement arguments specify the name of one or more file specifications. You can specify names (for defined filenames), literals, or expressions in parentheses (for pathnames). Each file specification should be the same as when the file was opened.

To find out what files are open, use the **SHOW FILES** statement. For further information, see [Chapter 8](#). See also the description of the **SAVE** statement.

SAS/IML software automatically closes all files when a QUIT statement is executed.

The following example opens and closes an external file named *MyData.txt* that resides in the current directory. (If you run PROC IML through a SAS Display Manager Session (DMS), you can change the current directory by selecting **Tools** ► **Options** ► **Change Current Folder** from the main menu.)

```
filename MyFile 'MyData.txt';
infile MyFile;
show files;
closefile MyFile;
```

Figure 26.71 Open External File

FILE NAME	MODE	EOF	OPTIONS
FILENAME:MYFILE	Current Input , no eof, lrecl=32767		STOPOVER

Alternatively, you can specify the full path of the file, as shown in the following statements:

```
src = "C:\My Data\MyData.txt";
infile (src);
show files;
closefile (src);
```

Figure 26.72 Open File Specified by a Full Path

FILE NAME	MODE	EOF	OPTIONS
C:\My Data\MyData.txt	Current Input , no eof, lrecl=32767		STOPOVER

COL Function

COL(*x*);

The COL function is part of the **IMLMLIB** library. The COL function returns a matrix that has the same dimensions as the *x* matrix and whose *j*th column has the value *j*. You can use the **COL** and **ROW** function to extract elements of a matrix. For example, the following statements fill the subdiagonal, superdiagonal, and main diagonal of a matrix with a sequence of numbers:

```

x = j(5, 5, 0);           /* allocate 5 x 5 matrix of zeros */
r = row(x);               /* create helper matrices */
c = col(x);
idx = loc(abs(r-c)<= 1); /* indices of sub-, super-, and main diagonal */
x[idx] = 1:ncol(idx);    /* fill with 1,2,3,... */
print x[format=Best3.];

```

Figure 26.73 A Tridiagonal Matrix

x
1 2 0 0 0
3 4 5 0 0
0 6 7 8 0
0 0 9 10 11
0 0 0 12 13

If `r = row(m)` and `c = col(m)` are two matrices, then you can use logical comparisons of `r` and `c` to describe certain submatrices, such as in **Table 26.1**:

Table 26.1 Some Common Submatrices

Submatrix	Index by LOC of
Diagonal	<code>r = c</code>
Upper triangular	<code>r < c</code>
Lower triangular	<code>r > c</code>
Banded with radius d	<code>abs(r-c) <= d</code>
Antidiagonal	<code>r + c -1 = ncol(r)</code>

You can also use the COL function to generate an ID variable when you convert data from a wide format to a long format. For example, the following statements show how to generate a column vector with values {1, 2, 3, 1, 2, 3, ..., 1, 2, 3}:

```

NumSubjects = 5;          /* number of subjects */
NumRepeated = 3;           /* number of repeated obs per subject */
Y = col(j(NumSubjects, NumRepeated));
Repl = shape(Y, 0, 1);   /* {1, 2, 3, 1, 2, 3, ..., 1, 2, 3} */

```

COLVEC Function

COLVEC(*matrix*);

The COLVEC function is part of the [IMLMLIB library](#). The COLVEC function converts a matrix into a column vector. If *matrix* is any $n \times m$ matrix, the COLVEC function returns an $nm \times 1$ vector that contains the elements of *matrix* in row-major order. The first m elements in the vector correspond to the first row of the input matrix, the next m elements correspond to the second row, and so on, as shown in the following example.

```
x = {1 2 3,
      4 5 6};
y = colvec(x);
print y;
```

Figure 26.74 A Column Vector

y
1
2
3
4
5
6

See the **ROWVEC** function for converting a matrix into a row vector.

COMPRT Call

CALL COMPRT(*q, r, p, piv, linddep, a <, b > <, sing >*);

The COMPRT subroutine provides the complete orthogonal decomposition by Householder transformations of a matrix **A**.

The subroutine returns the following values:

- q* is a matrix. If *b* is not specified, *q* is the $m \times m$ orthogonal matrix **Q** that is the product of the $\min(m, n)$ separate Householder transformations. If *b* is specified, *q* is the $m \times p$ matrix **Q'B** that has the transposed Householder transformations **Q'** applied to the *p* columns of the argument matrix **B**.
- r* is the $n \times n$ upper triangular matrix **R** that contains the $r \times r$ nonsingular upper triangular matrix **L'** of the complete orthogonal decomposition, where $r \leq n$ is the rank of **A**. The full $m \times n$ upper triangular matrix **R** of the orthogonal decomposition of matrix **A** can be obtained by vertical concatenation of the $(m - n) \times n$ zero matrix to the result *r*.
- p* is an $n \times n$ matrix that is the product **P\Pi** of a permutation matrix **\Pi** with an orthogonal matrix **P**. The permutation matrix is determined by the vector *piv*.
- piv* is an $n \times 1$ vector of permutations of the columns of **A**. That is, the QR decomposition is computed, not of **A**, but of the matrix with columns $[A_{piv[1]} \dots A_{piv[n]}]$. The vector *piv* corresponds to an $n \times n$ permutation matrix, **\Pi**, of the pivoted QR decomposition in the first step of orthogonal decomposition.
- linddep* specifies the number of linearly dependent columns in the matrix **A** detected by applying the *r* Householder transformation in the order specified by the argument *piv*. That is, *linddep* is $n - r$.

The input arguments to the COMPRT subroutine are as follows:

a specifies the $m \times n$ matrix \mathbf{A} , with $m \geq n$, which is to be decomposed into the product of the $m \times m$ orthogonal matrix \mathbf{Q} , the $n \times n$ upper triangular matrix \mathbf{R} , and the $n \times n$ orthogonal matrix \mathbf{P} ,

$$\mathbf{A} = \mathbf{Q} \begin{bmatrix} \mathbf{R} \\ \mathbf{0} \end{bmatrix} \mathbf{\Pi}' \mathbf{P}' \mathbf{\Pi}$$

b specifies an optional $m \times p$ matrix \mathbf{B} that is to be left-multiplied by the transposed $m \times m$ matrix \mathbf{Q}' .

sing is an optional scalar that specifies a singularity criterion.

The complete orthogonal decomposition of the singular matrix \mathbf{A} can be used to compute the Moore-Penrose inverse \mathbf{A}^- , $r = \text{rank}(\mathbf{A}) < n$, or to compute the minimum Euclidean-norm solution of the rank-deficient least squares problem $\|\mathbf{Ax} - \mathbf{b}\|_2^2$.

1. Use the QR decomposition of \mathbf{A} with column pivoting,

$$\mathbf{A} = \mathbf{Q} \begin{bmatrix} \mathbf{R} \\ \mathbf{0} \end{bmatrix} \mathbf{\Pi}' = [\mathbf{Y} \ \mathbf{Z}] \begin{bmatrix} \mathbf{R}_1 & \mathbf{R}_2 \\ \mathbf{0} & \mathbf{0} \end{bmatrix} \mathbf{\Pi}'$$

where $\mathbf{R} = [\mathbf{R}_1 \ \mathbf{R}_2] \in \mathcal{R}^{r \times t}$ is upper trapezoidal, $\mathbf{R}_1 \in \mathcal{R}^{r \times r}$ is upper triangular and invertible, $\mathbf{R}_2 \in \mathcal{R}^{r \times s}$, $\mathbf{Q} = [\mathbf{Y} \ \mathbf{Z}]$ is orthogonal, $\mathbf{Y} \in \mathcal{R}^{t \times r}$, $\mathbf{Z} \in \mathcal{R}^{t \times s}$, and $\mathbf{\Pi}$ permutes the columns of \mathbf{A} .

2. Use the transpose \mathbf{L}_{12} of the upper trapezoidal matrix $\mathbf{R} = [\mathbf{R}_1 \ \mathbf{R}_2]$,

$$\mathbf{L}_{12} = \begin{bmatrix} \mathbf{L}_1 \\ \mathbf{L}_2 \end{bmatrix} = \mathbf{R}' \in \mathcal{R}^{t \times r}$$

with $\text{rank}(\mathbf{L}_{12}) = \text{rank}(\mathbf{L}_1) = r$, $\mathbf{L}_1 \in \mathcal{R}^{r \times r}$ lower triangular, $\mathbf{L}_2 \in \mathcal{R}^{s \times r}$. The lower trapezoidal matrix $\mathbf{L}_{12} \in \mathcal{R}^{t \times r}$ is premultiplied with r Householder transformations $\mathbf{P}_1, \dots, \mathbf{P}_r$,

$$\mathbf{P}_r \dots \mathbf{P}_1 \begin{bmatrix} \mathbf{L}_1 \\ \mathbf{L}_2 \end{bmatrix} = \begin{bmatrix} \mathbf{L} \\ \mathbf{0} \end{bmatrix}$$

each zeroing out one of the r columns of \mathbf{L}_2 and producing the nonsingular lower triangular matrix $\mathbf{L} \in \mathcal{R}^{r \times r}$. Therefore, you obtain

$$\mathbf{A} = \mathbf{Q} \begin{bmatrix} \mathbf{L}' & \mathbf{0} \\ \mathbf{0} & \mathbf{0} \end{bmatrix} \mathbf{\Pi}' \mathbf{P}' = \mathbf{Y} [\mathbf{L}' \ \mathbf{0}] \mathbf{\Pi}' \mathbf{P}'$$

with $\mathbf{P} = \mathbf{\Pi} \mathbf{P}_r \dots \mathbf{P}_1 \in \mathcal{R}^{t \times t}$ and upper triangular \mathbf{L}' . This second step is described in Golub and Van Loan (1989).

3. Compute the Moore-Penrose inverse \mathbf{A}^- explicitly:

$$\mathbf{A}^- = \mathbf{P} \mathbf{\Pi} \begin{bmatrix} (\mathbf{L}')^{-1} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} \end{bmatrix} \mathbf{Q}' = \mathbf{P} \mathbf{\Pi} \begin{bmatrix} (\mathbf{L}')^{-1} \\ \mathbf{0} \end{bmatrix} \mathbf{Y}'$$

- (a) Obtain \mathbf{Y} in $\mathbf{Q} = [\mathbf{Y} \ \mathbf{Z}]$ explicitly by applying the r Householder transformations obtained in the first step to $\begin{bmatrix} \mathbf{I}_r \\ \mathbf{0} \end{bmatrix}$.

- (b) Solve the $r \times r$ lower triangular system $(\mathbf{L}')^{-1}\mathbf{Y}'$ with t right-hand sides by using backward substitution, which yields an $r \times t$ intermediate matrix.
- (c) Left-apply the r Householder transformations in \mathbf{P} on the $r \times t$ intermediate matrix $\begin{bmatrix} (\mathbf{L}')^{-1}\mathbf{Y}' \\ \mathbf{0} \end{bmatrix}$, which results in the symmetric matrix $\mathbf{A}^- \in \mathcal{R}^{t \times t}$.

The **GINV** function computes the Moore-Penrose inverse \mathbf{A}^- by using the singular value decomposition of \mathbf{A} . Using complete orthogonal decomposition to compute \mathbf{A}^- usually requires far fewer floating-point operations. However, it can be slightly more sensitive to rounding errors, which can disturb the detection of the true rank of \mathbf{A} , than the singular value decomposition.

The following example demonstrates some uses of the COMPORT subroutine:

```
/* Only four linearly independent columns */
A = {1 0 1 0 0,
      1 0 0 1 0,
      1 0 0 0 1,
      0 1 1 0 0,
      0 1 0 1 0,
      0 1 0 0 1 };
m = nrow(A);
n = ncol(A);

call comport(q,r,p,piv,lindep,A);
fullR = r // j(m-n, n, 0);
perm = i(n);
perm[piv,] = i(n);

/* recover A from factorization */
A2 = q*fullR*p`*perm`;
reset fuzz;
print A2;

/* compute Moore-Penrose generalized inverse */
rankA = n - lindep;
subR = R[1:rankA, 1:rankA];
fullRinv = j(n, n, 0);
fullRinv[1:rankA, 1:rankA] = inv(subR);
Ainv = perm*p*fullRinv*q[,1:n]`;
print Ainv;

/* verify generalized inverse */
eps = 1e-12;
if any(A*Ainv*A-A > eps) |
  any(Ainv*A*Ainv-Ainv > eps) |
  any((A*Ainv)`-A*Ainv > eps) |
  any((Ainv*A)`-Ainv*A > eps) then
  msg = "Pseudoinverse conditions not satisfied";
else
  msg = "Pseudoinverse conditions satisfied";
print msg;
```

Figure 26.75 Results from a Complete Orthogonal Factorization

A2
1 0 1 0 0
1 0 0 1 0
1 0 0 0 1
0 1 1 0 0
0 1 0 1 0
0 1 0 0 1

Ainv
0.2666667 0.2666667 0.2666667 -0.0666667 -0.0666667 -0.0666667
-0.0666667 -0.0666667 -0.0666667 0.2666667 0.2666667 0.2666667
0.4 -0.1 -0.1 0.4 -0.1 -0.1
-0.1 0.4 -0.1 -0.1 0.4 -0.1
-0.1 -0.1 0.4 -0.1 -0.1 0.4

msg
Pseudoinverse conditions satisfied

CONCAT Function

CONCAT(argument1, argument2 <, . . . , argument15>);

The CONCAT function produces a character matrix that contains elements that are the concatenations of corresponding elements from each argument. The CONCAT function accepts up to 15 arguments, where each argument is a character matrix or a scalar.

All nonscalar arguments must have the same dimensions. Any scalar arguments are used repeatedly to concatenate to all elements of the other arguments. The element length of the result equals the sum of the element lengths of the arguments. Trailing blanks of one matrix argument appear before elements of the next matrix argument in the result matrix.

For example, suppose you specify the following matrices:

```
b = {"AB" "C ",  
      "DE" "FG"};  
c = {"H " "IJ",  
      "K" "LM"};
```

The following statement produces a new 2×2 character matrix, **a**:

```
a = concat(b, c);  
print a;
```

Figure 26.76 Elementwise Concatenation of Strings

a
ABH C IJ
DE K FG LM

Quotation marks ("") are needed only if you want to embed blanks or maintain uppercase and lowercase characters. You can also use the addition operator to concatenate character operands.

CONTENTS Function

CONTENTS(<libref> <, SAS-data-set>);

The CONTENTS function returns a column vector that contains the variable names for a SAS data set. The vector contains n rows, where n is the number of variables in the data set. The variable list is returned in the order in which the variables occur in the data set.

You can specify the SAS data set with a one-level name (for example, A) or with a libref and a SAS data set name (for example, Sashelp.Class). If you specify a one-level name, SAS/IML software uses the default SAS data library (as specified in the DEFLIB= option in the [RESET statement](#).) If no arguments are specified, the current open input data set is used.

The following statements use the CONTENTS function to obtain the names of variables in SAS data sets:

```
x = 1:5;
create temp from x;
append from x;
tempVars = contents();           /* use current open input data set */
close temp;

classVars = contents("Sashelp", "Class"); /* contents of data set in */
                                         /* Sashelp library          */
print tempVars classVars;
```

Figure 26.77 Names of Variables in SAS Data Sets

tempVars	classVars
COL1	Name
COL2	Sex
COL3	Age
COL4	Height
COL5	Weight

See also the description of the [SHOW CONTENTS statement](#).

CONVEXIT Function

CONVEXIT(*times*, *flows*, *ytm*);

The CONVEXIT function computes and returns a scalar that contains the convexity of a noncontingent cash flow. The arguments to the CONVEXIT function are as follows:

times is an n -dimensional column vector of times. Elements should be nonnegative.

flows is an n -dimensional column vector of cash flows.

ytm is the per-period yield-to-maturity of the cash-flow stream. This is a scalar and should be positive.

Convexity is essentially a measure of how duration, the sensitivity of price to yield, changes as interest rates change:

$$C = \frac{1}{P} \frac{d^2 P}{dy^2}$$

Under certain assumptions, the convexity of cash flows that are not yield-sensitive is given by

$$C = \frac{\sum_{k=1}^K t_k(t_k + 1) \frac{c(k)}{(1+y)^{t_k}}}{P(1+y)^2}$$

where P is the present value, y is the effective per-period yield-to-maturity, K is the number of cash flows, and the k th cash flow is $c(k)$ t_k periods from the present.

The following statements compute the convexity of a noncontingent cash flow.

```
timesn = T(do(1, 100, 1));
flows = repeat(10, 100);
ytm = 0.1;
convexit = convexit(timesn, flows, ytm);
print convexit;
```

Figure 26.78 Convexity of a Noncontingent Cash Flow

convexit
199.26229

CORR Function

CORR(*x* <, *method* > <, *excludemiss* >);

The CORR function computes a sample correlation matrix for data. The arguments are as follows:

- x* specifies an $n \times p$ numerical matrix of data. The CORR function computes a $p \times p$ correlation matrix of the data.
- method* specifies the method used to compute the correlation matrix. The following strings are valid:
 - “Pearson” specifies the computation of Pearson product-moment correlations. The correlations range from -1 to 1 . This is the default value.
 - “Hoeffding” specifies the computation of Hoeffding’s D statistics, scaled to range between -0.5 and 1 .
 - “Kendall” specifies the computation of Kendall’s tau- b coefficients based on the number of concordant and discordant pairs of observations. Kendall’s tau- b ranges from -1 to 1 .

- “Spearman” specifies the computation of Spearman correlation coefficients based on the ranks of the variables. The correlations range from -1 to 1 .
- excludemiss** specifies how missing values are handled. The following values are valid:
- “listwise” specifies that observations with missing values are excluded from the analysis. This is the default value.
 - “pairwise” specifies that all nonmissing pairs of values for each pair of variables are included in the statistical computations.

The *method* and *excludemiss* arguments are not case-sensitive. The first four characters are used to determine the value. For example, “LIST” and “listwise” specify the same option.

The CORR function computes a sample correlation matrix for data, as shown in the following example:

```
x = {5 1 10,
      6 2 3,
      6 8 5,
      6 7 9,
      7 2 13};
corr = corr(x);
spearman = corr(x, "spearman");
print corr, spearman;
```

Figure 26.79 Correlation Matrices

corr		
1	0.1091089	0.265165
0.1091089	1	-0.289319
0.265165	-0.289319	1
spearman		
1	0.3441236	0.2236068
0.3441236	1	-0.410391
0.2236068	-0.410391	1

The CORR function behaves similarly to the CORR procedure. In particular, the documentation for the CORR procedure in the *Base SAS Procedures Guide: Statistical Procedures* includes details about the various correlation statistics.

The CORR function also handles missing values in the same way as the CORR procedure. In particular, be aware that specifying *excludemiss*=“pairwise” might result in a correlation matrix that is not nonnegative definite.

You can use the *ROWNAME=* and *COLNAME=* options in the MATTRIB statement or the PRINT statement to associate names of variables to rows and columns of the correlation matrix. For example, if the names of the variables in the previous example are X1, X2, and X3, then the following statements associate those names with the matrix returned by the CORR function:

```

varnames = {"X1" "X2" "X3"};
mattrib corr      rowname=varnames colname=varnames
      spearman rowname=varnames colname=varnames;
print corr, spearman;

```

Figure 26.80 Correlation Matrices with Named Rows and Columns

corr			
	X1	X2	X3
X1	1 0.1091089	0.265165	
X2	0.1091089	1 -0.289319	
X3	0.265165	-0.289319	1

spearman			
	X1	X2	X3
X1	1 0.3441236	0.2236068	
X2	0.3441236	1 -0.410391	
X3	0.2236068	-0.410391	1

Prior to SAS/IML 9.22, there was a module named CORR in the IMLMLIB library. This module has been removed.

CORR2COV Function

CORR2COV(*R*, *sd*);

The CORR2COV function is part of the [IMLMLIB library](#). The CORR2COV function converts a correlation matrix into a covariance matrix. The first argument, *R*, is the correlation matrix, and the second argument, *sd*, is a vector such that *sd[j]* is the standard deviation of the *j*th column. An example follows:

```

R = {1.00 0.25 0.90,
     0.25 1.00 0.50,
     0.90 0.50 1.00};
sd = {1 4 9};           /* std devs of the vars */
S = Corr2Cov(R, sd);   /* convert correlation to covariance */
print S;

```

Figure 26.81 Covariance Matrix

S		
1	1	8.1
1	16	18
8.1	18	81

The function scales the correlation matrix so that $S = DRD$, where $D = \text{diag}(sd)$ is the diagonal matrix of standard deviations.

To convert from a covariance matrix to a correlation matrix, use the COV2CORR function.

COUNTMISS Function

COUNTMISS(*x* <, *method*>);

The COUNTMISS function counts the number of missing values in a matrix. The arguments are as follows:

x specifies an $n \times p$ numerical or character matrix. The COUNTMISS function counts the number of missing values in this matrix.

method specifies the method used to count the missing values. This argument is optional. The following are valid values:

“all” specifies that all missing values are counted. This is the default value. The function returns a 1×1 matrix.

“row” specifies that the function return an $n \times 1$ matrix whose *i*th element is the number of missing values in the *i*th row of *x*.

“col” specifies that the function return a $1 \times p$ matrix whose *j*th element is the number of missing values in the *j*th row of *x*.

The *method* argument is not case-sensitive. The first three characters are used to determine the value.

For example, the following statements count missing values for the matrix **x**:

```
x = {1 2 3,
     . 0 2,
     1 . ,
     1 0 . };
totalMiss = countmiss(x);
rowMiss = countmiss(x, "ROW");
colMiss = countmiss(x, "COL");
print totalMiss, rowMiss, colMiss;
```

Figure 26.82 Counts of Missing Values

totalMiss
4
rowMiss
0
1
2
1
colMiss
1 1 2

COUNTN Function

COUNTN(*x*<, *method*>);

The COUNTN function counts the number of nonmissing values in a matrix. The arguments are as follows:

x specifies an $n \times p$ numerical or character matrix. The COUNTN function counts the number of nonmissing values in this matrix.

method specifies the method used to count the nonmissing values. This argument is optional. The following are valid values:

“all” specifies that all nonmissing values are counted. This is the default value. The function returns a 1×1 matrix.

“row” specifies that the function return an $n \times 1$ matrix whose *i*th element is the number of nonmissing values in the *i*th row of *x*.

“col” specifies that the function return a $1 \times p$ matrix whose *j*th element is the number of nonmissing values in the *j*th row of *x*.

The *method* argument is not case-sensitive. The first three characters are used to determine the value.

For example, the following statements count nonmissing values for a matrix **x**:

```
x = {1 2 3,
      . 0 2,
      1 . ,
      1 0 . };
totalN = countn(x);
rowN = countn(x, "ROW");
colN = countn(x, "COL");
print totalN, rowN, colN;
```

Figure 26.83 Counts of Nonmissing Values

totalN
8

rowN
3
2
1
2

colN
3 3 2

COUNTUNIQUE Function

COUNTUNIQUE(*x* <, *method* >);

The COUNTUNIQUE function counts the number of unique values in a matrix. The arguments are as follows:

- x* specifies an $n \times p$ numerical or character matrix. The COUNTUNIQUE function counts the number of unique values in this matrix.
- method* specifies the method used to count the missing values. This argument is optional. The following are valid values:
 - “all” specifies that the function counts all unique values in the matrix. This is the default value. The function returns a 1×1 matrix.
 - “row” specifies that the function counts the unique values in each row. The function returns an $n \times 1$ matrix whose *i*th element is the number of unique values in the *i*th row of *x*.
 - “col” specifies that the function counts the unique values in each column. The function returns a $1 \times p$ matrix whose *j*th element is the number of unique values in the *j*th column of *x*.

The *method* argument is not case-sensitive. The first three characters are used to determine the value.

For example, the following statements count unique values for the matrix **x**:

```
x=[1 2 3,
  1 1 2,
  1 1 1,
  1 0 0];
allUnique = countunique(x);
rowUnique = countunique(x, "ROW");
colUnique = countunique(x, "COL");
print allUnique, rowUnique, colUnique;
```

Figure 26.84 Counts of Unique Values

<u>allUnique</u>
4
<u>rowUnique</u>
3
2
1
2
<u>colUnique</u>
1 3 4

COV Function

COV(*x* <, *excludemiss* >);

The COV function computes a sample variance-covariance matrix for data. The arguments are as follows:

- x* specifies an $n \times p$ numerical matrix of data. The COV function computes a $p \times p$ variance-covariance matrix of the data.
- excludemiss* specifies how missing values are handled. The following values are valid:
 - “listwise” specifies that observations with missing values are excluded from the analysis. This is the default value.
 - “pairwise” specifies that all nonmissing pairs of values for each pair of variables are included in the statistical computations.

The *excludemiss* argument is not case-sensitive. The first four characters are used to determine the value. For example, “LIST” and “listwise” specify the same option.

The COV function computes a sample variance-covariance matrix for data, as the following example shows:

```
x = {5 1 10,
      6 2 3,
      6 8 5,
      6 7 9,
      7 2 13};
cov = cov(x);
print cov;
```

Figure 26.85 Variance-Covariance Matrix

cov		
0.5	0.25	0.75
0.25	10.5	-3.75
0.75	-3.75	16

The COV function handles missing values in the same way as the CORR procedure. For additional details, see the documentation for the CORR procedure (especially the NOMISS option) in the *Base SAS Procedures Guide: Statistical Procedures*.

It might be useful to use the ROWNAME= and COLNAME= options in the MATTRIB statement or the PRINT statement to associate names of variables to rows and columns of the correlation matrix, as shown in the example for the [CORR function](#).

COV2CORR Function

COV2CORR(*S*);

The COV2CORR function is part of the [IMLMLIB library](#). A correlation matrix estimates the correlations of centered and standardized variables, where each variable has been scaled by its standard deviation. The

COV2CORR function converts a covariance matrix into a correlation matrix, as in the following example:

```
S = {1.0  1.0  8.1,
     1.0  16.0 18.0,
     8.1  18.0 81.0 };
R = Cov2Corr(S);
print R;
```

Figure 26.86 Correlation Matrix

R		
1	0.25	0.9
0.25	1	0.5
0.9	0.5	1

The variances of the three variables are found on the diagonal of S . Equivalently, the square roots of the diagonal elements are the standard deviations. The COV2CORR function scales S so that $R = D^{-1}SD^{-1}$, where $D = \text{diag}(\text{sd})$ is the diagonal matrix of standard deviations.

To convert from a correlation matrix to a covariance matrix, use the CORR2COV function.

COVLAG Function

COVLAG(x, k);

The COVLAG function computes a sequence of lagged crossproduct matrices. This function is useful for computing sample autocovariance sequences for scalar or vector time series.

The arguments to the COVLAG function are as follows:

- x is an $n \times nv$ matrix of time series values; n is the number of observations, and nv is the dimension of the random vector.
- k is a scalar, the absolute value of which specifies the number of lags desired. If k is positive, a mean correction is made. If k is negative, no mean correction is made.

The value returned by the COVLAG function is an $nv \times (k * nv)$ matrix. The i th $nv \times nv$ block of the matrix is the sum

$$\frac{1}{n} \sum_{j=i}^n x'_j x_{j-i+1} \quad \text{if } k < 0$$

where x_j is the j th row of x . If $k > 0$, then the i th $nv \times nv$ block of the matrix is

$$\frac{1}{n} \sum_{j=i}^n (x_j - \bar{x})'(x_{j-i+1} - \bar{x})$$

where \bar{x} is a row vector of the column means of x .

For example, the following statements produce a lagged crossproduct matrix:

```
x = T(do(-9, 9, 2));
cov = covlag(x, 4);
print cov;
```

Figure 26.87 Lagged Crossproduct Matrix

cov
33 23.1 13.6 4.9

CREATE Statement

CREATE SAS-data-set <VAR operand> ;

**CREATE SAS-data-set FROM matrix-name <[COLNAME=column-name
ROWNAME=row-name]> ;**

The CREATE statement creates a new SAS data set and makes it both the current input and output data sets. The variables in the new SAS data set are either the variables listed in the VAR clause or variables created from the columns of the FROM matrix. The FROM clause and the VAR clause should not be specified together.

When you write to a SAS data set, the variable types and lengths correspond to the attributes of the vectors specified in the VAR clause or the matrix in the FROM clause.

To add observations to your data set, you must use the APPEND statement.

The arguments to the CREATE statement are as follows:

SAS-data-set is the name of a SAS data set. It can be specified with a one-level name (for example, A) or a two-level name (for example, Sasuser.A). You can also specify an expression (enclosed in parentheses) that resolves to the name of a SAS data set. See the example for the CLOSE statement.

operand specifies a set of existing SAS/IML matrices that contain data. The names of the matrices become the names of the data set variables. If you do not specify the name of a variable, all variables in scope are assumed. You can specify variables by using any of the methods described in the section “Select Variables with the VAR Clause” on page 103.

matrix-name specifies a matrix that contains the data. Each column of the matrix produces a variable in the data set.

column-name is a character matrix or quoted literal that contains names of the data set variables.

row-name is a character matrix or quoted literal that contains text to associate with each observation in the data set.

Writing Data from Vectors

The following example demonstrates ways that you can use the VAR clause:

```

x1 = T(1:5);
x2 = T(5:1);
y = {-1,0,1,0,1};
z = {a,b,c,d,e};
create temp var {x1 y z};      /* a literal matrix of names      */
append;
close temp;

varNames = {"x1" "y" "z"};
create temp var varNames;      /* a matrix that contains names  */
append;
close temp;
free varNames;

create temp var ("x1":"x2"); /* an expression                  */
append;
close temp;

create temp var _all_;        /* all variables in scope       */
append;
close temp;

```

For a more realistic example, the following statements create a new SAS data named Population that contains two numeric and two character variables:

```

State   = {"NC",      "NC",      "FL",      "FL"};
County  = {"Chatham", "Wake",    "Orange",  "Seminole"};
Pop2000 = {49329,    627846,   896344,  365196};
Pop2009 = {64772,    897214,   1086480, 413204};
create Population var {"State" "County" "Pop2000" "Pop2009"};
append;
close Population;

```

The data come from vectors with the same names. You must initialize the character variables (State and County) prior to calling the CREATE statement. The State variable has length 2 and the County variable has length 8. The Pop2000 and Pop2009 variables are numeric.

Writing Data from a Matrix

The following example uses the FROM clause with the COLNAME= option to create a SAS data set named MyData. The new data set has variables named with the COLNAME= operand. The data are in the FROM matrix **x**, and there are two observations because **x** has two rows of data. The COLNAME= operand gives descriptive names to the data set variables, as shown in the following statements:

```

x = {1 2 3, 4 5 6};
varNames = "x1":"x3";
/* create data set MYDATA with variables X1, X2, X3 */
create MyData from x [colname=varNames];
append from x;
close MyData;

```

As shown in the example, you can specify a COLNAME= and a ROWNAME= matrix in the FROM clause. The COLNAME= matrix gives names to variables in the SAS data set being created. The COLNAME=

operand specifies the name of a character matrix. The first *nrow* values from this matrix provide the variable names in the data set being created, where *nrow* is the number of columns in the FROM matrix. The CREATE statement uses the first *nrow* elements of the COLNAME= matrix in row-major order.

The ROWNAME= operand adds a variable to the data set that contains labels. The operand must be a character matrix. The length of the resulting data set variable is the length of a matrix element of the operand. The same ROWNAME= matrix should be used in any subsequent APPEND statements for this data set.

Writing Data That Contains Formats

If you associate a format with a matrix by using the MATTRIB statement, then the CREATE statement assigns that format to the corresponding variable in the data set, as shown in the following example:

```
proc iml;
date = { '20MAR2010'd, '20MAR2011'd, '20MAR2012'd,
          '20MAR2013'd, '20MAR2014'd, '20MAR2015'd };
mattrib date format=WORDDATE.;

/* time of equinox, GMT (Greenwich Mean Time) */
time = { '17:32't,      '23:21't,      '05:14't,
          '11:02't,      '16:57't,      '22:45't };
mattrib time format=TIMEAMPM.;

create MarchEquinox var {"Date" "Time"};
append;
close MarchEquinox;

proc print data=MarchEquinox;
run;
```

Figure 26.88 Data Set That Contains Formats

Obs	Date	Time
1	March 20, 2010	5:32:00 PM
2	March 20, 2011	11:21:00 PM
3	March 20, 2012	5:14:00 AM
4	March 20, 2013	11:02:00 AM
5	March 20, 2014	4:57:00 PM
6	March 20, 2015	10:45:00 PM

CSHAPE Function

CSHAPE(*matrix*, *nrow*, *ncol*, *size* <, *padchar* >);

The CSHAPE function changes the shape of a character matrix by redefining the matrix dimensions.

The arguments to the CSHAPE function are as follows:

matrix is a character matrix or quoted literal.

nrow is the number of rows.

<i>ncol</i>	is the number of columns.
<i>size</i>	is the element length.
<i>padchar</i>	is an optional padding character.

The dimension of the matrix created by the CSHAPE function is specified by *nrow* (the number of rows), *ncol* (the number of columns), and *size* (the element length). A padding character is specified by *padchar*.

The CSHAPE function works by looking at the source matrix as if the characters of the source elements had been concatenated in row-major order. The source characters are then regrouped into elements of length *size*. These elements are assigned to the result matrix, once again in row-major order.

If there are not enough characters for the result matrix, the source of the remaining characters depends on whether padding was specified with *padchar*. If no padding was specified, the characters in the source matrix are cycled through again. If a padding character was specified, the remaining characters are all the padding character.

If one of the size arguments (*nrow*, *ncol*, or *size*) is zero, the CSHAPE function computes the dimension of the output matrix by dividing the number of elements of the input matrix by the product of the nonzero arguments.

For example, the following statement produces a 2×2 matrix:

```
a = cshape("abcd", 2, 2, 1);
print a;
```

Figure 26.89 Reshaped Character Matrix

a
a b
c d

The following statement rearranges the 12 characters in the input matrix into a 2×2 matrix with three characters in each element:

```
m = {"ab" "cd",
      "ef" "gh",
      "ij" "kl"};
b = cshape(m, 2, 2, 3);
print b;
```

Figure 26.90 Reshaped Character Matrix

b
abc def
ghi jkl

The following statement uses the *size* argument to specify the length of the result matrix. Notice that the characters in the *matrix* argument are reused in order to form a 2×2 matrix with three characters in each element.

```
c = cshape("abcde", 2, 2, 3);
print c;
```

Figure 26.91 Reusing Characters

c
abc dea
bcd eab

The next example is similar, except that the optional *padchar* argument is used to specify what character to use after the characters in the *matrix* argument are each used once:

```
d = cshape("abcde", 2, 2, 3, "*");
print d;
```

Figure 26.92 Using a Pad Character

d
abc de*
*** ***

See also the description of the **SHAPE** function, which is used with numeric data.

CUSUM Function

CUSUM(*matrix*);

The CUSUM function computes cumulative sums. The argument to this function is a numeric matrix or literal.

The CUSUM function returns a matrix of the same dimension as the argument matrix. The result contains the cumulative sums obtained by adding the nonmissing elements of the argument in row-major order.

For example, the following statements compute cumulative sums:

```
a = cusum({1 2 4 5});
b = cusum({5 6, 3 4});
print a, b;
```

Figure 26.93 Cumulative Sums

a
1 3 7 12

b
5 11

CUPROD Function

CUPROD(*matrix*);

The CUPROD function computes cumulative products. The argument to this function is a numeric matrix or literal.

The CUPROD function returns a matrix of the same dimension as the argument matrix. The result contains the cumulative products obtained by multiplying the nonmissing elements of the argument in row-major order.

For example, the following statements compute cumulative products:

```
a = cuprod({1 2 4 5});
b = cuprod({5 6, . 4});
print a, b;
```

Figure 26.94 Output from the CUPROD Function

a
1 2 8 40

b
5 30
30 120

CV Function

CV(*x*);

The CV function is part of the [IMLMLIB library](#). The CV function returns the sample coefficient of variation for each column of a matrix.

The coefficient of variation (CV) is the ratio of the standard deviation to the arithmetic mean. Conceptually, it is a measure of the variability; it is expressed in units of the mean. For univariate data, the CV is the quantity $100s/\bar{x}$, where s is the sample standard deviation and \bar{x} is the sample mean.

The following example computes the CV for each column of a matrix:

```
x = {1 0,
      2 1,
      4 2,
      8 3,
     16 . };
cv = cv(x);
print cv;
```

Figure 26.95 Sample Coefficient of Variation of Two Columns

cv
98.373875 86.066297

CVEXHULL Function

CVEXHULL(*matrix*);

The CVEXHULL function finds a convex hull of a set of planar points.

The *matrix* argument is an $n \times 2$ matrix of (x, y) points.

The CVEXHULL function returns an $n \times 1$ matrix of indices. The indices of points in the convex hull in counterclockwise order are returned as the first part of the result matrix, and the negative of the indices of the internal points are returned as the remaining elements of the result matrix. Any points that lie on the convex hull but lie on a line segment joining two other points on the convex hull are not included as part of the convex hull.

The result matrix can be split into positive and negative parts by using the **LOC** function. For example, the following statements find the index vector for the convex hull and print the associated points:

```
points = {0 2, 0.5 2, 1 2, 0.5 1, 0 0, 0.5 0, 1 0,
          2 -1, 2 0, 2 1, 3 0, 4 1, 4 0, 4 -1,
          5 2, 5 1, 5 0, 6 0 };
indices = cvexhull( points );
hullIndices = indices[loc(indices>0)];
convexHull = points[hullIndices, ];
print convexHull;
```

Figure 26.96 Convex Hull of a Planar Set of Points

convexHull	
0	2
0	0
2	-1
4	-1
6	0
5	2

DATASETS Function

DATASETS(<*libref*>);

The DATASETS function returns a character matrix that contains the names of the SAS data sets in the specified SAS data library. The result is a character matrix with n rows and one column, where n is the number of data sets in the library. If no argument is specified, SAS/IML software uses the default libref. (See the DEFLIB= option in the description of the **RESET** statement.)

For more information about specifying a SAS data library, see [Chapter 7](#).

Recall that SAS distributes sample data sets in the Sashelp library. The following statements list the names of the first few data sets in the library:

```
lib = "Sashelp";
a = datasets(lib);
First5 = a[1:5];
print First5;
```

Figure 26.97 Several Data Sets in the Sashelp Library

First5
AACOMP
AARFM
ADSMMSG
AFMSG
AIR

DELETE Call

CALL DELETE(<libref,> member-name);

The DELETE call deletes one or more SAS data sets. The arguments to the DELETE subroutine are as follows:

libref is a character matrix or quoted literal that contains the name of one or more SAS data libraries.

member-names is a character matrix or quoted literal that contains the names of one or more data sets.

The DELETE subroutine deletes SAS data sets in a specified library. If you omit the *libref* argument, the default SAS data library is used. (See the DEFLIB= option in the description of the [RESET statement](#).)

The following statements use the DATA step to create several data sets and then delete them by using the DELETE subroutine in SAS/IML software:

```
data a b c d e;           /* create data sets in WORK */
  x=1;
run;

proc iml;
call delete(work,a);      /* deletes WORK.A */

reset deflib=work;         /* sets default libref to WORK */
call delete(b);            /* deletes WORK.B */

members = {"c" "d"};
call delete(members);      /* deletes WORK.C and WORK.D */

ds = datasets("work");     /* returns all data sets in WORK */
call delete("work",ds[1]); /* deletes first data set */
```

DELETE Statement

DELETE <range><WHERE(expression)> ;

The DELETE statement marks observations (also called records) in the current output data set for deletion. To actually delete the records and renumber the remaining observations, use the PURGE statement.

The arguments to the DELETE statement are as follows:

- range* specifies a range of observations. You can specify a range of observations by using the ALL, CURRENT, NEXT, AFTER, and POINT keywords, as described in the section “Process a Range of Observations” on page 102.
- expression* specifies a criterion by which certain observations are selected. The optional WHERE clause conditionally selects observations that are contained within the *range* specification. For details about the WHERE clause, see the section “Process Data by Using the WHERE Clause” on page 104.

The following statements show examples of using the DELETE statement:

```
proc iml;
/* create sample data set */
sex = { M,  M,  M,  F,  F,  F};
age = {34, 28, 38, 32, 24, 18};
create MyData var {"Sex" "Age"};
append;
close MyData;

/* delete observations in data set */
edit MyData;
delete;                      /* marks the current obs */
delete point 3;              /* marks obs 3 */
delete all where(age<21);    /* marks obs where age<21 */
purge;                       /* deletes all marked obs */
close MyData;

proc print data=MyData;
run;
```

Figure 26.98 Observations That Remain after Deletion

Obs	Sex	Age
1	M	28
2	F	32
3	F	24

Notice that observations marked for deletion by using the DELETE statement are not physically removed from the data set until a PURGE statement is executed.

DESIGN Function

DESIGN(*column-vector*);

The DESIGN function creates a design matrix of zeros and ones from the column vector specified by *column-vector*. Each unique value of the column vector generates a column of the design matrix. The columns are arranged in the sort order of the original values. If x_i is the *i*th sorted value in the column vector, **x**, then the *i*th column of the design matrix contains ones in rows for which **x** has the value x_i , and contains zeros elsewhere.

For example, the following statements produce a design matrix for a column vector that contains three unique values. The first column corresponds to the ‘A’ level, the second column corresponds to the ‘B’ level, and the third column corresponds to the ‘C’ level.

```
x = {C, A, B, B, A, A};
m = design(x);

cols = unique(x);
print m[colname=cols];
```

Figure 26.99 Design Matrix for a Vector with Three Unique Values

<hr/> m		
A	B	C
0	0	1
1	0	0
0	1	0
0	1	0
1	0	0
1	0	0

The design matrix that is returned by the DESIGN function corresponds to the GLM parameterization of classification variables as documented in the section “Parameterization of Model Effects” in the *SAS/STAT User’s Guide*. See also the documentation for the DESIGNF function.

DESIGNF Function

DESIGNF(*column-vector*);

The DESIGNF function creates a design matrix of zeros and ones from the column vector specified by *column-vector*. The DESIGNF function is similar to the DESIGN function. The difference is that the matrix returned by the DESIGNF function is one column smaller than the matrix returned by the DESIGN function. The result of the DESIGNF function is obtained by subtracting the last column of the DESIGN function matrix from the other columns.

For example, the following statements produce a design matrix for a column vector that contains three unique values:

```

x = {C, A, B, B, A, A};
m = designf(x);

cols = unique(x);
print m[colname=cols];

```

Figure 26.100 Design Matrix for Vector with Three Unique Values

<u>m</u>	
A	B
-1	-1
1	0
0	1
0	1
1	0
1	0

The matrix that is returned by the DESIGNF function can be used to produce full-rank designs. The matrix corresponds to the EFFECT parameterization of classification variables as documented in the section “Parameterization of Model Effects” in the *SAS/STAT User’s Guide*.

DET Function

DET(square-matrix);

The DET function computes the determinant of a square matrix. The determinant, the product of the eigenvalues, is a scalar numeric value. If the determinant of a matrix is zero, then the matrix is singular. A singular matrix does not have an inverse.

The DET function performs an LU decomposition and collects the product of the diagonals (Forsythe, Malcom, and Moler 1967). For a matrix with n rows, the DET function allocates a temporary n^2 array in order to compute the determinant.

The following statements compute the determinant of a matrix:

```

a = {1 1 1,
      1 2 4,
      1 3 9};
d = det(a);
print d;

```

Figure 26.101 Determinant of a Matrix

<u>d</u>
2

The DET function uses a criterion to determine whether the input matrix is singular. See the INV function for details.

DIAG Function

DIAG(*matrix*);

The DIAG function creates a diagonal matrix. The *matrix* argument can be either a numeric square matrix or a vector.

If *matrix* is a square matrix, the DIAG function creates a matrix with diagonal elements equal to the corresponding diagonal elements. All off-diagonal elements in the new matrix are zeros.

If *matrix* is a vector, the DIAG function creates a matrix with diagonal elements that are the values in the vector. All off-diagonal elements are zeros.

For example, the following statements produce a diagonal matrix by extracting the diagonal elements of a square matrix:

```
a = {4 3,
      2 1};
c = diag(a);
print c;
```

Figure 26.102 Diagonal Matrix Obtained from a Full Matrix

c
4 0
0 1

The following statements produce a diagonal matrix by using the elements of a vector:

```
b = {1 2 3};
d = diag(b);
print d;
```

Figure 26.103 Diagonal Matrix Obtained from a Vector

d
1 0 0
0 2 0
0 0 3

The DIAG function is useful, but is not always necessary. Most multiplication operations with diagonal matrices can be accomplished by using the [elementwise multiplication operator](#). To add or subtract from the diagonal of a matrix, you can directly reference the matrix elements, as shown in the following example:

```
A = j(5,5,1);
v = T(1:5);
D = diag(v);

/* overwrite A with A + diag(v) */
/* method 1: less efficient */
A = j(5,5,1);
A = A + diag(v);           /* explicitly form 5x5 diagonal matrix */
```

```
/* method 2: more efficient */
A = j(5,5,1);
j = do(1, ncol(A)*nrow(A), ncol(A)+1);      /* {1 7 13 19 25} */
A[j] = vecdiag(A) + v;    /* access diagonal elements directly */
```

DIF Function

DIF(*x*, *lags*);

The DIF function computes the differences between data values and one or more lagged (shifted) values for time series data. The arguments are as follows:

- | | |
|-------------|---|
| <i>x</i> | specifies a $n \times 1$ numerical matrix of time series data. |
| <i>lags</i> | specifies integer lags. The <i>lags</i> argument can be an integer matrix with d elements. If so, the DIF function returns an $n \times d$ matrix where the i th column represents the difference between the time series and the lagged data for the i th lag. If the <i>lags</i> argument is not specified, a value of 1 is used. |

The values of the *lags* argument are usually positive integers. A positive lag shifts the time series data backwards in time. A lag of 0 represents the original time series. A negative value for the *lags* argument shifts the time series data forward in time; this is sometimes called a *lead* effect. The DIF function is related to the [LAG function](#).

For example, the following statements compute the difference between the time series and the lagged data:

```
x = {1,3,4,7,9};
dif = dif(x, {0 1 3});
print dif;
```

Figure 26.104 Differences between Data and Lagged Data

<u>dif</u>
0 . .
0 2 .
0 1 .
0 3 6
<u>0 2 6</u>

DIMENSION Function

DIMENSION(*x*);

The DIMENSION function returns the dimensions of the *x* matrix. The total number of elements in a matrix is `prod(dimension(x))`.

The returned vector is a 1×2 vector. The first element is the number of rows in *x*, and the second element is the number of columns, as shown in the following example:

```
x = {1 2, 3 4, 5 6};
d = dimension(x);
print d;
```

Figure 26.105 The Dimensions of a Matrix

d
3 2

DISTANCE Function

DISTANCE(*x*, <*,* *method*>);

The DISTANCE function computes the pairwise distances between rows of *x*. The distances depend on the metric specified by the *method* argument. The arguments are as follows:

<i>x</i>	specifies an $n \times p$ numerical matrix that contains n points in p -dimensional space.
<i>method</i>	is an optional argument that specifies the method used to specify the distance between pairs of points. The <i>method</i> argument is either a numeric value, $method \geq 1$, or a case-insensitive character value. Only the first four character values are used. The following are valid options:
“L2”	specifies that the function compute the Euclidean (L_2) distance between two points. This is the default value. An equivalent alias is “Euclidean”.
“L1”	specifies that the function compute the Manhattan (L_1) distance between two points. An equivalent alias is “CityBlock” or “Manhattan”.
“LInf”	specifies that the function compute the Chebyshev (L_∞) distance between two points. An equivalent alias is “Chebyshev”.
<i>p</i>	is a numeric value, $p \geq 1$, that specifies the L_p -norm.

The DISTANCE function returns an $n \times n$ symmetric matrix. The (i, j) element is the distance between the *i*th and *j*th rows of *x*.

If *u* and *v* are two p -dimensional points, then the following formulas are used to compute the distance between *u* and *v*:

- The Euclidean distance: $\|u - v\|_2 = (\sum_k |u_k - v_k|^2)^{1/2}$.
- The L_1 distance: $\|u - v\|_1 = \sum_k |u_k - v_k|$,
- The L_∞ distance: $\|u - v\|_\infty = \max(|u_1 - v_1|, |u_2 - v_2|, \dots, |u_p - v_p|)$.
- The L_p distance: $\|u - v\|_p = (\sum_k |u_k - v_k|^p)^{1/p}$.

The following statements illustrate the DISTANCE function:

```
x = {1 0,
      0 1,
     -1 0,
      0 -1};
d2 = distance(x, "L2");
print d2[format=best5.];
```

Figure 26.106 Euclidean Distance Between Pairs of Points

d2		
0	1.414	2 1.414
1.414	0	1.414 2
2	1.414	0 1.414
1.414	2 1.414	0

The i th column of `d2` contains the distances between the i th row of `x` and the other rows. Notice that the `d2` matrix has zeros along the diagonal.

You can also compute non-Euclidean distances, as follows:

```
d1 = distance(x, "L1");
dInf = distance(x, "LInfinity");
print d1, dInf;
```

Figure 26.107 Distance Between Pairs of Points

d1		
0	2 2 2	
2	0 2 2	
2	2 0 2	
2	2 2 0	

dInf		
0	1 2 1	
1	0 1 2	
2	1 0 1	
1	2 1 0	

If a row contains a missing value, all distances that involve that row are assigned a missing value.

DO Function

DO(*start, stop, increment*);

The DO function creates a row vector that contains a sequence of evenly spaced numbers.

The arguments to the DO function are as follows:

- start* is the starting value for the sequence.
stop is the stopping value for the sequence.
increment is an increment value.

The DO function creates a row vector that contains a sequence of numbers starting with *start* and incrementing by *increment* as long as the elements are less than or equal to *stop* (greater than or equal to *stop* for a negative increment). This function is a generalization of the index creation operator (:).

The following statements show examples of using the DO function:

```
i = do(3, 18, 3);
k = do(3, 0, -1);
print i, k;
```

Figure 26.108 Arithmetic Sequences

i
3 6 9 12 15 18

k
3 2 1 0

DO Statement

```
DO ;
statements ;
END ;
```

The DO statement specifies that the statements that follow the DO statement be executed as a group until a matching END statement appears. DO statements often appear in IF-THEN/ELSE statements, where they designate groups of statements to be performed when the IF condition is true or false.

For example, consider the following statements:

```
x=0;
y=1;
if x<y then
do;
z1 = abs(x+y);
z2 = abs(x-y);
end;
```

The statements between the DO and END statements (called the DO group) are executed only if **x < y**. That is, they are executed only if all elements of **x** are less than the corresponding elements of **y**. If any element of **x** is not less than the corresponding element of **y**, the statements in the DO group are skipped and the statement that follows the END statement is executed.

It is good practice to indent the statements in a DO group as shown in the preceding example. However, the DO and END statements do not need to be on separate lines. A popular indenting style is to write the DO statement on the same line as the THEN or ELSE clause, as shown in following statements:

```

if x<y then do;
  z1 = abs(x+y);
  z2 = abs(x-y);
end;
else do;
  z1 = abs(x-y);
  z2 = abs(x+y);
end;

```

DO groups can be nested. There is no limit imposed on the number of nested DO groups. The following statements show an example of nested DO groups:

```

if x<y then do;
  if z1>2 then do;
    z = z1 - z2;
    w = x # y;
  end;
end;

```

DO Statement, Iterative

DO *variable* = *start* **TO** *stop* <**BY** *increment*> ;

The iterative DO statement executes a group of statements several times.

The arguments to the DO statement are as follows:

<i>variable</i>	is the name of a variable that indexes the loop. This variable is sometimes called an <i>index variable</i> or a <i>looping variable</i> .
<i>start</i>	is the starting value for <i>variable</i> .
<i>stop</i>	is the stopping value for <i>variable</i> .
<i>increment</i>	is an increment value.

The *start*, *stop*, and *increment* values should be scalars or expressions that yield scalars.

When the DO group has this form, the statements between the DO and END statements are executed iteratively. The number of times the statements are executed depends on the evaluation of the expressions given in the DO statement.

The index variable starts with the *start* value and is incremented by the *increment* value after each iteration. The iterations continue provided that the index variable is less than or equal to the *stop* value. If a negative increment is used, then iterations continue provided that the index variable is greater than or equal to the *stop* value. The *start*, *stop*, and *increment* expressions are evaluated only once before the looping starts.

For example, the following statements print the value of *i* three times, as shown in Figure 26.109:

```

do i = 1 to 5 by 2;
  print "The value of i is:" i;
end;

```

Figure 26.109 Arithmetic Sequences

i
The value of i is: 1
i
The value of i is: 3
i
The value of i is: 5

DO DATA Statement

DO DATA <variable = start TO stop> ;

The DO DATA statement repeats a loop until an end-of-file condition occurs.

The arguments to the DO DATA statement are as follows:

variable is the name of a variable that indexes the loop.

start is the starting value for the looping variable.

stop is the stopping value for the looping variable.

The DO DATA statement is used for repetitive DO loops that need to be exited upon the occurrence of an end of file for an INPUT, READ, or other I/O statement. This form is common for loops that read data from either a sequential file or a SAS data set.

When an end of file is reached inside the DO DATA group, the program immediately jumps from the group and starts executing the statement that follows the END statement. DO DATA groups can be nested, where each end of file causes a jump from the most local DO DATA group. The DO DATA loop simulates the end-of-file behavior of the SAS DATA step. You should not use GOTO statement and the LINK statement to jump out of a DO DATA group.

The following statements read data from an external file. The example reads the first 100 lines or until the end of file, whichever occurs first.

```
do data i = 1 to 100;
  input name $8.;
end;
```

If you are reading data from a SAS data set, then you can use the following statements:

```
do data; /* read next obs until eof is reached */
  read next var{x}; /* read only variable x */
end;
```

Be aware that the ALL keyword does not return an end-of-file condition. Consequently, the READ ALL statement is usually not used inside a DO DATA loop. If you use the READ ALL statement inside a DO DATA loop, you should use a looping variable or a statement that returns an end-of-file condition (such as READ NEXT) in order to avoid creating an infinite loop.

DO Statement with an UNTIL Clause

DO UNTIL (*expression*) ;

DO *variable* = *start* **TO** *stop* <**BY** *increment*> **UNTIL**(*expression*) ;

The DO UNTIL statement conditionally executes statements iteratively.

The arguments to the DO UNTIL statement are as follows:

<i>expression</i>	is an expression that is evaluated at the bottom of the loop for being true or false.
<i>variable</i>	is the name of a variable that indexes the loop.
<i>start</i>	is the starting value for the looping variable.
<i>stop</i>	is the stopping value for the looping variable.
<i>increment</i>	is an increment value.

Using an UNTIL expression enables you to conditionally execute a set of statements iteratively. The UNTIL expression is evaluated at the bottom of the loop, and the statements inside the loop are executed repeatedly as long as the expression yields a zero or missing value. In the following example, the body of the loop executes until the value of X exceeds 100:

```
x = 1;
do until (x>100);
  x = x + 1;
end;
print x;
```

Figure 26.110 Result of a DO-UNTIL Statement

x
101

DO Statement with a WHILE Clause

DO WHILE (*expression*) ;

DO *variable* = *start* **TO** *stop* <**BY** *increment*> **WHILE**(*expression*) ;

The DO WHILE statement executes statements iteratively while a condition is true.

The arguments to the DO WHILE statement are as follows:

<i>expression</i>	is an expression that is evaluated at the top of the loop for being true or false.
<i>variable</i>	is the name of a variable that indexes the loop.
<i>start</i>	is the starting value for the looping variable.
<i>stop</i>	is the stopping value for the looping variable.
<i>increment</i>	is an increment value.

Using a WHILE expression enables you to conditionally execute a set of statements iteratively. The WHILE expression is evaluated at the top of the loop, and the statements inside the loop are executed repeatedly as long as the expression yields a nonzero or nonmissing value.

Note that the incrementing is done before the WHILE expression is tested. The following example demonstrates the incrementing:

```
x = 1;
do while (x<100);
    x = x + 1;
end;
print x;
```

Figure 26.111 Result of a DO-WHILE Statement

<u>x</u>
100

The next example increments the starting value by 2:

```
y = 1;
do i = 1 to 100 by 2 while(y<200);
    y = y # i;
end;
print i y;
```

Figure 26.112 Result of an Iterative DO-WHILE Statement

<u>i y</u>
11 945

DURATION Function

DURATION(*times*, *flows*, *ytm*);

The DURATION function returns a scalar value that represents the modified duration of a noncontingent cash flow. The arguments are as follows:

- | | |
|--------------|---|
| <i>times</i> | is an <i>n</i> -dimensional column vector of times. The <i>i</i> th time corresponds to the time (often in years) until the <i>i</i> th cash flow occurs. Elements should be nonnegative. |
| <i>flows</i> | is an <i>n</i> -dimensional column vector of cash flows. |
| <i>ytm</i> | is the per-period yield-to-maturity of the cash-flow stream. This is a scalar and should be positive. |

Duration of a security is generally defined as

$$D = -\frac{\frac{dP}{P}}{dy}$$

In other words, it is the relative change in price for a unit change in yield. Since prices move in the opposite direction to yields, the sign change preserves positivity for convenience. With cash flows that are not yield-sensitive and the assumption of parallel shifts to a flat term structure, duration is given by

$$D_{\text{mod}} = \frac{\sum_{k=1}^K t_k \frac{c(k)}{(1+y)^{t_k}}}{P(1+y)}$$

where P is the present value, y is the per-period effective yield-to-maturity, K is the number of cash flows, and the k th cash flow is $c(k)$, t_k periods from the present. This measure is referred to as *modified duration* to differentiate it from the *Macaulay duration*:

$$D_{\text{Mac}} = \frac{\sum_{k=1}^K t_k \frac{c(k)}{(1+y)^{t_k}}}{P}$$

This expression also reveals the reason for the name duration, since it is a present-value-weighted average of the duration (that is, timing) of all the cash flows and is hence an “average time-to-maturity” of the bond.

The following statements call the DURATION function:

```
times = 1;
flow = 10;
ytm = 0.1;
duration = duration(times, flow, ytm);
print duration;
```

Figure 26.113 Duration of a Cash Flow

duration
0.9090909

ECHELON Function

ECHELON(matrix);

The ECHELON function uses elementary row operations to reduce a matrix to row-echelon normal form, as in the following example (Graybill 1969):

```
a = {3  6  9,
      1  2  5,
      2  4 10 };
e = echelon(a);
print e;
```

Figure 26.114 Result of the ECHELON Function

e
1 2 0
0 0 1
0 0 0

If the argument is a square matrix, then the row-echelon normal form can be obtained from the Hermite normal form by rearranging rows that are all zeros. See the [HERMITE function](#) for details about the Hermite normal form.

EDIT Statement

EDIT SAS-data-set <VAR operand> <WHERE(expression)> <NOBS name> ;

The EDIT statement opens a SAS data set for reading and updating. If the data set has already been opened, the EDIT statement makes it the current input and output data sets.

The EDIT statement can define a set of variables and the selection criteria that are used to control access to data set observations.

The VAR, WHERE, and NOBS clauses are optional. and can be specified in any order.

The arguments to the EDIT statement are as follows:

<i>SAS-data-set</i>	specifies a SAS data set. You can specify a one-level name (for example, A) or a two-level name (for example, Sasuser.A). You can also specify an expression (enclosed in parentheses) that resolves to the name of a SAS data set. See the example for the CLOSE statement .
<i>operand</i>	specifies a set of variables to edit. You can specify variables by using any of the methods described in the section “ Select Variables with the VAR Clause ” on page 103.
<i>expression</i>	specifies observations to edit. If you omit the WHERE clause, all observations are selected. For more details about the WHERE clause, see the section “ Process Data by Using the WHERE Clause ” on page 104.
<i>name</i>	specifies a variable to contain the number of observations. The NOBS clause returns the total number of observations in the data set in the variable <i>name</i> .

For example, to read and update observations for which the Age variable is greater than 30, use the following statements:

```
proc iml;
/* create sample data set */
sex = { M,   M,   M,   F,   F,   F};
age = {34, 28, 38, 32, 24, 18};
create MyData var {"Sex" "Age"};
append;
close MyData;

edit MyData where (Age>30);
list all;
close MyData;
```

Figure 26.115 Result of the LIST Statement

OBS	Sex	Age
1	M	34.0000
3	M	38.0000
4	F	32.0000

To edit the data set `Work.MyData` and obtain the number of observations in the data set, use the following statements:

```
edit Work.MyData nobs NumObs;
close Work.MyData;
print NumObs;
```

Figure 26.116 Number of Observations in a Data Set

NumObs
6

See [Chapter 7](#) for more information about editing SAS data sets. For additional examples of using the EDIT statement, see the [DELETE statement](#) and the [REPLACE statement](#).

EIGEN Call

CALL EIGEN(*evals*, *evecs*, *A*) <VECL=*v/l*>;

The EIGEN subroutine computes eigenvalues and eigenvectors of an arbitrary square numeric matrix. The EIGEN subroutine will use vendor-supplied eigenvalue routines if they are available on your system. (An example is the Intel Math Kernel Library (MKL), which is tuned to provide optimal performance for a given Intel processor.) Because eigenvectors are not unique, the results of eigenvector computations that use vendor-supplied routines are not necessarily identical to the results from earlier releases. Use the [RESET EIGEN93](#) statement to prevent SAS/IML from using vendor-supplied routines.

The *A* argument is the input argument to the EIGEN subroutine. The EIGEN call returns the following values:

- evals* names a matrix to contain the eigenvalues of *A*.
- evecs* names a matrix to contain the right eigenvectors of *A*.
- v/l* is an optional $n \times n$ matrix that contains the left eigenvectors of *A* in the same manner that *evecs* contains the right eigenvectors.

The EIGEN subroutine computes *evals*, a matrix that contains the eigenvalues of *A*. If *A* is symmetric, *evals* is the $n \times 1$ vector that contains the n real eigenvalues of *A*. If *A* is not symmetric (as determined by the criteria in the symmetry test described later), *evals* is an $n \times 2$ matrix. The first column of *evals* contains the real parts, $\text{Re}(\lambda)$, and the second column contains the imaginary parts, $\text{Im}(\lambda)$. Each row represents one eigenvalue, $\text{Re}(\lambda) + i\text{Im}(\lambda)$.

If *A* is symmetric, the eigenvalues are arranged in descending order. Otherwise, the eigenvalues are sorted first by their real parts, then by the magnitude of their imaginary parts. Complex conjugate eigenvalues,

$\text{Re}(\lambda) \pm i\text{Im}(\lambda)$, are stored in standard order; that is, the eigenvalue of the pair with a positive imaginary part is followed by the eigenvalue of the pair with the negative imaginary part.

The EIGEN subroutine also computes `evecs`, a matrix that contains the orthonormal column eigenvectors that correspond to `evals`. If A is symmetric, then the first column of `evecs` is the eigenvector that corresponds to the largest eigenvalue, and so forth. If A is not symmetric, then `evecs` is an $n \times n$ matrix that contains the right eigenvectors of A . If the eigenvalue in row i of `evals` is real, then column i of `evecs` contains the corresponding real eigenvector. If rows i and $i + 1$ of `evals` contain complex conjugate eigenvalues $\text{Re}(\lambda) \pm i\text{Im}(\lambda)$, then columns i and $i + 1$ of `evecs` contain the real part, \mathbf{u} , and imaginary part, \mathbf{v} , of the two corresponding eigenvectors $\mathbf{u} \pm i\mathbf{v}$.

The following paragraphs present some properties of eigenvalues and eigenvectors. Let \mathbf{A} be a general $n \times n$ matrix. The eigenvalues of \mathbf{A} are the roots of the characteristic polynomial, which is defined as $p(z) = \det(z\mathbf{I} - \mathbf{A})$. The spectrum, denoted by $\lambda(\mathbf{A})$, is the set of eigenvalues of the matrix A . If $\lambda(\mathbf{A}) = \{\lambda_1, \dots, \lambda_n\}$, then $\det(\mathbf{A}) = \lambda_1 \lambda_2 \cdots \lambda_n$.

The trace of \mathbf{A} is defined by

$$\text{tr}(\mathbf{A}) = \sum_{i=1}^n a_{ii}$$

and $\text{tr}(\mathbf{A}) = \lambda_1 + \dots + \lambda_n$.

An eigenvector is a nonzero vector, \mathbf{x} , that satisfies $\mathbf{Ax} = \lambda\mathbf{x}$ for $\lambda \in \lambda(\mathbf{A})$. Right eigenvectors satisfy $\mathbf{Ax} = \lambda\mathbf{x}$, and left eigenvectors satisfy $\mathbf{x}^H \mathbf{A} = \lambda\mathbf{x}^H$, where \mathbf{x}^H is the complex conjugate transpose of \mathbf{x} . Taking the conjugate transpose of both sides shows that left eigenvectors also satisfy $\mathbf{A}'\mathbf{x} = \bar{\lambda}\mathbf{x}$.

The following are properties of the unsymmetric *real* eigenvalue problem, in which the real matrix \mathbf{A} is square but not necessarily symmetric:

- The eigenvalues of an unsymmetric matrix \mathbf{A} can be complex. If \mathbf{A} has a complex eigenvalue, $\text{Re}(\lambda) + i\text{Im}(\lambda)$, then the conjugate complex value $\text{Re}(\lambda) - i\text{Im}(\lambda)$ is also an eigenvalue of \mathbf{A} .
- The right and left eigenvectors that correspond to a real eigenvalue of \mathbf{A} are real. The right and left eigenvectors that correspond to conjugate complex eigenvalues of \mathbf{A} are also conjugate complex.
- The left eigenvectors of \mathbf{A} are the same as the complex conjugate right eigenvectors of \mathbf{A}' .

The three routines, EIGEN, EIGVAL, and EIGVEC, use the following test of symmetry for a square argument matrix \mathbf{A} :

1. Select the entry of \mathbf{A} with the largest magnitude:

$$a_{max} = \max_{i,j=1,\dots,n} |a_{i,j}|$$

2. Multiply the value of a_{max} by the square root of the machine precision, ϵ . The value of ϵ is the largest value stored in double precision that, when added to 1 in double precision, still results in 1.
3. The matrix \mathbf{A} is considered *unsymmetric* if there exists at least one pair of symmetric entries that differs in more than $a_{max}\sqrt{\epsilon}$:

$$|a_{i,j} - a_{j,i}| > a_{max}\sqrt{\epsilon}$$

If \mathbf{A} is a *symmetric* matrix and \mathbf{M} and \mathbf{E} are the eigenvalues and eigenvectors, respectively, of \mathbf{A} , then the matrices have the following properties:

$$\begin{aligned}\mathbf{A} * \mathbf{E} &= \mathbf{E} * \text{diag}(\mathbf{M}) \\ \mathbf{E}' * \mathbf{E} &= \mathbf{I}\end{aligned}$$

These properties imply the following:

$$\begin{aligned}\mathbf{E}' &= \text{inv}(\mathbf{E}) \\ \mathbf{A} &= \mathbf{E} * \text{diag}(\mathbf{M}) * \mathbf{E}'\end{aligned}$$

The QL method is used to compute the eigenvalues (Wilkinson and Reinsch 1971).

In statistical applications, nonsymmetric matrices for which eigenvalues are desired are usually of the form $\mathbf{E}^{-1}\mathbf{H}$, where \mathbf{E} and \mathbf{H} are symmetric. The eigenvalues \mathbf{L} and eigenvectors \mathbf{V} of $\mathbf{E}^{-1}\mathbf{H}$ can be obtained by using the **GENEIG** subroutine, or by using the following statements:

```
F = root(einv);
A = F*H*F`;
call eigen(L, W, A);
V = F`*W;
```

The computation can be checked by forming the residuals, \mathbf{r} , as shown in the following statement:

```
r = einv*H*V - V*diag(L);
```

The values in \mathbf{r} should be of the order of rounding error.

The following statements compute the eigenvalues and left and right eigenvectors of a nonsymmetric matrix with four real and four complex eigenvalues:

```
A = {-1 2 0 0 0 0 0 0,
      -2 -1 0 0 0 0 0 0,
      0 0 0.2379 0.5145 0.1201 0.1275 0 0,
      0 0 0.1943 0.4954 0.1230 0.1873 0 0,
      0 0 0.1827 0.4955 0.1350 0.1868 0 0,
      0 0 0.1084 0.4218 0.1045 0.3653 0 0,
      0 0 0 0 0 0 2 2,
      0 0 0 0 0 0 -2 0 };
call eigen(val, rvec, A) vecl="lvec";
print val;
```

The sorted eigenvalues of the \mathbf{A} matrix are shown in Figure 26.117.

Figure 26.117 Complex Eigenvalues of a Nonsymmetric Matrix

val
1 1.7320508
1 -1.732051
1 0
0.2087788 0
0.0222025 0
0.0026187 0
-1 2
-1 -2

You can verify the correctness of the left and right eigenvector computation by using the following statements:

```
/* verify that the right eigenvectors are correct */
vec = rvec;
do j = 1 to ncol(vec);
  /* if eigenvalue is real */
  if val[j,2] = 0. then do;
    v = A * vec[,j] - val[j,1] * vec[,j];
    if any( abs(v) > 1e-12 ) then
      badVectors = badVectors || j;
    end;
  /* if eigenvalue is complex with positive imaginary part */
  else if val[j,2] > 0. then do;
    /* the real part */
    rp = val[j,1] * vec[,j] - val[j,2] * vec[,j+1];
    v = A * vec[,j] - rp;
    /* the imaginary part */
    ip = val[j,1] * vec[,j+1] + val[j,2] * vec[,j];
    u = A * vec[,j+1] - ip;
    if any( abs(u) > 1e-12 ) | any( abs(v) > 1e-12 ) then
      badVectors = badVectors || j || j+1;
    end;
  end;
  if ncol( badVectors ) > 0 then
    print "Incorrect right eigenvectors:" badVectors;
  else print "All right eigenvectors are correct";
```

Similar statements can be written to verify the left eigenvectors. The statements use the fact that the left eigenvectors of \mathbf{A} are the same as the complex conjugate right eigenvectors of \mathbf{A}' :

```
/* verify that the left eigenvectors are correct */
vec = lvec;
do j = 1 to ncol(vec);
  /* if eigenvalue is real */
  if val[j,2] = 0. then do;
    v = A` * vec[,j] - val[j,1] * vec[,j];
    if any( abs(v) > 1e-12 ) then
      badVectors = badVectors || j;
    end;
  /* if eigenvalue is complex with positive imaginary part */
  else if val[j,2] > 0. then do;
```

```

/* Note the use of complex conjugation */
/* the real part */
rp = val[j,1] * vec[,j] + val[j,2] * vec[,j+1];
v = A` * vec[,j] - rp;
/* the imaginary part */
ip = val[j,1] * vec[,j+1] - val[j,2] * vec[,j];
u = A` * vec[,j+1] - ip;
if any( abs(u) > 1e-12 ) | any( abs(v) > 1e-12 ) then
  badVectors = badVectors || j || j+1;
end;
end;
if ncol( badVectors ) > 0 then
  print "Incorrect left eigenvectors:" badVectors;
else print "All left eigenvectors are correct";

```

The EIGEN call performs most of its computations in the memory allocated for returning the eigenvectors.

EIGVAL Function

EIGVAL(*A*);

The EIGVAL function computes the eigenvalues of a square numeric matrix, *A*. The EIGVAL function returns a matrix that contains the eigenvalues of *A*. See the description of the [EIGEN subroutine](#) for more details.

The EIGVAL function uses vendor-supplied eigenvalue routines if they are available on your system. Use the [RESET EIGEN93](#) statement to prevent SAS/IML from using vendor-supplied routines.

The following statements compute Example 7.1.1 from Golub and Van Loan (1989):

```

A = { 67.00 177.60 -63.20 ,
      -20.40 95.88 -87.16 ,
      22.80 67.84 12.12 };
val = eigval(A);
print val;

```

Figure 26.118 Eigenvalues

val
75 100
75 -100
25 0

Notice that the matrix **a** is not symmetric and that the eigenvalues are complex. The first column of the **val** matrix is the real part of the three eigenvalues, and the second column is the complex part.

If a matrix is symmetric, it has real eigenvalues and real eigenvectors. The following statements produce a column vector that contains the eigenvalues of a crossproducts matrix:

```

A = {4 10, 10 30};      /* A is a symmetric matrix */
rval = eigval(A);
print rval;

```

Figure 26.119 Real Eigenvalues of a Symmetric Matrix

rval
33.401219
0.5987805

EIGVEC Function

EIGVEC(A);

The EIGVEC function computes the (right) eigenvectors of a square numeric matrix, *A*. You can obtain the left eigenvectors by first transposing *A*. See the description of the EIGEN subroutine for more details.

The EIGVEC function uses vendor-supplied eigenvalue routines if they are available on your system. Because eigenvectors are not unique, the results of eigenvector computations that use vendor-supplied routines are not necessarily identical to the results from earlier releases. Use the RESET EIGEN93 statement to prevent SAS/IML from using vendor-supplied routines.

The following example calculates the eigenvectors of a symmetric matrix:

```
A = {4 10, 10 30};      /* A is a symmetric matrix */
evec = eigvec(A);
print evec;
```

Figure 26.120 Eigenvectors of a Symmetric Matrix

evec
0.3220062 0.9467376
0.9467376 -0.322006

ELEMENT Function

ELEMENT(*x*, *y*);

The ELEMENT function returns a matrix that is the same shape as *x*. The return value indicates which elements of *x* are elements of *y*. In particular, if **A = element(x, y)**, then

$$A_i = \begin{cases} 1 & \text{if } x_i \in y \\ 0 & \text{otherwise} \end{cases}$$

The arguments are as follows:

- x* specifies a matrix of elements to test for membership.
- y* specifies a set.

If the intersection between *x* and *y* is empty, then the ELEMENT function returns a zero matrix. If *x* is a proper subset of *y*, then the ELEMENT function returns a matrix of ones. In general, the ELEMENT function returns 1 for elements in the intersection of *x* and *y*, as shown in the following statements:

```

x = {0, 0.5, 1, 1.5, 2, 2.5, 3, 0.5, 1.5, 3, 3, 1};
set = {0 1 3}`;
b = element(x, set);

n = sum(b);           /* number of elements of X that are in SET */
idx = t(loc(b));    /* indices of elements of X that are in SET */
values = x[idx];    /* values of elements of X that are in SET */
print n idx values;

```

Figure 26.121 Elements That Belong to a Set

n	idx	values
6	1	0
	3	1
	7	3
	10	3
	11	3
	12	1

END Statement

END ;

The END statement ends a DO loop or DO statement. See the [DO statement](#) for details.

ENDSUBMIT Statement

ENDSUBMIT ;

You can use the ENDSUBMIT statement in conjunction with the [SUBMIT statement](#) to submit SAS statements for processing from within a SAS/IML program. All statements between the SUBMIT and the ENDSUBMIT statements are referred to as a *SUBMIT block*. The SUBMIT block is processed by the SAS language processor.

If you use the R option in the SUBMIT statement, you can submit statements to the R statistical software for processing.

The ENDSUBMIT statement must appear on a line by itself. There cannot be any space between the statement and the trailing semicolon.

See Chapter 14, “[Calling Functions in the R Language](#),” and the documentation for the [SUBMIT statement](#) for details and examples.

EXECUTE Call

CALL EXECUTE(*statements*);

The EXECUTE subroutine immediately executes SAS statements. These can be SAS/IML statements or global SAS statements such as the TITLE statement. The arguments to the EXECUTE subroutine are character matrices or quoted literals that contain valid SAS statements. You can specify up to 15 arguments.

The EXECUTE subroutine pushes character arguments to the input command stream, executes them, and then returns to the calling module. The subroutine should be called from a module rather than from the immediate environment because it uses the **RESUME** statement that works only from modules. The strings you push do not appear in the log.

Following are examples of valid EXECUTE subroutines:

```
/* define a module that writes data to a specified data set */
start WriteData(DSName, x);
  CreateStmt = "create " + DSName + " from x;"; /* build CREATE stmt */
  call execute(CreateStmt);                      /* run CREATE stmt */
  append from x;
  CloseStmt = "close " + DSName + ";" ;          /* build CLOSE stmt */
  call execute(CloseStmt);                      /* run CLOSE stmt */
finish;

y = {1 2 3, 4 5 6, 7 8 0};
run WriteData("MyData", y);                      /* call the module */

use MyData; list all; close MyData;              /* verify contents */
```

Figure 26.122 Results of Executing SAS/IML Statements

OBS	COL1	COL2	COL3
1	1.0000	2.0000	3.0000
2	4.0000	5.0000	6.0000
3	7.0000	8.0000	0

For more details about the EXECUTE subroutine, see Chapter 21, “[Using SAS/IML Software to Generate SAS/IML Statements](#).”

EXECUTEFILE Call

CALL EXECUTEFILE(*filename* <, *encoding*>);

The EXECUTEFILE subroutine executes SAS/IML statements that are contained in a text file, which is called the *source file*. The statements in the source file can be SAS/IML statements or global SAS statements such as the TITLE statement. The statements in the source file do not appear in the SAS log.

The first argument to the EXECUTEFILE subroutine is a string literal, a character matrix that contains a valid file name, or a SAS fileref that points to a valid file. The argument can refer to an absolute path such as **C:\Temp\commands.sas** or a relative path such as **.\\commands2.sas**. Relative paths depend on the current working directory for the SAS session.

The EXECUTEFILE subroutine accepts an optional second argument that specifies the encoding of the source file. You can use this argument when the encoding of the source file is different from the SAS session

encoding. If you omit the second argument, an attempt is made to deduce the encoding of the source file automatically. SAS encoding strings and their usage are described in the chapter “Encoding Values in SAS Language Elements” in the *SAS National Language Support: Reference Guide*. Examples of valid values for the second argument include “UTF-8,” “us-ascii,” “latin2,” and “ms-949.”

The following DATA step creates a file called *commands.sas* in the current working directory:

```
filename ExeFile "./commands.sas";
data _null_;
  file ExeFile;
  put 'start MySqr(t);      ';
  put '    return( t##2 );   ';
  put 'finish;                ';
  put 'x = {1 2, 3 4};      ';
run;
```

The file *commands.sas* contains SAS/IML statements. It is created in the current working directory, assuming that you have permission to write to that directory. The statements define a matrix (**x**) and a module named MYSQR. After you use the EXECUTEFILE subroutine to execute the statements in the source file, you can refer to the matrix and call the module, as shown in the following example:

```
proc iml;
call executefile("commands.sas");
y = MySqr(x);
print x y;
```

Figure 26.123 Results of Executing SAS/IML Statements from a Source File

x	y
1 2 1 4	
3 4 9 16	

Figure 26.123 shows that the statements in the source file were executed. The matrices and the module are available for use in subsequent SAS/IML statements.

In the preceding example, the statements that reference the **x** matrix are in the same calling environment (scope) as the EXECUTEFILE statement. In the following program, the EXECUTEFILE subroutine is called from inside a module:

```
proc iml;
start MyMod(a);
  call executefile("commands.sas");
  /* x is defined inside the module, but not outside */
  print x[label="x inside module"];
finish;
call MyMod(1);

show modules names;
```

Figure 26.124 Modules and Names Known at Main Scope

<u>x inside module</u>	
1	2
3	4

Modules:

MYMOD	MYSQR
-------	-------

SYMBOL	ROWS	COLS	TYPE	SIZE
Number of symbols = 0 (includes those without values)				

Notice in Figure 26.124 that the matrix `x` is not known outside the module. However, the MYSQR module is known because all modules are defined at the main scope, as discussed in the section “[Nesting Module Definitions](#)” on page 73.

The EXECUTEFILE subroutine is similar to the %INCLUDE macro statement for including source code into a SAS program. However, the EXECUTEFILE subroutine parses and runs the source file at run time, whereas the %INCLUDE statement inserts the contents of a source file at parse time. One advantage of the EXECUTEFILE statement is that the name of the file does not need to be known until run time. In fact, the file itself does not need to exist until run time, as demonstrated by the DATA step in this section that creates the source file.

Some SAS/IML statements are not supported by the EXECUTEFILE subroutine. The file should not contain the PROC IML statement, the QUIT statement, or other statements that terminate the IML procedure.

In SAS/IML 14.1, there are differences between the implementation of the EXECUTEFILE statement in PROC IML and in the IMLPlus language:

- In PROC IML, the source file should not contain the SUBMIT and ENDSUBMIT statements. An alternative is to use the %INCLUDE statement to include SUBMIT blocks.
- In IMLPlus, filerefs are not supported.
- In IMLPlus, modules that are defined inside a source file are not recognized by the parser until after the EXECUTEFILE subroutine is run.

If a statement in the source file contains an error, an error message appears in the SAS log. However, PROC IML concatenates the source file into a single text string, so the error is always reported as being on “Line 1.” For some kinds of errors, the SAS log displays the message `NOTE: Paused in module _EXECUTEFILE.` If you see this note, submit the `RESUME` statement to restore program control to the main scope.

EXP Function

EXP(*matrix*);

The EXP function applies the exponential function to every element of the argument matrix. The exponential is the natural number e raised to the indicated power. For example, the following statements compute the exponentials of several numbers:

```
b = {1 2 3 4};
a = exp(b);
print a;
```

Figure 26.125 Exponential of Several Numbers

a
2.7182818 7.3890561 20.085537 54.59815

If you want to compute the exponential of a matrix, you can call the EXPMATRIX function in the IMLMLIB module library.

EXPMATRIX Function

EXPMATRIX(*matrix*);

The EXPMATRIX function is part of the IMLMLIB library. Given an $n \times n$ matrix A , the EXPMATRIX function returns an $n \times n$ matrix approximating $e^A = \sum_{k=0}^{\infty} \frac{A^k}{k!}$. The function uses a Padé approximation algorithm as presented in Golub and Van Loan (1989).

Note that this module does not exponentiate each element of a matrix; for that, use the EXP function.

The following example demonstrates the EXPMATRIX function. For the matrix used in the example, e^{tA} is the matrix $\begin{pmatrix} e^t & te^t \\ 0 & e^t \end{pmatrix}$. You can compute the exponential matrix as follows:

```
A = { 1 1, 0 1 };
t = 3;
X = ExpMatrix( t*A );
ExactAnswer = ( exp(t) || t*exp(t) ) //
( 0      ||   exp(t) );
print X, ExactAnswer;
```

Figure 26.126 Matrix Exponential

X
20.085537 60.256611
0 20.085537

ExactAnswer
20.085537 60.256611
0 20.085537

EXPANDGRID Function

EXPANDGRID(*x*1, *x*2 <, *x*3 > ... <, *x*15 >);

The EXPANDGRID function is part of the [IMLMLIB library](#). The arguments to the EXPANDGRID function are k vectors, $2 \leq k \leq 15$. The EXPANDGRID function returns a matrix that contains the Cartesian product of elements from the specified vectors. If the i th argument has n_i elements, the return matrix has $\prod_{i \leq k} n_i$ rows and k columns.

Each row of the result contains a combination of elements of the input vectors. The first row contains the elements ($x_1[1], x_2[1], \dots, x_k[1]$). The second row contains the elements ($x_1[1], x_2[1], \dots, x_k[2]$). The first column varies the slowest, and the last column varies the fastest.

The following statement create a matrix of 0s and 1s. Each row is a vertex of the three-dimensional unit cube.

```
g = ExpandGrid(0:1, 0:1, 0:1);
print g;
```

Figure 26.127 A Cartesian Product of Three Vectors

<u>g</u>
0 0 0
0 0 1
0 1 0
0 1 1
1 0 0
1 0 1
1 1 0
1 1 1

You can use the EXPANDGRID function to generate a complete factorial design from the set of factors. You can also use it to evaluate a multivariate function on a dense grid of points. For example, the following statements evaluate the bivariate cubic polynomial $f(x, y) = x^3 - y^2 - 2x + 1$ on a grid of points in the region $[-2, 2] \times [-2, 2]$:

```
vx = do(-2, 2, 0.1);
vy = do(-2, 2, 0.1);
g = ExpandGrid(vx, vy); /* grid on [-2,2] * [-2,2] */
x = g[,1]; y = g[,2];
z = x##3 - y##2 - 2*x + 1;
```

EXPORTDATASETTOR Call

CALL EXPORTDATASETTOR(*SAS-data-set*, *RDataFrame*);

You can use the EXPORTDATASETTOR subroutine to transfer data from a SAS data set to an R data frame. It is easier to read the subroutine name when it is written in mixed case: ExportDataSetToR.

The arguments to the subroutine are as follows:

SAS-data-set is a literal string or a character matrix that specifies the two-level name of a SAS data set (for example, Sashelp.Class).

RDataFrame is a literal string or a character matrix that specifies the name of an R data frame.

You can call the subroutine provided that the following statements are true:

1. The R statistical software is installed on the SAS workspace server.
2. The SAS system administrator at your site has enabled the RLANG SAS system option. (See the section “[The RLANG System Option](#)” on page 234.)

The following statements copy data from the Sashelp.Class data set into an R data frame called **class**:

```
proc iml;
call ExportDataSetToR("Sashelp.Class", "class");

submit / R;
names( class )
endsubmit;
```

To demonstrate that the data were successfully transferred, the **names** function in the R language is used to print the names of the variables in the R data frame. The output is shown in [Figure 26.128](#).

Figure 26.128 Output from R

[1] "Name" "Sex" "Age" "Height" "Weight"
--

You can transfer data from an R data frame into a SAS data set by using the **IMPORTDATASETFROMR** call. See Chapter 14, “[Calling Functions in the R Language](#),” for details about transferring data between R and SAS software.

EXPORTMATRIXTOR Call

CALL EXPORTMATRIXTOR(*IMLMatrix*, *RMatrix*);

You can use the EXPORTMATRIXTOR subroutine to transfer data from a SAS data set to an R data frame. It is easier to read the subroutine name when it is written in mixed case: ExportMatrixToR.

The arguments to the subroutine are as follows:

IMLMatrix is a SAS/IML matrix that contains the data you want to transfer.

RMatrix is a literal string or a character matrix that specifies the name of an R matrix to contain a copy of the data.

You can call the subroutine provided that the following statements are true:

1. The R statistical software is installed on the SAS workspace server.
2. The SAS system administrator at your site has enabled the RLANG SAS system option. (See the section “[The RLANG System Option](#)” on page 234.)

The following statements define a SAS/IML matrix and copy the data from the matrix to an R matrix called `m`:

```
proc iml;
  a = {1 2 3, 4 . 6};
  call ExportMatrixToR(a, "m");

  submit / R;
  print(m)
  endsubmit;
```

To demonstrate that the data were successfully transferred, the `print` function in the R language is used to print the values of the `m` matrix. The output is shown in Figure 26.129. Note that the SAS missing value in the SAS/IML matrix was automatically converted to the R missing value (`NA`).

Figure 26.129 Output from R

	A1	A2	A3
[1.]	1	2	3
[2.]	4	NA	6

You can transfer data from an R matrix frame into a SAS/IML matrix by using the `IMPORTMATRIXFROMR` call. See Chapter 14, “Calling Functions in the R Language,” for details about transferring data between R and SAS software.

The names of the variables in the R data frame are the same as in the SAS data set.

FARMACOV Call

CALL FARMACOV(*cov*, *d* <, *phi*> <, *theta*> <, *sigma*> <, *p*> <, *q*> <, *lag*>);

The FARMACOV subroutine computes the autocovariance function for an autoregressive fractionally integrated moving average (ARFIMA) model of the form ARFIMA(*p, d, q*).

The input arguments to the FARMACOV subroutine are as follows:

- d* specifies a fractional differencing order. The value of *d* must be in the open interval $(-0.5, 0.5)$ excluding zero. This input is required.
- phi* specifies an m_p -dimensional vector that contains the autoregressive coefficients, where m_p is the number of the elements in the subset of the AR order. The default is zero. All the roots of $\phi(B) = 0$ should be greater than one in absolute value, where $\phi(B)$ is the finite-order matrix polynomial in the backshift operator B , such that $B^j y_t = y_{t-j}$.
- theta* specifies an m_q -dimensional vector that contains the moving average coefficients, where m_q is the number of the elements in the subset of the MA order. The default is zero.
- p* specifies the subset of the AR order. The quantity m_p is defined as the number of elements of *phi*. If you do not specify *p*, the default subset is $p = \{1, 2, \dots, m_p\}$.
For example, consider *phi*=0.5.

If you specify $p=1$ (the default), the FARMACOV subroutine computes the theoretical autocovariance function of an ARFIMA(1, d , 0) process as $y_t = 0.5 y_{t-1} + \epsilon_t$.

If you specify $p=2$, the FARMACOV subroutine computes the autocovariance function of an ARFIMA(2, d , 0) process as $y_t = 0.5 y_{t-2} + \epsilon_t$.

q specifies the subset of the MA order. The quantity m_q is defined as the number of elements of *theta*.

If you do not specify q , The default subset is $q = \{1, 2, \dots, m_q\}$.

The usage of q is the same as that of p .

lag specifies the length of lags, which must be a positive number. The default is *lag*=12.

The FARMACOV subroutine returns the following value:

cov is a *lag*+1 vector that contains the autocovariance function of an ARFIMA(p, d, q) process.

As an example, consider the following ARFIMA(1, 0.3, 1) process:

$$(1 - 0.5B)(1 - B)^{0.3} y_t = (1 + 0.1B)\epsilon_t$$

In this process, $\epsilon_t \sim NID(0, 1.2)$. The following statements compute the autocovariance of this process:

```
d = 0.3;
phi = 0.5;
theta = -0.1;
sigma = 1.2;
call farmacov(cov, d, phi, theta, sigma) lag=5;
print cov;
```

Figure 26.130 Autocovariance of an ARFIMA Process

<hr/> cov <hr/>
4.2493033
3.5806774
2.9152846
2.4381017
2.1068697
1.8743199

For $d \in (-0.5, 0.5) \setminus \{0\}$, the series y_t represented as $(1 - B)^d y_t = \epsilon_t$ is a stationary and invertible ARFIMA(0, d , 0) process with the autocovariance function

$$\gamma_k = E(y_t y_{t-k}) = \frac{(-1)^k \Gamma(-2d + 1)}{\Gamma(k - d + 1) \Gamma(-k - d + 1)}$$

and the autocorrelation function

$$\rho_k = \frac{\gamma_k}{\gamma_0} = \frac{\Gamma(-d + 1) \Gamma(k + d)}{\Gamma(d) \Gamma(k - d + 1)} \sim \frac{\Gamma(-d + 1)}{\Gamma(d)} k^{2d-1}, \quad k \rightarrow \infty$$

Notice that ρ_k decays hyperbolically as the lag increases, rather than showing the exponential decay of the autocorrelation function of a stationary ARMA(p, q) process.

For $d \in (0.5, 0.5) \setminus \{0\}$, the series y_t is a stationary and invertible ARFIMA(p, d, q) process represented as

$$\phi(B)(1 - B)^d y_t = \theta(B)\epsilon_t$$

where $\phi(B) = 1 - \phi_1 B - \phi_2 B^2 - \dots - \phi_p B^p$ and $\theta(B) = 1 - \theta_1 B - \theta_2 B^2 - \dots - \theta_q B^q$ and ϵ_t is a white noise process; all the roots of the characteristic AR and MA polynomial lie outside the unit circle.

Let $x_t = \theta(B)^{-1}\phi(B)y_t$, so that x_t follows an ARIMA(0, d , 0) process; let $z_t = (1 - B)^d y_t$, so that z_t follows an ARMA(p, q) process; let γ_k^x be the autocovariance function of $\{x_t\}$ and γ_k^z be the autocovariance function of $\{z_t\}$.

Then the autocovariance function of $\{y_t\}$ is as follows:

$$\gamma_k = \sum_{j=-\infty}^{j=\infty} \gamma_j^z \gamma_{k-j}^x$$

The explicit form of the autocovariance function of $\{y_t\}$ is given by Sowell (1992).

FARMAFIT Call

CALL FARMAFIT(*d, phi, theta, sigma, series <, p> <, q> <, opt>*);

The FARMAFIT subroutine estimates the parameters of an ARFIMA(p, d, q) model.

The input arguments to the FARMAFIT subroutine are as follows:

series specifies a time series (assuming mean zero).

p specifies the set or subset of the AR order. If you do not specify *p*, the default is *p*=0.

If you specify *p*=3, the FARMAFIT subroutine estimates the coefficient of the lagged variable y_{t-3} .

If you specify *p*={1, 2, 3}, the FARMAFIT subroutine estimates the coefficients of lagged variables y_{t-1} , y_{t-2} , and y_{t-3} .

q specifies the subset of the MA order. If you do not specify *q*, the default value is 0.

If you specify *q*=2, the FARMAFIT subroutine estimates the coefficient of the lagged variable ϵ_{t-2} .

If you specify *q*={1, 2}, the FARMAFIT subroutine estimates the coefficients of lagged variables ϵ_{t-1} and ϵ_{t-2} .

opt specifies the method of computing the log-likelihood function.

0 requests the conditional sum of squares function. This is the default.

1 requests the exact log-likelihood function. This option requires that the time series be stationary and invertible.

The FARMAFIT subroutine returns the following values:

- d* is a scalar that contains a fractional differencing order.
phi is a vector that contains the autoregressive coefficients.
theta is a vector that contains the moving average coefficients.
sigma is a scalar that contains a variance of the innovation series.

As an example, consider the following ARFIMA(1, 0.3, 1) model:

$$(1 - 0.5B)(1 - B)^{0.3}y_t = (1 + 0.1B)\epsilon_t$$

In this model, $\epsilon_t \sim NID(0, 1)$. The following statements estimate the parameters of this model:

```
d = 0.3;
phi = 0.5;
theta = -0.1;
call farmasim(yt, d, phi, theta) seed=1234;
call farmafite(d, ar, ma, sigma, yt) p=1 q=1;
print d ar ma sigma;
```

Figure 26.131 Parameter Estimates for a ARFIMA Model

d	ar	ma	sigma
0.3950157	0.5676217	-0.012339	1.2992989

The FARMAFIT subroutine estimates the parameters d , $\phi(B)$, $\theta(B)$, and σ_ϵ^2 of an ARFIMA(p, d, q) model. The log-likelihood function is solved by iterative numerical procedures such as the quasi-Newton optimization. The starting value d is obtained by the approach of Geweke and Porter-Hudak (1983); the starting values of the AR and MA parameters are obtained from the least squares estimates.

FARMALIK Call

CALL FARMALIK(*lnl*, *series*, *d* <, *phi* > <, *theta* > <, *sigma* > <, *p* > <, *q* > <, *opt* >);

The FARMALIK subroutine evaluates the log-likelihood function of an ARFIMA(p, d, q) model for a given time series.

The input arguments to the FARMALIK subroutine are as follows:

- series* specifies a time series (assuming mean zero).
d specifies a fractional differencing order. This argument is required; the value of *d* should be in the open interval $(-1, 1)$ excluding zero.
phi specifies an m_p -dimensional vector that contains the autoregressive coefficients, where m_p is the number of the elements in the subset of the AR order. The default is zero.
theta specifies an m_q -dimensional vector that contains the moving average coefficients, where m_q is the number of the elements in the subset of the MA order. The default is zero.
sigma specifies a variance of the innovation series. The default is one.
p specifies the subset of the AR order. See the FARMACOV subroutine for additional details.

- q* specifies the subset of the MA order. See the FARMACOV subroutine for additional details.
- opt* specifies the method of computing the log-likelihood function. The following are valid values:
- 0 requests the conditional sum of squares function. This is the default.
 - 1 requests the exact log-likelihood function. This option requires that the time series be stationary and invertible.

The FARMALIK subroutine returns the following value:

- lnl* is a three-dimensional vector. If *opt*=0 is specified, the conditional sum of squares function is evaluated and the result returns in *lnl*[1]. Otherwise, *lnl*[1] contains the log-likelihood function of the model; *lnl*[2] contains the sum of the log determinant of the innovation variance; and *lnl*[3] contains the weighted sum of squares of residuals. The log-likelihood function is computed as $-0.5 \times (\lnl[2] + \lnl[3])$.

As an example, consider the following ARFIMA(1, 0.3, 1) model:

$$(1 - 0.5B)(1 - B)^{0.3}y_t = (1 + 0.1B)\epsilon_t$$

In this model, $\epsilon_t \sim NID(0, 1.2)$. The following statements compute the log-likelihood function of this model:

```
d = 0.3;
phi = 0.5;
theta = -0.1;
sigma = 1.2;
call farmasim(yt, d, phi, theta, sigma) seed=1234;
call farmalik(lnl, yt, d, phi, theta, sigma);
print (lnl[1])[label="Conditional Sum of Squares"];
```

Figure 26.132 Log-Likelihood for an ARFIMA Model

Conditional Sum of Squares
-16.67587

The FARMALIK subroutine computes a log-likelihood function of the ARFIMA(p, d, q) model. The exact log-likelihood function was proposed by Sowell (1992); the conditional sum of squares function was proposed by Chung (1996).

The exact log-likelihood function only considers a stationary and invertible ARFIMA(p, d, q) process with $d \in (-0.5, 0.5) \setminus \{0\}$ represented as

$$\phi(B)(1 - B)^d y_t = \theta(B)\epsilon_t$$

where $\epsilon_t \sim NID(0, \sigma^2)$.

Let $Y_T = [y_1, y_2, \dots, y_T]'$ and the log-likelihood function is as follows without a constant term:

$$\ell = -\frac{1}{2}(\log |\Sigma| + Y_T' \Sigma^{-1} Y_T)$$

where $\Sigma = [\gamma_{i-j}]$ for $i, j = 1, 2, \dots, T$.

The conditional sum of squares function does not require the normality assumption. The initial observations y_0, y_{-1}, \dots and $\epsilon_0, \epsilon_{-1}, \dots$ are set to zero.

Let y_t be an ARFIMA(p, d, q) process represented as

$$\phi(B)(1 - B)^d y_t = \theta(B)\epsilon_t$$

Then the conditional sum of squares function is

$$\ell = -\frac{T}{2} \log \left(\frac{1}{T} \sum_{t=1}^T \epsilon_t^2 \right)$$

FARMASIM Call

CALL FARMASIM(series, d <, phi> <, theta> <, mu> <, sigma> <, n> <, p> <, q> <, initial> <, seed>);

The FARMASIM subroutine generates an ARFIMA(p, d, q) process. The input arguments to the FARMASIM subroutine are as follows:

d specifies a fractional differencing order. This argument is required; the value of d should be in the open interval $(-1, 1)$ excluding zero.

phi specifies an m_p -dimensional vector that contains the autoregressive coefficients, where m_p is the number of the elements in the subset of the AR order. The default is zero.

theta specifies an m_q -dimensional vector that contains the moving average coefficients, where m_q is the number of the elements in the subset of the MA order. The default is zero.

mu specifies a mean value. The default is zero.

sigma specifies a variance of the innovation series. The default is one.

n specifies the length of the series. The value of n should be greater than or equal to the AR order. The default is $n = 100$ is used.

p specifies the subset of the AR order. See the FARMACOV subroutine for additional details.

q specifies the subset of the MA order. See the FARMACOV subroutine for additional details.

initial specifies the initial values of random variables. The initial value is used for the nonstationary process. If *initial* = a_0 , then y_{-p+1}, \dots, y_0 take the same value a_0 . If the *initial* option is not specified, the initial values are set to zero.

seed is a scalar that contains the random number seed. At the first execution of the subroutine, the seed variable is used as follows:

If *seed* > 0, the input seed is used for generating the series.

If *seed* = 0, the system clock is used to generate the seed.

If *seed* < 0, the value $(-1) \times (\text{seed})$ is used for generating the series.

If the seed is not supplied, the system clock is used to generate the seed.

On subsequent calls of the subroutine in the DO-loop-like environment, the seed variable is used as follows: If *seed* > 0, the seed remains unchanged. In other cases, after each execution of the subroutine, the current seed is updated internally.

The FARMASIM subroutine returns the following value:

series is an n vector that contains the generated ARFIMA(p, d, q) process.

As an example, consider the following ARFIMA(1, 0.3, 1) process:

$$(1 - 0.5B)(1 - B)^{0.3}(y_t - 10) = (1 + 0.1B)\epsilon_t$$

In this process, $\epsilon_t \sim NID(0, 1.2)$. The following statements generate this process:

```
d = 0.3;
phi = 0.5;
theta = -0.1;
mu    = 10;
sigma = 1.2;
call farmasim(yt, d, phi, theta, mu, sigma, 10) seed=1234;
print yt;
```

Figure 26.133 Data Simulated from a ARFIMA Process

yt
12.17358
13.954495
15.817231
15.94882
12.25926
13.641022
13.399623
11.930759
10.049435
9.1445036

The FARMASIM subroutine generates a time series of length n from an ARFIMA(p, d, q) model. If the process is stationary and invertible, the initial values y_{-p+1}, \dots, y_0 are produced by using covariance matrices obtained from FARMACOV. If the process is nonstationary, the time series is recursively generated by using the user-defined initial value or the zero initial value.

To generate an ARFIMA(p, d, q) process with $d \in [0.5, 1]$, x_t is first generated for $d' \in (-0.5, 0)$, where $d' = d - 1$ and then y_t is generated by $y_t = y_{t-1} + x_t$.

To generate an ARFIMA(p, d, q) process with $d \in (-1, -0.5]$, a two-step approximation based on a truncation of the expansion $(1 - B)^d$ is used; the first step is to generate an ARFIMA(0, d , 0) process $x_t = (1 - B)^{-d}\epsilon_t$, with truncated moving average weights; the second step is to generate $y_t = \phi(B)^{-1}\theta(B)x_t$.

FDIF Call

CALL FDIF(*out*, *series*, *d*);

The FDIF subroutine computes a fractionally differenced process. The input arguments to the FDIF subroutine are as follows:

- series* specifies a time series with n length.
- d* specifies a fractional differencing order. This argument is required; the value of *d* should be in the open interval $(-1, 1)$ excluding zero.

The FDIF subroutine returns the following value:

- out* is an n vector that contains the fractionally differenced process.

As an example, consider an ARFIMA(1, 0.3, 1) process

$$(1 - 0.5B)(1 - B)^{0.3}y_t = (1 + 0.1B)\epsilon_t$$

Let $z_t = (1 - B)^{0.3}y_t$; that is, z_t follows an ARMA(1,1). The following statements compute the filtered series z_t :

```
d = 0.3;
phi = 0.5;
theta = -0.1;
call farmasim(yt, d, phi, theta) n=10 seed=1234;
call fdif(zt, yt, d);
print zt;
```

Figure 26.134 A Fractionally Differenced Process

zt
3.0146839
4.0190575
3.3402864
-0.41881
1.6149336
1.1998534
-0.137789
-1.475051
<u>-1.670366</u>

FFT Function

FFT(*x*);

The FFT function computes the finite Fourier transform. The argument *x* is a $1 \times n$ or $n \times 1$ numeric vector. The FFT function returns the cosine and sine coefficients for the expansion of a vector into a sum of cosine and sine functions. This is an $np \times 2$ matrix, where

$$np = \text{floor}\left(\frac{n}{2} + 1\right)$$

The elements of the first column of the returned matrix are the cosine coefficients; that is, the *i*th element of

the first column is

$$\sum_{j=1}^n x_j \cos\left(\frac{2\pi}{n}(i-1)(j-1)\right)$$

for $i = 1, \dots, np$, where the elements of x are denoted as x_j . The elements of the second column of the returned matrix are the sine coefficients; that is, the i th element of the second column is

$$\sum_{j=1}^n x_j \sin\left(\frac{2\pi}{n}(i-1)(j-1)\right)$$

for $i = 1, \dots, np$.

NOTE: For most efficient use of the FFT function, n should be a power of 2. If n is a power of 2, a fast Fourier transform is used (Singleton 1969); otherwise, a Chirp-Z algorithm is used (Monro and Branch 1977).

The FFT function can be used to compute the periodogram of a time series. In conjunction with the inverse finite Fourier transform routine **IFFT**, the FFT function can be used to efficiently compute convolutions of large vectors (Gentleman and Sande 1966; Nussbaumer 1982).

As an example, suppose you measure a signal at constant time intervals. You believe the signal consists of a small number of Fourier components (that is, sines and cosines) corrupted by noise. The following examples uses the FFT function to transform the signal into the frequency domain. The example then prints the frequencies with the largest amplitudes in the signal. According to this analysis, the signal is primarily composed of a constant signal, a signal with frequency 4 (for example, $A \cos(4t) + B \sin(4t)$), a signal with frequency 1, and a signal with frequency 3. The amplitudes of the remaining Fourier components, are all substantially smaller.

```

Signal = {
  1.96  1.45  0.86  0.46  0.39  0.54 -1.65  0.60  0.43  0.20
 -1.15  1.10  0.42  3.22  2.02  3.41  3.46  3.51  4.33  4.38
  3.92  4.35  2.60  3.95  4.72  4.84  1.62  0.97  0.96  1.10
  2.53  1.09  2.84  2.51  2.38  2.40  2.76  3.42  3.78  4.08
  3.84  5.62  4.33  6.66  5.27  3.14  3.82  5.74  3.45  1.07
  0.31  2.07  0.49 -1.85  0.61  0.35 -0.89 -0.92  0.33  2.31
  1.13  2.28  3.73  3.78  2.63  4.15  5.27  3.62  5.99  3.79
  4.00  3.18  3.03  3.52  2.08  1.70 -1.50 -1.35 -0.34 -1.52
 -2.37 -2.84 -1.68 -2.22 -2.49 -3.28 -2.12 -0.81  0.84  1.91
  2.10  2.24  1.24  3.24  2.89  3.14  4.21  2.65  4.67  3.87
};

z = fft(Signal);
Amplitude = z[,1]##2 + z[,2]##2;

/* find index into Amplitude so that idx[1] is the largest
   value, idx[2] is the second largest value, etc. */
call sortndx(idx,Amplitude,1,1);

/* print the 10 most dominant frequencies */
Amplitude = Amplitude[idx[1:10],];
print (idx[1:10]-1)[label="Freqs"] Amplitude[format=10.2];

```

Figure 26.135 Frequencies and Amplitudes of a Signal

Freqs	Amplitude
0	38757.80
4	13678.28
1	4077.99
3	2726.76
26	324.23
44	269.48
12	224.09
20	217.35
11	202.30
23	201.05

Based on these results, you might choose to filter the signal to keep only the most dominant Fourier components. One way to accomplish this is to eliminate any frequencies with small amplitudes. When the truncated frequencies are transformed back by using **IFFT**, you obtain a filtered version of the original signal. The following statements perform these tasks:

```
/* based on amplitudes, keep only first few dominant frequencies */
NumFreqs = 4;
FreqsToDrop = idx[ (NumFreqs+1) : nrow(idx) ];
z[FreqsToDrop,] = 0;

FilteredSignal = ifft(z) / nrow(Signal);
```

FILE Statement

FILE *filename* <**RECFM=N**> <**LRECL=operand**> ;

The FILE statement opens an external file for output.

The arguments to the FILE statement are as follows:

- | | |
|----------------------|---|
| <i>filename</i> | is a name (for defined filenames), a quoted literal, or an expression in parentheses (for pathnames). |
| RECFM=N | specifies that the file be written as a pure binary file without record-separator characters. |
| LRECL=operand | specifies the record length of the output file. The default record length is 512. |

You can use the FILE statement to open a file for output, or if the file is already open, to make it the current output file so that subsequent **PUT statements** write to it. The FILE statement is similar in syntax and operation to the **INFILE statement**. The FILE statement is described in detail in Chapter 8.

The *filename* argument is either a predefined filename or a quoted string or character expression in parentheses referring to the pathname. You can refer to an input or output file two ways: by a pathname or by a filename. The pathname is the name as known to the operating system. The filename is a SAS reference to the file established directly through a connection made with the FILENAME statement. You can specify a file in either way in the FILE and INFILE statements. To specify a filename as the operand, just give the name. The

name must be one already connected to a pathname by a previously issued FILENAME statement. However, two special filenames are recognized by the SAS/IML language: LOG and PRINT. These refer to the standard output streams for all SAS sessions. To specify a pathname, enclose it in quotes or specify an expression in parentheses that yields the pathname.

When the pathname is specified, the operand is limited to 64 characters.

Note that RECFM=U is equivalent to RECFM=N. If an output file is subsequently read by a SAS DATA step, RECFM=N must be specified in the DATA step to guarantee that the file is read properly.

Following are several valid uses of FILE statement:

```
file "student.dat";          /* by literal pathname */

filename out "student.dat"; /* specify filename OUT */
file out;                   /* refer to by filename */

file print;                 /* standard print output */
file log;                   /* output to log */

file "student.dat" recfm=n; /* for a binary file */
```

FIND Statement

FIND <range> <WHERE(expression)> INTO matrix-name ;

The FIND statement finds the observation numbers in *range* that satisfy the conditions of the WHERE clause. The FIND statement places these observation numbers in the numeric matrix whose name follows the INTO keyword.

The arguments to the FIND statement are as follows:

<i>range</i>	specifies a range of observations. You can specify a range of observations by using the ALL, CURRENT, NEXT, AFTER, and POINT keywords, as described in the section “Process a Range of Observations” on page 102.
<i>expression</i>	specifies a criterion by which certain observations are selected. The optional WHERE clause conditionally selects observations that are contained within the <i>range</i> specification. For details about the WHERE clause, see the section “Process Data by Using the WHERE Clause” on page 104.
<i>matrix-name</i>	names a matrix to contain the observation numbers.

The following statements are valid examples of the FIND statement:

```
use Sashelp.Class;
find all where(name=: "J") into p;
find point (10:18) where(age>14) into p2;
print p, p2;
close Sashelp.Class;
```

The column vectors **p** and **p2** contain the observation numbers that satisfy the WHERE clause in the given range, as shown in [Figure 26.136](#). The default range is all observations.

Figure 26.136 Finding Observations

p
6
7
8
9
10
11
12

p2
14
15
17

FINISH Statement

FINISH <module-name>;

The FINISH statement signals the end of a module and the end of module definition mode. Optionally, the FINISH statement can take the module name as its argument. See the description of the START statement and consult [Chapter 6](#) for further information about defining modules.

Some examples follow:

```
start myAdd(a,b);
    return (a+b);
finish;

start mySubtract(a,b);
    return (a-b);
finish mySubtract;

r = myAdd(5, 3);
s = mySubtract(5, 3);
print r s;
```

Figure 26.137 Results of Calling Modules

r s
8 2

FORCE Statement

The FORCE statement is an alias for the SAVE statement.

FORWARD Function

FORWARD(*times*, *spot_rates*);

The FORWARD function computes a column vector of (per-period) forward rates, given vectors of spot rates and times. The arguments to the function are as follows:

- times* is an $n \times 1$ column vector of times in consistent units. Elements should be nonnegative.
spot_rates is an $n \times 1$ column vector of corresponding (per-period) spot rates. Elements should be positive.

The FORWARD function transforms the given spot rates as

$$f_1 = s_1$$

$$f_i = \left(\frac{(1 + s_i)^{t_i}}{(1 + s_{t_{i-1}})^{t_{i-1}}} \right)^{\frac{1}{t_i - t_{i-1}}} - 1; \quad i = 2, \dots, n$$

For example, the following statements compute forward rates:

```
time = T(do(1, 5, 1));
spot = T(do(0.05, 0.09, 0.01));
forward = forward(time, spot);
print forward;
```

Figure 26.138 Forward Rates

<u>forward</u>
0.05
0.0700952
0.0902839
0.1105642
0.1309345

FREE Statement

FREE *matrices* ;

FREE /<*keep-matrices*> ;

The FREE statement releases memory associated with matrices. The matrices specified in the FREE statement lose their values; the memory becomes available for other uses. After the FREE statement executes, the matrix is empty. The NROW function and the NCOL function return 0. However, any printing attributes (assigned by the MATTRIB statement) are not released.

The FREE statement is used mostly in large applications or under tight memory constraints to make room for more data (matrices) in the workspace.

For example, the following statement frees the matrices **a**, **b**, and **c**:

```
free a b c;
```

If you want to free all matrices, specify a slash (/) after the keyword FREE. If you want to free all matrices except a few, then list the ones you do not want to free after the slash. For example, the following statement frees all matrices except **d** and **e**:

```
free / d e;
```

For more information, see the discussion of workspace storage in [Chapter 25](#).

FROOT Function

```
FROOT("fun", bounds <, opt>);
```

The FROOT function finds zeros of the univariate function “*fun*” by using Brent’s numerical root-finding method (Brent 1973; Moler 2004). Brent’s method uses a combination of bisection, linear interpolation, and quadratic interpolation to converge to a root when given an interval in which the function changes signs.

The arguments are as follows:

“ <i>fun</i> ”	is the name of a SAS/IML function module. The module defines the function whose roots you want to compute. The module takes one argument and returns a scalar value. You can use a GLOBAL statement to pass parameters to “ <i>fun</i> ”.
<i>bounds</i>	is an $n \times 2$ matrix. Each row of <i>bounds</i> specifies an interval in which the function changes sign. This implies that there is a root inside the interval. The return value of FROOT is an $n \times 1$ vector, where the <i>i</i> th element contains the root in the interval <i>bounds</i> [<i>i</i> ,].
<i>opt</i>	is an optional vector that contains three elements. Each element specifies a parameter that controls the convergence of Brent’s algorithm. A missing value specifies that the algorithm should use the default parameter value. The parameters are as follows:
<i>opt[1]</i>	specifies the maximum number of iterations used to search for a root. The default value is 100.
<i>opt[2]</i>	specifies a tolerance that determines how close the computed root is to the true root. The default value is machine epsilon, which on many computers is approximately 2.2×10^{-16} .
<i>opt[3]</i>	specifies a tolerance that determines how close the function at the computed root is to zero. The default value is machine epsilon.

Brent’s algorithm starts with an interval in which the function changes signs. At each step, the algorithm computes a smaller interval in which the function also changes signs. (If each interval is half the size of the previous, this is the bisection method.) The algorithm stops when one of the following conditions is met:

- The algorithm has performed *opt[1]* iterations.
- The bounding interval $[a, b]$ is sufficiently small. If ϵ is the value of *opt[2]*, then the algorithm stops when $\|b - a\| \leq 4\epsilon \max(\|b\|, 1)$.

- The function that is evaluated on the interval is sufficiently small. If δ is the value of `opt[3]`, then the algorithm stops when $\|f(b)\| \leq \delta$.

The following program defines a cubic function that has three roots. The roots are contained in the intervals $[-2, 0]$, $[0, 1]$, and $[1, 2]$, as shown by computing the function at the endpoints of these intervals and noticing that the function changes signs on each interval.

```
start Func(x);
  return( 2 - 3#x - 1#x##2 + x##3 );
finish;

bounds = {-2 0,
           0 1,
           1 2 };
fBounds = Func(bounds[,1]) || Func(bounds[,2]);
print bounds fBounds;
roots = froot( "Func", bounds );
print roots;
```

Figure 26.139 Bounding Intervals and Roots

bounds	fBounds
-2 0	-4 2
0 1	2 -1
1 2	-1 0

roots
-1.618034
0.618034
2

The FROOT function returns a missing value if the search fails to return a root. Usually this indicates that the function does not change signs at the endpoints of the specified interval. For example, the following statement returns a missing value:

```
r = froot("Func", {3 4});
```

FULL Function

FULL(*x* <, *nrow* > <, *ncol* >);

The FULL function converts a matrix stored in a sparse format into a matrix stored in a dense format. See the **SPARSE** function for a description of how sparse matrices are stored.

The arguments are as follows:

- | | |
|-------------|--|
| <i>x</i> | specifies a $k \times 3$ numerical matrix that contains a sparse representation of an $n \times p$ matrix. |
| <i>nrow</i> | specifies the number of rows in the dense matrix. If this argument is not specified, then the number of rows is determined by the maximum value of the second column of <i>x</i> . |

ncol

specifies the number of columns in the dense matrix. If this argument is not specified, then the number of columns is determined by the maximum value of the third column of *x*.

The matrix returned by the FULL function is an $n \times p$ matrix with k nonzero values determined by the *x* matrix, as shown in the following example:

```
s = {3 1 1,
      1.1 2 1,
      4 2 2,
      1 3 2,
      10 3 3,
      3.2 4 2,
      3 4 4 };
x = full(s);
print x;
```

Figure 26.140 Matrix Converted from Sparse to Dense Storage

<hr/> x <hr/>
3 0 0 0
1.1 4 0 0
0 1 10 0
0 3.2 0 3

In the previous example, the *s* matrix specifies a lower triangular matrix. However, the *s* matrix might represent a symmetric matrix rather than a lower triangular matrix, but only the lower triangular entries were stored. (For example, the *s* matrix might have been created by the SPARSE function by using the “SYM” option; see the [SPARSE function documentation](#).) If that is the case, you can use the following statement to recover the symmetric matrix representation of *s*:

```
xSym = (x+x`)- diag(x);
print xSym;
```

Figure 26.141 Symmetric Matrix Converted from Sparse Symmetric Storage

<hr/> xSym <hr/>
3 1.1 0 0
1.1 4 1 3.2
0 1 10 0
0 3.2 0 3

By default, the size of the matrix returned by the FULL function is determined by the maximum row and column entry in the first argument. You can override this behavior by specifying values for the number of rows and columns returned by the FULL function, as shown in the following statements:

```
z = full(s, 5, 6);
print z;
```

Figure 26.142 Matrix with Zeros in Last Row or Column

z						
3	0	0	0	0	0	0
1.1	4	0	0	0	0	0
0	1	10	0	0	0	0
0	3.2	0	3	0	0	0
0	0	0	0	0	0	0

GAEND Call

CALL GAEND(*id*);

The GAEND subroutine ends a genetic algorithm optimization and frees memory resources. The arguments to the GAEND call are as follows:

id is the identifier for the genetic algorithm optimization problem, which was returned by the [GASETUP function](#).

The GAEND call ends the genetic algorithm calculations associated with *id* and frees up all associated memory.

See the [GASETUP function](#) for an example.

GAGETMEM Call

CALL GAGETMEM(*members*, *values*, *id*<, *index*>);

The GAGETMEM subroutine gets members of the current solution population for a genetic algorithm optimization.

The GAGETMEM call returns the following values as output arguments:

members names a matrix that contains the members of the current solution population specified by the *index* parameter.

values names a matrix that contains objective function values, with a value at each row that corresponds to the solution in *members*.

The input arguments to the GAGETMEM call are as follows:

id is the identifier for the genetic algorithm optimization problem, which was returned by the [GASETUP function](#).

index is a matrix of indices of the requested solution population members. If *index* is not specified, the entire population is returned.

The GAGETMEM call is used to retrieve members of the solution population and their objective function values. If the *elite* parameter of the **GASETSEL** call is nonzero, then the first *elite* members of the population have the most optimal objective function values of the population, and those *elite* members are sorted in ascending order of objective function value for a minimization problem and in descending order for a maximization problem.

If a single member is requested, it is returned in *members*. If more than one member is requested in a GAGETMEM call, each row of *members* has one solution, shaped into a row vector. If solutions are not of fixed length, then the number of columns of *members* equals the number of elements of the largest solution and rows that represent solutions with fewer elements have the extra elements filled in with missing values.

See the **GASETUP** function for an example.

GAGETVAL Call

CALL GAGETVAL(*values*, *id*<, *index*>);

The GAGETVAL subroutine gets objective function values for members of the population in a genetic algorithm optimization. The GAGETVAL call returns the following output argument:

values names a matrix that contains objective function values for solutions in the current population that are specified by *index*. If *index* is not present, then values for all solutions in the population are returned. Each row in *values* corresponds to one solution.

The input arguments to the GAGETVAL call are as follows:

id is the identifier for the genetic algorithm optimization problem, which was returned by the **GASETUP** function.

index is a matrix of indices of the requested objective function values. If *index* is not specified, then all objective function values are returned.

The GAGETVAL call is used to retrieve objective function values of the current solution population. If the *elite* parameter of the **GASETSEL** call is nonzero, then the first *elite* members of the population have the most optimal objective function values of the population, and those *elite* members are sorted in ascending order of objective function value for a minimization problem or in descending order for a maximization problem.

See the **GASETUP** function for an example.

GAINIT Call

CALL GAINIT(*id*, *popsize*<, *bounds*><, *modname*>);

The GAINIT subroutine creates and initializes a solution population for a genetic algorithm optimization. The input arguments to the GAINIT call are as follows:

<i>id</i>	is the identifier for the genetic algorithm optimization problem, which was returned by the GASETUP function .
<i>popsize</i>	is the number of solution matrices to create and initialize.
<i>bounds</i>	is an optional parameter matrix that specifies the lower and upper bounds for each element of a solution matrix. It is used only for integer and real fixed-length vector problem encoding.
<i>modname</i>	is the name of a user-written module to be called from GAINIT when it generates the initial members of the solution population.

The GAINIT call creates the members and computes the objective values for an initial solution population for a genetic algorithm optimization. If the problem encoding is specified as a sequence in the corresponding [GASETUP function](#) call and no *modname* parameter is specified, then GAINIT creates an initial population of vectors of randomly ordered integer values ranging from 1 to the *size* parameter of the [GASETUP function](#) call. Otherwise, you control how the population is created and initialized with the *bounds* and *modname* parameters.

If real or integer fixed-length vector encoding is specified in the corresponding [GASETUP function](#) call, then the *bounds* parameter can be supplied as a $2 \times n$ matrix, where the dimension *n* equals the *size* parameter of the [GASETUP function](#) call: the first row specifies the lower bounds of the corresponding vector elements and the second row specifies the upper bounds. The solutions that result from all crossover and mutation operators are checked to ensure they are within the upper and lower bounds, and any solution components that violate the bounds are reset to the bound. However, if user-written modules are provided for these operators, the modules are expected to do the bounds checking internally. If no *modname* parameter is specified, the initial population is generated by random variation of the solution components between the lower and upper bounds.

For all problem encodings, if the *modname* parameter is specified, it is expected to be the name of a user-written subroutine module with one parameter. The module should generate and return an individual solution in that parameter. The GAINIT call invokes that module *popsize* times, once for each member of the initial solution population. The *modname* parameter is required if the *encoding* parameter of the corresponding [GASETUP function](#) call was 0 or if the *bounds* parameter is not specified for real or integer fixed-length vector encoding.

See the [GASETUP function](#) for an example.

GAREEVAL Call

CALL GAREEVAL(*id*);

The GAREEVAL subroutine reevaluates the objective function values for a solution population of a genetic algorithm optimization. The input arguments to the GAREEVAL call are as follows:

<i>id</i>	is the identifier for the genetic algorithm optimization problem, which was returned by the GASETUP function .
-----------	--

The GAREEVAL call computes the objective values for a solution population of a genetic algorithm optimization. Since the [GAINIT call](#) and the [GAREGEN call](#) also evaluate the objective function values, it is usually not necessary to call GAREEVAL. It is provided to handle the situation of a user modifying an objective function independently—for example, adjusting a global variable to relax or tighten a penalty constraint. In such a case, GAREEVAL should be called before the next [GAREGEN call](#).

GAREGEN Call

CALL GAREGEN(*id*);

The GAREGEN subroutine replaces the current solution population by applying selection, crossover, and mutation for a genetic algorithm optimization problem. The input arguments to the GAREGEN call are as follows:

- id* is the identifier for the genetic algorithm optimization problem, which was returned by the [GASETUP function](#).

The GAREGEN call applies the genetic algorithm to create a new solution population from the current population. As the first step, if the *elite* parameter of the corresponding [GASETSEL call](#) is nonzero, the best *elite* members of the current population are copied into the new population, sorted by objective value with the best objective value first. If a crossover operator has been specified in a corresponding [GASETCRO call](#) or a default crossover operator is in effect, the remaining members of the population are determined by selecting members of the current population, applying the crossover operator to generate offspring, and mutating the offspring according to the mutation probability and mutation operator. Either the mutation probability and operator are specified in the corresponding [GASETMUT call](#) or, if no such call is made, a default value of 0.05 is assigned to the mutation probability and a default mutation operator is assigned based on the problem encoding (see the [GASETMUT call](#)). The offspring are then transferred to the new population. If the no-crossover option is specified in the [GASETCRO call](#), then only mutation is applied to the non-elite members of the current population to form the new population. After the new population is formed, it becomes the current solution population, and the objective function specified in the [GASETOBJ call](#) is evaluated for each member.

See the [GASETUP function](#) for an example.

GASETCRO Call

CALL GASETCRO(*id*, *crossprob*, *type* <, *parm* >);

The GASETCRO subroutine sets the crossover operator for a genetic algorithm optimization. The input arguments to the GASETCRO call are as follows:

- id* is the identifier for the genetic algorithm optimization problem, which was returned by the [GASETUP function](#).
- crossprob* is the crossover probability, which has a range from zero to one. It specifies the probability that selected members of the current generation undergo crossover to produce new offspring for the next generation.
- type* specifies the kind of crossover operator to be used. *type* is used in conjunction with *parm* to specify either a user-written module for the crossover operator or one of several other operators, as explained in the following list.
- parm* is a matrix whose interpretation depends on the value of *type*, as described in the following list.

The following list specifies the valid values of the *type* parameter and the corresponding crossover operators:

- 1 specifies that no crossover operator be applied and the new population be generated by applying the mutation operator to the old population, according to the mutation probability.
- 0 specifies that a user-written module, whose name is passed in the *parm* parameter, be used as the crossover operator. This module should be a subroutine with four parameters. The module should return the new offspring solutions in the first two parameters based on the input parent solutions, which are selected by the genetic algorithm and passed into the module in the last two parameters. The module is called once for each crossover operation within the **GAREGEN** call to create a new generation of solutions.
- 1 specifies the simple operator, defined for fixed-length integer and real vector encoding. To apply this operator, a position k within the vector of length n is chosen at random, such that $1 \leq k < n$. Then for parents **p1** and **p2** the offspring are as follows:

```
c1= p1[1,1:k] || p2[1,k+1:n];
c2= p2[1,1:k] || p1[1,k+1:n];
```

For real fixed-length vector encoding, you can specify an additional parameter, a , with the *parm* parameter, where a is a scalar and $0 < a \leq 1$. It modifies the offspring as follows:

```
x2 = a * p2 + (1-a) * p1;
c1 = p1[1,1:k] || x2[1,k+1:n];

x1 = a * p1 + (1-a) * p2
c2 = p2[1,1:k] || x1[1,k+1:n];
```

Note that for $a = 1$, which is the default value, **x2** and **x1** are the same as **p2** and **p1**. Small values of a reduce the difference between the offspring and parents. For integer encoding, the *parm* parameter is ignored and a is always 1.

- 2 specifies the two-point operator, defined for fixed-length integer and real vector encoding with length $n \geq 3$. To apply this operator, two positions k_1 and k_2 within the vector are chosen at random, such that $1 \leq k_1 < k_2 < n$. Element values between those positions are swapped between parents. For parents **p1** and **p2** the offspring are as follows:

```
c1 = p1[1,1:k1] || p2[1,k1+1:k2] || p1[1,k2+1:n];
c2 = p2[1,1:k1] || p1[1,k1+1:k2] || p2[1,k2+1:n];
```

For real vector encoding, you can specify an additional parameter, a , in the *parm* field, where $0 < a \leq 1$. It modifies the offspring as follows:

```
x2 = a * p2 + (1-a) * p1;
c1 = p1[1,1:k1] || x2[1,k1+1:k2] || p1[1,k2+1:n];

x1 = a * p1 + (1-a) * p2;
c2 = p2[1,1:k1] || x1[1,k1+1:k2] || p2[1,k2+1:n];
```

Note that for $a = 1$, which is the default value, **x2** and **x1** are the same as **p2** and **p1**. Small values of a reduce the difference between the offspring and parents. For integer encoding, the *parm* parameter is ignored if present and a is always 1.

- 3 specifies the arithmetic operator, defined for real and integer fixed-length vector encoding. This operator computes offspring of parents **p1** and **p2** as follows:

```
c1 = a * p1 + (1-a) * p2;
c2 = a * p2 + (1-a) * p1;
```

where a is a random number between 0 and 1. For integer encoding, each component is rounded off to the nearest integer. An advantage of this operator is that it always produces feasible offspring for a convex solution space. A disadvantage is that it tends to produce offspring toward the interior of the search region, so that it can be less effective if the optimum lies on or near the search region boundary.

- 4 specifies the heuristic operator, defined for real fixed-length vector encoding. This operator computes the first offspring from the two parents **p1** and **p2** as follows:

```
c1 = a * (p2 - p1) + p2;
```

where **p2** is the parent with the better objective value and a is a random number between 0 and 1. The second offspring is computed as in the arithmetic operator, as follows:

```
c2 = (1 - a) * p1 + a * p2;
```

This operator is unusual in that it uses the objective value. It has the advantage of directing the search in a promising direction and automatically fine-tuning the search in an area where solutions are clustered. If upper and lower bound constraints are specified in the **GAINIT call**, the offspring are checked against the bounds and any component outside its bound is set equal to that bound.

- 5 specifies the partial match operator, defined for sequence encoding. This operator produces offspring by transferring a subsequence from one parent and filling the remaining positions in a way consistent with the position and ordering in the other parent. Start with two parents and randomly chosen cut-points as follows:

```
p1 = {1 2|3 4 5 6|7 8 9};
p2 = {8 7|9 3 4 1|2 5 6};
```

The first step is to cross the selected segments; a missing value (.) indicates a position that is not determined:

```
c1 = {. . 9 3 4 1 . . .};
c2 = {. . 3 4 5 6 . . .};
```

Next, define a mapping according to the two selected segments, as follows:

$9 \leftrightarrow 3, 3 \leftrightarrow 4, 4 \leftrightarrow 5, 1 \leftrightarrow 6$

Next, fill in the positions where there is no conflict from the corresponding parent:

```
c1 = {. 2 9 3 4 1 7 8 .};
c2 = {8 7 3 4 5 6 2 . .};
```

Last, fill in the remaining positions from the subsequence mapping. In this case, for the first child $1 \rightarrow 6$ and $9 \rightarrow 3$, and for the second child $5 \rightarrow 4$, $3 \rightarrow 9$, and $6 \rightarrow 1$:

```
c1 = {6 2 9 3 4 1 7 8 5};
c2 = {8 7 3 4 5 6 2 9 1};
```

This operator tends to maintain similarity of both the absolute position and relative ordering of the sequence elements, and is useful for a wide range of sequencing problems.

- 6 specifies the order operator, defined for sequence encoding. This operator produces offspring by transferring a subsequence of random length and position from one parent and filling the remaining positions according to the order from the other parent. For parents **p1** and **p2**, first choose a subsequence, as follows:

```
p1 = {1 2|3 4 5 6|7 8 9};
p2 = {8 7|9 3 4 1|2 5 6};
c1 = {. . 3 4 5 6 . . .};
c2 = {. . 9 3 4 1 . . .};
```

Starting at the second cut-point, the elements of **p2** are in the following order (cycling back to the beginning):

2 5 6 8 7 9 3 4 1

After removing 3, 4, 5, and 6, which have already been placed in **c1**, you have the following:

2 8 7 9 1

Placing these back in order, starting at the second cut-point, yields the following:

```
c1 = {9 1 3 4 5 6 2 8 7};
```

Applying this logic to **c2** yields the following:

```
c2 = {5 6 9 3 4 1 7 8 2};
```

This operator maintains the similarity of the relative order (also called the adjacency) of the sequence elements of the parents. It is especially effective for circular path-oriented optimizations, such as the traveling salesman problem.

- 7 specifies the cycle operator, defined for sequence encoding. This operator produces offspring such that the position of each element value in the offspring comes from one of the parents. For example, consider the following parents **p1** and **p2**:

```
p1 = {1 2 3 4 5 6 7 8 9};
p2 = {8 7 9 3 4 1 2 5 6};
```

For the first child, pick the first element from the first parent, as follows:

```
c1 = {1 . . . . . . . .};
```

To maintain the condition that the position of each element value must come from one of the parents, the position of the ‘8’ value must come from **p1**, because the ‘8’ position in **p2** is already taken by the ‘1’ in **c1**:

```
c1 = {1 . . . . . 8 .};
```

Now the position of ‘5’ must come from **p1** and so on until the process returns to the first position:

```
c1 = {1 . 3 4 5 6 . 8 9};
```

At this point, choose the remaining element positions from **p2**:

```
c1 = {1 7 3 4 5 6 2 8 9};
```

For the second child, starting with the first element from the second parent, similar logic produces the following:

```
c2 = {8 2 9 3 4 1 7 5 6};
```

This operator is most useful when the absolute position of the elements is of most importance to the objective value.

A GASETCRO call is required when 0 is specified for the *encoding* parameter in the **GASETUP** function. But for fixed-length vector and sequence encoding, a default crossover operator is used in the **GAREGEN call** when no GASETCRO call is made. For sequence encoding, the default is the partial match operator, unless the traveling salesman option was specified in the **GASETOBJ call**, in which case the order operator is the default. For integer fixed-length vector encoding, the default is the simple operator. For real fixed-length vector encoding, the default is the heuristic operator.

See the **GASETUP** function for an example.

GASETMUT Call

CALL GASETMUT(*id*, *mutprob* <, *type*> <, *parm*>);

The GASETMUT subroutine sets the mutation operator for a genetic algorithm optimization. The input arguments to the GASETMUT call are as follows:

- id* is the identifier for the genetic algorithm optimization problem, which was returned by the **GASETUP** function.
- mutprob* is the probability for a given solution to undergo mutation, a number between 0 and 1.
- type* specifies the kind of mutation operator to be used. *type* is used in conjunction with *parm* to specify either a user-written module for the mutation operator or one of several other operators, as explained in the following list.

parm is a matrix whose interpretation depends on the value of *type*, as described in the following list.

The GASETMUT call enables you to specify the frequency of mutation and the mutation operator to be used in the genetic algorithm optimization problem. If the *type* parameter is not specified, then the GASETMUT call only alters the mutation probability, without resetting the mutation operator, and any operator set by a previous GASETMUT call remains in effect. You can specify the following mutation operators with the *type* parameter:

- 0 specifies that a user-written module, whose name is passed in the *parm* parameter, be used as the mutation operator. This module should be a subroutine with one parameter, which receives the solution to be mutated. The module is called once for each mutation operation and is expected to modify the input solution according to the desired mutation operation. Any checking of bounds specified in the **GAINIT call** should be done inside the module; in this case they are not checked by the SAS/IML language.
- 1 specifies the uniform mutation operator, defined for fixed-length real or integer encoding, with upper and lower bounds specified in the **GAINIT call**. The *parm* parameter is not used with this option. To apply this operator, a position *k* is randomly chosen within the solution vector *v* and *v*[*k*] is modified to a random value between the upper and lower bounds for element *k*. This operator can prove especially useful in early stages of the optimization, since it tends to distribute solutions widely across the search space and avoid premature convergence to a local optimum. However, in later stages of an optimization with real vector encoding when the search needs to be fine-tuned to home in on an optimum, the uniform operator can hinder the optimization.
- 2 specifies the delta mutation operator, defined for integer and real fixed-length vector encoding. This operator first chooses an element of the solution at random, and then perturbs that element by a fixed amount, *delta*, which is set with the *parm* parameter. *delta* has the same dimension as the solution vectors, and each element *delta*[*k*] is set to *parm*[*k*], unless *parm* is a scalar, in which case all elements are set equal to *parm*. For integer encoding, all *delta*[*k*] are truncated to integers if they are not integers in *parm*. To apply the mutation, a randomly chosen element *k* of the solution vector *v* is modified such that one of the following statements is true:

```
v[k] = v[k] + delta[k]; /* with probability 0.5 */
      or
v[k] = v[k] - delta[k];
```

If bounds are specified for the problem in the **GAINIT call**, then *v*[*k*] is adjusted as necessary to fit within the bounds. This operator enables you to control the scope of the search with the *parm* matrix. One possible strategy is to start with a larger *delta* value and then reduce it with subsequent GASETMUT calls as the search progresses and begins to converge to an optimum. This operator is also useful if the optimum is known to be on or near a boundary, in which case *delta* can be set large enough to always perturb the solution element to a boundary.

- 3 specifies the swap operator, which is defined for sequence problem encoding. This operator picks two random locations in the solution vector and swaps their values. It is the default mutation operator for sequence encoding, except for when the traveling salesman option is specified in the **GASETOBJ call**. You can also specify that multiple swaps be made for each mutation with the *parm* parameter. The number of swaps defaults to 1 if *parm* is not specified, and is equal to *parm* otherwise.

- 4 specifies the invert operator, defined for sequence encoding. This operator picks two locations at random and then reverses the order of elements between them. This operator is most often applied to the traveling salesman problem. The *parm* parameter is not used with this operator.

Mutation is generally useful in the application of the genetic algorithm to ensure that a diverse population of solutions is sampled to avoid premature convergence to a local optimum. More than one GASETMUT call can be made at any time in the progress of the algorithm. This enables flexible adaptation of the mutation process, either changing the mutation probability or changing the operator itself. You can do this to ensure a wide search at the beginning of the optimization, and then reduce the variation later to narrow the search close to an optimum.

A GASETMUT call is required when an *encoding* parameter of 0 is specified in the [GASETUP function](#). But when no GASETMUT call is made for fixed-length vector and sequence encoding, a default value of 0.05 is set for *mutprob* and a default mutation operator is used in the [GAREGEN call](#). The mutation operator defaults to the uniform operator for fixed-length vector encoding with bounds specified in the [GAINIT call](#), the delta operator with a *parm* value of 1 for fixed-length vector encoding with no bounds specified, the invert operator for sequence encoding when the traveling salesman option is chosen in the [GASETOBJ call](#), and the swap operator for all other sequence encoded problems.

See the [GASETUP function](#) for an example.

GASETOBJ Call

CALL GASETOBJ(*id*, *type* <, *parm* >);

The GASETOBJ subroutine sets the objective function for a genetic algorithm optimization. The input arguments to the GASETOBJ call are as follows:

- id* is the identifier for the genetic algorithm optimization problem, which was returned by the [GASETUP function](#).
- type* specifies the type of objective function to be used.
- parm* is a matrix whose interpretation depends on the value of *type*, as described in the following list.

You can specify that a user-written module be used to compute the value of the objective function, or you can specify a standard preset function. This is specified with the *type* and *parm* parameters. The following list specifies the valid values of the *type* parameter:

- 0 specifies that a user-written function module is to be minimized. The name of the module is supplied in the *parm* parameter. The specified module should take a single parameter that represents a given solution, and return a scalar numeric value for the objective function.
- 1 specifies that a user-written function module be maximized. The name of the module is supplied in the *parm* parameter. The specified module should take a single parameter that represents a given solution, and return a scalar numeric value for the objective function.
- 2 specifies an objective function from the traveling salesman problem, which is minimized. This option is valid only if three conditions are met: sequence encoding was specified in the [GASETUP function](#) call, the solution vector is to be interpreted as a circular route, and each element represents a location.

The *parm* parameter should be a square cost matrix, such that *parm*[*i*, *j*] is the cost of going from location *i* to location *j*. The dimension of the matrix should be the same as the *size* parameter of the corresponding **GASETUP** function call.

The specified objective function is called once for each solution to evaluate the objective values for the **GAREGEN** call, **GAINIT** call, and **GAREEVAL** call. Also, the objective values for the current solution population are reevaluated if **GASETOBJ** is called after a **GAINIT** call.

See the **GASETUP** function for an example.

GASETSEL Call

CALL GASETSEL(*id*, *elite*, *type*, *parm*);

The **GASETSEL** subroutine sets the selection parameters for a genetic algorithm optimization.

The input arguments to the **GASETSEL** call are as follows:

- id* is the identifier for the genetic algorithm optimization problem, which was returned by the **GASETUP** function.
- elite* specifies the number of solution population members to carry over unaltered to the next generation in the **GAREGEN** call. If nonzero, then *elite* members with the best objective function values are carried over without crossover or mutation.
- type* specifies the selection method to use.
- parm* is a parameter used to control the selection pressure.

This module sets the selection parameters that are used in the **GAREGEN** call to select solutions for the crossover operation. You can choose between two variants of the “tournament” selection method in which a group of different solutions is picked at random from the current solution population and the solution from that group with the best objective value is selected. In the first variation, chosen by setting *type* to 0, the most optimal solution is always selected, and the *parm* parameter is used to specify the size of the group, always two or greater. The larger the group size, the greater the selective pressure. In the second variation, chosen by setting *type* to 1, the group size is set to 2 and the best solution is chosen with probability specified by *parm*. If *parm* is 1, the best solution is always picked; a *parm* value of 0.5 is equivalent to pure random selection. The *parm* value must be between 0.5 and 1. When *type* is 0, the selective pressure is greater than when *type* is 1. Higher selective pressure leads to faster convergence of the genetic algorithm, but is more likely to give premature convergence to a local optimum.

In order to ensure that the best solution of the current solution population is always carried over to the next generation, an *elite* value of 1 should be specified. Higher values of *elite* generally lead to faster convergence of the algorithm, but they increase the chances of premature convergence to a local optimum. If **GASETSEL** is not called, the optimization uses the default values of 1 for *elite*, 1 for *type*, and 2 for *parm*.

See the **GASETUP** function for an example.

GASETUP Function

GASETUP(*encoding*, *size* <, *seed* >);

The GASETUP function sets up the problem encoding for a genetic algorithm optimization problem. The GASETUP function returns a scalar number that identifies the genetic algorithm optimization problem. This number is used in subsequent calls to carry out the optimization.

The arguments to the GASETUP function are as follows:

- encoding* is a scalar number used to specify the form or structure of the problem solutions to be optimized. A value of 0 indicates a numeric matrix of arbitrary dimensions, 1 indicates a fixed-length floating-point row vector, 2 indicates a fixed-length integer row vector, and 3 indicates a fixed-length sequence of integers, with alternate solutions distinguished by different sequence ordering.
- size* is a numeric scalar, whose value is the vector or sequence length, if a fixed-length *encoding* is specified. For arbitrary matrix encoding (*encoding* value of 0), *size* is not used.
- seed* is an optional initial random number seed to be used for the initialization and the selection process. If *seed* is not specified or its value is 0, an initial seed is derived from the current system time.

GASETUP is the first call that must be made to set up a genetic algorithm optimization problem. It specifies the problem encoding, the size of a population member, and an optional seed that initializes the random number generator used in the selection process. GASETUP returns an identifying number that must be passed to the other modules that specify genetic operators and control the execution of the genetic algorithm. More than one optimization can be active concurrently, and optimization problems with different problem identifiers are completely independent. When a satisfactory solution has been determined, the optimization problem should be terminated with a **GAEND** call to free up resources associated with the genetic algorithm.

The following example demonstrates the use of several genetic algorithm subroutines:

```
/* Use a genetic algorithm to explore the solution space for the
   "traveling salesman" problem. First, define the objective
   function to minimize:
   Compute the sum of distances between sequence of cities */
start EvalFitness( pop ) global ( dist );
  fitness = j( nrow(pop),1 );
  do i = 1 to nrow(pop);
    city1 = pop[i,1];
    city2 = pop[i,ncol(pop)];
    fitness[i] = dist[ city1, city2 ];
    do j = 1 to ncol(pop)-1;
      city1 = pop[i,j];
      city2 = pop[i,j+1];
      fitness[i] = fitness[i] + dist[city1,city2];
    end;
  end;
  return ( fitness );
finish;
```

```

/* Set up parameters for the genetic algorithm */

mutationProb = 0.15;      /* prob that a child will be mutated */
numElite = 2;              /* copy this many to next generation */
numCities = 15;             /* number of cities to visit */
numGenerations = 100;       /* number of generations to evolve */
seed = 54321;              /* random number seed */

/* fix population size; generate random locations for cities */
popSize = max(30,2*numCities);
locations = uniform( j(numCities,2,seed) );

/* compute distances between cities one time */
dist = j( numCities, numCities, 0 );
do i = 1 to numCities;
  do j = 1 to i-1;
    v = locations[i,]-locations[j,];
    dist[i,j] = sqrt( v[##] );
    dist[j,i] = dist[i,j];
  end;
end;
end;

/* run the genetic algorithm */
id = gasetup( 3, numCities, seed );
call gasetobj(id, 0, "EvalFitness" );
call gasetcro(id, 1.0, 6 );
call gasetmut(id, mutationProb, 3 );
call gasetsel(id, numElite, 1, 0.95 );
call gainit(id, popSize );

do i = 1 to numGenerations;
  if mod(i,20)=0 then do;
    call gagetval( value, id, 1 );
    print "Iteration:" i "Top value:" value;
  end;
  call garegen(id);
end;

/* report final sequence for cities */
call gagetmem(mem, value, id, 1 );
print mem, value;
call gaend(id);

```

Figure 26.143 Result of a Genetic Algorithm Optimization

i	value
Iteration: 20 Top value: 3.6836569	
i	value
Iteration: 40 Top value: 3.5567152	
i	value
Iteration: 60 Top value: 3.4562136	

Figure 26.143 *continued*

i	value														
Iteration: 80 Top value: 3.4562136															
i	value														
Iteration: 100 Top value: 3.437183															
mem															
COL1	COL2	COL3	COL4	COL5	COL6	COL7	COL8	COL9	COL10	COL11	COL12	COL13	COL14	COL15	
ROW1	6	4	12	7	13	15	8	9	11	5	2	14	10	3	1
value															
3.437183															

GBLKVP Call

CALL GBLKVP(*viewport* <, *inside* >);

The GBLKVP subroutine is a graphical call that defines a blanking viewport. This call is part of the traditional graphics subsystem, which is no longer being developed.

The arguments to the GBLKVP subroutine are as follows:

viewport is a numeric matrix or literal that defines a viewport. This rectangular area's boundary is specified in normalized coordinates, where you specify the coordinates of the lower left corner and the upper right corner of the rectangular area in the form

{ minimum-x minimum-y maximum-x maximum-y }

inside is a numeric argument that specifies whether the graphics output is to be clipped inside or outside the blanking area. The default is to clip outside the blanking area.

The GBLKVP subroutine defines an area, called the blanking area, in which nothing is drawn until the area is released. This routine is useful for clipping areas outside the graph or for blanking out inner portions of the graph. If *inside* is set to 0 (the default), no graphics output appears outside the blanking area. Setting *inside* to 1 clips inside the blanking areas.

The blanking area (as specified by the *viewport* argument) is defined on the current viewport, and it is released when the viewport is changed or popped. At most one blanking area is in effect at any time. The blanking area can also be released by the **GBLKVPD subroutine** or another GBLKVP call. The coordinates in use for this graphics command are given in normalized coordinates because they are defined relative to the current viewport.

For example, to blank out a rectangular area with corners at the coordinates (20,20) and (80,80) relative to the currently defined viewport, use the following statement:

```
call gblkvp({20 20 80 80});
```

No graphics or text can be written outside this area until the blanking viewport is ended.

Alternatively, if you want to clip inside the rectangular area, use the *inside* parameter, as follows:

```
call gblkvp({20 20 80 80}, 1);
```

See also the description of the CLIP option in the [RESET statement](#).

GBLKVPD Call

```
CALL GBLKVPD ;
```

The GBLKVPD subroutine is a graphical call that deletes and releases the current blanking area. It enables graphics output to be drawn in the area previously blanked out by a call to the [GBLKVP subroutine](#). This call is part of the traditional graphics subsystem, which is no longer being developed.

To release an area previously blanked out, as in the example for the [GBLKVP subroutine](#), use the following statement.

```
/* define blanking viewport */
call gblkvp({20 20, 80 80});
/* more graphics statements... */

/* now release the blanked out area */
call gblkvpd;
/* graphics or text can now be written to the area */
/* continue graphics statements... */
```

See also the description of the CLIP option in the [RESET statement](#).

GCLOSE Call

```
CALL GCLOSE ;
```

The GCLOSE subroutine is a graphical call that closes the current graphics segment. Once a segment is closed, no other primitives can be added to it. The next call to a graph-generating function begins building a new graphics segment. However, the GCLOSE subroutine does not have to be called explicitly to terminate a segment; the [GOPEN subroutine](#) causes GCLOSE to be called.

This call is part of the traditional graphics subsystem, which is no longer being developed.

GDELETE Call

```
CALL GDELETE(segment-name);
```

The GDELETE subroutine is a graphical call that searches the current catalog and deletes the first segment found with the name *segment-name*. This call is part of the traditional graphics subsystem, which is no longer being developed.

An example of a valid statement follows:

```
/* SEG_A is defined as a character matrix      */
/* that contains the name of the segment to delete */
call gdelete(seg_a);
```

The segment can also be specified as a quoted literal, as follows:

```
call delete("plot_13");
```

GDRAW Call

CALL GDRAW(*x*, *y* <, *style*> <, *color*> <, *window*> <, *viewport*>);

The GDRAW subroutine is a graphical call that draws a polyline. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GDRAW subroutine are as follows:

- x* is a vector that contains the horizontal coordinates of points used to draw a sequence of lines.
- y* is a vector that contains the vertical coordinates of points used to draw a sequence of lines.

The optional arguments to the GDRAW subroutine are as follows:

- style* is a numeric matrix or literal that specifies an index that corresponds to a valid line style.
- color* is a valid SAS color, where *color* can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

$$\{ \text{minimum-x} \text{ } \text{minimum-y} \text{ } \text{maximum-x} \text{ } \text{maximum-y} \}$$
- viewport* is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GDRAW subroutine draws a sequence of connected lines from points represented by values in *x* and *y*, which must be vectors of the same length. If *x* and *y* have *n* points, there are *n* – 1 lines. The first line is from the point (*x*₁, *y*₁) to (*x*₂, *y*₂). The lines are drawn in the same color and line style. The coordinates in use for this graphics command are world coordinates. An example that uses the GDRAW subroutine follows:

```
call gstart;
/* line from (50,50) to (75,75) */
call gdraw({50 75},{50 75});
call gshow;
```

GDRAWL Call

CALL GDRAWL(*xy1*, *xy2* <, *style*> <, *color*> <, *window*> <, *viewport*>);

The GDRAWL subroutine is a graphical call that draws individual lines. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GDRAWL subroutine are as follows:

- xy1* is a matrix of points used to draw a sequence of lines.
- xy2* is a matrix of points used to draw a sequence of lines.

The optional arguments to the GDRAWL subroutine are as follows:

- style* is a numeric matrix or literal that specifies an index that corresponds to a valid line style.
- color* is a valid SAS color, where *color* can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form
 $\{ \text{minimum-x} \text{ minimum-y} \text{ maximum-x} \text{ maximum-y} \}$
- viewport* is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GDRAWL subroutine draws a sequence of lines specified by their beginning and ending points. The matrices *xy1* and *xy2* must have the same number of rows and columns. The first two columns (other columns are ignored) of *xy1* give the coordinates of the beginning points of the line segment, and the first two columns of *xy2* have coordinates of the corresponding endpoints. If *xy1* and *xy2* have *n* rows, *n* lines are drawn.

The lines are drawn in the same color and line style. The coordinates in use for this graphics command are world coordinates. An example that uses the GDRAWL call follows:

```
proc iml;
call gstart;
/* three line segments */
xy1 = { 0 0, 25 50, 50 75};
xy2 = {25 25, 50 50, 75 50};
call gdrawl(xy1, xy2);
call gshow;
```

GENEIG Call

CALL GENEIG(*eval*, *evecs*, *sym-matrix1*, *sym-matrix2*);

The GENEIG subroutine computes eigenvalues and eigenvectors of a generalized eigenproblem.

The input arguments to the GENEIG subroutine are as follows:

- sym-matrix1* is a symmetric numeric matrix.
- sym-matrix2* is a positive definite symmetric matrix.

The subroutine returns the following output arguments:

evals names a vector in which the eigenvalues are returned.

evecs names a matrix in which the corresponding eigenvectors are returned.

The GENEIG subroutine computes eigenvalues and eigenvectors of the generalized eigenproblem. If **A** and **B** are symmetric and **B** is positive definite, then the vector **M** and the matrix **E** solve the generalized eigenproblem provided that

$$\mathbf{A} * \mathbf{E} = \mathbf{B} * \mathbf{E} * \text{diag}(\mathbf{M})$$

The vector **M** contains the eigenvalues arranged in descending order, and the matrix **E** contains the corresponding eigenvectors in the columns.

The following example is from Wilkinson and Reinsch (1971):

```

A = {10   2   3   1   1,
      2   12  1   2   1,
      3   1   11  1   -1,
      1   2   1   9   1,
      1   1   -1  1   15};

B = {12   1   -1   2   1,
      1   14  1   -1   1,
      -1  1   16  -1   1,
      2   -1  -1  12  -1,
      1   1   1   -1  11};

call geneig(M, E, A, B);
print M, E;

```

Figure 26.144 Solution of a Generalized Eigenproblem

M
1.4923532
1.1092845
0.943859
0.6636627
0.4327872

E
-0.076387 0.142012 0.19171 -0.08292 -0.134591
0.017098 0.14242 -0.158991 -0.153148 0.0612947
-0.066665 0.1209976 0.0748391 0.1186037 0.1579026
0.086048 0.125531 -0.137469 0.182813 -0.109466
0.2894334 0.0076922 0.0889779 -0.003562 0.041473

GEOMEAN Function

GEOMEAN(matrix);

The GEOMEAN function returns a scalar that contains the geometric mean of the elements of the input matrix. The geometric mean of a set of nonnegative numbers a_1, a_2, \dots, a_n is the n th root of the product $a_1 \cdot a_2 \cdots a_n$.

The geometric mean is zero if any of the a_i are zero. The geometric mean is not defined for negative numbers. If any of the a_i are missing, they are excluded from the computation.

The geometric mean can be used to compute the average return on an investment. For example, the following data are the annual returns on U.S. Treasury bonds from 1994 to 2004. The following statements compute the average rate of return during this time. The output, shown in [Figure 26.145](#), shows that the average rate of return was 6.43%.

```
/*      year  return% */
TBonds = { 1994 -8.04,
           1995 23.48,
           1996  1.43,
           1997  9.94,
           1998 14.92,
           1999 -8.25,
          2000 16.66,
          2001  5.57,
          2002 15.12,
          2003  0.38,
          2004  4.49 };

proportion = 1 + TBonds[,2]/100; /* convert to proportion */
aveReturn = geomean( proportion );
print aveReturn;
```

Figure 26.145 Average Rate of Return for an Investment

aveReturn
1.0643334

GGRID Call

CALL GGRID(*x*, *y* <, *style*> <, *color*> <, *window*> <, *viewport*>);

The GGRID subroutine is a graphical call that draws a grid on a graphical window. This call is part of the traditional graphics subsystem, which is no longer being developed. The required arguments to the GGRID subroutine are as follows:

- x* is a vector of points that contains the horizontal coordinates of the grid lines.
- y* is a vector of points that contains the vertical coordinates of the grid lines.

The optional arguments to the GGRID subroutine are as follows:

- style* is a numeric matrix or literal that specifies an index that corresponds to a valid line style.
- color* is a valid SAS color, where *color* can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.

window is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

{ minimum-x minimum-y maximum-x maximum-y }

viewport is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GGRID subroutine draws a sequence of vertical and horizontal lines specified by the *x* and *y* vectors, respectively. The start and end of the vertical lines are implicitly defined by the minimum and maximum of the *y* vector. Likewise, the start and end of the horizontal lines are defined by the minimum and maximum of the *x* vector. The grid lines are drawn in the same color and line style. The coordinates in use for this graphics command are world coordinates.

For example, use the following statements to place a grid in the lower left corner of the screen:

```
call gstart;
x={10, 20, 30, 40, 50};
y=x;

/* Places a grid in the lower left corner of the screen, */
/* assuming the default window and viewport           */
call ggrid(x,y);
call gshow;
```

GINCLUDE Call

CALL GINCLUDE(*segment-name*);

The GINCLUDE subroutine is a graphical call that includes a previously defined graph in the current graph. The segment that is included is named *segment-name* and is in the same catalog as the current graph. The included segment is defined in the current viewport but not in the current window. This call is part of the traditional graphics subsystem, which is no longer being developed.

The implementation of the GINCLUDE subroutine makes it possible to include other segments in the current segment and reposition them in different viewports. Furthermore, a segment can be included by different graphs, thus effectively reducing storage space. Examples of valid statements follow:

```
/* segment1 is a character variable          */
/* that contains the segment name          */
segment1={myplot};
call ginclude(segment1);

/* specify the segment with quoted literal */
call ginclude("myseg");
```

GINV Function

GINV(*matrix*);

The GINV function computes the Moore-Penrose generalized inverse of *matrix*. This inverse, known as the four-condition inverse, has these properties:

If $\mathbf{G} = \text{GINV}(\mathbf{A})$ then

$$\mathbf{AGA} = \mathbf{A} \quad \mathbf{GAG} = \mathbf{G} \quad (\mathbf{AG})' = \mathbf{AG} \quad (\mathbf{GA})' = \mathbf{GA}$$

The generalized inverse is also known as the *pseudoinverse*, usually denoted by \mathbf{A}^- . It is computed by using the singular value decomposition (Wilkinson and Reinsch 1971).

See Rao and Mitra (1971) for a discussion of properties of this function.

As an example, consider the following model:

$$\mathbf{Y} = \mathbf{X}\boldsymbol{\beta} + \boldsymbol{\epsilon}$$

Least squares regression for this model can be performed by using the quantity `ginv(x)*y` as the estimate of $\boldsymbol{\beta}$. This solution has minimum $\mathbf{b}'\mathbf{b}$ among all solutions that minimize $\boldsymbol{\epsilon}'\boldsymbol{\epsilon}$, where $\boldsymbol{\epsilon} = \mathbf{Y} - \mathbf{X}\mathbf{b}$.

Projection matrices can be formed by specifying `GINV(X)*X` (*row space*) or `X*GINV(X)` (*column space*).

The following program demonstrates some common uses of the GINV function:

```

A = {1 0 1 0 0,
      1 0 0 1 0,
      1 0 0 0 1,
      0 1 1 0 0,
      0 1 0 1 0,
      0 1 0 0 1};

/* find generalized inverse */
Ainv = ginv(A);

/* find LS solution: min |Ax-b|^2 */
b = { 3, 2, 4, 2, 1, 3 };
x = Ainv*b;

/* form projection matrix onto row space.
   Note P = P` and P*P = P */
P = Ainv*A;

/* find numerical rank of A */
rankA = round(trace(P));

reset fuzz;
print Ainv, rankA, x, P;

```

Figure 26.146 Common Uses of the Generalized Inverse

Ainv						
0.2666667	0.2666667	0.2666667	-0.066667	-0.066667	-0.066667	
-0.066667	-0.066667	-0.066667	0.2666667	0.2666667	0.2666667	
0.4	-0.1	-0.1	0.4	-0.1	-0.1	
-0.1	0.4	-0.1	-0.1	0.4	-0.1	
-0.1	-0.1	0.4	-0.1	-0.1	0.4	

Figure 26.146 *continued*

rankA
4
x
2
1
1
0
2

P
0.8 -0.2 0.2 0.2 0.2
-0.2 0.8 0.2 0.2 0.2
0.2 0.2 0.8 -0.2 -0.2
0.2 0.2 -0.2 0.8 -0.2
0.2 0.2 -0.2 -0.2 0.8

If \mathbf{A} is an $n \times m$ matrix, then, in addition to the memory allocated for the return matrix, the GINV function temporarily allocates an $n^2 + nm$ array for performing its computation.

GOPEN Call

CALL GOPEN(<*segment-name*> <, *replace*> <, *description*>);

The GOPEN subroutine is a graphical call that starts a new graphics segment. This call is part of the traditional graphics subsystem, which is no longer being developed.

The arguments to the GOPEN subroutine are as follows:

segment-name is a character matrix or quoted literal that specifies the name of a graphics segment.

replace is a numeric argument.

description is a character matrix or quoted text string with a maximum length of 40 characters.

The GOPEN subroutine starts a new graphics segment. The window and viewport are reset to the default values ({0 0 100 100}) in both cases. Any attribute modified by using a GSET call is reset to its default value, which is set by the attribute's corresponding GOPTIONS value.

A nonzero value for *replace* indicates that the new segment should replace the first found segment with the same name, and zero indicates otherwise. If you do not specify the *replace* flag, the flag set by a previous GSTART call is used. By default, the GSTART subroutine sets the flag to NOREPLACE.

The *description* is a text string of up to 40 characters that you want to store with the segment to describe the graph.

Two graphs cannot have the same name. If you try to create a named segment twice, the second segment is given an automatically generated name.

The following statement opens a new segment named “cosine”, replaces the existing segment of the same name, and attaches a description to the segment:

```
call gopen("cosine", 1, "Graph of Cosine Curve");
```

GOTO Statement

GOTO *label* ;

The GOTO statement causes a program to jump to a new statement in the program. When the GOTO statement is executed, the program jumps immediately to the statement with the given *label* and begin executing statements from that point. A label is a name followed by a colon that precedes an executable statement.

GOTO statements are often clauses of IF-THEN statements. For example, the following statements use a GOTO statement to iterate until a condition is satisfied:

```
start Iterate;
  x = 1;
  TheStart:
  if x > 10 then
    goto TheEnd;
  x = x + 1;
  goto TheStart;

  TheEnd: print x;
finish;

run Iterate;
```

Figure 26.147 Iteration by Using the GOTO Statement

x
11

The function of GOTO statements is usually better performed by DO groups. For example, the preceding statements could be better written as follows:

```
x = 1;
do until(x > 10);
  x = x + 1;
end;

print x;
```

Figure 26.148 Avoiding the GOTO Statement

x
11

As good programming practice, you should avoid using a GOTO statement that refers to a label that precedes

the GOTO statement; otherwise, an infinite loop is possible. You cannot use a GOTO statement to jump out of a module; use the **RETURN** statement instead.

GPIE Call

```
CALL GPIE(x, y, r <, angle1> <, angle2> <, color> <, outline> <, pattern> <, window> <, viewport> );
```

The GPIE subroutine is a graphical call that draws pie slices. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GPIE subroutine are as follows:

- x* is a scalar value that contains the horizontal coordinates of the center of the pie slices. This argument can also be a vector, in which case it defines centers for multiple pie slices.
- y* is a scalar value that contains the vertical coordinates of the center of the pie slices. This argument can also be a vector, in which case it defines centers for multiple pie slices.
- r* is a scalar or vector that contains the radii of the pie slices.

The optional arguments to the GPIE subroutine are as follows:

- angle1* is a scalar or vector that contains the start angles. It defaults to 0.
- angle2* is a scalar or vector that contains the terminal angles. It defaults to 360.
- color* is a valid SAS color, where *color* can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
- outline* is an index that indicates the side of the slice to draw. The default is 3.
- pattern* is a character matrix or quoted literal that specifies the pattern with which to fill the interior of a closed curve.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

$$\{ \text{minimum-x} \text{ minimum-y} \text{ maximum-x} \text{ maximum-y} \}$$
- viewport* is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GPIE subroutine draws one or more pie slices. The number of pie slices is the maximum dimension of the first five vectors. The angle arguments are specified in degrees. The start angle (*angle1*) defaults to 0, and the terminal angle (*angle2*) defaults to 360. The *outline* argument is an index that indicates the side of the slice to draw; it can have the following values:

- < 0 uses absolute value as the line style and draws no line segment from center to arc.
- 0 draws no line segment from center to arc.
- 1 draws an arc and line segment from the center to the starting angle point.
- 2 draws an arc and line segment from the center to the ending angle point.

3 draws all sides of the slice. This is the default.

The *color*, *outline*, and *pattern* arguments can have more than one element. The coordinates in use for this graphics command are world coordinates. An example that uses the GPIE subroutine follows:

```
call gstart;
center = {50 50};
r = 30;
angle1 = {0 90 180 270};
angle2 = {90 180 270 360};
/* draw a pie with 4 slices of equal size */
call gpie(center[1], center[2], r, angle1, angle2);
```

GPIEXY Call

CALL GPIEXY(*x*, *y*, *fract-radii*, *angles* <, *center*> <, *radius*> <, *window*>);

The GPIEXY subroutine is a graphical call that converts from polar to world coordinates. This call is part of the traditional graphics subsystem, which is no longer being developed.

The GPIEXY subroutine returns the following output arguments:

- x* names a vector to contain the horizontal coordinates returned by GPIEXY.
- y* names a vector to contain the vertical coordinates returned by GPIEXY.

The required input arguments to the GPIEXY subroutine are as follows:

- fract-radii* is a vector of fractions of the radius of the reference circle.
- angles* is the vector of angle coordinates in degrees.

The optional input arguments to the GPIEXY subroutine are as follows:

- center* defines the reference circle.
- radius* defines the reference circle.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form
 $\{ \text{minimum-x } \text{minimum-y } \text{maximum-x } \text{maximum-y} \}$

The GPIEXY subroutine computes the world coordinates of a sequence of points relative to a circle. The *x* and *y* arguments are vectors of new coordinates returned by the GPIEXY subroutine. Together, the vectors *fract-radii* and *angles* define the points in polar coordinates. Each pair from the *fract-radii* and *angles* vectors yields a corresponding pair in the *x* and *y* vectors. For example, suppose *fract-radii* has two elements, 0.5 and 0.33 and the corresponding two elements of *angles* are 90 and 30. The GPIEXY subroutine returns two elements in the *x* vector and two elements in the *y* vector. The first (*x*, *y*) pair locates a point halfway from the center to the reference circle on the vertical line through the center, and the second (*x*, *y*) pair locates a point one-third of the way on the line segment from the center to the reference circle, where the line segment slants 30 degrees from the horizontal. The reference circle can be defined by an earlier [GPIE call](#) or another GPIEXY call, or it can be defined by specifying *center* and *radius*.

Graphics devices can have diverse aspect ratios; thus, a circle can appear distorted when drawn on some devices. The PROC IML graphics subsystem adjusts computations to compensate for this distortion. Thus, for any given point, the transformation from polar coordinates to world coordinates might need an equivalent adjustment. The GPIEXY subroutine ensures that the same adjustment applied in the GPIE subroutine is applied to the conversion. An example that uses the GPIEXY call follows:

```

call gstart;
center = {50 50};
r = 30;
angle1 = {0 90 180 270};
angle2 = {90 180 270 360};
call gpie(center[1], center[2], r, angle1, angle2);
/* add labels to a pie with 4 slices of equal size */
angle = (angle1+angle2)/2; /* middle of slice */
call gpiexy(x, y, 1.2, angle, center, r);

/* adjust for label size: */
x [1,] = x[1,] - 4;
x [2,] = x[2,] + 1;
x [4,] = x[4,] - 3;
call gscript(x, y, {"QTR1" "QTR2" "QTR3" "QTR4"});
call gshow;

```

GPOINT Call

CALL GPOINT(*x*, *y* <, *symbol*> <, *color*> <, *height*> <, *window*> <, *viewport*>);

The GPOINT subroutine is a graphical call that draws symbols at specified locations. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GPOINT subroutine are as follows:

- x* is a vector that contains the horizontal coordinates of points.
- y* is a vector that contains the vertical coordinates of points.

The optional arguments to the GPOINT subroutine are as follows:

- symbol* is a character vector or quoted literal that specifies a valid plotting symbol or symbols.
- color* is a valid SAS color, where *color* can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
- height* is a numeric matrix or literal that specifies the character height.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

$$\{ \text{minimum-x} \text{ minimum-y} \text{ maximum-x} \text{ maximum-y} \}$$
- viewport* is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GPOINT subroutine marks one or more points with symbols. The *x* and *y* vectors define the locations of the markers. The *symbol* and *color* arguments can have from one to as many elements as there are well-defined points. The coordinates in use for this graphics command are world coordinates.

The following example plots the curve $y = 50 + 25 \sin(x/10)$ for $0 \leq x \leq 100$:

```
call gstart;
x = 0:100;
y = 50 + 25*sin(x/10);
call gpoint(x, y);
call gshow;
```

The following example uses the GPOINT subroutine to plot symbols at specific locations on the screen:

```
marker = {a b c d e '@' '#' '$' '%' '^' '&' '*' '-' '+' '='};
x = 5*(1:ncol(marker));
y = x;
call gpoint(x, y, marker);
call gshow;
```

See [Chapter 19](#) for further examples that use the GPOINT subroutine.

GPOINT Call

CALL GPOINT(*x*, *y*<, *style*><, *ocolor*><, *pattern*><, *color*><, *window*><, *viewport*>);

The GPOLY subroutine is a graphical call that draws and fills a polygon. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GPOLY subroutine are as follows:

- | | |
|----------|--|
| <i>x</i> | is a vector that defines the horizontal coordinates of the corners of the polygon. |
| <i>y</i> | is a vector that defines the vertical coordinates of the corners of the polygon. |

The optional inputs to the GPOLY subroutine are as follows:

- | | |
|----------------|---|
| <i>style</i> | is a numeric matrix or literal that specifies an index that corresponds to a valid line style. |
| <i>ocolor</i> | is a matrix or literal that specifies a valid outline color. The <i>ocolor</i> argument can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list. |
| <i>pattern</i> | is a character matrix or quoted literal that specifies the pattern to fill the interior of a closed curve. |
| <i>color</i> | is a valid SAS color used in filling the polygon. The <i>color</i> argument can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list. |
| <i>window</i> | is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form
$\{ \text{minimum-x } \text{minimum-y } \text{maximum-x } \text{maximum-y} \}$ |

viewport is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GPOLY subroutine fills an area enclosed by a polygon. The polygon is defined by the set of points given in the vectors *x* and *y*. The *color* argument is the color used in shading the polygon, and *ocolor* is the outline color. By default, the shading color and the outline color are the same, and the interior pattern is empty. The coordinates in use for this graphics command are world coordinates. An example that uses the GPOLY subroutine follows:

```
call gstart;
xd = {20 20 80 80};
yd = {35 85 85 35};
call gpoly (xd, yd, , , "X", 'red');
call gshow;
```

GPORT Call

CALL GPORT(*viewport*);

The GPORT subroutine is a graphical call that defines a viewport. This call is part of the traditional graphics subsystem, which is no longer being developed.

The rectangular viewport boundary is specified in normalized coordinates, where you specify the coordinates of the lower left corner and the upper right corner of the rectangular area in the form

{*minimum-x minimum-y maximum-x maximum-y*}

The GPORT subroutine changes the current viewport. The *viewport* argument defines the new viewport by using device coordinates (always 0 to 100). Changing the viewport can affect the height of the character fonts; if so, you might want to modify the HEIGHT parameter. An example of a valid statement follows:

```
call gport({20 20 80 80});
```

The default values for viewport are 0 0 100 100.

GPORTPOP Call

CALL GPORTPOP ;

The GPORTPOP subroutine is a graphical call that deletes the top viewport from the stack. This call is part of the traditional graphics subsystem, which is no longer being developed.

GPORTSTK Call

CALL GPORTSTK(*viewport*);

The GPORTSTK subroutine is a graphical call that stacks the viewport defined by the matrix *viewport* onto the current viewport; that is, the new viewport is defined relative to the current viewport. This call is part of the traditional graphics subsystem, which is no longer being developed.

The *viewport* argument is a numeric matrix or literal defined in normalized coordinates of the form

{minimum-x minimum-y maximum-x maximum-y}

This graphics command uses world coordinates. An example of a valid statement follows:

```
call gportstk({5 5 95 95});
```

GSCALE Call

CALL GSCALE(*scale*, *x*, *nincr* <, *nicenum* > <, *fixed-end* >);

The GSCALE subroutine computes a suitable scale and tick values for labeling axes.

The required arguments to the GSCALE subroutine are as follows:

<i>scale</i>	is a returned vector that contains the scaled minimum data value, the scaled maximum data value, and a grid increment.
<i>x</i>	is a numeric matrix or literal.
<i>nincr</i>	is the number of intervals desired.

The optional arguments to the GSCALE subroutine are as follows:

<i>nicenum</i>	is numeric and provides up to 10 numbers to use for scaling. By default, <i>nicenum</i> is the vector {1,2,2.5,5}.
<i>fixed-end</i>	is a character argument that specifies which end of the scale is held fixed. The default is ‘X’.

The GSCALE subroutine obtains simple (round) numbers with uniform grid interval sizes to use in scaling a linear axis. The GSCALE subroutine implements Algorithm 463 (Lewart 1973) of the *Collected Algorithms* from the Association for Computing Machinery (ACM). The scale values are integer multiples of the interval size. They are returned in the first argument, a vector with three elements. The first element is the scaled minimum data value. The second element is the scaled maximum data value. The third element is the grid increment.

The required input parameters are *x*, a matrix of data values, and *nincr*, the number of intervals desired. If *nincr* is positive, the scaled range includes approximately *nincr* intervals. If *nincr* is negative, the scaled range includes exactly ABS(*nincr*) intervals. The *nincr* parameter cannot be zero.

The *nicenum* and *fixed-end* arguments are optional. The *nicenum* argument provides up to 10 numbers, all between 1 and 10 (inclusive of the endpoints), to be used for scaling. The default for *nicenum* is 1, 2, 2.5, and 5. The linear scale with this set of numbers is a scale with an interval size that is the product of an integer power of 10 and 1, 2, 2.5, or 5. Changing these numbers alters the rounding of the scaled values.

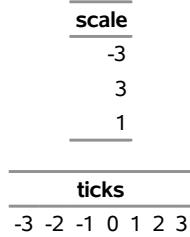
For *fixed-end*, ‘U’ fixes the upper end; ‘L’ fixes the lower end; ‘X’ allows both ends to vary from the data values. The default is ‘X’. An example that uses the GSCALE subroutine follows:

```

x = normal( j(100,1) ); /* generate standard normal data */
call gscale(scale, x, 5); /* ask for about 5 intervals */
ticks = do(scale[1], scale[2], scale[3]);
print scale, ticks;

```

Figure 26.149 Tick Marks for Standard Normal Data



GSCRIPT Call

CALL GSCRIPT(*x*, *y*, *text* <, *angle* > <, *rotate* > <, *height* > <, *font* > <, *color* > <, *window* > <, *viewport* >);

The GSCRIPT subroutine is a graphical call that writes multiple text strings. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GSCRIPT subroutine are as follows:

- x* is a scalar or vector that contains the horizontal coordinates of the lower left starting position of the text string's first character.
- y* is a scalar or vector that contains the vertical coordinates of the lower left starting position of the text string's first character.
- text* is a character vector of text strings.

The optional arguments to the GSCRIPT subroutine are as follows:

- angle* is the slant of each text string.
- rotate* is the rotation of individual characters.
- height* is a real number that specifies the character height.
- font* is a character matrix or quoted literal that specifies a valid font name.
- color* is a valid SAS color. The *color* argument can be specified as a quoted text string (such as 'RED'), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

$$\{ \text{minimum-x } \text{minimum-y } \text{maximum-x } \text{maximum-y} \}$$
- viewport* is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GSCRIPT subroutine writes multiple text strings with special character fonts. The *x* and *y* vectors describe the coordinates of the lower left starting position of the text string's first character. The *color* argument can have more than one element.

NOTE: Hardware characters cannot always be obtained if you change the HEIGHT or ASPECT parameters or if you use a viewport.

The coordinates in use for this graphics command are world coordinates. Examples of valid statements follow:

```
call gscript(7, y, names);
call gscript(50, 50, "plot of height vs weight");
call gscript(10, 90, "yaxis", -90, 90);
```

GSET Call

CALL GSET(*attribute* <, *value* >);

The GSET subroutine is a graphical call that sets attributes for a graphics segment. This call is part of the traditional graphics subsystem, which is no longer being developed.

The arguments to the GSET subroutine are as follows:

<i>attribute</i>	is a graphics attribute. This argument can be a character matrix or quoted literal.
<i>value</i>	is the value to which the attribute is set. This argument is specified as a matrix or quoted literal.

The GSET subroutine enables you to change the following attributes for the current graphics segment:

<i>aspect</i>	a numeric matrix or literal that specifies the aspect ratio (width relative to height) for characters.
<i>color</i>	a valid SAS color. The <i>color</i> argument can be specified as a quoted text string (such as 'RED'), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
<i>font</i>	a character matrix or quoted literal that specifies a valid font name.
<i>height</i>	a numeric matrix or literal that specifies the character height.
<i>pattern</i>	a character matrix or quoted literal that specifies the pattern to use to fill the interior of a closed curve.
<i>style</i>	a numeric matrix or literal that specifies an index that corresponds to a valid line style.
<i>thick</i>	an integer that specifies line thickness.

To reset the PROC IML default value for any one of the attributes, omit the second argument. Attributes are reset back to the default with a call to the GOPEN subroutine or the GSTART subroutine. Single or double quotes can be used around this argument. For more information about the attributes, see Chapter 19.

Examples of valid statements follow:

```
call gset("pattern", "m1n45");
call gset("font", "simplex");

f = "font";
s = "simplex";
call gset(f, s);
```

For example, the following statement resets *color* to its default:

```
call gset("color");
```

GSHOW Call

CALL GSHOW(<segment-name>);

The GSHOW subroutine is a graphical call that displays a window. If you do not specify *segment-name*, the GSHOW subroutine displays the current graph. This call is part of the traditional graphics subsystem, which is no longer being developed.

If the current graph is active at the time that the GSHOW subroutine is called, it remains active after the call; that is, graphics primitives can still be added to the segment. On the other hand, if you specify *segment-name*, the GSHOW subroutine closes any active graphics segment, searches the current catalog for a segment with the given name, and then displays that graph. Examples of valid statements follow:

```
call gshow;
call gshow("plot_a5");

seg = {myplot};
call gshow(seg);
```

See Chapter 19 for examples that use the GSHOW subroutine.

GSORTH Call

CALL GSORTH(*P*, *T*, *lindep*, *A*);

The GSORTH subroutine computes the Gram-Schmidt orthonormal factorization of the $m \times n$ matrix **A**, where m is greater than or equal to n . The GSORTH subroutine implements an algorithm described by Golub (1969).

The GSORTH subroutine has a single input argument:

A is an input $m \times n$ matrix.

The output arguments to the GSORTH subroutine are as follows:

P is an $m \times n$ column-orthonormal output matrix.

T is an upper triangular $n \times n$ output matrix.

linddep is a flag with a value of 0 if columns of A are independent and a value of 1 if they are dependent. The *linddep* argument is an output scalar.

Specifically, the GSORTH subroutine computes the column-orthonormal $m \times n$ matrix P and the upper triangular $n \times n$ matrix T such that

$$A = P * T$$

If the columns of A are linearly independent (that is, $\text{rank}(A) = n$), then P is full-rank column-orthonormal: $P'P = I_w$, T is nonsingular, and the value of *linddep* (a scalar) is set to 0. If the columns of A are linearly dependent (say, $\text{rank}(A) = k < n$) then $n - k$ columns of P are set to 0, the corresponding rows of T are set to 0 (T is singular), and *linddep* is set to 1. The pattern of zero columns in P corresponds to the pattern of linear dependencies of the columns of A when columns are considered in left-to-right order.

The following statements call the GSORTH subroutine and print the output parameters to the call:

```
x = {1 1 3 1 2,
      1 0 1 2 3,
      1 1 3 3 4,
      1 0 1 4 5,
      1 1 3 5 6,
      1 0 1 6 7};
call gsorth(P, T, linddep, x);
reset fuzz;
print P, T, linddep;
```

Figure 26.150 Results of a Gram-Schmidt Orthonormalization

P				
0.4082483	0.4082483	0	-0.5	0
0.4082483	-0.408248	0	-0.5	0
0.4082483	0.4082483	0	0	0
0.4082483	-0.408248	0	0	0
0.4082483	0.4082483	0	0.5	0
0.4082483	-0.408248	0	0.5	0

T				
2.4494897	1.2247449	4.8989795	8.5732141	11.022704
0	1.2247449	2.4494897	-1.224745	-1.224745
0	0	0	0	0
0	0	0	4	4
0	0	0	0	0

linddep
1

If *linddep* is 1, you can permute the columns of P and rows of T so that the zero columns of P are rightmost—that is, $P = (P_1, \dots, P_k, 0, \dots, 0)$, where k is the column rank of A and the equality $A = P * T$ is preserved. The following statements show a permutation of columns:

```

d = loc(vecdiag(T)^=0) || loc(vecdiag(T)=0);
temp = P;
P[,d] = temp;
temp = T;
T[,d] = temp;
print d, P, T;

```

Figure 26.151 Rearranging Columns

d
1 2 4 3 5

P
0.4082483 0.4082483 -0.5 0 0
0.4082483 -0.408248 -0.5 0 0
0.4082483 0.4082483 0 0 0
0.4082483 -0.408248 0 0 0
0.4082483 0.4082483 0.5 0 0
0.4082483 -0.408248 0.5 0 0

T
2.4494897 1.2247449 8.5732141 4.8989795 11.022704
0 1.2247449 -1.224745 2.4494897 -1.224745
0 0 0 0 0
0 0 4 0 4
0 0 0 0 0

The GSORTH subroutine is not recommended for the construction of matrices of values of orthogonal polynomials; the [ORPOL function](#) should be used for that purpose.

GSTART Call

CALL GSTART(<catalog> <, replace>);

The GSTART subroutine initializes the graphics system the first time it is called. A catalog is opened to capture any graphics segments generated in the session. If you do not specify a catalog, PROC IML uses the temporary catalog Work.Gseg. This call is part of the traditional graphics subsystem, which is no longer being developed.

The arguments to the GSTART subroutine are as follows:

catalog is a character matrix or quoted literal that specifies the SAS catalog for saving the graphics segments.

replace is a numeric argument.

The *replace* argument is a flag; a nonzero value indicates that the new segment should replace the first found segment with the same name. The *replace* flag set by the GSTART subroutine is a global flag, as opposed to the *replace* flag set by the [GOPEN subroutine](#). When set by GSTART, this flag is applied to all subsequent

segments created for this catalog, whereas with **GOPEN**, the *replace* flag is applied only to the segment that is being created. The **GSTART** subroutine sets the *replace* flag to 0 when the *replace* argument is omitted. The *replace* option can be very inefficient for a catalog with many segments. In this case, it is better to create segments with different names (if necessary) than to use the *replace* option.

The **GSTART** subroutine must be called at least once to load the graphics subsystem. Any subsequent **GSTART** calls are generally to change graphics catalogs or reset the global *replace* flag.

The **GSTART** subroutine resets the defaults for all graphics attributes that can be changed by the **GSET subroutine**. It does not reset GOPTIONS to their defaults unless the GOPTION corresponds to a **GSET** parameter. The **GOPEN subroutine** also resets **GSET** parameters.

An example of using the **GSTART** subroutine is provided in the documentation for the **GPOINT subroutine**.

GSTOP Call

CALL GSTOP ;

The **GSTOP** subroutine deactivates the graphics system. The graphics subsystem is disabled until the **GSTART** subroutine is called again. This call is part of the traditional graphics subsystem, which is no longer being developed.

GSTRLEN Call

CALL GSTRLEN(*length*, *text* <, *height* <, *font* <, *window* >);

The **GSTRLEN** subroutine returns the lengths of text strings represented in a given font and for a given character height. The lengths are given in world coordinates. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the **GSTRLEN** subroutine are as follows:

length is a matrix of lengths specified in world coordinates.

text is a matrix of text strings.

The optional arguments to the **GSTRLEN** subroutine are as follows:

height is a numeric matrix or literal that specifies the character height.

font is a character matrix or quoted literal that specifies a valid font name.

window is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

{ *minimum-x* *minimum-y* *maximum-x* *maximum-y* }

The *length* argument is the returned matrix. It has the same shape as the matrix *text*. Thus, if *text* is an $n \times m$ matrix of text strings, then *length* is an $n \times m$ matrix of lengths in world coordinates. If you do not specify *font*, the default font is assumed. If you do not specify *height*, the default height is assumed. An example that uses the **GSTRLEN** subroutine follows:

```

call gstart;
/* centers text at coordinates */
ht = 2;
x = 30;
y = 90;
str = "Nonparametric Cluster Analysis";
call gstrlen(len, str, ht, "simplex");
call gscript(x-(len/2), y, str, , , ht, "simplex");
call gshow;

```

GTEXT and GVTEXT Calls

CALL GTEXT(*x*, *y*, *text* <, *color* > <, *window* > <, *viewport* >);

CALL GVTEXT(*x*, *y*, *text* <, *color* > <, *window* > <, *viewport* >);

The GTEXT subroutine places text horizontally on a graph; the GVTEXT subroutine places text vertically on a graph. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GTEXT and GVTEXT subroutines are as follows:

- x* is a scalar or vector that contains the horizontal coordinates of the lower left starting position of the text string's first character.
- y* is a scalar or vector that contains the vertical coordinates of the lower left starting position of the text string's first character.
- text* is a vector of text strings.

The optional arguments to the GTEXT and GVTEXT subroutines are as follows:

- color* is a valid SAS color. The *color* argument can be specified as a quoted text string (such as 'RED'), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
- window* is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form

$$\{ \text{minimum-x} \text{ minimum-y} \text{ maximum-x} \text{ maximum-y} \}$$
- viewport* is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the *window* argument.

The GTEXT subroutine places text horizontally on a graph; the GVTEXT subroutine places text vertically on a graph. Both subroutines use hardware characters when possible. The number of text strings drawn is the maximum dimension of the first three vectors. The *color* argument can have more than one element. Hardware characters cannot always be obtained if you use a viewport or if you change the HEIGHT or ASPECT parameters by using the **GSET** subroutine or the GOPTIONS statement. The coordinates in use for this graphics command are world coordinates.

Examples of the GTEXT and GVTEXT subroutines follow:

```

call gstart;
call gopen;
call gport({0 0 50 50});
call gset("height", 3); /* set character height */
msg = "GTEXT: This will start in the center of the viewport";
call gtext(50, 50, msg);
msg = "GVTEXT: Vertical string";
call gvtext(0.35, 10, msg, 'red', {0.2 -1, 1.5 6.5}, {0 0, 100 100});
call gshow;

```

GWINDOW Call

CALL GWINDOW(*window*);

The GWINDOW subroutine sets up the window for scaling data values in subsequent graphics primitives. This call is part of the traditional graphics subsystem, which is no longer being developed.

The argument *window* is a numeric matrix or literal that specifies a window. The rectangular area's boundary is given in world coordinates, where you specify the lower left and upper right corners in the form

{*minimum-x minimum-y maximum-x maximum-y*}

The window remains until the next GWINDOW call or until the segment is closed. The coordinates in use for this graphics command are world coordinates. An example that uses the GWINDOW subroutine follows:

```

x = rannor( j(20,1) );
y = 3 + x + 0.5*rannor( j(20,1) );

call gstart;
/* define window to contain the data range plus 5% margins */
xMargin = 0.05*(max(x) - min(x));
yMargin = 0.05*(max(y) - min(y));
wd = (min(x)-xMargin) || (min(y)-yMargin) ||
     (max(x)+xMargin) || (max(y)+yMargin);
call gwindow(wd);
call gpoint(x, y);
call gshow;

```

GXAXIS and GYAXIS Calls

CALL GXAXIS(*starting-point*, *length*, *nincr* <, *nminor* > <, *noticklab* > <, *format* > <, *height* > <, *font* > <, *color* > <, *fixed-end* > <, *window* > <, *viewport* >);

CALL GYAXIS(*starting-point*, *length*, *nincr* <, *nminor* > <, *noticklab* > <, *format* > <, *height* > <, *font* > <, *color* > <, *fixed-end* > <, *window* > <, *viewport* >);

The GXAXIS subroutine is a graphical call that draws a horizontal axis. The GYAXIS subroutine draws a vertical axis. This call is part of the traditional graphics subsystem, which is no longer being developed.

The required arguments to the GXAXIS and GYAXIS subroutines are as follows:

<i>starting-point</i>	is the (x, y) starting point of the axis, specified in world coordinates.
<i>length</i>	is a numeric scalar that contains the length of the axis, specified in world coordinates.
<i>nincr</i>	is a numeric scalar that contains the number of major tick marks on the axis. The first tick mark corresponds to <i>starting-point</i> .

The optional arguments to the GXAXIS and GYAXIS subroutines are as follows:

<i>nminor</i>	is an integer that specifies the number of minor tick marks between major tick marks.
<i>noticklab</i>	is a flag that is nonzero if the tick marks are not labeled. The default is to label tick marks.
<i>format</i>	is a character scalar that specifies a valid SAS numeric format used in formatting the tick-mark labels. The default format is 8.2.
<i>height</i>	is a numeric matrix or literal that specifies the character height. This is used for the tick-mark labels.
<i>font</i>	is a character matrix or quoted literal that specifies a valid font name. This is used for the tick-mark labels.
<i>color</i>	is a valid color. The <i>color</i> argument can be specified as a quoted text string (such as ‘RED’), the name of a character matrix that contains a valid color as an element, or a color number (such as 1) that refers to a color in the color list.
<i>fixed-end</i>	holds one end of the scale fixed. ‘U’ fixes the upper end; ‘L’ fixes the lower end; ‘X’ allows both ends to vary from the data values. In addition, you can specify ‘N’, which causes the axis routines to bypass the scaling routine. The interval between tick marks is <i>length</i> divided by $(nincr - 1)$. The default is ‘X’.
<i>window</i>	is a numeric matrix or literal that specifies a window. This is given in world coordinates and has the form
	<i>{ minimum-x minimum-y maximum-x maximum-y }</i>
<i>viewport</i>	is a numeric matrix or literal that specifies a viewport. This is given in normalized coordinates and has the same form as the <i>window</i> argument.

The GXAXIS and GYAXIS subroutines use the same scaling algorithm as the GSCALE subroutine. For example, if the *x* starting point is 10 and the length of the axis is 44, and if you call the GSCALE subroutine with the *x* vector that contains the two elements, 10 and 44, the scale obtained should be the same as that obtained by the GXAXIS subroutine. Sometimes, it can be helpful to use the GSCALE subroutine in conjunction with the axis subroutines to get more precise scaling and labeling.

For example, suppose you want to draw the axis for $-2 \leq X \leq 2$ and $-2 \leq Y \leq 2$. The following statements draw these axes. Each axis is four units long. The *x* axis begins at the point $(-2, 0)$, and the *y* axis begins at the point $(0, -2)$. The tick marks can be set at each integer value, with minor tick marks in between the major tick marks. The tick marks are labeled because the *noticklab* option has the value 0.

```
call gstart;
call gport({20 20 80 80});
call gwindow({-2 -2 2 2});
call gxaxis({-2,0}, 4, 5, 2, 0);
call gyaxis({0,-2}, 4, 5, 2, 0);
call gshow;
```

HADAMARD Function

HADAMARD(*n*, <, *i*>);

The HADAMARD function returns a Hadamard matrix. The arguments to the HADAMARD function are as follows:

n specifies the order of the Hadamard matrix. You can specify that *n* is 1, 2, or a multiple of 4. Furthermore, *n* must satisfy at least one of the following conditions:

- $n \leq 448$ or *n* equals 596, 604, 612, 732, or 756
- $n - 1$ is prime
- $(n/2) - 1$ is prime and $n/2 = 2 \bmod 4$
- $n = 2^p h$ for some positive integers *p* and *h*, and *h* satisfies one of the preceding conditions

When any other *n* is specified, the HADAMARD function returns a zero.

i specifies the row number to return. When *i* is not specified or *i* is negative, the full Hadamard matrix is returned.

The HADAMARD function returns a Hadamard matrix, which is an $n \times n$ matrix that consists entirely of the values 1 and -1. The columns of a Hadamard matrix are all orthogonal. Hadamard matrices are frequently used to make orthogonal array experimental designs for two-level factors. For example, the following statements create a 12×12 Hadamard matrix:

```
h = hadamard(12);
print h[format=2.];
```

The output is shown in Figure 26.152. The first column is an intercept and the next 11 columns form an orthogonal array experimental design for 11 two-level factors in 12 runs, 2^{11} .

Figure 26.152 A Hadamard Matrix

h
1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1
1 1 -1 1 -1 -1 -1 1 1 1 1 -1 1
1 1 1 -1 1 -1 -1 -1 1 1 1 -1
1 -1 1 1 -1 1 -1 -1 -1 1 1 1
1 1 -1 1 1 -1 1 -1 -1 -1 1 1
1 1 1 -1 1 1 -1 1 -1 -1 -1 1
1 1 1 1 -1 1 1 -1 1 -1 -1 -1
1 -1 1 1 1 -1 1 1 -1 1 -1 -1
1 -1 -1 1 1 1 -1 1 1 -1 1 -1
1 -1 -1 -1 1 1 1 -1 1 1 -1 1
1 1 -1 -1 -1 1 1 1 -1 1 1 -1
1 -1 1 -1 -1 -1 1 1 1 -1 1 1

To request the seventeenth row of a Hadamard matrix of order 448, use the following statement:

```
h17 = hadamard(448, 17);
```

HALF Function

HALF(*matrix*);

The HALF function is an alias for the ROOT function, which computes the Cholesky decomposition of a symmetric positive definite matrix.

HANKEL Function

HANKEL(*matrix*);

The HANKEL function generates a Hankel matrix from a vector or a block Hankel matrix from a matrix. A block Hankel matrix has the property that all matrices on the reverse diagonals are the same. The argument matrix is an $(np) \times p$ or $p \times (np)$ matrix; the value returned is the $(np) \times (np)$ result.

The Hankel function uses the first $p \times p$ submatrix \mathbf{A}_1 of the argument matrix as the blocks of the first reverse diagonal. The second $p \times p$ submatrix \mathbf{A}_2 of the argument matrix forms the second reverse diagonal. The remaining reverse diagonals are formed accordingly. After the values in the argument matrix have all been placed, the rest of the matrix is filled in with 0. If \mathbf{A} is $(np) \times p$, then the first p columns of the returned matrix, \mathbf{R} , are the same as \mathbf{A} . If \mathbf{A} is $p \times (np)$, then the first p rows of \mathbf{R} are the same as \mathbf{A} .

The HANKEL function is especially useful in time series applications that involve a set of variables that represent the present and past and a set of variables that represent the present and future. In this situation, the covariance matrix between the sets of variables is often assumed to be a block Hankel matrix. If

$$\mathbf{A} = [\mathbf{A}_1 | \mathbf{A}_2 | \mathbf{A}_3 | \cdots | \mathbf{A}_n]$$

and if \mathbf{R} is the matrix formed by the HANKEL function, then

$$\mathbf{R} = \begin{bmatrix} \mathbf{A}_1 & \mathbf{A}_2 & \mathbf{A}_3 & \cdots & \mathbf{A}_n \\ \mathbf{A}_2 & \mathbf{A}_3 & \mathbf{A}_4 & \cdots & \mathbf{0} \\ \mathbf{A}_3 & \mathbf{A}_4 & \mathbf{A}_5 & \cdots & \mathbf{0} \\ \vdots & & & & \\ \mathbf{A}_n & \mathbf{0} & \mathbf{0} & \cdots & \mathbf{0} \end{bmatrix}$$

If

$$\mathbf{A} = \begin{bmatrix} \mathbf{A}_1 \\ \mathbf{A}_2 \\ \vdots \\ \mathbf{A}_n \end{bmatrix}$$

and if \mathbf{R} is the matrix formed by the HANKEL function, then

$$\mathbf{R} = \begin{bmatrix} \mathbf{A}_1 & \mathbf{A}_2 & \mathbf{A}_3 & \cdots & \mathbf{A}_n \\ \mathbf{A}_2 & \mathbf{A}_3 & \mathbf{A}_4 & \cdots & \mathbf{0} \\ \vdots & & & & \\ \mathbf{A}_n & \mathbf{0} & \mathbf{0} & \cdots & \mathbf{0} \end{bmatrix}$$

For example, the following statements produce Hankel matrices, as shown in Figure 26.153:

```
r1 = hankel({1 2 3 4 5});
r2 = hankel({1 2 ,
              3 4 ,
              5 6 ,
              7 8});
r3 = hankel({1 2 3 4 ,
              5 6 7 8});
print r1, r2, r3;
```

Figure 26.153 Hankel Matrices

<u>r1</u>
1 2 3 4 5
2 3 4 5 0
3 4 5 0 0
4 5 0 0 0
5 0 0 0 0

<u>r2</u>
1 2 5 6
3 4 7 8
5 6 0 0
7 8 0 0

<u>r3</u>
1 2 3 4
5 6 7 8
3 4 0 0
7 8 0 0

HARMEAN Function

HARMEAN(*matrix*);

The HARMEAN function returns a scalar that contains the harmonic mean of the elements of the input matrix. The input matrix must contain only nonnegative numbers. The harmonic mean of a set of positive numbers a_1, a_2, \dots, a_n is n divided by the sum of the reciprocals of a_i . That is, $n / \sum a_i^{-1}$.

The harmonic mean is zero if any of the a_i are zero. The harmonic mean is not defined for negative numbers. If any of the a_i are missing, they are excluded from the computation.

The harmonic mean is sometimes used to compute an average sample size in an unbalanced experimental design. For example, the following statements compute an average sample size for five samples:

```
sizes = { 8, 12, 23, 10, 8 }; /* sample sizes */
aveSize = harmean( sizes );
print aveSize;
```

Figure 26.154 Harmonic Mean

aveSize
10.486322

HDIR Function

HDIR(*matrix1*, *matrix2*);

The HDIR function computes the horizontal direct product of two numeric matrices. This operation is useful in constructing design matrices of interaction effects.

Specifically, the HDIR function performs a direct product on all rows of *matrix1* and *matrix2* and creates a new matrix by stacking these row vectors into a matrix. The *matrix1* and *matrix2* arguments must have the same number of rows, which is also the same number of rows in the result matrix. The number of columns in the result matrix is equal to the product of the number of columns in *matrix1* and *matrix2*.

For example, the following statements produce the matrix *c*, shown in Figure 26.155:

```
a = {1 2,
      2 4,
      3 6};
b = {0 2,
      1 1,
      0 -1};
c = hdir(a, b);
print c;
```

Figure 26.155 Horizontal Direct Product

c
0 2 0 4
2 2 4 4
0 -3 0 -6

The HDIR function is useful for constructing crossed and nested effects from main-effect design matrices in ANOVA models.

HEATMAPCONT Call

```
CALL HEATMAPCONT(x) <COLORRAMP=ColorRamp>
    <SCALE=scale>
    <XVALUES=xValues>
    <YVALUES=yValues>
    <XAXISTOP=top>
    <DISPLAYOUTLINES=outlines>
    <TITLE=plotTitle>
    <LEGENDTITLE=legendTitle>
```

```

<LEGENDLOC=loc>
<SHOWLEGEND=show>
<RANGE=range>
<OTHER=other>
;

```

The HEATMAPCONT subroutine is part of the [IMLMLIB library](#). The HEATMAPCONT subroutine displays a heat map of a numeric matrix whose values are assumed to vary continuously. The heat map is produced by calling the SGRENDER procedure to render a template, which is created at run time. The argument *x* is a matrix that contains numeric data. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

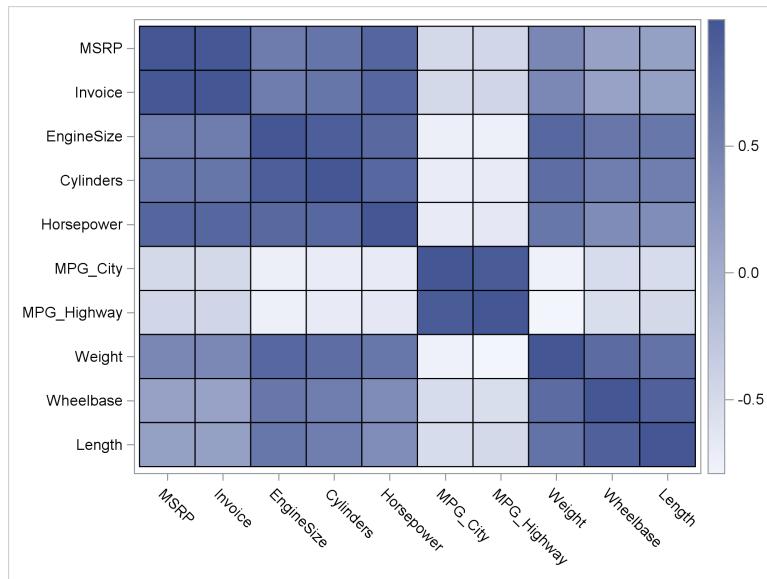
A simple example follows. The numeric variables from the Sashelp.Cars data set are read into a matrix and the CORR function is used to compute the correlation matrix for those variables. The HEATMAPCONT subroutine creates the image in [Figure 26.156](#), which visualizes the correlations. The correlation matrix has high values (1) on the main diagonal. There are large negative correlations between horsepower and the fuel efficiency variables, MPG_City and MPG_Highway.

```

use Sashelp.Cars;
read all var _NUM_ into Y[c=varNames];
close Sashelp.Cars;
corr = corr(Y);
call HeatmapCont(corr) xvalues=varNames yvalues=varNames;

```

Figure 26.156 A Heat Map of a Correlation Matrix



Specify the *x* vector inside parentheses and specify all options outside the parentheses. Titles are specified by using the TITLE= option. Each option corresponds to a statement or option in the graph template language (GTL).

The following list documents the options to the HEATMAPCONT routine:

COLORRAMP= specifies a color ramp that assigns colors to cells in the heat map. You can specify the color ramp in the following ways:

- A character string that matches a predefined color ramp. The “TwoColor” and “Three-Color” ramps are defined by the current ODS style. Other predefined color ramps are as follows. The first color corresponds to low values; the last color corresponds to high values. Intermediate values are linearly interpolated.
 - “Gray” is a three-color ramp composed of white, gray, and black
 - “BlueRed” is a two-color ramp composed of blue and red
 - “BlueGreenRed” is a four-color ramp composed of blue, cyan, yellow, and red
 - “Rainbow” is a four-color ramp composed of magenta, cyan, yellow, and red
 - “Temperature” is a five-color ramp composed of white, cyan, yellow, red, and black
- A character vector with n color names that are valid in the GTL. For example, the expression {lightblue blue black red lightred} defines a five-color ramp.
- An $n \times 3$ matrix that defines a user-defined color ramp with n colors. Each row specifies an RGB color for the ramp. For example, the expression {255 0 0, 0 255 136, 136 0 0 255} defines a three-color ramp.
- A character vector with n hexadecimal color values that are valid in the GTL. For example, the expression {CXA6611A CXDFC27D CXF5F5F5 CX80CDC1 CX018571} defines a five-color ramp.

SCALE= specifies how the input matrix should be scaled. Valid values are “None” (the default), “Row”, or “Column”. For data matrices, variables often have different scales. The “Column” option standardizes each column to have zero mean and unit standard deviation. The “Row” option standardizes each row to have zero mean and unit standard deviation.

XVALUES= specifies a vector of values for ticks for the X axis. If no values are specified, the column numbers are used. If the vector is a strictly decreasing numerical sequence, then the X axis is reversed.

YVALUES= specifies a vector of values for ticks for the Y axis. If no values are specified, the row numbers are used. If the vector is a strictly decreasing numerical sequence, then the Y axis is reversed.

XAXISTOP= specifies the location of the X axis. The value 0 (the default) specifies that the X axis be displayed at the bottom of the heat map. A nonzero value specifies that the X axis be displayed at the top of the heat map.

DISPLAYOUTLINES= specifies whether to display grid lines for the heat map cells. The value 0 specifies that the no grid lines be displayed. A nonzero value (the default) specifies that grid lines be displayed.

TITLE= specifies a title for the heat map. By default, no title is displayed.

LEGENDTITLE= specifies a title for the legend, which shows the color ramp. By default, no title is displayed.

LEGENDLOC= specifies a location for the legend. Valid values are “Right” (the default), “Left”, “Top”, and “Bottom”.

SHOWLEGEND= specifies whether to display the continuous legend. The default value is 1, which shows the legend. To suppress the legend, specify 0.

- RANGE=** specifies the range of the color ramp. By default, the range of the data is used. You can specify a two-element array to change the range. For example, RANGE={-1, 1} specifies that the color ramp colors values on the interval [-1, 1]. You can use missing values to specify the minimum and maximum values. Thus RANGE={-1, .} specifies that -1 is the lower endpoint of the range and that the maximum data value should be used for the upper endpoint.
- OTHER=** specifies any valid GTL plot statement that is compatible with the HEATMAPPARM statement. For example, you can specify a vertical reference line by specifying “REFERENCE-LINE x=1;”. You must include the ending semicolon.

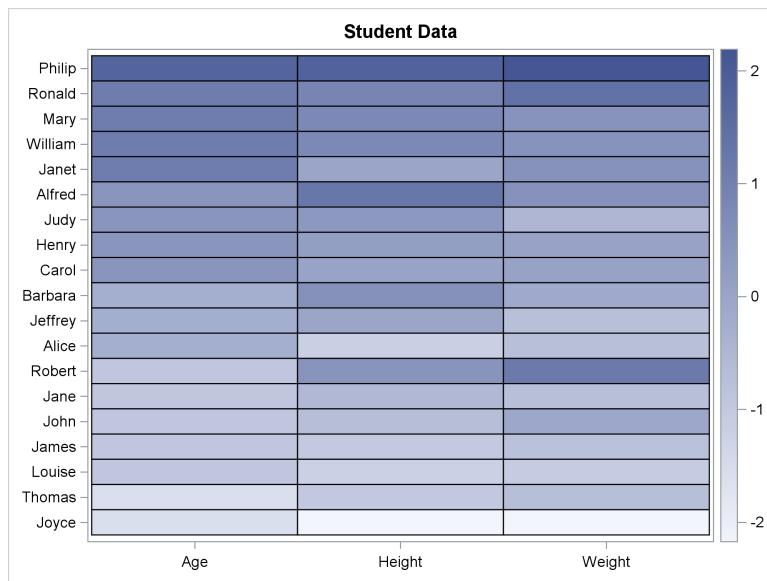
The following example shows how to create a heat map that uses the SCALE=, XVALUES=, YVALUES=, and TITLE= options.

```
use Sashelp.Class;
read all var _NUM_ into Students[c=varNames r=Name];
close Sashelp.Class;

/* sort data in descending order according to Age and Height */
call sortndx(idx, Students, 1:2, 1:2);
Students = Students[idx,];
Name = Name[idx];

/* standardize each column */
call HeatmapCont(Students) scale="Col"
    xvalues=varNames yvalues=Name title="Student Data";
```

Figure 26.157 Heat Map of a Data Matrix



In Figure 26.157, you can see that Philip is the biggest student, Joyce is the smallest, Robert is heavy for his age, and Alfred is tall for his age.

For a more complicated visualization of a data matrix, the following statements visualize the number of snack items solds at a fictitious store over the course of 1,022 days. The heat map that uses the YVALUES=,

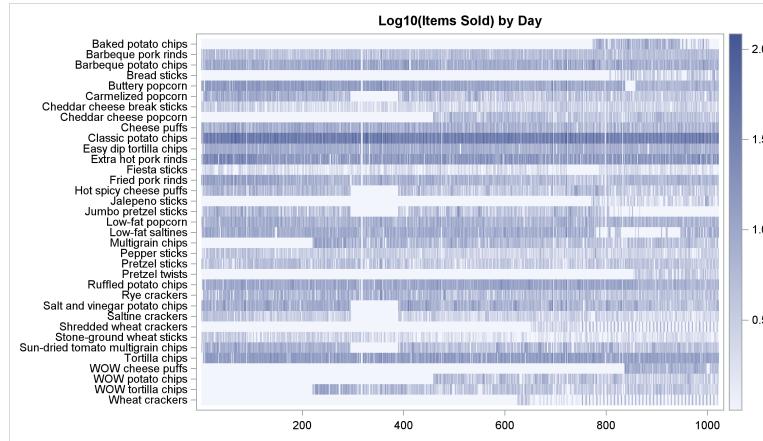
DISPLAYOUTLINES=, and TITLE= options. Because the quantity of items sold range over two orders of magnitude (from 0 to 121), a logarithmic transformation is used to transform the data.

```
use Sashelp.Snacks;
read all var {QtySold Date Product};
close Sashelp.Snacks;

QtySold = choose(QtySold>=0, QtySold, .); /* remove invalid quantities */
Names = unique(Product);
x = shape(QtySold, ncol(Names)) ;

ods graphics / height=800 width=1400;
call HeatmapCont(log10(x+1)) yvalues=Names displayoutlines=0
      title="Log10(Items Sold) by Day";
```

Figure 26.158 Time Series Visualization for 35 Snack Items



In Figure 26.158, horizontal white bands indicate periods of time for which a particular snack item was not sold. Vertical white bands indicate days for which the store was closed. Dark shades, such as for “classic potato chips” and “tortilla chips,” indicate items for which the average number of units sold each day was about $10^2 = 100$. Lighter shades, such as for “fiesta sticks” and “stone-ground wheat sticks,” indicate less popular items.

HEATMAPDISC Call

```
CALL HEATMAPDISC(x) <COLORRAMP=ColorRamp>
    <XVALUES=xValues>
    <YVALUES=yValues>
    <XAXISTOP=top>
    <DISPLAYOUTLINES=outlines>
    <TITLE=plotTitle>
    <LEGENDTITLE=legendTitle>
    <LEGENDLOC=loc>
    <SHOWLEGEND=show> <OTHER=other> ;
```

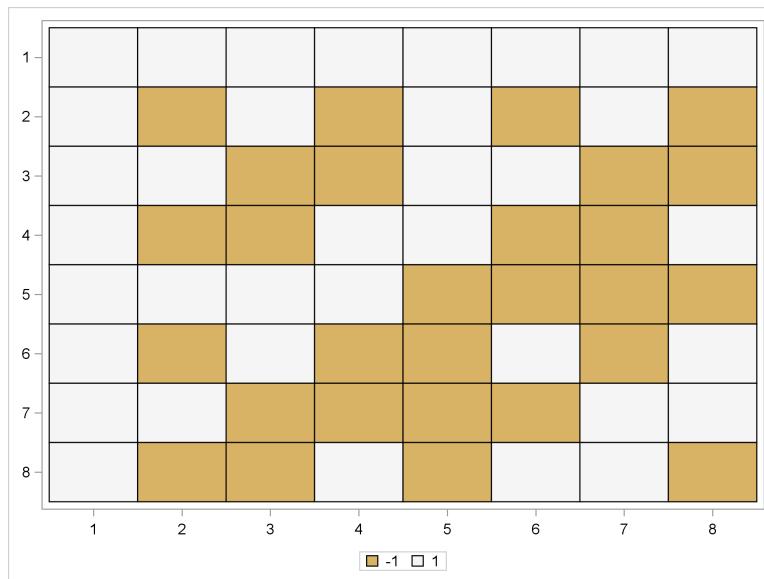
The HEATMAPDISC subroutine is part of the [IMLMLIB library](#). The HEATMAPDISC subroutine displays a heat map of a numeric or character matrix whose values are assumed to have a small number of discrete values. The heat map is produced by calling the SGRENDER procedure to render a template, which is created at run time. The argument *x* is a matrix that contains numeric or character data. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

In addition to visualizing matrices with discrete values, you can use the HEATMAPDISC subroutine to visualize quantiles of a continuous variable.

A simple example follows. The HADAMARD function generates an 8×8 matrix, each element is either 1 or -1 . The HEATMAPDISC subroutine creates the image in [Figure 26.159](#), which uses two colors to visualize the matrix.

```
h = hadamard(8);
run HeatmapDisc(h);
```

Figure 26.159 A Heat Map of a Matrix of Two Values



Specify the *x* vector inside parentheses and specify all options outside the parentheses. Titles are specified by using the TITLE= option. Each option corresponds to a statement or option in the graph template language (GTL).

Except for the SCALE= option, the options for the HEATMAPDISC subroutine are the same as for the HEATMAPCONT subroutine.

You can use the [PALETTE](#) function to obtain colors from a wide variety of discrete color palettes.

By default, the row and column numbers of a matrix are used to label the heat map that is created by the HEATMAPDISC or HEATMAPCONT subroutine. The heat map is displayed in the same way that a matrix is printed: row 1 is at the top, row 2 is next, and so on. Columns increase from left to right. That means that the Y axis points down by default; the X axis points to the right.

Just as displaying a heat map is similar to printing a matrix, the XVALUES= and YVALUES= options are similar to the COLNAME= and ROWNAME= options (respectively) on the PRINT statement. You can use the XVALUES= and YVALUES= options to change the labels for the axes ticks, but these options do

not change the values of the data. The following program shows a PRINT statement followed by a call to the HEATMAPDISC subroutine. The output is not shown, but in each case the printed output matches the graphical output.

```
m = {1 2 3, 4 5 6, 1 2 3, 4 5 6};
XLbl = char(1:ncol(m));
YLbl = char(1:nrow(m));

/* standard printing: row labels increase down the page */
print m[colname=XLbl rowname=YLbl];
run HeatmapDisc(m); /* by default, axes labels are row/col numbers */

/* reverse Y labels; matrix is unchanged! */
Yrev = char(nrow(m):1);
print m[colname=XLbl rowname=Yrev];
run HeatmapDisc(m)    yvalues=Yrev;

/* to make the Y axis point up, flip the rows and the labels */
r = m[nrow(m):1, ];
print r[colname=XLbl rowname=Yrev];
run HeatmapDisc(r)    yvalues=Yrev;
```

HERMITE Function

HERMITE(*matrix*);

The HERMITE function uses elementary row operations to compute the Hermite normal form of a matrix. For square matrices this normal form is upper triangular and idempotent.

If the argument is square and nonsingular, the result is the identity matrix. In general the result satisfies the following four conditions (Graybill 1969):

- It is upper triangular.
- It has only values of 0 and 1 on the diagonal.
- If a row has a 0 on the diagonal, then every element in that row is 0.
- If a row has a 1 on the diagonal, then every off-diagonal element is 0 in the column in which the 1 appears.

The following statements compute an example from Graybill (1969):

```
a = {3 6 9,
      1 2 5,
      2 4 10};
h = hermite(a);
print h;
```

Figure 26.160 Hermite Matrix

<u>h</u>
1 2 0
0 0 0
0 0 1

If the argument is a square matrix, then the Hermite normal form can be transformed into the row-echelon form by rearranging rows in which all values are 0.

HISTOGRAM Call

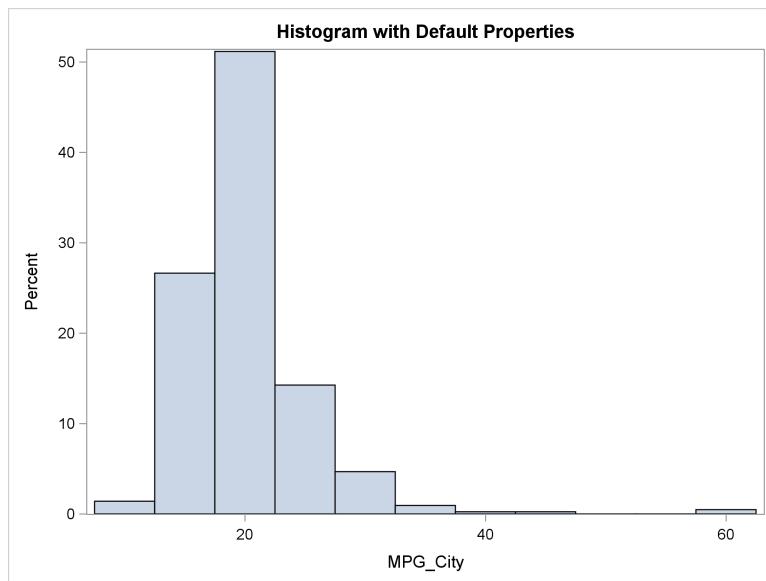
```
CALL HISTOGRAM(x) <SCALE="Count" | "Percent" | "Proportion">
    <DENSITY="Normal" | "Kernel">
    <REBIN={BinStart, BinWidth}>
    <GRID={"X" <,"Y">} >
    <LABEL={XLabel <, YLabel>}>
    <XVALUES=xValues>
    <YVALUES=yValues>
    <PROCOPT=ProcOption>
    <OTHER=Stmts> ;
```

The HISTOGRAM subroutine displays a histogram by calling the SG PLOT procedure. The argument *x* is a numeric vector that contains the data to plot. The HISTOGRAM subroutine is not a comprehensive interface to the SG PLOT procedure. It is intended for creating simple histogram for exploratory data analysis. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

A simple example follows:

```
use Sashelp.Cars;
read all var {MPG_City};
close Sashelp.Cars;

title "Histogram with Default Properties";
call Histogram(MPG_City);
```

Figure 26.161 A Histogram

Specify the *x* vector inside parentheses and specify all options outside the parentheses. Use the global TITLE and FOOTNOTE statements to specify titles and footnotes. Each option corresponds to a statement or option in the SGLOT procedure.

The following options correspond to options in the HISTOGRAM or DENSITY statement in the SGLOT procedure:

SCALE= specifies the scaling to apply to the vertical axis of the histogram. Valid options are “Count” (the default), “Percent,” and “Proportion.”

DENSITY= specifies whether to overlay the density estimate on the histogram. The valid values are as follows:

- **DENSITY={ "Normal"}** overlays a normal density estimate.
- **DENSITY={ "Kernel"}** overlays a kernel density estimate.
- **DENSITY={ "Normal", "Kernel"}** overlays a normal and a kernel density estimate.

REBIN= specifies two numerical values that set the location of the first bins and the width of bins. An option of the form **REBIN={*x0*, *h*}** corresponds to the **BINSTART=*x0*** and **BINWIDTH=*h*** options in the HISTOGRAM statement in PROC SGLOT.

The HISTOGRAM subroutine also supports the following options. The **BAR** subroutine documents these options and gives an example of their usage.

GRID= specifies whether to display grid lines for the X or Y axis.

LABEL= specifies axis labels for the X or Y axis.

XVALUES= specifies a vector of values for ticks for the X axis.

YVALUES= specifies a vector of values for ticks for the Y axis.

PROCOPT= specifies options in the PROC SGLOT statement.

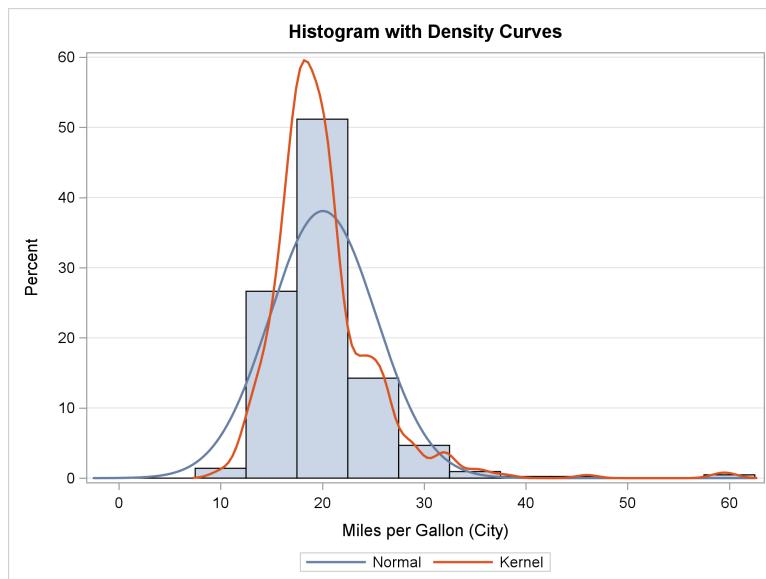
OTHER= specifies statements in the SG PLOT procedure.

The following statements create a histogram, overlay density estimates, and specify several options:

```
use Sashelp.Cars;
read all var {MPG_City};
close Sashelp.Cars;

title "Histogram with Density Curves";
call Histogram(MPG_City)
      scale = "Percent"
      density={"Normal" "Kernel"}
      rebin={0 5}
      grid="y"
      label="Miles per Gallon (City)"
      xvalues = do(0, 60, 10);
```

Figure 26.162 A Histogram with Overlaid Densities



HOMOGEN Function

HOMOGEN(*matrix*);

The HOMOGEN function solves the homogeneous system of linear equations $\mathbf{A} * \mathbf{X} = \mathbf{0}$ for \mathbf{X} . For at least one solution vector \mathbf{X} to exist, the $m \times n$ matrix \mathbf{A} , $m \geq n$, has to be of rank $r < n$. The HOMOGEN function computes an $n \times (n - r)$ column orthonormal matrix \mathbf{X} with the properties that $\mathbf{A} * \mathbf{X} = \mathbf{0}$ and $\mathbf{X}'\mathbf{X} = \mathbf{I}$. In other words, the columns of \mathbf{X} form an orthonormal basis for the nullspace of A .

If $\mathbf{A}'\mathbf{A}$ is ill-conditioned, rounding-error problems can occur in determining the correct rank of \mathbf{A} and in determining the correct number of solutions \mathbf{X} .

The following statements compute an example from Wilkinson and Reinsch (1971):

```

a = {22  10   2   3   7,
      14   7   10   0   8,
     -1  13  -1  -11   3,
     -3  -2  13  -2   4,
      9   8   1  -2   4,
      9   1  -7   5  -1,
      2  -6   6   5   1,
      4   5   0  -2   2};

x = homogen(a);
print x;

```

Figure 26.163 Solutions to a Homogeneous System

x
-0.419095
0.4405091
-0.052005
0.6760591
0.4129773
0
0.4185481
0.3487901
0.244153
-0.802217

In addition, you can use the HOMOGEN function to determine the rank of an $m \times n$ matrix **A** where $m \geq n$ by counting the number of columns in the matrix **X**.

If **A** is an $n \times m$ matrix, then, in addition to the memory allocated for the return matrix, the HOMOGEN function temporarily allocates an $n^2 + nm$ array for performing its computation.

I Function

I(dim);

The I function creates an identity matrix with *dim* rows and columns. The diagonal elements of an identity matrix are ones; all other elements are zeros. The value of *dim* must be an integer greater than or equal to 1. Noninteger operands are truncated to their integer part.

For example, the following statements compute a 3×3 identity matrix:

```

a = I(3);
print a;

```

Figure 26.164 An Identity Matrix

a
1 0 0
0 1 0
0 0 1

IF-THEN/ELSE Statement

```
IF expression THEN statement1 ;
ELSE statement2 ;
```

The IF-THEN/ELSE statement conditionally executes statements. The ELSE statement is optional.

The arguments to the IF-THEN/ELSE statement are as follows:

- expression* is an expression that is evaluated for being true or false.
- statement1* is a statement executed when *expression* is true.
- statement2* Is a statement executed when *expression* is false.

The IF statement contains an expression to be evaluated, the keyword THEN, and an action to be taken when the result of the evaluation is true.

The ELSE statement optionally follows the IF statement and specifies an action to be taken when the IF expression is false. The expression to be evaluated is often a comparison. For example:

```
a = {0, 5, 1, 10};
if max(a)<20 then
    p = 0;
else
    p = 1;
```

The IF statement results in the evaluation of the condition `max(a) < 20`. If the largest value found in the matrix `a` is less than 20, the scalar value `p` is set to 0. Otherwise, `p` is set to 1. See the description of the **MAX** function for details.

When the condition to be evaluated is a matrix expression, the result of the evaluation is another matrix. If all values of the result matrix are nonzero and nonmissing, the condition is true; if any element in the result matrix is 0 or missing, the condition is false. This evaluation is equivalent to using the **ALL** function.

For example, consider the following statements:

```
a = { 1 2, 3 4};
b = {-1 0, 0 1};
if a>b then do;
/* statements */
end;
```

This code produces the same result as the following statements:

```
if all(a>b) then do;
/* statements */
end;
```

IF statements can be nested within the clauses of other IF or ELSE statements. There is no limit on the number of nesting levels. Consider the following example:

```

if a>b then
  if a>abs(b) then do;
    /* statements */
  end;

```

Consider the following statements:

```

if a^=b then do;
  /* statements */
end;
if ^(a=b) then do;
  /* statements */
end;

```

The two IF statements are equivalent. In each case, the THEN clause is executed only when all corresponding elements of **a** and **b** are unequal.

Evaluation of the following statement requires only one element of **a** and **b** to be unequal in order for the expression to be true:

```

if any(a^=b) then do;
  /* statements */
end;

```

IFFT Function

IFFT(*f*);

The IFFT function computes the inverse finite Fourier transform of a matrix *f*, where *f* is an $np \times 2$ numeric matrix.

The IFFT function expands a set of sine and cosine coefficients into a sequence equal to the sum of the coefficients times the sine and cosine functions. The argument *f* is an $np \times 2$ matrix; the value returned is an $n \times 1$ vector.

If the element in the last row and second column of *f* is exactly 0, then *n* is $2np - 2$; otherwise, *n* is $2np - 1$.

The inverse finite Fourier transform of a two column matrix **F**, denoted by the vector **x**, is

$$x_i = F_{1,1} + 2 \sum_{j=2}^{np} \left(F_{j,1} \cos \left(\frac{2\pi}{n}(j-1)(i-1) \right) + F_{j,2} \sin \left(\frac{2\pi}{n}(j-1)(i-1) \right) \right) + q_i$$

for $i = 1, \dots, n$, where $q_i = (-1)^i F_{np,1}$ if *n* is even, or $q = 0$ if *n* is odd.

For the most efficient use of the IFFT function, *n* should be a power of 2. If *n* is a power of 2, a fast Fourier transform is used (Singleton 1969); otherwise, a Chirp-Z algorithm is used (Monro and Branch 1977).

The expression **IFFT(FFT(X))** returns *n* times **x**, where *n* is the dimension of **x**. If *f* is not the Fourier transform of a real sequence, then the vector generated by the IFFT function is not a true inverse Fourier transform. However, applications exist in which the **FFT function** and the IFFT function can be used for operations on multidimensional or complex data (Gentleman and Sande 1966; Nussbaumer 1982).

As an example, the convolution of two vectors **x** ($n \times 1$) and **y** ($m \times 1$) can be accomplished by using the following module:

```

start conv(u,v);
/* w = conv(u,v) convolves vectors u and v.
 * Algebraically, convolution is the same operation as
 * multiplying the polynomials whose coefficients are the
 * elements of u and v. Straight convolution is too slow,
 * so use the FFT.
 *
 * Both of u and v are column vectors.
*/
m = nrow(u);
n = nrow(v);

wn = m + n - 1;
/* find p so that 2##(p-1) < wn <= 2##p */
p = ceil( log(wn)/ log(2) );
nice = 2##p;

a = fft( u // j(nice-m,1,0) );
b = fft( v // j(nice-n,1,0) );
/* complex multiplication of a and b */
wReal = a[,1]#b[,1] - a[,2]#b[,2];
wImag = a[,1]#b[,2] + a[,2]#b[,1];
w = wReal || wImag;
z=ifft(w);
z = z[1:wn,1] / nice; /* take real part and first wn elements */
return (z);
finish;

/* example of convolution of two waveforms */
TimeStep = 0.01;
t = T( do(0,8,TimeStep) );

Signal = j(nrow(t),1,5);
Signal[ loc(t>4) ] = -5;

ImpulseResponse = j(nrow(t),1,0);
ImpulseResponse[ loc(t<=2) ] = 3;

/* The time domain for this convolution is [0,16]
   with the same time step.
   For waveforms, rescale amplitude by the time step. */
y = conv(Signal,ImpulseResponse) * TimeStep;

```

Other applications of the FFT and IFFT functions include windowed spectral estimates and the inverse autocorrelation function.

IMPORTDATASETFROMR Call

CALL IMPORTDATASETFROMR(*SAS-data-set*, *RExpr*);

You can use the IMPORTDATASETFROMR subroutine to transfer data from an R data frame to a SAS data set. It is easier to read the subroutine name when it is written in mixed case: ImportDataSetFromR.

The arguments for the subroutine are as follows:

- SAS-data-set* is a literal string or a character matrix that specifies the two-level name of a SAS data set (for example, Work.MyData).
- RExpr* is a literal string or a character matrix that specifies the name of an R data frame or, in general, an R expression that can be coerced to an R data frame.

You can call the subroutine provided that the following statements are true:

1. The R statistical software is installed on the SAS workspace server.
2. The SAS system administrator at your site has enabled the RLANG SAS system option. (See the section “[The RLANG System Option](#)” on page 234.)

The following statements create a data frame in R named RData and copy the data into Work.MyData. The SHOW CONTENTS statement is then used to display attributes of the Work.MyData data, which demonstrates that the data were successfully transferred.

```
proc iml;
submit / R;
z = c('a','b','c','d','e')
RData <- data.frame(x=1:5, y=(1:5)^2, z=z)
endsubmit;

call ImportDataSetFromR("Work.MyData", "RData");

use Work.MyData;
show contents;
close Work.MyData;
```

Figure 26.165 Contents of a SAS Data Set Created from R Data

```
DATASET : WORK.MYDATA.DATA

VARIABLE          TYPE   SIZE
-----
A                num    8
Y                num    8
Z                char   1

Number of Variables : 3
Number of Observations: 5
```

You can transfer data from a SAS data set into an R data frame by using the EXPORTDATASETTOR call. See Chapter 14, “[Calling Functions in the R Language](#),” for details about transferring data between R and SAS software.

The names of the variables in the SAS data set are derived from the names of the variables in the R data frame. The following rules are used to convert an R variable name to a valid SAS variable name:

1. If the name is longer than 32 characters, it is truncated to 32 characters.

2. A SAS variable name must begin with one of the following characters: ‘A’–‘Z’, ‘a’–‘z’, or the underscore (_). Therefore, if the first character is not a valid beginning character, it is replaced by an underscore (_).
3. A SAS variable name can contain only the following characters: ‘A’–‘Z’, ‘a’–‘z’, ‘0’–‘9’, or the underscore (_). Therefore, if any of the remaining characters is not valid in a SAS variable name, it is replaced by an underscore.
4. If the resulting name duplicates an existing name in the data set, a number is appended to the name to make it unique. If appending the number causes the length of the name to exceed 32 characters, the name is truncated to make room for the number.

IMPORTMATRIXFROMR Call

CALL IMPORTMATRIXFROMR(*IMLMatrix*, *RExpr*);

You can use the IMPORTMATRIXFROMR subroutine to transfer data from an R data frame to a SAS data set. It is easier to read the subroutine name when it is written in mixed case: ImportMatrixFromR.

The arguments to the subroutine are as follows:

<i>IMLMatrix</i>	is a SAS/IML matrix to contain the data you want to transfer.
<i>RExpr</i>	is a literal string or a character matrix that specifies the name of an R matrix, data frame, or an R expression that can be coerced to an R data frame.

If the *RExpr* argument is a data frame, then the resulting SAS/IML matrix has columns that correspond to variables from the data frame. If the first variable in the data frame is a numeric variable, a numeric matrix is created from all numeric variables in the data frame. If the first variable in the data frame is a character variable, a character matrix is created from all character variables in the data frame.

You can call the subroutine provided that the following statements are true:

1. The R statistical software is installed on the SAS workspace server.
2. The SAS system administrator at your site has enabled the RLANG SAS system option. (See the section “[The RLANG System Option](#)” on page 234.)

The following statements define an R matrix and copy the data from the matrix to a SAS/IML matrix:

```
proc iml;
submit / R;
m <- matrix( c(1,2,3,4,NA,6) , nrow=2, byrow=TRUE)
endsubmit;

call ImportMatrixFromR(a, "m");
print a;
```

To demonstrate that the data were successfully transferred, the PRINT statement is used to print the values of the *a* matrix. The output is shown in [Figure 26.166](#). Note that the R missing value (NA) in the R matrix *m* was automatically converted to the SAS missing value in the SAS/IML matrix, *a*.

Figure 26.166 Data from R

a
1 2 3
4 . 6

You can transfer data from a SAS/IML matrix into an R matrix frame by using the [EXPORTMATRIXTOR](#) call. See Chapter 14, “Calling Functions in the R Language,” for details about transferring data between R and SAS software.

INDEX Statement

INDEX *variables* | **NONE** ;

The INDEX statement creates an index for the named variables in the current input SAS data set. An index is created for each variable listed, provided that the variable does not already have an index. Current retrieval is set to the last variable indexed. Subsequent I/O operations such as [LIST](#), [READ](#), [FIND](#), and [DELETE](#) can use this index to retrieve observations from the data. The indices are automatically updated when a data set is edited with the [APPEND](#), [DELETE](#), or [REPLACE](#) statements. Only one index is in effect at any given time. The [SHOW CONTENTS](#) command indicates which index is in use.

For example, the following statements copy the Sasuser.Class data set and create indexes for the Name and Sex variables. Current retrieval is set to use the Sex variable, as shown in Figure 26.167.

```
data class;
  set Sashelp.Class;
run;

proc iml;
use class;
index name sex;
list all;
close class;
```

Figure 26.167 Result of Listing Observations of an Indexed Data Set

OBS	Name	Sex	Age	Height	Weight
2	Alice	F	13.0000	56.5000	84.0000
3	Barbara	F	13.0000	65.3000	98.0000
4	Carol	F	14.0000	62.8000	102.5000
7	Jane	F	12.0000	59.8000	84.5000
8	Janet	F	15.0000	62.5000	112.5000
11	Joyce	F	11.0000	51.3000	50.5000
12	Judy	F	14.0000	64.3000	90.0000
13	Louise	F	12.0000	56.3000	77.0000
14	Mary	F	15.0000	66.5000	112.0000
1	Alfred	M	14.0000	69.0000	112.5000
5	Henry	M	14.0000	63.5000	102.5000
6	James	M	12.0000	57.3000	83.0000
9	Jeffrey	M	13.0000	62.5000	84.0000
10	John	M	12.0000	59.0000	99.5000
15	Philip	M	16.0000	72.0000	150.0000
16	Robert	M	12.0000	64.8000	128.0000
17	Ronald	M	15.0000	67.0000	133.0000
18	Thomas	M	11.0000	57.5000	85.0000
19	William	M	15.0000	66.5000	112.0000

The INDEX NONE statement can be used to set retrieval back to physical order.

When a WHERE clause is being processed, the SAS/IML language automatically determines which index to use, if any. The decision is based on the variables and operators involved in the WHERE clause, and the decision criterion is based on the efficiency of retrieval.

INFILE Statement

INFILE *operand* <*options*> ;

The INFILE statement opens an external file for input or, if the file is already open, makes it the current input file. A subsequent INPUT statement reads from the specified file.

The arguments to the INFILE statement are as follows:

operand is either a predefined filename or a quoted string that contains in parentheses the filename or character expression that refers to the pathname.

options are explained in the following list.

The valid values for the *options* argument are as follows:

LENGTH=variable

specifies a variable into which the length of a record is stored.

RECFM=N

specifies that the file be read in as a pure binary file rather than as a file with record separator characters. To do this, you must use the byte operand (<) in the **INPUT statement** to get new records rather than use separate input statements or the new line (/) operator.

The following keywords control how a program behaves when an **INPUT statement** tries to read past the end of a record. The default behavior is **STOPOVER**.

FLOWOVER

enables the **INPUT statement** to go to the next record to obtain values for the variables.

MISSOVER

tolerates attempted reading past the end of the record by assigning missing values to variables read past the end of the record.

STOPOVER

treats going past the end of a record as an error condition, which triggers an end-of-file condition.

Several examples of INFILE statements follow:

```
filename in1 "student.dat";      /* specify filename IN1      */
infile in1;                      /* infile pathname          */
                                    /* */
infile "student.dat";           /* path by quoted literal */
                                    /* */
infile "student.dat" missover;  /* use missover option     */
                                    /* */
```

See [Chapter 8](#) for further information.

INPUT Statement

INPUT <variables> <informats> <record-directives> <positionals> ;

The INPUT statement reads records from the current input file, placing the values into matrices. The **INFILE statement** sets up the current input file. See [Chapter 8](#) for details.

The INPUT statement supports the following arguments:

variables specify the variable or variables you want to read from the current position in the record. Each variable can be followed immediately by an input format specification.

informats specify an input format. These are of the form *w.d* or *\$w*. for standard numeric and character informats, respectively, where *w* is the width of the field and *d* is the decimal parameter, if any. You can also use a named SAS format such as *BESTw.d*. Also, you can use a single \$ or & for list input applications. If the width is unspecified, the informat uses list-input rules to determine the length by searching for a blank (or comma) delimiter. The special format *\$RECORD*. is used for reading the rest of the record into one variable. For more information about formats, see *SAS Language Reference: Dictionary*.

Record holding is always implied for RECFM=N binary files, as if the INPUT statement has a trailing @ sign. For more information, see [Chapter 8](#).

Examples of valid INPUT statements follow:

```

input x y;
input @1 name $ @20 sex $ @(20+2) age 3.;

eight=8;
input >9 <eight number2 ib8.;
```

The following example uses binary input:

```

file "out2.dat" recfm=n ;
number=499; at=1;
do i = 1 to 5;
    number=number+1;
    put >at number ib8.; at=at+8;
end;
closefile "out2.dat";

infile "out2.dat" recfm=n;
size=8; /* 8 bytes */
do pos=1 to 33 by size;
    input >pos number ib8.;
    print number;
end;
```

record-directives

are used to advance to a new record. *Record-directives* are the following:

holding @ sign is used at the end of an INPUT statement to hold the current record so that you can continue to read from the record with later INPUT statements. Otherwise, the next record is used for the next INPUT statement.

/ advances to the next record.

> *operand* specifies that the next record to be read start at the indicated byte position in the file (for RECFM= N files only). The *operand* is a literal number, a variable name, or an expression in parentheses.

< *operand* specifies that the indicated number of bytes are read as the next record. The record directive must be specified for binary files (RECFM=N). The *operand* is a literal number, a variable name, or an expression in parentheses.

positionals

specifies a specific column on the record. The *positionals* are the following:

@ *operand* specifies a column, where *operand* is a literal number, a variable name, or an expression in parentheses. For example, @30 means to go to column 30. The operand can also be a character operand when pattern searching is needed. For more information, see [Chapter 8](#).

+ *operand* skips the indicated number of columns. The *operand* is a literal number, a variable name, or an expression in parentheses.

INSERT Function

INSERT(*x, y, row<, column>*);

The INSERT function inserts one matrix inside another.

The arguments to the INSERT function are as follows:

- x* is the target matrix. It can be either numeric or character.
- y* is the matrix to be inserted into the target. It can be either numeric or character, depending on the type of the target matrix.
- row* is the row where the insertion is to be made.
- column* is the column where the insertion is to be made.

The INSERT function returns the result of inserting the matrix *y* inside the matrix *x* at the place specified by the *row* and *column* arguments. This is done by splitting *x* either horizontally or vertically before the row or column specified and concatenating *y* between the two pieces. Thus, if *x* has *m* rows and *n* columns, *row* can range from 0 to *m* + 1 and *column* can range from 0 to *n* + 1.

It is not possible to insert in both dimensions simultaneously, so either *row* or *column* must be 0, but not both. The *column* argument is optional and defaults to 0. Also, the matrices must conform in the dimension in which they are joined.

The following statements show two examples of the INSERT function. Figure 26.168 shows that the matrix **c** is the result of inserting matrix **b** prior to the second row of matrix **a**. The matrix **d** is the result of inserting matrix **b** after the second column of matrix **a**.

```
a = {1 2, 3 4};
b = {5 6, 7 8};
c = insert(a, b, 2, 0);
d = insert(a, b, 0, 3);
print c, d;
```

Figure 26.168 Inserted Matrices

c
1 2
5 6
7 8
3 4

d
1 2 5 6
3 4 7 8

INT Function

INT(*matrix*);

The INT function truncates the decimal portion of the value of the argument. The integer portion of the value of the argument remains. The INT function takes the integer value of each element of the argument matrix, as shown in the following statements:

```
y = 2.8;
b = int(y);
x={12.95 10.99999999999999,
    -30.5 1e-6};
c = int(x);
print b, c;
```

Figure 26.169 Truncated Values

<u>b</u>	
2	
<u>c</u>	
12 11	
-30 0	

In Figure 26.169, notice that the value 11 is returned as the second element of **c**. If a value is within 10^{-12} of an integer, the INT function rounds up.

INV Function

INV(*matrix*);

The INV function computes the inverse of a square and nonsingular matrix.

For **G = INV(A)** the inverse has the properties

$$GA = AG = \text{identity}$$

To solve a system of linear equations **AX = B** for **X**, you can use the expression **x = inv(a)*b**. However, the **SOLVE** function is more accurate and efficient for this task.

The following statements compute a matrix inverse and solve a linear system:

```
A = {0 0 1 0 1,
      1 0 0 1 0,
      0 1 1 0 1,
      1 0 0 0 1,
      0 1 0 1 0};

b = {9, 4, 10, 8, 2};

/* find inverse and solve linear system */
```

```

Ainv = inv(A);
x1 = Ainv*b;

/* solve by using a more efficient algorithm */
x2 = solve(A,b);
print x1 x2;

```

Figure 26.170 Solving a Linear System

x1	x2
3	3
1	1
4	4
1	1
5	5

The INV function uses an LU decomposition followed by back substitution to solve for the inverse, as described in Forsythe, Malcom, and Moler (1967).

The INV function (in addition to the [DET function](#) and [SOLVE function](#)) uses the following criterion to decide whether the input matrix, $A = [a_{ij}]_{i,j=1,\dots,n}$, is singular:

$$\text{sing} = 100 \times \text{MACHEPS} \times \max_{1 \leq i, j \leq n} |a_{ij}|$$

where MACHEPS is the relative machine precision.

All matrix elements less than or equal to *sing* are considered rounding errors of the largest matrix elements, so they are taken to be zero in subsequent computations. For example, if a diagonal or triangular coefficient matrix has a diagonal value that is less than or equal to *sing*, the matrix is considered singular by the DET, INV, and SOLVE functions.

The criterion is used by some functions to detect a singular matrix and to abort a computation that cannot be performed on a singular matrix. The typical error message is as follows:

ERROR: (execution) Matrix should be non-singular.

If you are getting this error message but believe that your matrix is actually nonsingular, you can try one of the following:

- Center and scale the data.
- Use the [GINV function](#) to compute the generalized inverse.
- Examine the size of the singular values returned by the [SVD call](#). The SVD call can be used to compute a generalized inverse with a user-specified singularity criterion.

If A is an $n \times n$ matrix, the INV function allocates an $n \times n$ matrix in order to return the inverse. It also temporarily allocates an n^2 array in order to compute the inverse.

INVUPDT Function

INVUPDT(*matrix*, *vector*<, *scalar*>);

The INVUPDT function updates a matrix inverse.

The arguments to the INVUPDT function are as follows:

<i>matrix</i>	is an $n \times n$ nonsingular matrix. In most applications <i>matrix</i> is symmetric positive definite.
<i>vector</i>	is an $n \times 1$ or $1 \times n$ vector.
<i>scalar</i>	is a numeric scalar.

The Sherman-Morrison-Woodbury formula is

$$(\mathbf{A} + \mathbf{U}\mathbf{V}')^{-1} = \mathbf{A}^{-1} - \mathbf{A}^{-1}\mathbf{U}(\mathbf{I} + \mathbf{V}'\mathbf{A}^{-1}\mathbf{U})^{-1}\mathbf{V}'\mathbf{A}^{-1}$$

where \mathbf{A} is an $n \times n$ nonsingular matrix and \mathbf{U} and \mathbf{V} are $n \times k$. The formula shows that a rank k update to \mathbf{A} corresponds to a rank k update of \mathbf{A}^{-1} .

The INVUPDT function implements the Sherman-Morrison-Woodbury formula for rank-one updates with $\mathbf{U} = w\mathbf{X}$ and $\mathbf{V} = \mathbf{X}$, where \mathbf{X} is an $n \times 1$ vector and w is a scalar.

If $\mathbf{M} = \mathbf{A}^{-1}$, then you can call the INVUPDT function as follows:

```
R = invupdt(M, X, w);
```

This statement computes the following matrix:

$$\mathbf{R} = \mathbf{M} - w\mathbf{MX}(\mathbf{I} + w\mathbf{X}'\mathbf{MX})^{-1}\mathbf{X}'\mathbf{M}$$

The matrix \mathbf{R} is equivalent to $(\mathbf{A} + w\mathbf{XX}')^{-1}$. If \mathbf{A} is symmetric positive definite, then so is \mathbf{R} .

If w is not specified, then it is given a default value of 1.

A common use of the INVUPDT function is in linear regression. If \mathbf{Z} is a design matrix, $\mathbf{M} = (\mathbf{Z}'\mathbf{Z})^{-1}$ is the associated inverse crossproduct matrix, and \mathbf{v} is a new observation to be used in estimating the parameters of a linear model, then the inverse crossproducts matrix that includes the new observation can be updated from \mathbf{M} by using the following statement:

```
M2 = invupdt(M, v);
```

If w is 1, the function adds an observation to the inverse; if w is -1 , the function removes an observation from the inverse. If weighting is used, w is the weight.

To perform the computation, the INVUPDT function uses about $2n^2$ multiplications and additions, where n is the row dimension of the positive definite argument matrix.

The following program demonstrates adding or removing observations from a linear fit and updating the inverse crossproduct matrix:

```
X = {0, 1, 1, 1, 2, 2, 3, 4, 4};
Y = {1, 1, 2, 6, 2, 3, 3, 3, 4};

/* find linear fit */
```

```

Z = j(nrow(X), 1, 1) || X;           /* design matrix */
M = inv(Z`*Z);

b = M*Z`*Y;                         /* LS estimate */
resid = Y - Z*b;                   /* residuals */
print "Original Fit", b resid;

/* residual for observation (1,6) seems too large.
   Take obs number 4 out of data set and refit. */
v = z[4,];
M = invupdt(M, v, -1);             /* update inverse crossprod */

keepObs = (1:3) || (5:nrow(X));
Z = Z[keepObs, ];
Y = Y[keepObs, ];
b = M*Z`*Y;                         /* new LS estimate */
print "After deleting observation 4", b;

/* Add a new obs (x,y) = (0,2) and refit. */
obs = {0 2};
v = 1 || obs[1];                   /* new row in design matrix */
M = invupdt(M, v);

Z = Z // v;
Y = Y // obs[2];
b = M*Z`*Y;                         /* new LS estimate */
print "After adding observation (0,2)", b;

```

Figure 26.171 Refitting Linear Regression Models

<u>Original Fit</u>	
<u>b</u>	<u>resid</u>
2.0277778	-1.027778
0.375	-1.402778
	-0.402778
	3.5972222
	-0.777778
	0.2222222
	-0.152778
	-0.527778
	0.4722222

<u>After deleting observation 4</u>	
<u>b</u>	
1	
0.6470588	

<u>After adding observation (0,2)</u>	
<u>b</u>	

Figure 26.171 *continued*

b
1.3
0.5470588

IPF Call

CALL IPF(*fit*, *status*, *dim*, *table*, *config* <, *initab*> <, *mod*>);

The IPF subroutine performs an iterative proportional fit of a contingency table. This is a standard statistical technique to obtain maximum likelihood estimates for cells under any hierarchical log-linear model. The algorithm is described in Bishop, Fienberg, and Holland (1975).

The arguments to the IPF subroutine are as follows:

- fit* is a returned matrix. The matrix *fit* contains an array of the estimates of the expected number in each cell under the model specified in *config*. This matrix conforms to *table*, meaning that it has the same dimensions and order of variables.
- status* is a returned matrix. The *status* argument is a row vector of length 3. *status*[1] is 0 if there is convergence to the desired accuracy, otherwise it is nonzero. *status*[2] is the maximum difference between estimates of the last two iterations of the IPF algorithm. *status*[3] is the number of iterations performed.
- dim* is an input matrix. If the problem contains *v* variables, then *dim* is $1 \times v$ row vector. The value *dim*[*i*] is the number of possible levels for variable *i* in a contingency table.
- table* is an input matrix that specifies an array of the number of observations at each level of each variable. Variables are nested across columns and then across rows.
- config* is an input matrix that specifies which marginal totals to fit. Each column of *config* specifies a distinct marginal in the model under consideration. Because the model is hierarchical, all subsets of specified marginals are included in fitting.
- initab* is an input matrix that specifies initial values for the iterative procedure. If you do not specify values, ones are used. For incomplete tables, *initab* is set to 1 if the cell is included in the design, and 0 if it is not.
- mod* is a two-element vector that specifies the stopping criteria. If *mod*= { *MaxDev*, *MaxIter* }, then the procedure iterates either until the maximum difference between estimates of the last two iterations is less than *MaxDev* or until *MaxIter* iterations are completed. Default values are *MaxDev*=0.25 and *MaxIter*=15.

The matrix *table* must conform in size to the contingency table as specified in *dim*. In particular, if *table* is *n* × *m*, the product of the entries in *dim* must equal *nm*. Furthermore, there must be some integer *k* such that the product of the first *k* entries in *dim* equals *m*. If you specify *initab*, then it must be the same size as *table*.

Adjusting a Table from Marginals

A common use of the IPF subroutine is to adjust the entries of a table in order to fit a new set of marginals while retaining the interaction between cell entries.

Example 1: Adjusting Marital Status by Age Bishop, Fienberg, and Holland (1975) present data from D. Friedlander that shows the distribution of women in England and Wales according to their marital status in 1957. One year later, new official marginal estimates were announced. The problem is to adjust the entries in the 1957 table so as to fit the new marginals while retaining the interaction between cells. This problem can arise when you have internal cells that are known from sampling a population and then get margins based on a complete census.

When you want to adjust an observed table of cell frequencies to a new set of margins, you must set the *initab* parameter to be the table of observed values. The new marginals are specified through the *table* argument. The particular cell values for *table* are not important, since only the marginals are used (the proportionality between cells is determined by *initab*).

There are two easy ways to create a table that contains given margins. Recall that a table of independent variables has an expected cell value $A_{ij} = (\text{sum of row } i)(\text{sum of col } j)/(\text{sum of all cells})$. Thus you could form a table with these cell entries. Another possibility is to use a “greedy algorithm” to assign as many of the marginals as possible to the first cell, then assign as many of the remaining marginals as possible to the second cell, and so on until all of the marginals have been distributed. Both of these approaches are encapsulated into modules in the following program:

```

/* Return a table such that cell (i,j) has value
   (sum of row i)(sum of col j)/(sum of all cells) */
start GetIndepTableFromMargins( bottom, side );
  if bottom[+] ^= side[+] then do;
    print "Marginal totals are not equal";
    abort;
  end;
  table = side*bottom/size(side)[+];
  return (table);
finish;

/* Use a "greedy" algorithm to create a table whose
   marginal totals match given marginal totals.
   Margin1 is the vector of frequencies totaled down
      each column. Margin1 means that
      Variable 1 has NOT been summed over.
   Margin2 is the vector of frequencies totaled across
      each row. Margin2 means that Variable 2
      has NOT been summed over.
   After calling, use SHAPE to change the shape of
      the returned argument. */
start GetGreedyTableFromMargins( Margin1, Margin2 );
  /* copy arguments so they are not corrupted */
  m1 = colvec(Margin1); /* colvec is in IMMLIB */
  m2 = colvec(Margin2);
  if m1[+] ^= m2[+] then do;
    print "Marginal totals are not equal";
    abort;
  end;
  dim1 = nrow(m1);
  dim2 = nrow(m2);
  table = j(1,dim1*dim2,0);
  /* give as much to cell (1,1) as possible,
     then as much as remains to cell (1,2), etc,
```

```

        until all the margins have been distributed */
idx = 1;
do i2 = 1 to dim2;
  do i1 = 1 to dim1;
    t = min(m1[i1],m2[i2]);
    table[idx] = t;
    idx = idx + 1;
    m1[i1] = m1[i1]-t;
    m2[i2] = m2[i2]-t;
  end;
end;
return (table);
finish;

Mod = {0.01 15}; /* tighten stopping criterion */

Columns = {" Single" " Married" "Widow/Divorced"};
Rows     = {"15 - 19" "20 - 24" "25 - 29" "30 - 34"
            "35 - 39" "40 - 44" "45 - 49" "50 Or Over"};

/* Marital status has 3 levels. Age has 8 levels */
Dim = {3 8};

/* Use known distribution for start-up values */
InitTab = { 1306   83      0 ,
             619   765      3 ,
             263  1194      9 ,
             173  1372     28 ,
             171  1393     51 ,
             159  1372     81 ,
             208  1350    108 ,
             1116 4100  2329 };

/* New marginal totals for age by marital status */
NewMarital = { 3988 11702 2634 };
NewAge = {1412,1402,1450,1541,1681,1532,1662,7644};

/* Create any table with these marginals */
Table = GetGreedyTableFromMargins(NewMarital, NewAge);
Table = shape(Table, nrow(InitTab), ncol(InitTab));

/* Consider all main effects */
Config = {1 2};

call ipf(Fit, Status, Dim, Table, Config, InitTab, Mod);

if Status[1] = 0 then
  print "Known Distribution (1957)",
        InitTab [colname=Columns rowname=Rows format=8.0],,
        "Adjusted Estimates of Distribution (1958)",
        Fit [colname=Columns rowname=Rows format=8.2];
else
  print "IPF did not converge in "
        (Status[3]) " iterations";

```

The results of this program are shown in Figure 26.172. The same results are obtained if the *table* parameter is formed by using the “independent algorithm.”

Figure 26.172 Iterative Proportional Fitting

Known Distribution (1957)			
	IniTab		
	Single	Married	Widow/Divorced
15 - 19	1306	83	0
20 - 24	619	765	3
25 - 29	263	1194	9
30 - 34	173	1372	28
35 - 39	171	1393	51
40 - 44	159	1372	81
45 - 49	208	1350	108
50 Or Over	1116	4100	2329

Adjusted Estimates of Distribution (1958)			
	Fit		
	Single	Married	Widow/Divorced
15 - 19	1325.27	86.73	0.00
20 - 24	615.56	783.39	3.05
25 - 29	253.94	1187.18	8.88
30 - 34	165.13	1348.55	27.32
35 - 39	173.41	1454.71	52.87
40 - 44	147.21	1308.12	76.67
45 - 49	202.33	1352.28	107.40
50 Or Over	1105.16	4181.04	2357.81

Example 2: Adjusting Votes by Region A similar technique can be used to standardize data from raw counts into percentages. For example, consider data from a 1836 vote in the U.S. House of Representatives on a resolution that the House should adopt a policy of tabling all petitions for the abolition of slavery. Attitudes toward abolition were different among slaveholding states that would later secede from the Union (“the South”), slaveholding states that refused to secede (“the Border States”), and nonslaveholding states (“the North”).

The raw votes for the resolution are defined in the following statements. The data are hard to interpret because the margins are not homogeneous.

```
/*
 *      Yea Abstain Nay */
Initab = { 61    12    60, /* North */
          17     6     1, /* Border */
          39    22     7 }; /* South */
```

Standardizing the data by specifying homogeneous margins reveals interactions and symmetry that were not apparent in the raw data. Suppose the margins are specified as follows:

```
NewVotes = {100 100 100};
NewSection = {100,100,100};
```

In this case, the program for marital status by age can be easily rewritten to adjust the votes into a standardized form. The resulting output is shown in Figure 26.173:

Figure 26.173 Standardizing Counts into Percentages

	Fit		
	Yea	Abstain	Nay
North	20.1	10.2	69.7
Border	47.4	42.8	9.8
South	32.5	47.0	20.5

Generating a Table with Given Marginals The “greedy algorithm” presented in the Marital-Status-By-Age example can be extended in a natural way to the case where you have n one-way marginals and want to form an n -dimensional table. For example, a three-dimensional “greedy algorithm” would allocate the vector *table* as `table=j(dim1*dim2*dim3, 1, 0)`; and have three nested loops as indicated in the following statements. Afterwards, the *table* parameter can be reshaped by using the **SHAPE** function.

```
do i3 = 1 to dim3;
  do i2 = 1 to dim2;
    do i1 = 1 to dim1;
      t = min(m1[i1],m2[i2],m3[i3]);
      table[idx] = t;
      idx = idx + 1;
      m1[i1] = m1[i1]-t;
      m2[i2] = m2[i2]-t;
      m3[i3] = m3[i3]-t;
    end;
  end;
end;
```

The idea of the “greedy algorithm” can be extended to marginals that are not one-way. For example, the following three-dimensional table is similar to one that appears in Christensen (1997) based on data from M. Rosenberg. The table presents data on a person’s self-esteem for people classified according to their religion and their father’s educational level.

Religion	Self-Esteem	Father’s Educational Level				
		Not HS Grad	HS Grad	Some Coll	Coll Grad	Post Coll
Catholic	High	575	388	100	77	51
	Low	267	153	40	37	19
Jewish	High	117	102	67	87	62
	Low	48	35	18	12	13
Protestant	High	359	233	109	197	90
	Low	159	173	47	82	32

Since the father's education level is nested across columns, it is Variable 1 with levels that correspond to not finishing high school, graduating from high school, attending college, graduating from college, and attending graduate courses. The variable that varies the quickest across rows is Self-Esteem, so Self-Esteem is Variable 2 with values "High" and "Low." The Religion variable is Variable 3 with values "Catholic," "Jewish," and "Protestant."

The following program encodes this table by using the **MARG call** to compute a two-way marginal table by summing over the third variable, and a one-way marginal by summing over the first two variables. Then a new table (**NewTable**) is created by applying the greedy algorithm to the two marginals. Finally, the marginals of **NewTable** are computed and compared with those of **table**.

```

dim={5 2 3};
table={
/* Father's Education:
      NotHSGrad HSGrad Col ColGrad PostCol
      Self-
      Relig Esteem          */
/* Cath- Hi */ 575   388   100    77   51,
/* olic  Lo */ 267   153    40     37   19,
/* Jew- Hi */ 117   102    67     87   62,
/* ish   Lo */  48    35     18     12   13,
/* Prot- Hi */ 359   233   109    197   90,
/* estant Lo */ 159   173    47     82   32
};

config = { 1 3,
           2 0 };
call marg(locmar, marginal, dim, table, config);
print locmar, marginal, table;

/* Examine marginals: The name indicates the
   variable(s) that are NOT summed over.
   The locmar variable tells where to index
   into the marginal variable. */
Var12_Marg = marginal[1:(locmar[2]-1)];
Var12_Marg = shape(Var12_Marg,dim[2],dim[1]);
Var3_Marg  = marginal[locMar[2]:ncol(marginal)];

NewTable = j(nrow(table),ncol(table),0);
/* give as much to cell (1,1,1) as possible,
   then as much as remains to cell (1,1,2), etc,
   until all the margins have been distributed. */
idx = 1;
do i3 = 1 to dim[3];           /* over Var3 */
  do i2 = 1 to dim[2];         /* over Var2 */
    do i1 = 1 to dim[1];       /* over Var1 */
      /* Note Var12_Marg has Var1 varying across
         the columns */
      t = min(Var12_Marg[i2,i1],Var3_Marg[i3]);
      NewTable[idx] = t;
      idx = idx + 1;

```

```

    Var12_Marg[i2,i1] = Var12_Marg[i2,i1]-t;
    Var3_Marg[i3] = Var3_Marg[i3]-t;
end;
end;
end;

call marg(locmar, NewMarginal, dim, table, config);
maxDiff = abs(marginal-NewMarginal)[<>];
if maxDiff=0 then
  print "Marginals are unchanged";
print NewTable;

```

Figure 26.174 Table with Given Marginals

<u>locmar</u>													
	<u>marginal</u>												
	COL1	COL2	COL3	COL4	COL5	COL6	COL7	COL8	COL9	COL10	COL11	COL12	COL13
ROW1	1051	723	276	361	203	474	361	105	131	64	1707	561	1481
<u>table</u>													
	575	388	100	77	51								
	267	153	40	37	19								
	117	102	67	87	62								
	48	35	18	12	13								
	359	233	109	197	90								
	159	173	47	82	32								
<u>Marginals are unchanged</u>													
<u>NewTable</u>													
	1051	656	0	0	0								
	0	0	0	0	0								
	0	67	276	218	0								
	0	0	0	0	0								
	0	0	0	143	203								
	474	361	105	131	64								

Fitting a Log-Linear Model to a Table

A second common usage of the IPF algorithm is to hypothesize that the table of observations can be fitted by a model with known effects and to ask whether the observed values indicate that the model hypothesis can be accepted or should be rejected. In this usage, you normally do not specify the *initab* argument to the IPF subroutine (but see the comment on structural zeros in the section “Additional Details” on page 777).

Example 3: Food Illness Korff, Taback, and Beard (1952) reported statistics related to the outbreak of food poisoning at a company picnic. A total of 304 people at the picnic were surveyed to determine who had eaten either of two suspect foods: potato salad and crabmeat. The predictor variables are whether the individual ate potato salad (Variable 1: “Yes” or “No”) and whether the person ate crabmeat (Variable 2: “Yes” or “No”). The response variable is whether the person was ill (Variable 3: “Ill” or “Not Ill”). The order

of the variables is determined by the *dim* and *table* arguments to the IPF subroutine. The variables are nested across columns, then across rows.

		Crabmeat:		Y E S		N O	
		Yes	No	Yes	No		
Ill		120	4	22	0		
Not Ill		80	31	24	23		

The following program defines the variables and observations, and then fits three separate models. How well each model fits the data is determined by computing a Pearson chi-square statistic $\chi^2 = \sum(O - E)^2/E$, where the sum is over all cells, O stands for the observed cell count, and E stands for the fitted estimate. Other statistics, such as the likelihood-ratio chi-square statistic $G^2 = -2 \sum O \log(E/O)$, could also be used.

The program first fits a model that excludes the three-way interaction. The model fits well, so you can conclude that an association between illness and potato salad does not depend on whether an individual ate crabmeat. The next model excludes the interaction between potato salad and illness. This model is rejected with a large chi-square value, so the data support an association between potato salad and illness. The last model excludes the interaction between the crabmeat and the illness. This model fits moderately well.

```
/* Compute a chi-square score for a table of observed
   values, given a table of expected values. Compare
   this score to a chi-square value with given degrees
   of freedom at 95% confidence level. */
start ChiSqTest( obs, model, degFreedom );
  diff = (obs - model)##2 / model;
  chiSq = diff[+];
  chiSqCutoff = cinv(0.95, degFreedom);
  print chiSq chiSqCutoff;
  if chiSq > chiSqCutoff then
    print "Reject hypothesis";
  else
    print "No evidence to reject hypothesis";
finish;

dim={2 2 2};

/* Crab meat:  Y E S          N O
   Potato: Yes  No          Yes  No      */
table={ 120  4  22  0, /* Ill */
         80  31  24  23 }; /* Not Ill */

crabmeat = "      C R A B      N O   C R A B";
potato  = {"YesPot" "NoPot" "YesPot" "NoPot"};
illness = {"Ill", "Not Ill"};

hypothesis = "Hypothesis: no three-factor interaction";
config={1 1 2,
        2 3 3};
call ipf(fit,status,dim,table,config);

print hypothesis, "Fitted Model:",
      fit[label=crabmeat colname=potato
```

```

        rowname=illness format=6.2];
run ChiSqTest(table, fit, 1); /* 1 deg of freedom */

/* Test for interaction between Var 3 (Illness) and
   Var 1 (Potato Salad) */
hypothesis = "Hypothesis: no Illness-Potato Interaction";
config={1 2,
        2 3};
call ipf(fit,status,dim,table,config);

print hypothesis, "Fitted Model:",
      fit[label=crabmeat colname=potato
            rowname=illness format=6.2];
run ChiSqTest(table, fit, 2); /* 2 deg of freedom */

/* Test for interaction between Var 3 (Illness) and
   Var 2 (Crab meat) */
hypothesis = "Hypothesis: no Illness-Crab Interaction";
config={1 1,
        2 3};
call ipf(fit,status,dim,table,config);

print hypothesis, "Fitted Model:",
      fit[label=crabmeat colname=potato
            rowname=illness format=6.2];
run ChiSqTest(table, fit, 2); /* 2 deg of freedom */

```

Figure 26.175 Fitting Log-Linear Models

hypothesis

Hypothesis: no three-factor interaction

Fitted Model:

		CRAB		NO CRAB	
		YesPot	NoPot	YesPot	NoPot
III		121.08	2.92	20.92	1.08
Not III		78.92	32.08	25.07	21.93

chiSq chiSqCutoff

1.7021335 3.8414588

No evidence to reject hypothesis

hypothesis

Hypothesis: no Illness-Potato Interaction

Fitted Model:

		CRAB		NO CRAB	
		YesPot	NoPot	YesPot	NoPot
III		105.53	18.47	14.67	7.33
Not III		94.47	16.53	31.33	15.67

Figure 26.175 *continued*

	chiSq	chiSqCutoff		
	44.344643	5.9914645		
<hr/>				
Reject hypothesis				
<hr/>				
hypothesis				
Hypothesis: no Illness-Crab Interaction				
<hr/>				
Fitted Model:				
<hr/>				
C R A B N O C R A B YesPot NoPot YesPot NoPot				
III	115.45	2.41	26.55	1.59
Not III	84.55	32.59	19.45	21.41
<hr/>				
	chiSq	chiSqCutoff		
	5.0945132	5.9914645		

No evidence to reject hypothesis

Additional Details

Structural versus Random Zeros In the Marital-Status-By-Age example, the *initab* argument contained a zero for the “15–19 and Widowed/Divorced” category. Because the *initab* parameter determines the proportionality between cells, the fitted model retains a zero in that category. By contrast, in the Food-Illness example, the *table* parameter contained a zero for number of illnesses observed among those who did not eat either crabmeat or potato salad. This is a sampling (*random*) zero. Some models preserve that zero; others do not. If your table has a *structural zero* (for example, the number of ovarian cancers observed among male patients), then you can use the *initab* parameter to preserve that zero. see Bishop, Fienberg, and Holland (1975) or the documentation for the CATMOD procedure in the *SAS/STAT User’s Guide* for more information about structural zeros and incomplete tables.

The *config* Parameter The columns of this matrix specify which interaction effects should be included in the model. The following table specifies the model and the configuration parameter for common interactions for an $I \times J \times K$ table in three dimensions. The so-called *noncomprehensive* models that do not include all variables (for example, *config* = {1}) are not listed in the table, but can be used. You can also specify combinations of main and interaction effects. For example, *config* = {1 3, 2 0}) specifies all main effects and the 1-2 interaction. Bishop, Fienberg, and Holland (1975) and Christensen (1997) explain how to compute the degrees of freedom associated with any model. For models with structural zeros, computing the degrees of freedom is complicated.

Model	config	Degrees of Freedom
No three-factor	{1 1 2, {2 3 3}}	$(I - 1)(J - 1)(K - 1)$
One two-factor absent	{1 2, {3 3} {1 2, 2 3} {1 1, 2 3}}	$(I - 1)(J - 1)K$ $(I - 1)J(K - 1)$ $I(J - 1)(K - 1)$
Two two-factor absent	{2, 3} {1, 3} {1, 2}	$(I - 1)(JK - 1)$ $(J - 1)(IK - 1)$ $(K - 1)(IJ - 1)$
No two-factor	{1 2 3}	$IJK - (I + J + K) + 2$
Saturated	{1,2,3}	IJK

The Shape of the `table` Parameter Since variables are nested across columns and then across rows, any shape that conforms to the `dim` parameter is equivalent.

For example, the section “[Generating a Table with Given Marginals](#)” on page 772 presents data on a person’s self-esteem for people classified according to their religion and their father’s educational level. To save space, the educational levels are subsequently denoted by labels that indicate the typical number of years spent in school: “<12,” “12,” “<16,” “16,” and “>16.”

The table would be encoded as follows:

```

dim={5 2 3};



|           |        | <12   | 12  | <16 | 16  | >16 |
|-----------|--------|-------|-----|-----|-----|-----|
|           |        | Self- |     |     |     | *   |
| Relig     | Esteem |       |     |     |     |     |
| /* Cath-  | Hi */  | 575   | 388 | 100 | 77  | 51, |
| /* olic   | Lo */  | 267   | 153 | 40  | 37  | 19, |
| /* Jew-   | Hi */  | 117   | 102 | 67  | 87  | 62, |
| /* ish    | Lo */  | 48    | 35  | 18  | 12  | 13, |
| /* Prot-  | Hi */  | 359   | 233 | 109 | 197 | 90, |
| /* estant | Lo */  | 159   | 173 | 47  | 82  | 32  |



};


```

The same information for the same variables in the same order could also be encoded into an $n \times m$ table in two other ways. Recall that the product of entries in \dim is nm and that m must equal the product of the first k entries of \dim for some k . For this example, the product of the entries in \dim is 30, and so the table must be 6×5 , 3×10 , or 1×30 . The 3×10 table is encoded as concatenating rows 1–2, 3–4, and 5–6 to produce the following:

```
table={  
/* Esteem: H I G H             L O W */  
/*      <12 ... >16    <12 ... >16 */  
/* */
```

```

575 ... 51 267 ... 19, /* Catholic */
117 ... 62 48 ... 13, /* Jewish */
359 ... 90 159 ... 32 /* Protestant*/
};

```

The 1×30 table is encoded by concatenating all rows, as follows:

```





```

ISEMPTY Function

ISEMPTY(*m*);

The ISEMPTY function is part of the [IMLMLIB library](#). An empty matrix has no rows or columns. The ISEMPTY function returns 1 if its argument is an empty matrix; otherwise, the function returns 0 as shown in the following example:

```

free x; /* an empty matrix */
isX = IsEmpty(x);
y = 1:5;
isY = IsEmpty(y);
print isX isY;

```

Figure 26.176 Results of the ISEMPTY Function

isX	isY
1	0

ISSKIPPED Function

ISSKIPPED(*x*);

The ISSKIPPED function enables you to determine at run time whether any optional argument to a user-defined module was skipped. You can call the function only from within a module.

The ISSKIPPED function returns 0 if the symbol **x** was provided as an argument in the current call to the module. If the symbol was not provided (that is, it was skipped), the ISSKIPPED function returns 1.

The following module contains one required argument, **x**. The parameters **a** and **y** are optional. The first argument has a default value of 1, which means that **a** equals 1 if the first argument is not provided to the module. In contrast, the third argument does not have a default value. If the module is called without

specifying the third parameter, the matrix y is the empty matrix. The following statements call the module with different combinations of supplied and skipped arguments.

```

start axpy(a=1, x, y=);
  if isskipped(y) then z = a#x;
  else
    z = a#x + y;
  return(z);
finish;

p = {1,2,3,4};
q = 1;
z1 = axpy( , p); /* a and y skipped; a has default value */
z2 = axpy(2, p); /* y skipped */
z3 = axpy(2, p, q); /* no parameter skipped */
print z1 z2 z3;

```

Figure 26.177 Skipping Module Arguments

z1	z2	z3
1	2	3
2	4	5
3	6	7
4	8	9

ITSOLVER Call

CALL ITSOLVER(*x, error, iter, method, A, b <, precon> <, tol> <, maxiter> <, start> <, history>*);

The ITSOLVER subroutine solves a sparse linear system by using iterative methods.

The ITSOLVER call returns the following values:

- x* is the solution to $Ax=b$.
- error* is the final relative error of the solution.
- iter* is the number of iterations executed.

The input arguments to the ITSOLVER call are as follows:

- method* is the type of iterative method to use. The following values are valid:
 - “CG” specifies a conjugate gradient algorithm. The matrix A must be symmetric and positive definite.
 - “CGS” specifies a conjugate gradient squared algorithm, for general A .
 - “MINRES” specifies a minimum residual algorithm, when A is symmetric indefinite.
 - “BICG” specifies a biconjugate gradient algorithm, for general A .
- A* is the sparse coefficient matrix in the equation $Ax=b$. You can use **SPARSE** function to convert a matrix from dense to sparse storage.

<i>b</i>	is a column vector, the right side of the equation $Ax=b$.
<i>precon</i>	is the name of a preconditioning technique to use. The following values are valid:
“NONE”	specifies no preconditioning. This is the default behavior if the argument is not specified.
“IC”	specifies an incomplete Cholesky factorization. Specify this value when you specify “CG” or “MINRES” for the <i>method</i> argument.
“DIAG”	specifies a diagonal Jacobi preconditioner. Specify this value when you specify “CG” or “MINRES” for the <i>method</i> argument.
“MILU”	specifies a modified incomplete LU factorization. Specify this value when you specify “BICG” for the <i>method</i> argument.
<i>tol</i>	is the relative error tolerance.
<i>maxiter</i>	is the iteration limit.
<i>start</i>	is a starting point column vector.
<i>history</i>	is a matrix to store the relative error at each iteration.

The ITSOLVER call solves a sparse linear system by iterative methods, which involve updating a trial solution over successive iterations to minimize the error. The ITSOLVER call uses the technique specified in the *method* parameter to update the solution.

The input matrix *A* represents the coefficient matrix in sparse format; it is an $n \times 3$ matrix, where *n* is the number of nonzero elements. The first column contains the nonzero values, and the second and third columns contain the row and column locations for the nonzero elements, respectively. For the algorithms that assume symmetric *A*, only the lower triangular elements should be specified. The algorithm continues iterating to improve the solution until either the relative error tolerance specified in *tol* is satisfied or the maximum number of iterations specified in *maxiter* is reached. The relative error is defined as

$$\text{error} = \|Ax - b\|_2 / (\|b\|_2 + \epsilon)$$

where the $\|\cdot\|_2$ operator is the Euclidean norm and ϵ is a machine-dependent epsilon value to prevent any division by zero. If *tol* or *maxiter* is not specified in the call, then a default value of 10^{-7} is used for *tol* and 100,000 for *maxiter*.

The convergence of an iterative algorithm can often be enhanced by preconditioning the input coefficient matrix. The preconditioning option is specified with the *precon* parameter.

A starting trial solution can be specified with the *start* parameter; otherwise the ITSOLVER call generates a zero starting point. You can supply a matrix to store the relative error at each iteration with the *history* parameter. The *history* matrix should be dimensioned with enough elements to store the maximum number of iterations you expect.

You should always check the returned *error* and *iter* parameters to verify that the desired relative error tolerance is reached. If the tolerance is not reached, the program might continue the solution process with another ITSOLVER call, with *start* set to the latest result. You might also try a different *precon* option to enhance convergence.

For example, the following linear system has a coefficient matrix that contains several zeros:

$$\begin{bmatrix} 3 & 2 & 0 & 0 \\ 1.1 & 4 & 1 & 3.2 \\ 0 & 1 & -10 & 0 \\ 0 & 3.2 & 0 & 3 \end{bmatrix} x = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

You can represent the matrix in sparse form and use the biconjugate gradient algorithm to solve the linear system, as shown in the following statements:

```
/* value      row column */
A = { 3      1      1,
      2      1      2,
      1.1    2      1,
      4      2      2,
      1      3      2,
      3.2    4      2,
      -10    3      3,
      3      4      4};

/* right hand side */
b = {1, 1, 1, 1};
maxiter = 10;
hist = j(maxiter,1,.);
start = {1,1,1,1};
tol = 1e-10;
call itsolver(x, error, iter, "bicg", A, b, "milu", tol,
maxiter, start, hist);
print x;
print iter error;
print hist;
```

Figure 26.178 Solution of a Linear System

x	
0.2040816	
0.1938776	
-0.080612	
0.1265306	
iter	error
3	5.011E-16

Figure 26.178 *continued*

hist
0.0254375
0.0080432
5.011E-16

The following linear system also has a coefficient matrix with several zeros:

$$\begin{bmatrix} 3 & 1.1 & 0 & 0 \\ 1.1 & 4 & 1 & 3.2 \\ 0 & 1 & 10 & 0 \\ 0 & 3.2 & 0 & 3 \end{bmatrix} x = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

The following statements represent the matrix in sparse form and use the conjugate gradient algorithm solve the symmetric positive definite system:

```
/* value      row column */
A = { 3        1        1,
      1.1      2        1,
      4        2        2,
      1        3        2,
      3.2      4        2,
      10       3        3,
      3        4        4};

/* right hand side */
b = {1, 1, 1, 1};
call itsolver(x, error, iter, "CG", A, b);
print x, iter, error;
```

Figure 26.179 Solution to Sparse System

x
2.68
-6.4
0.74
7.16

iter
4

error
2.847E-15

J Function

J(*nrow*<, *ncol*><, *value*>);

The J function creates a matrix with *nrow* rows and *ncol* columns with all elements equal to *value*.

The arguments to the J function are as follows:

- | | |
|--------------|---|
| <i>nrow</i> | is a numeric matrix or literal that contains the number of rows. |
| <i>ncol</i> | is a numeric matrix or literal that contains the number of columns. |
| <i>value</i> | is a numeric or character matrix or literal for filling the rows and columns of the matrix. |

If *ncol* is not specified, it defaults to *nrow*. If *value* is not specified, it defaults to 1. The REPEAT function and the SHAPE function also perform this operation, and they are more general.

Examples of the J function are as follows:

```
b = j(3, 4);
c = j(5, 2, "xyz");
print b, c;
```

Figure 26.180 Constant Matrices

b
1 1 1 1
1 1 1 1
1 1 1 1

c
xyz xyz

JROOT Function

JROOT(*order*, *n*);

The JROOT function computes the first nonzero roots of a Bessel function of the first kind and the derivative of the Bessel function at each root. The function returns an $n \times 2$ matrix with the computed roots in the first column and the derivatives in the second column. You can evaluate the Bessel function itself by calling the JBESSEL function.

The arguments to the JROOT function are as follows:

- | | |
|--------------|--|
| <i>order</i> | is a scalar that denotes the order of the Bessel function, with <i>order</i> > -1. The order of a Bessel function is often indicated with the Greek subscript ν , so that J_ν indicates the Bessel function of order ν . |
|--------------|--|

n is a positive integer that denotes the number of roots.

The JROOT function returns a matrix in which the first column contains the first n roots of the Bessel function; these roots are the solutions to the equation

$$J_\nu(x_i) = 0, i = 1, \dots, n$$

The second column of this matrix contains the derivatives $J'_\nu(x_i)$ of the Bessel function at each of the roots x_i . The expression $J_\nu(x)$ is a solution to the differential equation

$$x^2 \frac{d^2 J_\nu}{dx^2} + x \frac{d J_\nu}{dx} + (x^2 - \nu^2) J_\nu = 0$$

One of the expressions for such a function is given by the series

$$J_\nu(x) = \left(\frac{1}{2}z\right)^\nu \sum_{k=0}^{\infty} \frac{\left(-\frac{1}{4}z^2\right)^k}{k!\Gamma(\nu+k+1)}$$

where $\Gamma(\cdot)$ is the gamma function. See Abramowitz and Stegun (1972) for more details concerning the Bessel and gamma functions.

The root-finding algorithm is a Newton method coupled with a reasonable initial guess. For large values of n or ν , the algorithm could fail due to machine limitations. In this case, JROOT returns a matrix with zero rows and zero columns. The values that cause the algorithm to fail are machine-dependent.

The following statements compute the first few roots for the Bessel function of the first kind:

```
x = jroot(1, 4);
print x;
```

Figure 26.181 Roots of a Bessel Function

x
3.831706 -0.402759
7.0155867 0.3001158
10.173468 -0.249705
13.323692 0.2183594

To obtain only the roots, you can use the following statement, which extracts the first column of the returned matrix:

```
r = x[,1];
```

KALCVF Call

CALL KALCVF(*pred*, *vpred*, *filt*, *vfilt*, *data*, *lead*, *a*, *f*, *b*, *h*, *var* <, *z0* > <, *vz0* >);

The KALCVF subroutine computes the one-step prediction $z_{t+1|t}$ and the filtered estimate $z_{t|t}$, in addition to their covariance matrices. The call uses forward recursions, and you can also use it to obtain k -step estimates.

The input arguments to the KALCVF subroutine are as follows:

<i>data</i>	is a $T \times N_y$ matrix that contains data $(y_1, \dots, y_T)'$.
<i>lead</i>	is the number of steps to forecast after the end of the data.
<i>a</i>	is an $N_z \times 1$ vector for a time-invariant input vector in the transition equation, or a $(T + \text{lead})N_z \times 1$ vector that contains input vectors in the transition equation.
<i>f</i>	is an $N_z \times N_z$ matrix for a time-invariant transition matrix in the transition equation, or a $(T + \text{lead})N_z \times N_z$ matrix that contains transition matrices in the transition equation.
<i>b</i>	is an $N_y \times 1$ vector for a time-invariant input vector in the measurement equation, or a $(T + \text{lead})N_y \times 1$ vector that contains input vectors in the measurement equation.
<i>h</i>	is an $N_y \times N_z$ matrix for a time-invariant measurement matrix in the measurement equation, or a $(T + \text{lead})N_y \times N_z$ matrix that contains measurement matrices in the measurement equation.
<i>var</i>	is an $(N_z + N_y) \times (N_z + N_y)$ matrix for a time-invariant variance matrix for the error in the transition equation and the error in the measurement equation, or a $(T + \text{lead})(N_z + N_y) \times (N_z + N_y)$ matrix that contains variance matrices for the error in the transition equation and the error in the measurement equation—that is, $(\eta'_t, \epsilon'_t)'$.
<i>z0</i>	is an optional $1 \times N_z$ initial state vector $z'_{1 0}$.
<i>vz0</i>	is an optional $N_z \times N_z$ covariance matrix of an initial state vector $P_{1 0}$.

The KALCVF call returns the following values:

<i>pred</i>	is a $(T + \text{lead}) \times N_z$ matrix that contains one-step predicted state vectors $(z_{1 0}, \dots, z_{T+1 T}, z_{T+2 T}, \dots, z_{T+\text{lead} T})'$.
<i>vpred</i>	is a $(T + \text{lead})N_z \times N_z$ matrix that contains mean square errors of predicted state vectors $(P_{1 0}, \dots, P_{T+1 T}, P_{T+2 T}, \dots, P_{T+\text{lead} T})'$.
<i>filt</i>	is a $T \times N_z$ matrix that contains filtered state vectors $(z_{1 1}, \dots, z_{T T})'$.
<i>vfilt</i>	is a $TN_z \times N_z$ matrix that contains mean square errors of filtered state vectors $(P_{1 1}, \dots, P_{T T})'$.

The KALCVF call computes the conditional expectation of the state vector z_t given the observations, assuming that the mean and the variance of the initial state vector are known. The filtered value is the conditional expectation of the state vector z_t given the observations up to time t . For k -step forecasting where $k > 0$, the conditional expectation at time $t + k$ is computed given observations up to t . For notation, V_t and R_t are variances of η_t and ϵ_t , respectively, and G_t is a covariance of η_t and ϵ_t , and A^- stands for the generalized inverse of A . The filtered value and its covariance matrix are denoted $z_{t|t}$ and $P_{t|t}$, respectively. For $k > 0$, $z_{t+k|t}$ and $P_{t+k|t}$ stand for the k -step forecast of z_{t+k} and its mean square error. The Kalman

filtering algorithm for one-step prediction and filtering is given as follows:

$$\begin{aligned}
 \hat{\epsilon}_t &= y_t - b_t - H_t z_{t|t-1} \\
 D_t &= H_t P_{t|t-1} H_t' + R_t \\
 z_{t|t} &= z_{t|t-1} + P_{t|t-1} H_t' D_t^- \hat{\epsilon}_t \\
 P_{t|t} &= P_{t|t-1} - P_{t|t-1} H_t' D_t^- H_t P_{t|t-1} \\
 K_t &= (F_t P_{t|t-1} H_t' + G_t) D_t^- \\
 z_{t+1|t} &= a_t + F_t z_{t|t-1} + K_t \hat{\epsilon}_t \\
 P_{t+1|t} &= F_t P_{t|t-1} F_t' + V_t - K_t D_t K_t'
 \end{aligned}$$

And for k -step forecasting for $k > 1$,

$$\begin{aligned}
 z_{t+k|t} &= a_{t+k-1} + F_{t+k-1} z_{t+k-1|t} \\
 P_{t+k|t} &= F_{t+k-1} P_{t+k-1|t} F_{t+k-1}' + V_{t+k-1}
 \end{aligned}$$

When you use the alternative transition equation

$$z_t = a_t + F_t z_{t-1} + \eta_t$$

the forward recursion algorithm is written

$$\begin{aligned}
 \hat{\epsilon}_t &= y_t - b_t - H_t z_{t|t-1} \\
 D_t &= H_t P_{t|t-1} H_t' + H_t \mathbf{G}_t + G_t' H_t' + \mathbf{R}_t \\
 z_{t|t} &= z_{t|t-1} + (P_{t|t-1} H_t' + G_t) D_t^- \hat{\epsilon}_t \\
 P_{t|t} &= P_{t|t-1} - (P_{t|t-1} H_t' + G_t) D_t^- (H_t P_{t|t-1} + G_t') \\
 K_t &= (F_{t+1} P_{t|t-1} H_t' + G_t) D_t^- \\
 z_{t+1|t} &= a_{t+1} + F_{t+1} z_{t|t-1} + K_t \hat{\epsilon}_t \\
 P_{t+1|t} &= F_{t+1} P_{t|t-1} F_{t+1}' + V_{t+1} - K_t D_t K_t'
 \end{aligned}$$

And for k -step forecasting ($k > 1$),

$$\begin{aligned}
 z_{t+k|t} &= a_{t+k} + F_{t+k} z_{t+k-1|t} \\
 P_{t+k|t} &= F_{t+k} P_{t+k-1|t} F_{t+k}' + V_{t+k}
 \end{aligned}$$

You can use the KALCVF call when you specify the alternative transition equation and $\mathbf{G}_t = \mathbf{0}$.

The initial state vector and its covariance matrix of the time-invariant Kalman filters are computed under the stationarity condition

$$\begin{aligned}
 z_{1|0} &= (I - F)^{-1} a \\
 P_{1|0} &= (I - F \otimes F)^{-1} \text{vec}(V)
 \end{aligned}$$

where F and V are the time-invariant transition matrix and the covariance matrix of transition equation noise, and $\text{vec}(V)$ is an $N_z^2 \times 1$ column vector that is constructed by the stacking N_z columns of matrix V . Note that all eigenvalues of the matrix F are inside the unit circle when the SSM is stationary. When the preceding formula cannot be applied, the initial state vector estimate $z_{1|0}$ is set to a_1 and its covariance matrix $P_{1|0}$ is given by $10^6 I$. Optionally, you can specify initial values.

The KALCVF call accepts missing values in observations. If there is a missing observation, the filtered state vector for the missing observation is given by the one-step forecast.

The following program gives an example of the KALCVF call:

```

q = 2;
p = 2;
n = 10;
lead = 3;
total = n + lead;

seed = 25735;
x = round(10*normal(j(n, p, seed)))/10;
f = round(10*normal(j(q*total, q, seed)))/10;
a = round(10*normal(j(total*q, 1, seed)))/10;
h = round(10*normal(j(p*total, q, seed)))/10;
b = round(10*normal(j(p*total, 1, seed)))/10;

do i = 1 to total;
    temp = round(10*normal(j(p+q, p+q, seed)))/10;
    var = var//(temp*temp`);
end;

call kalcvf(pred, vpred, filt, vfilt, x, lead, a, f, b, h, var);

/* default initial state and covariance */
call kalcvf(sm, vsm, x, a, f, b, h, var, pred, vpred);
print sm[format=9.4] vsm[format=9.4];

```

Figure 26.182 Smoothed Estimate and Covariance

sm	vsm
-1.5236	-0.1000
0.3058	-0.1131
-0.2593	0.2496
-0.5533	0.0332
-0.5813	0.1251
-0.3017	0.7480
1.1333	-0.2144
1.5193	-0.6237
-0.6641	-0.7770
0.5994	2.3333
	0.8706
	1.5252
	0.3677
	0.2510
	0.2510
	0.2051
	0.3243
	-0.4093
	-0.4093
	1.2287
	0.1736
	-0.0712
	-0.0712
	0.9048
	1.3153
	0.8748
	0.8748
	1.6575
	8.6650
	0.1841
	0.1841
	4.4770

KALCVS Call

CALL KALCVS(*sm*, *vsm*, *data*, *a*, *f*, *b*, *h*, *var*, *pred*, *vpred* <, *un* > <, *vun* >);

The KALCVS subroutine uses backward recursions to compute the smoothed estimate $z_{t|T}$ and its covariance matrix, $P_{t|T}$, where T is the number of observations in the complete data set.

The input arguments to the KALCVS subroutine are as follows.

- data* is a $T \times N_y$ matrix that contains data $(y_1, \dots, y_T)'$.
- a* is an $N_z \times 1$ vector for a time-invariant input vector in the transition equation, or a $TN_z \times 1$ vector that contains input vectors in the transition equation.
- f* is an $N_z \times N_z$ matrix for a time-invariant transition matrix in the transition equation, or a $TN_z \times N_z$ matrix that contains T transition matrices.
- b* is an $N_y \times 1$ vector for a time-invariant input vector in the measurement equation, or a $TN_y \times 1$ vector that contains input vectors in the measurement equation.
- h* is an $N_y \times N_z$ matrix for a time-invariant measurement matrix in the measurement equation, or a $TN_y \times N_z$ matrix that contains T time-variant H_t matrices in the measurement equation.

<i>var</i>	is an $(N_z + N_y) \times (N_z + N_y)$ covariance matrix for the errors in the transition and the measurement equations, or a $T(N_z + N_y) \times (N_z + N_y)$ matrix that contains covariance matrices in the transition equation and measurement equation noises—that is, $(\eta_t', \epsilon_t')'$.
<i>pred</i>	is a $T \times N_z$ matrix that contains one-step forecasts $(z_{1 0}, \dots, z_{T T-1})'$.
<i>vpred</i>	is a $TN_z \times N_z$ matrix that contains mean square error matrices of predicted state vectors $(P_{1 0}, \dots, P_{T T-1})'$.
<i>un</i>	is an optional $1 \times N_z$ vector that contains u_T . The returned value is u_0 .
<i>vun</i>	is an optional $N_z \times N_z$ matrix that contains U_T . The returned value is U_0 .

The KALCVS call returns the following values:

<i>sm</i>	is a $T \times N_z$ matrix that contains smoothed state vectors $(z_{1 T}, \dots, z_{T T})'$.
<i>vsm</i>	is a $TN_z \times N_z$ matrix that contains covariance matrices of smoothed state vectors $(P_{1 T}, \dots, P_{T T})'$.

When the Kalman filtering is performed in the [KALCVF call](#), the KALCVS call computes smoothed state vectors and their covariance matrices. The fixed-interval smoothing state vector at time t is obtained by the conditional expectation given all observations.

The smoothing algorithm uses one-step forecasts and their covariance matrices, which are given in the [KALCVF call](#). For notation, $z_{t|T}$ is the smoothed value of the state vector z_t , and the mean square error matrix is denoted $P_{t|T}$. For smoothing,

$$\begin{aligned}\hat{\epsilon}_t &= y_t - b_t - H_t z_{t|t-1} \\ D_t &= H_t P_{t|t-1} H_t' + R_t \\ K_t &= (F_t P_{t|t-1} H_t' + G_t) D_t^- \\ L_t &= F_t - K_t H_t \\ u_{t-1} &= H_t' D_t^- \hat{\epsilon}_t + L_t' u_t \\ U_{t-1} &= H_t' D_t^- H_t + L_t' U_t L_t \\ z_{t|T} &= z_{t|t-1} + P_{t|t-1} u_{t-1} \\ P_{t|T} &= P_{t|t-1} - P_{t|t-1} U_{t-1} P_{t|t-1}\end{aligned}$$

where $t = T, T-1, \dots, 1$. The initial values are $u_T = \mathbf{0}$ and $\mathbf{U}_T = \mathbf{0}$.

When the SSM is specified by using the alternative transition equation

$$z_t = a_t + F_t z_{t-1} + \eta_t$$

the fixed-interval smoothing is performed by using the following backward recursions:

$$\begin{aligned}
 \hat{\epsilon}_t &= y_t - b_t - H_t z_{t|t-1} \\
 D_t &= H_t P_{t|t-1} H_t' + R_t \\
 K_t &= F_{t+1} P_{t|t-1} H_t' D_t^- \\
 L_t &= F_{t+1} - K_t H_t \\
 u_{t-1} &= H_t' D_t^- \hat{\epsilon}_t + L_t' u_t \\
 U_{t-1} &= H_t' D_t^- H_t + L_t' U_t L_t \\
 z_{t|T} &= z_{t|t-1} + P_{t|t-1} u_{t-1} \\
 P_{t|T} &= P_{t|t-1} - P_{t|t-1} U_{t-1} P_{t|t-1}
 \end{aligned}$$

where it is assumed that $G_t = \mathbf{0}$.

You can use the KALCVS call regardless of the specification of the transition equation when $G_t = \mathbf{0}$. Harvey (1989) gives the following fixed-interval smoothing formula, which produces the same smoothed value:

$$\begin{aligned}
 z_{t|T} &= z_{t|t} + P_t^*(z_{t+1|T} - z_{t+1|t}) \\
 P_{t|T} &= P_{t|t} + P_t^*(P_{t+1|T} - P_{t+1|t}) P_t^{*'}
 \end{aligned}$$

where

$$P_t^* = P_{t|t} F_t' P_{t+1|t}^-$$

under the shifted transition equation, but

$$P_t^* = P_{t|t} F_{t+1}' P_{t+1|t}^-$$

under the alternative transition equation.

The KALCVS call is accompanied by the [KALCVF call](#), as shown in the following statements. Note that you do not need to specify UN and VUN.

```
call kalcvf(pred, vpred, filt, vfilt, y, 0, a, f, b, h, var);
call kalcvs(sm, vsm, y, a, f, b, h, var, pred, vpred);
```

You can also compute the smoothed estimate and its covariance matrix on an observation-by-observation basis. When the SSM is time invariant, the following example performs smoothing. In this situation, you should initialize UN and VUN as matrices of value 0, as shown in the following statements:

```
call kalcvf(pred, vpred, filt, vfilt, y, 0, a, f, b, h, var);
n = nrow(y);
nz = ncol(f);
un = j(1, nz, 0);
vun = j(nz, nz, 0);

do i = 1 to n;
y_i = y[n-i+1,];
```

```

pred_i = pred[n-i+1,];
vpred_i = vpred[(n-i)*nz+1:(n-i+1)*nz,];
call kalcvs(sm_i, vsm_i, y_i, a, f, b, h, var,
            pred_i, vpred_i, un, vun);
sm = sm_i // sm;
vsm = vsm_i // vsm;
end;

```

The **KALCVF** call has an example program that includes the KALCVS call.

KALDFF Call

CALL KALDFF(*pred*, *vpred*, *initial*, *s2*, *data*, *lead*, *int*, *coef*, *var*, *intd*, *coefd* <, *n0* > <, *at* > <, *mt* > <, *qt* >);

The KALDFF subroutine computes the one-step forecast of state vectors in an SSM by using the diffuse Kalman filter. The call estimates the conditional expectation of z_t , and also estimates the initial random vector, δ , and its covariance matrix.

The input arguments to the KALDFF subroutine are as follows:

<i>data</i>	is a $T \times N_y$ matrix that contains data $(y_1, \dots, y_T)'$.
<i>lead</i>	is the number of steps to forecast after the end of the data set.
<i>int</i>	is an $(N_z + N_y) \times N_\beta$ matrix for a time-invariant fixed matrix, or a $(T + \text{lead})(N_z + N_y) \times N_\beta$ matrix that contains fixed matrices for the time-variant model in the transition equation and the measurement equation—that is, $(W_t', X_t')'$.
<i>coef</i>	is an $(N_z + N_y) \times N_z$ matrix for a time-invariant coefficient, or a $(T + \text{lead})(N_z + N_y) \times N_z$ matrix that contains coefficients at each time in the transition equation and the measurement equation—that is, $(F_t', H_t')'$.
<i>var</i>	is an $(N_z + N_y) \times (N_z + N_y)$ matrix for a time-invariant variance matrix for the error in the transition equation and the error in the measurement equation, or a $(T + \text{lead})(N_z + N_y) \times (N_z + N_y)$ matrix that contains covariance matrices for the error in the transition equation and the error in the measurement equation—that is, $(\eta_t', \epsilon_t')'$.
<i>intd</i>	is an $(N_z + N_\beta) \times 1$ vector that contains the intercept term in the equation for the initial state vector z_0 and the mean effect β —that is, $(a', b')'$.
<i>coefd</i>	is an $(N_z + N_\beta) \times N_\delta$ matrix that contains coefficients for the initial state δ in the equation for the initial state vector z_0 and the mean effect β —that is, $(A', B')'$.
<i>n0</i>	is an optional scalar including an initial denominator. If $n0 > 0$, the denominator for $\hat{\sigma}_t^2$ is $n0$ plus the number n_t of elements of $(y_1, \dots, y_t)'$. If $n0 \leq 0$ or $n0$ is not specified, the denominator for $\hat{\sigma}_t^2$ is n_t . With $n0 \geq 0$, the initial values, A_1 , M_1 , and Q_1 , are assumed to be known and, hence, <i>at</i> , <i>mt</i> , and <i>qt</i> are used for input that contains the initial values. If the value of <i>n0</i> is negative or <i>n0</i> is not specified, the initial values for <i>at</i> , <i>mt</i> , and <i>qt</i> are computed. The value of <i>n0</i> is updated as $\max(n0, 0) + n_t$ after the KALDFF call.
<i>at</i>	is an optional $kN_z \times (N_\delta + 1)$ matrix. If $n0 \geq 0$, <i>at</i> contains $(A'_1, \dots, A'_k)'$. However, only the first matrix A_1 is used as input. When you specify the KALDFF call, <i>at</i> returns $(A'_{T-k+\text{lead}+1}, \dots, A'_{T+\text{lead}})'$. If <i>n0</i> is negative or the matrix A_1 contains missing values, A_1 is automatically computed.

- mt* is an optional $kN_z \times N_z$ matrix. If $n0 \geq 0$, *mt* contains $(M_1, \dots, M_k)'$. However, only the first matrix M_1 is used as input. If $n0$ is negative or the matrix M_1 contains missing values, *mt* is used for output, and it contains $(M_{T-k+lead+1}, \dots, M_{T+lead})'$. Note that the matrix M_1 can be used as an input matrix if either of the off-diagonal elements is not missing. The missing element $M_1(i, j)$ is replaced by the nonmissing element $M_1(j, i)$.
- qt* is an optional $k(N_\delta + 1) \times (N_\delta + 1)$ matrix. If $n0 \geq 0$, *qt* contains $(Q_1, \dots, Q_k)'$. However, only the first matrix Q_1 is used as input. If $n0$ is negative or the matrix Q_1 contains missing values, *qt* is used for output and contains $(Q_{T-k+lead+1}, \dots, Q_{T+lead})'$. The matrix Q_1 can also be used as an input matrix if either of the off-diagonal elements is not missing since the missing element $Q_1(i, j)$ is replaced by the nonmissing element $Q_1(j, i)$.

The KALDFF call returns the following values:

- pred* is a $(T + \text{lead}) \times N_z$ matrix that contains estimated predicted state vectors $(\hat{z}_{1|0}, \dots, \hat{z}_{T+1|T}, \hat{z}_{T+2|T}, \dots, \hat{z}_{T+\text{lead}|T})'$.
- vpred* is a $(T + \text{lead})N_z \times N_z$ matrix that contains estimated mean square errors of predicted state vectors $(P_{1|0}, \dots, P_{T+1|T}, P_{T+2|T}, \dots, P_{T+\text{lead}|T})'$.
- initial* is an $N_d \times (N_d + 1)$ matrix that contains an estimate and its variance for initial state δ , that is, $(\hat{\delta}_T, \hat{\Sigma}_{\delta,T})$.
- s2* is a scalar that contains the estimated variance $\hat{\sigma}_T^2$.

The KALDFF call computes the one-step forecast of state vectors in an SSM by using the diffuse Kalman filter. The SSM for the diffuse Kalman filter is written

$$\begin{aligned} y_t &= X_t \beta + H_t z_t + \epsilon_t \\ z_{t+1} &= W_t \beta + F_t z_t + \eta_t \\ z_0 &= a + A\delta \\ \beta &= b + B\delta \end{aligned}$$

where z_t is an $N_z \times 1$ state vector, y_t is an $N_y \times 1$ observed vector, and

$$\begin{aligned} \begin{bmatrix} \eta_t \\ \epsilon_t \end{bmatrix} &\sim N\left(\mathbf{0}, \sigma^2 \begin{bmatrix} V_t & G_t \\ G_t' & R_t \end{bmatrix}\right) \\ \delta &\sim N(\mu, \sigma^2 \Sigma) \end{aligned}$$

It is assumed that the noise vector $(\eta'_t, \epsilon'_t)'$ is independent and δ is independent of the vector $(\eta'_t, \epsilon'_t)'$. The matrices, $W_t, F_t, X_t, H_t, a, A, b, B, V_t, G_t$, and R_t , are assumed to be known. The KALDFF call estimates the conditional expectation of the state vector z_t given the observations. The KALDFF subroutine also produces the estimates of the initial random vector δ and its covariance matrix. For k -step forecasting where $k > 0$, the estimated conditional expectation at time $t + k$ is computed with observations given up to time t . The estimated k -step forecast and its estimated MSE are denoted $z_{t+k|t}$ and $P_{t+k|t}$ (for $k > 0$). $A_{t+k}(\delta)$

and $E_{t(\delta)}$ are last-column-deleted submatrices of A_{t+k} and E_t , respectively. The algorithm for one-step prediction is given as follows:

$$\begin{aligned}
 E_t &= (X_t B, y_t - X_t b) - H_t A_t \\
 D_t &= H_t M_t H_t' + R_t \\
 Q_{t+1} &= Q_t + E_t' D_t^- E_t \\
 &= \begin{bmatrix} S_t & s_t \\ s_t' & q_t \end{bmatrix} \\
 \hat{\sigma}_t^2 &= (q_t - s_t' S_t^- s_t) / n_t \\
 \hat{\delta}_t &= S_t^- s_t \\
 \hat{\Sigma}_{\delta,t} &= \hat{\sigma}_t^2 S_t^- \\
 K_t &= (F_t M_t H_t' + G_t) D_t^- \\
 A_{t+1} &= W_t(-B, b) + F_t A_t + K_t E_t \\
 M_{t+1} &= (F_t - K_t H_t) M_t F_t' + V_t - K_t G_t' \\
 z_{t+1|t} &= A_{t+1}(-\hat{\delta}_t', 1)' \\
 P_{t+1|t} &= \hat{\sigma}_t^2 \mathbf{M}_{t+1} + A_{t+1(\delta)} \hat{\Sigma}_{\delta,t} A_{t+1(\delta)}'
 \end{aligned}$$

where n_t is the number of elements of $(y_1, \dots, y_t)'$ plus $\max(n0, 0)$. Unless initial values are given and $n0 \geq 0$, initial values are set as follows:

$$\begin{aligned}
 A_1 &= W_1(-B, b) + F_1(-A, a) \\
 M_1 &= V_1 \\
 Q_1 &= \mathbf{0}
 \end{aligned}$$

For k -step forecasting where $k > 1$,

$$\begin{aligned}
 A_{t+k} &= W_{t+k-1}(-B, b) + F_{t+k-1} A_{t+k-1} \\
 M_{t+k} &= F_{t+k-1} M_{t+k-1} F_{t+k-1}' + V_{t+k-1} \\
 D_{t+k} &= H_{t+k} M_{t+k} H_{t+k}' + R_{t+k} \\
 z_{t+k|t} &= A_{t+k}(-\hat{\delta}_t', 1)' \\
 P_{t+k|t} &= \hat{\sigma}_t^2 M_{t+k} + A_{t+k(\delta)} \hat{\Sigma}_{\delta,t} A_{t+k(\delta)}'
 \end{aligned}$$

If there is a missing observation, the KALDFF call computes the one-step forecast for the observation that follows the missing observation as the two-step forecast from the previous observation.

An example that uses the KALDFF call is in the documentation for the KALDFS call.

KALDFS Call

CALL KALDFS(*sm, vsm, data, int, coef, var, bvec, bmat, initial, at, mt, s2 <, un, vun >*);

The KALDFS subroutine computes the smoothed state vector and its mean square error matrix from the one-step forecast and mean square error matrix computed by **KALDFF subroutine**.

The input arguments to the KALDFS subroutine are as follows:

<i>data</i>	is a $T \times N_y$ matrix that contains data $(y_1, \dots, y_T)'$.
<i>int</i>	is an $(N_z + N_y) \times N_\beta$ vector for a time-invariant intercept, or a $(T + \text{lead})(N_z + N_y) \times N_\beta$ vector that contains fixed matrices for the time-variant model in the transition equation and the measurement equation—that is, $(W_t', X_t)'$.
<i>coef</i>	is an $(N_z + N_y) \times N_z$ matrix for a time-invariant coefficient, or a $(T + \text{lead})(N_z + N_y) \times N_z$ matrix that contains coefficients at each time in the transition equation and the measurement equation—that is, $(F_t', H_t)'$.
<i>var</i>	is an $(N_z + N_y) \times (N_z + N_y)$ matrix for a time-invariant variance matrix for transition equation noise and the measurement equation noise, or a $(T + \text{lead})(N_z + N_y) \times (N_z + N_y)$ matrix that contains covariance matrices for the transition equation and measurement equation errors—that is, $(\eta_t', \epsilon_t)'$.
<i>bvec</i>	is an $N_\beta \times 1$ constant vector for the intercept for the mean effect β .
<i>bmat</i>	is an $N_\beta \times N_\delta$ matrix for the coefficient for the mean effect β .
<i>initial</i>	is an $N_\delta \times (N_\delta + 1)$ matrix that contains an initial random vector estimate and its covariance matrix—that is, $(\hat{\delta}_T, \hat{\Sigma}_{\delta, T})$.
<i>at</i>	is a $T N_z \times (N_\delta + 1)$ matrix that contains $(A_1', \dots, A_T')'$.
<i>mt</i>	is a $(T N_z) \times N_z$ matrix that contains $(M_1, \dots, M_T)'$.
<i>s2</i>	is the estimated variance in the end of the data set, $\hat{\sigma}_T^2$.
<i>un</i>	is an optional $N_z \times (N_\delta + 1)$ matrix that contains u_T . The returned value is u_0 .
<i>vun</i>	is an optional $N_z \times N_z$ matrix that contains U_T . The returned value is U_0 .

The KALDFS call returns the following values:

<i>sm</i>	is a $T \times N_z$ matrix that contains smoothed state vectors $(z_{1 T}, \dots, z_{T T})'$.
<i>vsm</i>	is a $T N_z \times N_z$ matrix that contains mean square error matrices of smoothed state vectors $(P_{1 T}, \dots, P_{T T})'$.

Given the one-step forecast and mean square error matrix in the **KALDFF call**, the KALDFS call computes a smoothed state vector and its mean square error matrix. Then the KALDFS subroutine produces an estimate of the smoothed state vector at time t —that is, the conditional expectation of the state vector z_t given all observations. Using the notations and results from the **KALDFF subroutine** section, the backward recursion

algorithm for smoothing is denoted for $t = T, T - 1, \dots, 1$,

$$\begin{aligned}
 E_t &= (X_t B, y_t - X_t b) - H_t A_t \\
 D_t &= H_t M_t H_t' + R_t \\
 L_t &= F_t - (F_t M_t H_t' + G_t) D_t^- H_t \\
 u_{t-1} &= H_t' D_t^- E_t + L_t' u_t \\
 U_{t-1} &= H_t' D_t^- H_t + L_t' U_t L_t \\
 z_{t|T} &= (A_t + M_t u_{t-1})(-\hat{\delta}_T', 1)' \\
 C_t &= A_t + M_t u_{t-1} \\
 P_{t|T} &= \hat{\sigma}_T^2 (M_t - M_t R_{t-1} M_t) + C_{t(\delta)} \hat{\Sigma}_{\delta, T} C_{t(\delta)}'
 \end{aligned}$$

where the initial values are $u_T = b0$ and $U_T = \mathbf{0}$, and $C_{t(\delta)}$ is the last-column-deleted submatrix of C_t . See De Jong (1991) for details about smoothing in the diffuse Kalman filter.

The KALDFS call is accompanied by the KALDFF call as shown in the following statements:

```

ny = ncol(y);
nz = ncol(coef);
nb = ncol(int);
nd = ncol(coefd);
at = j(nz, nd+1, .);
mt = j(nz, nz, .);
qt = j(nd+1, nd+1, .);
n0 = -1;
call kaldff(pred, vpred, initial, s2, y, 0, int, coef, var, intd,
            coefd, n0, at, mt, qt);
bvec = intd[nz+1:nz+nb,];
bmat = coefd[nz+1:nz+nb,];
call kaldfs(sm, vsm, x, int, coef, var, bvec, bmat,
            initial, at, mt, s2);

```

You can also compute the smoothed estimate and its covariance matrix observation by observation. When the SSM is time invariant, the following statements perform smoothing. You should initialize UN and VUN as matrices in which all elements are zero.

```

n = nrow(y);
ny = ncol(y);
nz = ncol(coef);
nb = ncol(int);
nd = ncol(coefd);
at = j(nz, nd+1, .);
mt = j(nz, nz, .);
qt = j(nd+1, nd+1, .);
n0 = -1;
call kaldff(pred, vpred, initial, s2, y, 0, int, coef, var, intd,
            coefd, n0, at, mt, qt);
bvec = intd[nz+1:nz+nb,];
bmat = coefd[nz+1:nz+nb,];
un = j(nz, nd+1, 0);

```

```

vun = j(nz, nz, 0);
do i = 1 to n;
  call kaldfs(sm_i, vsm_i, y[n-i+1], int, coef, var, bvec, bmat,
              initial, at, mt, s2, un, vun);
  sm = sm_i // sm;
  vsm = vsm_i // vsm;
end;

```

KURTOSIS Function

KURTOSIS(*x*);

The KURTOSIS function is part of the [IMLMLIB library](#). The KURTOSIS function returns the sample kurtosis for each column of a matrix. The sample kurtosis measures the heaviness of the tails of a data distribution. The KURTOSIS function returns an estimate for the *excess kurtosis*, which is 3 less than the standardized fourth central moment.

The KURTOSIS function returns the same sample kurtosis as the UNIVARIATE procedure. For a formula, see the section “Descriptive Statistics” in the chapter “The UNIVARIATE Procedure” in *Base SAS Procedures Guide: Statistical Procedures*.

The following example computes the kurtosis for each column of a matrix:

```

x = {1 0,
      2 1,
      4 2,
      8 3,
     16 . };
kurt = kurtosis(x);
print kurt;

```

Figure 26.183 Sample Kurtosis of Two Columns

kurt
1.3037634 -1.2

LAG Function

LAG(*x* <, *lags* >);

The LAG function computes one or more lagged (shifted) values for time series data. The arguments are as follows:

- x* specifies an $n \times 1$ numerical matrix of time series data.
- lags* specifies integer lags. The *lags* argument can be an integer matrix with d elements. If so, the LAG function returns an $n \times d$ matrix where the i th column represents the i th lag applied to the time series. If the *lags* argument is not specified, a value of 1 is used.

The values of the *lags* argument are usually positive integers. A positive lag shifts the time series data backwards in time. A lag of 0 represents the original time series. A negative value for the *lags* argument

shifts the time series data forward in time; this is sometimes called a *lead effect*. The LAG function is related to the **DIF** function.

For example, the following statements compute several lags:

```
x = {1,3,4,7,9};
lag = lag(x, {0 1 3});
print lag;
```

Figure 26.184 Lagged Data

<u>lag</u>
1 . .
3 1 .
4 3 .
7 4 1
<u>9 7 3</u>

LAV Call

CALL LAV(*rc*, *xr*, *a*, *b* <, *x0*> <, *opt*>);

The LAV subroutine performs linear least absolute value regression by solving the L_1 norm minimization problem.

The LAV subroutine returns the following values:

rc is a scalar return code that indicates the reason for optimization termination.

<i>rc</i>	Termination
0	Successful
1	Successful, but approximate covariance matrix and standard errors cannot be computed
-1 or -3	Unsuccessful: error in the input arguments
-2	Unsuccessful: matrix <i>A</i> is rank-deficient ($\text{rank}(A) < n$)
-4	Unsuccessful: maximum iteration limit exceeded
-5	Unsuccessful: no solution found for ill-conditioned problem

xr specifies a vector or matrix with n columns. If the optimization process is not successfully completed, *xr* is a row vector with n missing values. If termination is successful and the *opt[3]* option is not set, *xr* is the vector with the optimal estimate, x^* . If termination is successful and the *opt[3]* option is specified, *xr* is an $(n + 2) \times n$ matrix that contains the optimal estimate, x^* , in the first row, the asymptotic standard errors in the second row, and the $n \times n$ covariance matrix of parameter estimates in the remaining rows.

The input arguments to the LAV subroutine are as follows:

a specifies an $m \times n$ matrix *A* with $m \geq n$ and full column rank, $\text{rank}(A) = n$. If you want to include an intercept in the model, you must include a column of ones in the matrix *A*.

- b* specifies the $m \times 1$ vector *b*.
x0 specifies an optional $n \times 1$ vector that specifies the starting point of the optimization.
opt is an optional vector used to specify options. If an element of the *opt* vector is missing, the default value is used.

- *opt[1]* specifies the maximum number *maxi* of outer iterations (this corresponds to the number of changes of the Huber parameter γ). The default is *maxi* = min(100, 10*n*). (The number of inner iterations is restricted by an internal threshold. If the number of inner iterations exceeds this threshold, a new outer iteration is started with an increased value of γ .)
- *opt[2]* specifies the amount of printed output. Higher values request additional output and include the output of lower values.

<i>opt[2]</i>	Termination
0	No output is printed.
1	Error and warning messages are printed.
2	The iteration history is printed (this is the default).
3	The <i>n</i> least squares (L_2 norm) estimates are printed if no starting point is specified, the L_1 norm estimates are always printed, and if <i>opt[3]</i> is set, the estimates are printed together with the asymptotic standard errors.
4	The $n \times n$ approximate covariance matrix of parameter estimates is printed if <i>opt[3]</i> is set.
5	The residual and predicted values for all <i>m</i> rows (equations) of <i>A</i> are printed.

- *opt[3]* specifies which estimate of the variance of the median of nonzero residuals be used as a factor for the approximate covariance matrix of parameter estimates and for the approximate standard errors (ASE). If *opt[3]*=0, the McKean-Schrader (1987) estimate is used, and if *opt[3]*>0, the Cox-Hinkley (1974) estimate, with *v* = *opt[3]*, is used. The default behavior is that the covariance matrix is not computed.
- *opt[4]* specifies whether a computationally expensive test for necessary and sufficient optimality of the solution *x* is executed. The default behavior (*opt[4]*=0) is that the convergence test is not performed.

Missing values are not permitted in the *a* or *b* argument. The *x0* argument is ignored if it contains any missing values. Missing values in the *opt* argument cause the default value to be used.

The LAV subroutine is designed for solving the unconstrained linear L_1 norm minimization problem,

$$\min_x L_1(x) \text{ where } L_1(x) = \|Ax - b\|_1 = \sum_{i=1}^m \left| \sum_{j=1}^n a_{ij}x_j - b_i \right|$$

for *m* equations with *n* (unknown) parameters $x = (x_1, \dots, x_n)$. This is equivalent to estimating the unknown parameter vector, *x*, by least absolute value regression in the model

$$b = Ax + \epsilon$$

where *b* is the vector of *n* observations, *A* is the design matrix, and ϵ is a random error term.

An algorithm by Madsen and Nielsen (1993) is used, which can be faster for large values of m and n than the Barrodale and Roberts (1974) algorithm. The current version of the algorithm assumes that A has full column rank. Also, constraints cannot be imposed on the parameters in this version.

The L_1 norm minimization problem is more difficult to solve than the least squares (L_2 norm) minimization problem because the objective function of the L_1 norm problem is not continuously differentiable (the first derivative has jumps). A function that is continuous but not continuously differentiable is called *nonsmooth*. By using PROC NLP and the nonlinear optimization subroutines, you can obtain the estimates in linear and nonlinear L_1 norm estimation (even subject to linear or nonlinear constraints) as long as the number of parameters, n , is small. Using the nonlinear optimization subroutines, there are two ways to solve the nonlinear L_p norm, $p \geq 1$, problem:

- For small values of n , you can implement the Nelder-Mead simplex algorithm with the [NLPNMS subroutine](#) to solve the minimization problem in its original specification. The Nelder-Mead simplex algorithm does not assume a smooth objective function, does not take advantage of any derivatives, and therefore does not require continuous differentiability of the objective function. See the section “[NLPNMS Call](#)” on page 884 for details.
- Gonin and Money (1989) describe how an original L_p norm estimation problem can be modified to an equivalent optimization problem with nonlinear constraints which has a simple differentiable objective function. You can invoke the [NLPQN subroutine](#), which implements a quasi-Newton algorithm, to solve the nonlinearly constrained L_p norm optimization problem. See the section “[NLPQN Call](#)” on page 893 for details about the [NLPQN subroutine](#).

Both approaches are successful only for a small number of parameters and good initial estimates. If you cannot supply good initial estimates, the optimal results of the corresponding nonlinear least squares (L_2 norm) estimation can provide fairly good initial estimates.

Gonin and Money (1989) show that the nonlinear L_1 norm estimation problem

$$\min_x \sum_{i=1}^m |f_i(x)|$$

can be reformulated as a linear optimization problem with nonlinear constraints in the following ways.

- as a linear optimization problem with $2m$ nonlinear inequality constraints in $m + n$ variables u_i and x_j ,

$$\min_x \sum_{i=1}^m u_i \text{ subject to } \left. \begin{array}{lcl} f_i(x) - u_i & \leq & 0 \\ f_i(x) + u_i & \geq & 0 \\ u_i & \geq & 0 \end{array} \right\} \quad i = 1, \dots, m$$

- as a linear optimization problem with $2m$ nonlinear equality constraints in $2m + n$ variables y_i , z_i , and x_j ,

$$\min_x \sum_{i=1}^m (y_i + z_i) \text{ subject to } \left. \begin{array}{lcl} f_i(x) + y_i - z_i & = & 0 \\ y_i & \geq & 0 \\ z_i & \geq & 0 \end{array} \right\} \quad i = 1, \dots, m$$

For linear functions $f_i(x) = \sum_{j=1}^n (a_{ij}x_j - b_i)$, $i = 1, \dots, m$, you obtain linearly constrained linear optimization problems, for which the number of variables and constraints is on the order of the number of observations, m . The advantage that the algorithm by Madsen and Nielsen (1993) has over the Barrodale and Roberts (1974) algorithm is that its computational cost increases only linearly with m , and it can be faster for large values of m .

In addition to computing an optimal solution x^* that minimizes $L_1(x)$, you can also compute approximate standard errors and the approximate covariance matrix of x^* . The standard errors can be used to compute confidence limits.

The following example is the same one used for illustrating the LAV subroutine by Lee and Gentle (1986). A and b are as follows:

$$A = \begin{bmatrix} 1 & 0 \\ 1 & 1 \\ 1 & -1 \\ 1 & -1 \\ 1 & 2 \\ 1 & 2 \end{bmatrix} \quad b = \begin{bmatrix} 1 \\ 2 \\ 1 \\ -1 \\ 2 \\ 4 \end{bmatrix}$$

The following statements specify the matrix A , the vector b , and the options vector opt . The options vector specifies that all output is printed ($opt[2]=5$), that the asymptotic standard errors and covariance matrix are computed based on the McKean-Schrader (1987) estimate λ of the variance of the median ($opt[3]=0$), and that the convergence test be performed ($opt[4]=1$).

```
a = { 0, 1, -1, -1, 2, 2 };
m = nrow(a);
a = j(m, 1, 1.) || a;
b = { 1, 2, 1, -1, 2, 4 };

opt= { . 5 0 1 };
call lav(rc, xr, a, b, , opt);
```

The first part of the output is shown in Figure 26.185. This output displays the least squares solution, which is used as the starting point. The estimates of the largest and smallest nonzero eigenvalues of $A'A$ give only an idea of the magnitude of these values, and they can be very crude approximations.

Figure 26.185 Least Squares Solution

LS	
Solution	
Est	1 1

The second part of the printed output shows the iteration history. It is shown in Figure 26.186.

Figure 26.186 Iteration History

LAV (L1) Estimation						
Start with LS Solution						
Start Iter: gamma=1 ActEqn=6						
Iter	N	Huber	Act Eqn	Rank	Gamma	L1(x) F(Gamma)
1		1	2	2	0.9000	4.000000 2.200000
	1		2	2	0.0000	4.000000 2.200000

The third part of the output is shown in Figure 26.187. This output displays the L_1 norm solution (first row) together with asymptotic standard errors (second row) and the asymptotic covariance matrix of parameter estimates. The ASEs are the square roots of the diagonal elements of this covariance matrix.

Figure 26.187 Parameter and Covariance Estimates

L1 Solution with ASE		
Est	1	1
ASE	0.4482711811	0.3310702082
Cov Matrix: McKean-Schrader		
0.2009470518	-0.054803741	
-0.054803741	0.1096074828	

The last part of the printed output shows the predicted values and residuals, as in Lee and Gentle (1986). It is shown in Figure 26.188.

Figure 26.188 Predicted and Residual Values

Predicted Values and Residuals			
N	Observed	Predicted	Residual
1	1.0000	1.0000	0
2	2.0000	2.0000	0
3	1.0000	0.0000	1.000000
4	-1.0000	0.0000	-1.000000
5	2.0000	3.0000	-1.000000
6	4.0000	3.0000	1.000000

LCP Call

```
CALL LCP(rc, w, z, m, q <, epsilon>);
```

The LCP subroutine solves the linear complementarity problem:

$$\mathbf{w} = \mathbf{Mz} + \mathbf{q}$$

$$\mathbf{w}'\mathbf{z} = 0$$

$$\mathbf{w}, \mathbf{z} \geq 0$$

That is, given a matrix \mathbf{M} and a vector \mathbf{q} , the LCP subroutine computes orthogonal, nonnegative vectors \mathbf{w} and \mathbf{z} which satisfy the previous equations.

The input arguments to the LCP subroutine are as follows:

- m is an $m \times m$ matrix.
 - q is an $m \times 1$ matrix.
 - $epsilon$ is a scalar that defines virtual zero. The default value of $epsilon$ is 1E-8.
- The LCP subroutine returns the following matrices:
- rc returns one of the following scalar return codes:

rc	Termination
0	A solution is found.
1	No solution is possible.
5	The solution is numerically unstable.
6	The subroutine could not obtain enough memory.

- w returns an m -element column vector
- z returns an m -element column vector

The following statements give a simple example:

```
q = {1, 1};
m = {1 0,
      0 1};
call lcp(rc, w, z, m, q);
print rc, w, z;
```

Figure 26.189 Solution to a Linear Complementarity Problem

rc	0
w	1
z	0

The next example shows the relationship between quadratic programming and the linear complementarity problem. Consider the linearly constrained quadratic program:

$$\begin{aligned} \min \quad & c'x + \frac{1}{2}x'Hx \\ \text{st. } & Gx \geq b \quad (\text{QP}) \\ & x \geq 0 \end{aligned}$$

If H is positive semidefinite, then a solution to the Kuhn-Tucker conditions solves QP. The Kuhn-Tucker conditions for QP are

$$\begin{aligned} \mathbf{c} + \mathbf{Hx} &= \boldsymbol{\mu} + \mathbf{G}'\boldsymbol{\lambda} \\ \boldsymbol{\lambda}'(\mathbf{Gx} - \mathbf{b}) &= 0 \\ \boldsymbol{\mu}'\mathbf{x} &= 0 \\ \mathbf{Gx} &\geq \mathbf{b} \\ x, \boldsymbol{\mu}, \boldsymbol{\lambda} &\geq 0 \end{aligned}$$

In the linear complementarity problem, let

$$\begin{aligned} \mathbf{M} &= \begin{bmatrix} H & -G' \\ G & 0 \end{bmatrix} \\ \mathbf{w}' &= (\boldsymbol{\mu}' \mathbf{s}') \\ \mathbf{z}' &= (\mathbf{x}' \boldsymbol{\lambda}') \\ \mathbf{q}' &= (\mathbf{c}' - \mathbf{b}) \end{aligned}$$

Then the Kuhn-Tucker conditions are expressed as finding \mathbf{w} and \mathbf{z} that satisfy

$$\begin{aligned} \mathbf{w} &= \mathbf{Mz} + \mathbf{q} \\ \mathbf{w}'\mathbf{z} &= 0 \\ \mathbf{w}, \mathbf{z} &\geq 0 \end{aligned}$$

From the solution \mathbf{w} and \mathbf{z} to this linear complementarity problem, the solution to QP is obtained; namely, \mathbf{x} is the primal structural variable, $\mathbf{s} = \mathbf{Gx} - \mathbf{b}$ the surpluses, and $\boldsymbol{\mu}$ and $\boldsymbol{\lambda}$ are the dual variables. Consider a quadratic program with the following data:

$$\begin{aligned} \mathbf{C}' &= (1245) \quad \mathbf{B}' = (11) \\ \mathbf{H} &= \begin{bmatrix} 100 & 10 & 1 & 0 \\ 10 & 100 & 10 & 1 \\ 1 & 10 & 100 & 10 \\ 0 & 1 & 10 & 100 \end{bmatrix} \\ \mathbf{G} &= \begin{bmatrix} 1 & 2 & 3 & 4 \\ 10 & 20 & 30 & 40 \end{bmatrix} \end{aligned}$$

This problem is solved by using the LCP subroutine as follows:

```
/*---- Data for the Quadratic Program -----*/
c = {1, 2, 3, 4};
h = {100 10 1 0, 10 100 10 1, 1 10 100 10, 0 1 10 100};
g = {1 2 3 4, 10 20 30 40};
b = {1, 1};
```

```

/*----- Express the Kuhn-Tucker Conditions as an LCP -----*/
m = h || -g`;
m = m // (g || j(nrow(g), nrow(g), 0));
q = c // -b;

/*----- Solve for a Kuhn-Tucker Point -----*/
call lcp(rc, w, z, m, q);

/*----- Extract the Solution to the Quadratic Program -----*/
x = z[1:nrow(h)];
print rc x;

```

Figure 26.190 Solution to a Quadratic Programming Problem

rc	x
0	0.0307522
	0.0619692
	0.0929721
	0.1415983

LENGTH Function

LENGTH(*matrix*);

The LENGTH function takes a character matrix as an argument and produces a numeric matrix as a result. The result matrix has the same dimensions as the argument and contains the lengths of the corresponding string elements in *matrix*. The length of a string is equal to the position of the rightmost nonblank character in the string. If a string is entirely blank, its length value is set to 1. An example of the LENGTH function follows:

```

c = {"Hello" "My name is Jenny"};
b = length(c);
print b;

```

Figure 26.191 Length of Elements of a Character Matrix

b
5 16

See also the description of the NLENG function.

LINK Statement

LINK(*label*);

statements ;

label:statements ;

```
RETURN ;
```

The LINK statement provides a way of calling a group of statements as if they were defined as a subroutine. When the LINK statement is executed, the program jumps immediately to the statement with the given *label* and begins executing statements from that point as it does for the **GOTO** statement. However, when the program executes a **RETURN** statement, the program returns to the statement that immediately follows the LINK statement, which is different behavior than the GOTO statement.

The LINK statement can be used only inside modules and DO groups. LINK statements can be nested within other LINK statements to any level. A **RETURN** statement without a LINK statement is executed the same as the **STOP** statement.

Instead of using a LINK statement, you can define a module and call the module by using a **RUN** statement.

An example that uses the LINK statement follows:

```
start a;
  x=1;
  y=2;
  link sum1; /* go to label; execute until return stmt */
  print z;
  stop;
  sum1:
    z=x+y;
    return;
finish a;

run a;
```

Figure 26.192 Result of Linking to a Group of Statements

```
z
3
```

LIST Statement

```
LIST <range> <VAR operand> <WHERE(expression)> ;
```

The LIST statement displays observations of a data set.

The arguments to the LIST statement are as follows:

<i>range</i>	specifies a range of observations. You can specify a range of observations by using the ALL, CURRENT, NEXT, AFTER, and POINT keywords, as described in the section “Process a Range of Observations” on page 102.
<i>operand</i>	specifies a set of variables. As described in the section “Select Variables with the VAR Clause” on page 103, you can specify variable names by using a matrix literal, a character matrix, an expression, or the _ALL_, _CHAR_, or _NUM_ keywords.
<i>expression</i>	specifies observations to list. If you omit the WHERE clause, all observations are listed. For details about the WHERE clause, see the section “Process Data by Using the WHERE Clause” on page 104.

The LIST statement displays selected observations of a data set. If all data values for variables in the VAR clause fit on a single line, values are displayed in columns headed by the variable names. Each record occupies a separate line. If the data values do not fit on a single line, values from each record are grouped into paragraphs. Each element in the paragraph has the form *name*=*value*.

The following examples demonstrate the use of the LIST statement. The output is not shown.

```
use Sashelp.Class;

list all;                      /* lists whole data set */
list;                          /* lists current observation */
list var{name age};           /* lists NAME and AGE in current obs */
list all where(age<=13);      /* lists all obs where condition holds */
list next;                     /* lists next observation */
list point 18;                 /* lists observation 18 */
list point (10:15);           /* lists observations 10 through 15 */

close Sashelp.Class;
```

LISTADDITEM Call

CALL LISTADDITEM(*list*, *v*, <, *flag*>);

The ListAddItem subroutine adds a new item to end of a list. The length of the list increases by one. For examples and a general discussion of using lists, see Chapter 10, “[Lists and Data Structures](#).”

The subroutine takes the following arguments:

list specifies an existing list.

v specifies a SAS/IML variable or literal. It can be a matrix, table, list, or any other valid SAS/IML type, including an empty matrix. The value of *v* will become a new list element.

flag controls what happens to *v*. Valid values are:

‘c’ requests that the data in *v* be copied into the list. The *v* symbol is unchanged by the call.
This is the default behavior.

‘m’ requests that the data in *v* be moved into the list. The *v* symbol is freed after the call.

The following statements create an empty list and then add two items:

```
L = ListCreate();          /* create empty list */
v1 = 1:3;
call ListAddItem(L, v1);    /* v1 is unchanged */
v2 = {"A", "Z"};
call ListAddItem(L, v2, 'm'); /* v2 is freed */
```

LISTCREATE Function

LISTCREATE();

LISTCREATE(*n*);
LISTCREATE(*names*);

The ListCreate function returns a new list. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following arguments:

- n* returns a list that contains *n* empty elements. You can then use the ListSetItem subroutine to set the value of each item.
- names* returns a named list whose length is the number of elements in the *names* parameter. You can then use the ListSetItem subroutine to set the value of each item.

If you do not supply an argument, the function returns an empty list.

The following statements demonstrate several ways to create and fill a list:

```
L1 = ListCreate();                      /* L1 is an empty list */
call ListAddItem(L1, 1:3);              /* L1 now has one element */

L2 = ListCreate(2);                     /* allocate two elements */
call ListSetItem(L2, 1, "A":"Z");      /* 1st element: character vector */
call ListSetItem(L2, 2, 5:1);          /* 2nd element: numeric vector */

L3 = ListCreate({"HireDate", "Name", "Salary"}); /* named list */
call ListSetItem(L3, "HireDate", {"01JUL1996"d "15JUN1997"d});
call ListSetItem(L3, "Name", {"John" "Fred"});
call ListSetItem(L3, "Salary", {72000 60000});
```

LISTDELETEITEM Call

CALL LISTDELETEITEM(*list*, *position*);

The ListDeleteItem subroutine deletes an item from a list. The length of the list is decreased by the number of elements that are deleted. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following arguments:

- list* specifies an existing list.
- position* specifies a numeric matrix of indices or a character matrix of item names. Names are not case sensitive.

The following statements show two ways to delete an item:

```
L2 = ListCreate(2);                      /* allocate two elements */
call ListSetItem(L2, 1, "A":"Z");      /* 1st element: character vector */
call ListSetItem(L2, 2, 5:1);          /* 2nd element: numeric vector */
call ListDeleteItem(L2, 1);           /* delete 1st element */
```

```
L3 = ListCreate({"HireDate", "Name", "Salary"}); /* named list */
call ListSetItem(L3, "HireDate", {"01JUL1996"d "15JUN1997"d});
call ListSetItem(L3, "Name", {"John" "Fred"});
call ListSetItem(L3, "Salary", {72000 60000});
call ListDeleteItem(L3, "NAME"); /* delete Name item */
```

LISTDELETENAME Call

CALL LISTDELETENAME(*list*, *position*);

The ListDeleteName subroutine removes the names of one or more items, but the items themselves are not removed. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following arguments:

list specifies an existing list.

position specifies a numeric matrix of indices or a character matrix of item names. Names are not case sensitive.

The first five of the following statements create a list that has four items. The call to the ListDeleteName subroutine deletes the names for the first and third items. After the deletion, the ListGetName function returns a four-element vector that has one nonmissing name and three missing value (blank strings), as shown in Figure 26.193.

```
L = ListCreate({"HireDate", "Name", "Salary", "JobTitle"});
call ListSetItem(L, "HireDate", {"01JUL1996"d "15JUN1997"d});
call ListSetItem(L, "Name", {"John" "Fred"});
call ListSetItem(L, "Salary", {72000 60000});
call ListSetItem(L, "JobTitle", {"Manager" "Programmer"});

call ListDeleteName(L, {1 3}); /* delete 1st and 3rd names */
names = ListGetName(L);
print names;
```

Figure 26.193 Names of Elements in a List

names	
Name	JobTitle

LISTGETALLNAMES Function

LISTGETALLNAMES(*list*);

The List GetAllNames function returns a row vector that contains the names of all named elements in a list. The number of columns in the row vector equals the number of named elements. If there are no named elements, the function returns an empty matrix. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The function takes one argument:

list specifies an existing list.

The first three of the following statements create a list that has two named elements. The ListAddItem and ListInsertItem subroutines then add two unnamed elements to the list. The ListGetAllNames function returns a row vector that has two elements. As shown in Figure 26.194, the vector contains the names of all named elements.

```
L = ListCreate({{"HireDate", "Salary"}});
               /* named list */
call ListSetItem(L, "HireDate", {"01JUL1996" d "15JUN1997" d});
call ListSetItem(L, "Salary", {72000 60000});
call ListAddItem(L, 1:5);                      /* add unnamed item */
call ListInsertItem(L, 2, {"John" "Fred"}); /* insert unnamed item */

allNames = ListGetAllNames(L);
print allNames;
```

Figure 26.194 Names of Elements in a List

allNames
HireDate Salary

Notice that the ListGetAllNames function returns the names of all named items, in contrast to the ListGetName function which returns a blank string for unnamed elements. To see the difference between the functions, use the ListGetName function in the preceding program.

LISTGETITEM Function

LISTGETITEM(*list*, *position* <*flag*>);

The ListGetItem function returns the value of a list item. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The function takes the following arguments:

list specifies an existing list.

position specifies a numeric matrix of indices or a character matrix of item names. Names are not case sensitive.

flag controls what happens to the list element after its value is copied. Valid values are:

‘c’ requests that the list item be copied, but not changed. This is the default behavior.

‘m’ requests that the list item be moved. The element specified by *position* becomes empty, but the length of the list does not change.

‘d’ requests that the list item be deleted. The length of the list decreases by one, and the indices of subsequent items are adjusted. For example, if you delete the fourth item, the fifth item becomes the fourth item, the sixth item becomes the fifth item, and so on.

For example, the following statements create a list that contains four elements and assign a matrix to each element. The first item is a 1×1 matrix, the second item is a 2×2 matrix, the third item is a 2×2 matrix, and the fourth item is a 4×4 matrix.

```

L = ListCreate(4);
do n = 1 to 4;
  call ListSetItem(L, n, j(n,n,n)); /* n x n matrix */
end;

x1 = ListGetItem(L, 1);      /* copy value */
x2 = ListGetItem(L, 2, 'd'); /* copy value; delete item */
x3 = ListGetItem(L, 3, 'm'); /* copy value; free item */

```

The first call to the ListGetItem function copies the first item from the list into the **x1** matrix. The list is unchanged.

The second call to the ListGetItem function copies the second item from the list into the **x2** matrix. The ‘d’ parameter requests that the second list item be deleted. The length of the list decreases by one. After the call returns, the second item is a 3×3 matrix and the third item is a 4×4 matrix.

The third call to the ListGetItem function copies the third item from the list into the **x3** matrix. The ‘m’ parameter requests that the third list item become an empty matrix, but leaves the length of the list unchanged.

After the program runs, the list contains three items: a 1×1 matrix, a 3×3 matrix, and an empty matrix.

LISTGETNAME Function

LISTGETNAME(*list* <, *position*>);

The ListGetName function returns the names of one or more items in a list. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The function takes the following arguments:

list specifies an existing list.

position specifies a numeric matrix of indices of elements in the list.

The function returns a k -element character row vector, where k is the number of elements in the *position* vector. The character row vector contains a blank string for any specified element that does not have a name.

When called without the *position* argument, the function returns a character vector that contains the names of all elements in the list, as shown in the following example:

```

L = ListCreate({"HireDate", "Name", "Salary"}); /* named list */
call ListSetItem(L, "HireDate", {"01JUL1996"d "15JUN1997"d});
call ListSetItem(L, "Name", {"John" "Fred"});
call ListSetItem(L, "Salary", {72000 60000});
call ListAddItem(L, 1:5); /* add unnamed item */

names = ListGetName(L);
print names;

```

Figure 26.195 Names of Elements in a List

names
HireDate Name Salary

LISTGETSUBITEM Function

LISTGETSUBITEM(*list*, *position* <, *flag* >);

The ListGetSubItem function gets the value of an item in a nested sublist. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The function takes the following arguments:

list specifies an existing list.

position specifies a numeric matrix of indices or a character matrix of item names. Names are not case sensitive.

flag controls what happens to the list element after its value is copied. Valid values are:

‘c’ requests that the list item be copied but not changed. This is the default behavior.

‘m’ requests that the list item be moved. The element specified by *position* becomes empty, but the length of the list does not change.

‘d’ requests that the list item be deleted. The length of the list decreases by one, and the indices of subsequent items are adjusted. For example, if you delete the fourth item, the fifth item becomes the fourth item, the sixth item becomes the fifth item, and so on.

Use this call to get the value of a nested sublist of the input list. The values of the position matrix are applied successively in row-major order to drill down into sublists.

For example, the section “Create a List of Lists” on page 151 shows how to create a list of lists for hierarchical data. The outer list has an element named “12”. That element is a named list that has elements named “F” and “M”. The following statements retrieve the contents of the “M” sublist in that example:

```
Boys12 = ListGetSubItem(L, {"12" "M"});
print Boys12;
```

Figure 26.196 Item of a Sublist

Boys12
James
John
<u>Robert</u>

LISTINDEX Function

LISTINDEX(*list*, *names*);

The ListIndex function returns the positions of the list items that have the specified *names*. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The function takes the following arguments:

list specifies an existing list.

position specifies a character matrix of item names. Names are not case sensitive.

The function returns a row vector that contains the indices that correspond to the specified names. If you specify a name that is not in the list, the ListIndex function returns a missing value, as shown in the following example:

```
proc iml;
L = ListCreate({"HireDate", "Name", "Salary"}); /* named list */
k = ListIndex(L, {"Salary" "ID" "hiredate"}); /* ID not valid name */
print k;
quit;
```

Figure 26.197 Indices for Names in a List

k
3 . 1

LISTINSERTITEM Call

CALL LISTINSERTITEM(*list*, *position*, *v* <, *flag* >);

The ListInsertItem subroutine adds a new item to a list. For examples and a general discussion of using lists, see Chapter 10, “[Lists and Data Structures](#).”

The ListInsertItem subroutine inserts an item into a list. If the list has k elements, you can insert a new element in positions $1, 2, \dots, k + 1$. If you insert an item at position i where $i \leq k$, then the existing elements at positions $i, i + 1, \dots, k$ are shifted to the right to make room for the new item. In other words, the new item is inserted prior to the existing element in the specified position, and the length of the list increases by one.

The subroutine takes the following arguments:

list specifies an existing list.

position specifies the position where the item is to be inserted. Existing elements at or subsequent to that position are shifted to the right. For example, the position 1 indicates that the item is inserted at the beginning of the list.

v specifies a SAS/IML variable or literal that will become a new list element. The value of *v* can be a matrix, table, list, or any other valid SAS/IML type, including an empty matrix.

flag controls what happens to *v*. Valid values are:

‘c’ requests that the data in *v* be copied into the list. The *v* symbol is unchanged by the call.
This is the default behavior.

‘m’ requests that the data in *v* be moved into the list. The *v* symbol is freed after the call.

```

L = ListCreate();
call ListAddItem(L, 1:3);
call ListAddItem(L, {"Cat" "Dog"});
mat = {1 2, 3 4};
call ListInsertItem(L, 2, mat); /* insert 2x2 matrix in 2nd position */

```

LISTLEN Function

LISTLEN(*list*);

The ListLen function returns the number of items in a list. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following argument:

list specifies an existing list.

The elements in a list might be empty, as shown in the following example:

```

L = ListCreate(3);           /* allocate array of 3 elements */
numElements = ListLen(L);   /* numElements = 3 */

```

LISTSETITEM Call

CALL LISTSETITEM(*list*, *position*, *v* <, *flag* >);

The ListSetItem subroutine sets the value of one or more existing list items. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following arguments:

list specifies an existing list.

position specifies a matrix of integer values or character values that specify the positions of the items to be set. Any existing items at the specified locations are overwritten.

v specifies a SAS/IML variable or literal that will become a new list element. The value of *v* can be a matrix, table, list, or any other valid SAS/IML type, including an empty matrix.

flag controls what happens to the *v* symbol. Valid values are:

‘c’ requests that the data in *v* be copied into the list. The *v* symbol is unchanged by the call.
This is the default behavior.

‘m’ requests that the data in *v* be moved into the list. The *v* symbol is freed after the call.

The following statements use the ListCreate subroutine to allocate a list that has three elements. The ListLen function is used in the DO loop to iterate over every element in the list. The ListSetItem subroutine is used to set the *n*th item to an $n \times n$ matrix.

```

/* create a list of matrices; use ListSetItem to fill */
L = ListCreate(3);           /* allocate array of 3 elements */
do n = 1 to ListLen(L);     /* for each element in array */
  A = j(n, n, n-1);        /* define n x n matrix */
  call ListSetItem(L, n, A); /* assign n_th element of L */
end;

```

You can also specify a vector for the *position* argument, in which case the specified value is copied to multiple locations. For example, to set every item of a list to the value 0, use the following statement:

```
call ListSetItem(L, 1>ListLen(L), 0); /* assign all elements of L */
```

LISTSETNAME Call

CALL LISTSETNAME(*list*, *position*, *name*);

The ListSetName subroutine sets the name of an item. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following arguments:

list specifies an existing list.

position specifies a matrix of integer values or character values that specify the items to be assigned names. If the *position* argument specifies an item that already has a name, the item is renamed.

name specifies a character matrix that has the same number of elements as *position*. The *i*th name is assigned to the item in the *i*th position.

The following example sets the names of three elements in a list:

```

L = ListCreate();
call ListAddItem(L, {"Red" "Green" "Blue"}); /* 1st item */
call ListAddItem(L, {"Bird" "Cat" "Dog"});   /* 2nd item */
call ListAddItem(L, {"Coffee" "Tea" "Milk"}); /* 3rd item */
call ListSetName(L, 1:3, {"Colors" "Pets" "Beverages"});

```

LISTSETSUBITEM Call

CALL LISTSETSUBITEM(*list*, *position*, *v*<, *flag*>);

The ListSetSubitem subroutine sets the value of an item in a nested sublist. The values of the *position* matrix are applied successively in row-major order to drill down into sublists. For examples and a general discussion of using lists, see Chapter 10, “Lists and Data Structures.”

The subroutine takes the following arguments:

list specifies an existing list.

position specifies a numeric matrix of indices or a character matrix of item names. Names are not case-sensitive.

- ✓ specifies a SAS/IML variable or literal that will become a new list element. The value of *v* can be a matrix, table, list, or any other valid SAS/IML type, including an empty matrix.
- flag* controls what happens to the sublist element after its value is copied. Valid values are:
 - ‘c’ requests that the *v* value be copied but not changed. This is the default behavior.
 - ‘m’ requests that the *v* value be copied to the list item and the *v* symbol be freed.

Use this call to set the value of a nested sublist. For example, the section “[Create a List of Lists](#)” on page 151 shows how to create a list of lists for hierarchical data. The outer list has an element named “12”. That element is a named list that has elements named “F” and “M”. The following statements set the contents of the “M” sublist in that example:

```
call ListSetSubItem(L, {"12" "M"}, {"Joe", "Rick", "Simon"});
```

LMS Call

CALL LMS(*sc, coef, wgt, opt, y<, x> <, sorb>*);

The LMS subroutine performs least median of squares (LMS) robust regression (sometimes called *resistant* regression) by minimizing the *h*th-ordered squared residual. The subroutine is able to detect outliers and perform a least squares regression on the remaining observations.

The algorithm used in the LMS subroutine is based on the PROGRESS program of Rousseeuw and Hubert (1996), which is an updated version of Rousseeuw and Leroy (1987). In the special case of regression through the origin with a single regressor, Barreto and Maharry (2006) show that the PROGRESS algorithm does not, in general, find the slope that yields the least median of squares. Starting with SAS/IML 9.2, the LMS subroutine uses the algorithm of Barreto and Maharry (2006) to obtain the correct LMS slope in the case of regression through the origin with a single regressor. In this case, input arguments that are specific to the PROGRESS algorithm are ignored and output specific to the PROGRESS algorithm is suppressed.

The value of *h* can be specified, but in most applications the default value works well and the results seem to be quite stable toward different choices of *h*.

In the following discussion, *N* is the number of observations and *n* is the number of regressors. The input arguments to the LMS subroutine are as follows:

- opt* specifies an options vector. The options vector can be a vector of missing values, which results in default values for all options. The components of *opt* are as follows:
 - opt[1]* specifies whether an intercept is used in the model (*opt[1]=0*) or not (*opt[1]≠ 0*). If *opt[1]=0*, then a column of ones is added as the last column to the input matrix **X**; that is, you do not need to add this column of ones yourself. The default is *opt[1]=0*.
 - opt[2]* specifies the amount of printed output. Higher values request additional output and include the output of lower values.
 - 0 prints no output except error messages.
 - 1 prints all output except (1) arrays of $O(N)$, such as weights, residuals, and diagnostics; (2) the history of the optimization process; and (3) subsets that result in singular linear systems.

- 2 additionally prints arrays of $O(N)$, such as weights, residuals, and diagnostics; also prints the case numbers of the observations in the best subset and some basic history of the optimization process.
- 3 additionally prints subsets that result in singular linear systems.

The default is $opt[2]=0$.

$opt[3]$ specifies whether only LMS is computed or whether, additionally, least squares (LS) and weighted least squares (WLS) regression are computed.

- 0 computes only LMS.
- 1 computes, in addition to LMS, weighted least squares regression on the observations with *small* LMS residuals (where *small* is defined by $opt[8]$).
- 2 computes, in addition to LMS, unweighted least squares regression.
- 3 adds both unweighted and weighted least squares regression to LMS regression.

The default is $opt[3]=0$.

$opt[4]$ specifies the quantile h to be minimized. This is used in the objective function. The default is $opt[4] = h = \left\lceil \frac{N+n+1}{2} \right\rceil$, which corresponds to the highest possible breakdown value. This is also the default of the PROGRESS program. The value of h should be in the range $\frac{N}{2} + 1 \leq h \leq \frac{3N}{4} + \frac{n+1}{4}$

$opt[5]$ specifies the number N_{Rep} of generated subsets. Each subset consists of n observations (k_1, \dots, k_n) , where $1 \leq k_i \leq N$. The total number of subsets that contain n observations out of N observations is

$$N_{\text{tot}} = \binom{N}{n} = \frac{\prod_{j=1}^n (N - j + 1)}{\prod_{j=1}^n j}$$

where n is the number of parameters including the intercept.

Due to computer time restrictions, not all subset combinations of n observations out of N can be inspected for larger values of N and n . Specifying a value of $N_{\text{Rep}} < N_{\text{tot}}$ enables you to save computer time at the expense of computing a suboptimal solution.

If $opt[5]$ is zero or missing, the default number of subsets is taken from the following table.

n	1	2	3	4	5	6	7	8	9	10
N_{lower}	500	50	22	17	15	14	0	0	0	0
N_{upper}	10^6	1414	182	71	43	32	27	24	23	22
N_{Rep}	500	1000	1500	2000	2500	3000	3000	3000	3000	3000
	11	12	13	14	15					
N_{lower}	0	0	0	0	0					
N_{upper}	22	22	22	23	23					
N_{Rep}	3000	3000	3000	3000	3000					

If the number of cases (observations) N is smaller than N_{lower} , then all possible subsets are used; otherwise, N_{Rep} subsets are chosen randomly. This means that an exhaustive search is performed for $opt[5]=-1$. If N is larger than N_{upper} , a note is printed in the log file that indicates how many subsets exist.

- opt[6]* is not used.
- opt[7]* specifies whether the last argument *sorb* contains a given parameter vector *b* or a given subset for which the objective function should be evaluated.
- 0 *sorb* contains a given subset index.
 - 1 *sorb* contains a given parameter vector *b*.
- The default is *opt[7]*=0.
- opt[8]* is relevant only for LS and WLS regression (*opt[3]* > 0). It specifies whether the covariance matrix of parameter estimates and approximate standard errors (ASEs) are computed and printed.
- 0 does not compute covariance matrix and ASEs.
 - 1 computes covariance matrix and ASEs but prints neither of them.
 - 2 computes the covariance matrix and ASEs but prints only the ASEs.
 - 3 computes and prints both the covariance matrix and the ASEs.
- The default is *opt[8]*=0.

- y* refers to an *N* response vector.
- x* refers to an *N* × *n* matrix **X** of regressors. If *opt[1]* is zero or missing, an intercept $x_{n+1} \equiv 1$ is added by default as the last column of **X**. If the matrix **X** is not specified, *y* is analyzed as a univariate data set.
- sorb* refers to an *n* vector that contains either of the following:
- *n* observation numbers of a subset for which the objective function should be evaluated; this subset can be the start for a pairwise exchange algorithm if *opt[7]* is specified.
 - *n* given parameters $\mathbf{b} = (b_1, \dots, b_n)$ (including the intercept, if necessary) for which the objective function should be evaluated.

Missing values are not permitted in *x* or *y*. Missing values in *opt* cause the default value to be used.

The LMS subroutine returns the following values:

- sc* is a column vector that contains the following scalar information, where rows 1–9 correspond to LMS regression and rows 11–14 correspond to either LS or WLS:
- sc[1]* the quantile *h* used in the objective function
 - sc[2]* number of subsets generated
 - sc[3]* number of subsets with singular linear systems
 - sc[4]* number of nonzero weights w_i
 - sc[5]* lowest value of the objective function F_{LMS} attained
 - sc[6]* preliminary LMS scale estimate S_P
 - sc[7]* final LMS scale estimate S_F
 - sc[8]* robust R square (*coefficient of determination*)

sc[9] asymptotic consistency factor

If *opt[3]>0*, then the following are also set:

sc[11] LS or WLS objective function (sum of squared residuals)

sc[12] LS or WLS scale estimate

sc[13] R square value for LS or WLS

sc[14] F value for LS or WLS

For *opt[3]=1* or *opt[3]=3*, these rows correspond to WLS estimates; for *opt[3]=2*, these rows correspond to LS estimates.

coef is a matrix with *n* columns that contains the following results in its rows:

coef[1,] LMS parameter estimates

coef[2,] indices of observations in the best subset

If *opt[3]>0*, then the following are also set:

coef[3,] LS or WLS parameter estimates

coef[4,] approximate standard errors of LS or WLS estimates

coef[5,] t values

coef[6,] p-values

coef[7,] lower boundary of Wald confidence intervals

coef[8,] upper boundary of Wald confidence intervals

For *opt[3]=1* or *opt[3]=3*, these rows correspond to WLS estimates; for *opt[3]=2*, these rows correspond to LS estimates.

wgt is a matrix with *N* columns that contains the following results in its rows:

wgt[1,] weights (1 for small residuals; 0 for large residuals)

wgt[2,] residuals $r_i = y_i - \mathbf{x}_i \mathbf{b}$

wgt[3,] resistant diagnostic u_i (the resistant diagnostic cannot be computed for a perfect fit when the objective function is zero or nearly zero)

Example

Consider results for Brownlee (1965) stackloss data. The three explanatory variables correspond to measurements for a plant that oxidizes ammonia to nitric acid on 21 consecutive days.

- x_1 air flow to the plant
- x_2 cooling water inlet temperature
- x_3 acid concentration

The response variable y_i contains the permillage of ammonia lost (stackloss). The data are also given by Rousseeuw and Leroy (1987) and Osborne (1985). Rousseeuw and Leroy (1987) cite a large number of papers where this data set was analyzed and state that most researchers “concluded that observations 1, 3, 4, and 21 were outliers,” and that some people also reported observation 2 as an outlier.

For $N = 21$ and $n = 4$ (three explanatory variables including intercept), you obtain a total of 5,985 different subsets of 4 observations out of 21. If you decide not to specify `opt[5]`, the LMS subroutine chooses $N_{rep} = 2,000$ random sample subsets. Since there is a large number of subsets with singular linear systems, which you do not want to print, choose `opt[2]=2` for reduced printed output.

```
/* X1  X2  X3   Y  Stackloss data */
aa = { 1  80  27  89  42,
       1  80  27  88  37,
       1  75  25  90  37,
       1  62  24  87  28,
       1  62  22  87  18,
       1  62  23  87  18,
       1  62  24  93  19,
       1  62  24  93  20,
       1  58  23  87  15,
       1  58  18  80  14,
       1  58  18  89  14,
       1  58  17  88  13,
       1  58  18  82  11,
       1  58  19  93  12,
       1  50  18  89  8,
       1  50  18  86  7,
       1  50  19  72  8,
       1  50  19  79  8,
       1  50  20  80  9,
       1  56  20  82  15,
       1  70  20  91  15 };

a = aa[, 2:4]; b = aa[, 5];
opt = j(8, 1, .);
opt[2]= 2; /* ipri */
opt[3]= 3; /* ilsq */
opt[8]= 3; /* icov */

call lms(sc, coef, wgt, opt, b, a);
```

The first portion of the output displays descriptive statistics, as shown in Figure 26.198:

Figure 26.198 Descriptive Statistics
LMS: The 13th ordered squared residual will be minimized.

Median and Mean		
	Median	Mean
VAR1	58	60.428571429
VAR2	20	21.095238095
VAR3	87	86.285714286
Intercep	1	1
Response	15	17.523809524

Figure 26.198 *continued*

Dispersion and Standard Deviation		
	Dispersion	StdDev
VAR1	5.930408874	9.1682682584
VAR2	2.965204437	3.160771455
VAR3	4.4478066555	5.3585712381
Intercep	0	0
Response	5.930408874	10.171622524

The next portion of the output shows the least squares estimates and the covariance of the estimates. Information about the residuals are also displayed, but are not shown in [Figure 26.199](#).

Figure 26.199 Least Squares Estimates**Unweighted Least-Squares Estimation**

Variable	Estimate	LS Parameter Estimates					
		Approx Std Err	t Value	Pr > t	Lower WCI	Upper WCI	
VAR1	0.7156402	0.13485819	5.31	<.0001	0.45132301	0.97995739	
VAR2	1.29528612	0.36802427	3.52	0.0026	0.57397182	2.01660043	
VAR3	-0.1521225	0.15629404	-0.97	0.3440	-0.4584532	0.15420818	
Intercep	-39.919674	11.8959969	-3.36	0.0038	-63.2354	-16.603949	

Sum of Squares = 178.8299616**Degrees of Freedom = 17****LS Scale Estimate = 3.2433639182**

Cov Matrix of Parameter Estimates				
	VAR1	VAR2	VAR3	Intercep
VAR1	0.0181867302	-0.036510675	-0.007143521	0.2875871057
VAR2	-0.036510675	0.1354418598	0.0000104768	-0.651794369
VAR3	-0.007143521	0.0000104768	0.024427828	-1.676320797
Intercep	0.2875871057	-0.651794369	-1.676320797	141.51474107

R-squared = 0.9135769045**F(3,17) Statistic = 59.9022259****Probability = 3.0163272E-9**

The LMS subroutine prints results for the 2,000 random subsets. [Figure 26.200](#) shows the iteration history, the best subset of observations that are used to form estimates, and the estimated parameters. The subroutine also displays residual information (not shown).

Figure 26.200 Least Median Squares Estimates

There are 5985 subsets of 4 cases out of 21 cases.

The algorithm will draw 2000 random subsets of 4 cases.

Random Subsampling for LMS

Subset	Singular	Criterion	Percent	Best
500	23	0.163262	25	
1000	55	0.140519	50	
1500	79	0.140519	75	
2000	103	0.126467	100	

Minimum Criterion= 0.1264668282

Least Median of Squares (LMS) Method

Minimizing 13th Ordered Squared Residual.

Highest Possible Breakdown Value = 42.86 %

Random Selection of 2103 Subsets

Among 2103 subsets 103 is/are singular.

Observations of Best Subset				
Estimated Coefficients	VAR1	VAR2	VAR3	Intercep
	15	11	19	10
	0.75	0.5	0	-39.25

Observations 1, 3, 4, and 21 have scaled residuals larger than 2.0 (table not shown) and are considered outliers. The corresponding WLS estimates are shown in **Figure 26.201**:

Figure 26.201 Weighted Least Squares Estimates**LMS Objective Function = 0.75****Preliminary LMS Scale = 1.0478510755****Robust R Squared = 0.96484375****Final LMS Scale = 1.2076147288**

LMS Residuals				
N	Observed	Estimated	Residual	Res / S
1	42.000000	34.250000	7.750000	6.417610
2	37.000000	34.250000	2.750000	2.277216
3	37.000000	29.500000	7.500000	6.210590
4	28.000000	19.250000	8.750000	7.245688
5	18.000000	18.250000	-0.250000	-0.207020
6	18.000000	18.750000	-0.750000	-0.621059
7	19.000000	19.250000	-0.250000	-0.207020
8	20.000000	19.250000	0.750000	0.621059
9	15.000000	15.750000	-0.750000	-0.621059
10	14.000000	13.250000	0.750000	0.621059
11	14.000000	13.250000	0.750000	0.621059
12	13.000000	12.750000	0.250000	0.207020
13	11.000000	13.250000	-2.250000	-1.863177
14	12.000000	13.750000	-1.750000	-1.449138
15	8.000000	7.250000	0.750000	0.621059
16	7.000000	7.250000	-0.250000	-0.207020
17	8.000000	7.750000	0.250000	0.207020
18	8.000000	7.750000	0.250000	0.207020
19	9.000000	8.250000	0.750000	0.621059
20	15.000000	12.750000	2.250000	1.863177
21	15.000000	23.250000	-8.250000	-6.831649

Distribution of Residuals

MinRes	1st Qu.	Median	Mean	3rd Qu.	MaxRes
-8.25	-0.5	0.25	0.9047619048	0.75	8.75

Figure 26.201 *continued*

Resistant Diagnostic		
N	U	Diagnostic
1	10.448052	2.278040
2	7.931751	1.729399
3	10.000000	2.180349
4	11.666667	2.543741
5	2.729730	0.595176
6	3.486486	0.760176
7	4.729730	1.031246
8	4.243243	0.925175
9	3.648649	0.795533
10	3.759835	0.819775
11	4.605767	1.004218
12	4.925169	1.073859
13	3.888889	0.847914
14	4.586421	1.000000
15	5.297030	1.154938
16	4.009901	0.874299
17	6.679576	1.456381
18	4.305340	0.938715
19	4.019976	0.876495
20	3.000000	0.654105
21	11.000000	2.398384

Median(U)= 4.5864208797**Weighted Least-Squares Estimation**

RLS Parameter Estimates Based on LMS						
Variable	Estimate	Approx Std Err	t Value	Pr > t	Lower WCI	Upper WCI
VAR1	0.79768556	0.06743906	11.83	<.0001	0.66550742	0.9298637
VAR2	0.57734046	0.16596894	3.48	0.0041	0.25204731	0.9026336
VAR3	-0.0670602	0.06160314	-1.09	0.2961	-0.1878001	0.05367975
Intercep	-37.652459	4.73205086	-7.96	<.0001	-46.927108	-28.37781

Weighted Sum of Squares = 20.400800254**Degrees of Freedom = 13****RLS Scale Estimate = 1.2527139846**

	Cov Matrix of Parameter Estimates			
	VAR1	VAR2	VAR3	Intercep
VAR1	0.0045480273	-0.007921409	-0.001198689	0.0015681747
VAR2	-0.007921409	0.0275456893	-0.00046339	-0.065017508
VAR3	-0.001198689	-0.00046339	0.0037949466	-0.246102248
Intercep	0.0015681747	-0.065017508	-0.246102248	22.392305355

Figure 26.201 *continued*

Weighted R-squared = 0.9750062263

F(3,13) Statistic = 169.04317954

Probability = 1.158521E-10

There are 17 points with nonzero weight.

Average Weight = 0.8095238095

LOAD Statement

LOAD <MODULE=(*module-list*)> <*matrix-list*> ;

The LOAD statement loads modules and matrix values from the current library storage into the current workspace.

The arguments to the LOAD statement are as follows:

module-list is a list of modules.

matrix-list is a list of matrices.

For example, to load three modules A, B, and C and one matrix X, use the following statement:

```
load module=(A B C) X;
```

The special operand **_ALL_** can be used to load all matrices or all modules. For example, if you want to load all matrices, use the following statement:

```
load _all_;
```

If you want to load all modules, use the following statement:

```
load module=_all_;
```

To load all matrices and modules stored in the library storage, you can enter the LOAD command without any arguments, as follows:

```
load;
```

The storage library can be specified by using a **RESET STORAGE** command. The default library is **Work.Imlstor**. For more information, see [Chapter 20](#) and the descriptions of the **STORE**, **REMOVE**, **RESET**, and **SHOW** statements.

LOC Function

LOC(*matrix*);

The LOC function finds nonzero elements of a matrix. It creates a $1 \times n$ row vector, where n is the number of nonzero elements in the argument matrix. Missing values are treated as zeros. The values in the resulting row vector are the locations of the nonzero elements in the argument (in row-major order).

For example, consider the following statements:

```
a = {1 0 2 3 0};
b = loc(a);
print b;
```

Because the first, third, and fourth elements of **a** are nonzero, these statements result in the row vector shown in Figure 26.202:

Figure 26.202 Location of Nonzero Elements

b
1 3 4

If every element of the argument vector is 0, the result is empty; that is, **b** has zero rows and zero columns.

The LOC function is useful for subscripting parts of a matrix that satisfy some condition. For example, the following statements create a matrix **y** that contains the rows of **x** that have a positive element in the diagonal of **x**:

```
x = {1 1 0,
      0 -2 2,
      0 0 3};
y = x[loc(vecdiag(x)>0), ];
print y;
```

Figure 26.203 Rows with Positive Diagonal Elements

y
1 1 0
0 0 3

LOG Function

LOG(*matrix*);

The LOG function is the scalar function that takes the natural logarithm of each element of the argument matrix. An example of a valid statement follows:

```
c = {1 2 3};
b = log(c);
print b;
```

Figure 26.204 Natural Logarithms

b
0 0.6931472 1.0986123

LOGABSDET Function

LOGABSDET(*matrix*);

The LOGABSDET function computes the natural logarithm of the absolute value of the determinant of a matrix, along with the sign of the determinant. The logarithm value is returned as the first element of the returned matrix, and the sign of the determinant is returned as the second element. The value -1 signifies a negative determinant, $+1$ signifies a positive determinant, and 0 signifies a zero determinant. If the determinant is 0 , a missing value is returned in the first element for the logarithm value. This function works even if the value of the determinant is greater than the maximum value possible on the computer.

The following example computes the value of the log of the absolute value of the determinant and then checks it against the determinant value from the DET function:

```

z = {1 2 3,
      4 9 6,
      7 8 9};
det1 = det(z);
x = logabsdet(z);
print z;
print "Log of the absolute value of det(z) " (x[1]);
print "sign of det(z) " (x[2]);

/* use the choose() function to help convert x to det(z) */

det2 = choose(x[2],exp(x[1]) * x[2], 0);

print "det(z) = " det1 "determinant from LogAbsDet(z) = " det2;

```

Figure 26.205 Example LogAbsDet Function Call

z
1 2 3
4 9 6
7 8 9

Log of the absolute value of det(z) 3.871201
sign of det(z) -1

det1	det2
det(z) = -48	determinant from LogAbsDet(z) = -48

LP Call

CALL LP(*rc*, *x*, *dual*, *a*, *b* <, *cntl*> <, *u*> <, *l*> <, *basis*>);

The LP subroutine is a legacy subroutine that solves a linear programming problem. Although the LP subroutine continues to be supported, the **LPSOLVE subroutine**, which was introduced in SAS/IML 13.1,

is more efficient and provides an input format that is easier to use. SAS/IML programmers should use the LPSOLVE subroutine.

You can find the documentation for the LP subroutine in earlier releases of the *SAS/IML User's Guide*.

LPSOLVE Call

```
CALL LPSOLVE(rc, objvalue, x, dual, reducost, c, a, b <, cntl> <, rowsense> <, range> <, l> <, u> );
```

The LPSOLVE subroutine solves a linear programming problem. It uses a different input format and solver options from the LP call and is the preferred method for solving linear programming problems.

The input arguments to the LPSOLVE subroutine are as follows:

- c* is a vector of dimension *n* of objective function coefficients. A missing value is treated as 0.
- a* is an *m* × *n* matrix of the technological coefficients. A missing value is treated as 0.
- b* is a vector of dimension *m* of constraints' right-hand sides (RHS). For a range constraint, *b* is its constraint upper bound. A missing value is treated as 0.
- cntl* is an optional vector that contains one to eight elements that represent the LPSOLVE subroutine's control options. The default value is used if an option is not specified or its value is a missing value. If *cntl*=(*objsense*, *printlevel*, *maxtime*, *maxiter*, *presolve*, *algorithm*, *scaling*, *tol*), then
 - objsense* specifies whether it is a minimization or a maximization problem, where 1 specifies minimization and -1 specifies maximization. The default value is 1.
 - printlevel* specifies the type of messages printed to the log. A value of 0 prints warning and error messages only, whereas 1 prints solution information in addition to warning and error messages. The default value is 0.
 - maxtime* specifies an upper bound of running time in seconds. The default value is effectively unbounded.
 - maxiter* specifies the maximum number of iterations to be processed. The default value is effectively unbounded.
 - presolve* specifies the presolve option, where 0 indicates no presolve and 1 indicates an automatic presolve option. The default value is 1.
 - algorithm* specifies the type of solver, where 1 specifies primal simplex, 2 specifies dual simplex, and 3 specifies interior point algorithm. The default value is 2.
 - scaling* specifies whether to scale the problem matrix, where 0 turns off scaling and 1 turns on scaling. The default value is 1.
 - tol* specifies a feasibility and optimality tolerance. The default value is 10^{-6} .
- rowsense* is an optional row vector of dimension *m* that specifies the sense of each constraint. The values can be E, L, G, or R for equal, less than or equal to, greater than or equal to, or range constraint. If this vector is missing, the solver treats the constraints as E type constraints.

- range* is an optional row vector of dimension m that specifies the range of the constraints. The row sense for a range constraint is R. For the non-range constraints, the corresponding values are ignored. For a range constraint, the range value is the difference between its constraint lower bound and its constraint upper bound b , so it must be nonnegative.
- l* is an optional column vector of dimension n that specifies lower bounds on the decision variables. If you do not specify *l* or $l[j]$ has a missing value, then the lower bound of variable j is assumed to be 0.
- u* is an optional column vector of dimension n that specifies upper bounds on the decision variables. If you do not specify *u* or $u[j]$ has a missing value, the upper bound of variable j is assumed to be infinity.

The LPSOLVE subroutine returns the following values:

- rc* returns one of the following scalar return codes:

<i>rc</i>	Termination Reason
0	The solution is optimal.
1	The time limit was exceeded.
2	The maximum number of iterations was exceeded.
3	The solution is infeasible.
4	The solution is unbounded or infeasible.
5	The subroutine could not obtain enough memory.
6	The subroutine failed to solve the problem.

- objvalue* returns the optimal or final objective value at termination.
- x* returns the current primal solution in a column vector of length n .
- dual* returns the current dual solution in a row vector of length m .
- reducost* returns reduced cost in a column vector of length n .

The LPSOLVE subroutine solves linear programs. A standard linear program has the following formulation:

$$\begin{aligned} & \min c^T x \\ & \text{subject to } Ax \{ \geq, =, \leq \} b \\ & l \leq x \leq u \end{aligned}$$

If only *c*, *A*, and *b* are present, then LPSOLVE solves the following linear programming problem by default:

$$\begin{aligned} & \min c^T x \\ & \text{subject to } Ax = b \\ & 0 \leq x \end{aligned}$$

The primal and dual simplex solvers implement the two-phase simplex method. In phase I, the solver tries to find a feasible solution. If it does not find a feasible solution the LP is infeasible; otherwise, the solver

enters phase II to solve the original LP. The interior point solver implements a primal-dual predictor-corrector interior point algorithm.

Consider the following example:

$$\begin{aligned} & \text{max}(X_1 + X_2) \\ & \text{subject to } 2X_1 + 0.5X_2 - X_3 \leq 1 \\ & \quad 0.2X_1 + 5X_2 - X_4 \leq 1 \\ & \quad 0 \leq X_i \leq 9 \text{ for } i = 1, 2, 3, 4 \end{aligned}$$

The problem is solved by using the following statements:

```
object = { 1   1   0   0 };
coef   = { 2   .5  -1   0,
            .2   5   0   -1};
b      = { 1,   1 };
l      = { 0 0 0 0 };
u      = { 9 9 9 9 };
rowsense = {'L','L'};
cntl= -1;
call lpssolve (rc,objv,x,dual,rd,object,coef,b,cntl,rowsense,,l,u);
print objv, x, dual, rd;
```

Figure 26.206 Example LPSOLVE Call

objv
6.3636364
x
4.5454545
1.8181818
9
9
dual
0.4848485 0.1515152
rd
0
0
0.4848485
0.1515152

LTS Call

CALL LTS(*sc, coef, wgt, opt, y<, x><, sorb>*);

The LTS subroutine performs least trimmed squares (LTS) robust regression by minimizing the sum of the *h* smallest squared residuals. The subroutine also detects outliers and perform a least squares regression on the

remaining observations. The LTS subroutine implements the FAST-LTS algorithm described by Rousseeuw and Van Driessen (1998).

The value of h can be specified, but for many applications the default value works well and the results seem to be quite stable toward different choices of h .

In the following discussion, N is the number of observations and n is the number of regressors. The input arguments to the LTS subroutine are as follows:

opt specifies an options vector. The options vector can be a vector of missing values, which results in default values for all options. The components of *opt* are as follows:

opt[1] specifies whether an intercept is used in the model (*opt[1]=0*) or not (*opt[1]≠ 0*). If *opt[1]=0*, then a column of ones is added as the last column to the input matrix \mathbf{X} ; that is, you do not need to add this column of ones yourself. The default is *opt[1]=0*.

opt[2] specifies the amount of printed output. Higher values request additional output and include the output of lower values.

0 prints no output except error messages.

1 prints all output except (1) arrays of $O(N)$, such as weights, residuals, and diagnostics; (2) the history of the optimization process; and (3) subsets that result in singular linear systems.

2 additionally prints arrays of $O(N)$, such as weights, residuals, and diagnostics; it also prints the case numbers of the observations in the best subset and some basic history of the optimization process.

3 additionally prints subsets that result in singular linear systems.

The default is *opt[2]=0*.

opt[3] specifies whether only LTS is computed or whether, additionally, least squares (LS) and weighted least squares (WLS) regression are computed:

0 computes only LTS.

1 computes, in addition to LTS, weighted least squares regression on the observations with *small* LTS residuals (where *small* is defined by *opt[8]*).

2 computes, in addition to LTS, unweighted least squares regression.

3 adds both unweighted and weighted least squares regression to LTS regression.

The default is *opt[3]=0*.

opt[4] specifies the quantile h to be minimized. This is used in the objective function. The default is $opt[4]= h = \left\lceil \frac{N+n+1}{2} \right\rceil$, which corresponds to the highest possible breakdown value. This is also the default of the PROGRESS program. The value of h should be in the range $\frac{N}{2} + 1 \leq h \leq \frac{3N}{4} + \frac{n+1}{4}$.

opt[5] specifies the number N_{Rep} of generated subsets. Each subset consists of n observations (k_1, \dots, k_n) , where $1 \leq k_i \leq N$. The total number of subsets that contain n observations out of N observations is

$$N_{\text{tot}} = \binom{N}{n} = \frac{\prod_{j=1}^n (N - j + 1)}{\prod_{j=1}^n j}$$

where n is the number of parameters including the intercept.

Due to computer time restrictions, not all subset combinations of n observations out of N can be inspected for larger values of N and n . Specifying a value of $N_{\text{Rep}} < N_{\text{tot}}$ enables you to save computer time at the expense of computing a suboptimal solution.

When $\text{opt}[5]$ is zero or missing:

- If $N > 600$, the default FAST-LTS algorithm constructs up to five disjoint random subsets with sizes as equal as possible, but not to exceed 300. Inside each subset, the algorithm chooses $500/5 = 100$ subset combinations of n observations.

The number of subsets is taken from the following table:

n	1	2	3	4	5	6	7	8	9	10
N_{lower}	500	50	22	17	15	14	0	0	0	0
N_{upper}	10^6	1414	182	71	43	32	27	24	23	22
N_{Rep}	500	1000	1500	2000	2500	3000	3000	3000	3000	3000

n	11	12	13	14	15
N_{lower}	0	0	0	0	0
N_{upper}	22	22	22	23	23
N_{Rep}	3000	3000	3000	3000	3000

- If the number of cases (observations) N is smaller than N_{lower} , then all possible subsets are used; otherwise, fixed 500 subsets for FAST-LTS or N_{Rep} subsets for algorithm before SAS/IML 8.1 are chosen randomly. This means that an exhaustive search is performed for $\text{opt}[5]=-1$. If N is larger than N_{upper} , a note is printed in the log file that indicates how many subsets exist.

$\text{opt}[6]$ is not used.

$\text{opt}[7]$ specifies whether the last argument $sorb$ contains a given parameter vector b or a given subset for which the objective function should be evaluated.

0 $sorb$ contains a given subset index.

1 $sorb$ contains a given parameter vector b .

The default is $\text{opt}[7]=0$.

$\text{opt}[8]$ is relevant only for LS and WLS regression ($\text{opt}[3] > 0$). It specifies whether the covariance matrix of parameter estimates and approximate standard errors (ASEs) are computed and printed.

0 does not compute covariance matrix and ASEs.

1 computes covariance matrix and ASEs but prints neither of them.

2 computes the covariance matrix and ASEs but prints only the ASEs.

3 computes and prints both the covariance matrix and the ASEs.

The default is $\text{opt}[8]=0$.

$\text{opt}[9]$ is relevant only for LTS. If $\text{opt}[9]=0$, the algorithm FAST-LTS of Rousseeuw and Van Driessen (1998) is used. If $\text{opt}[9] = 1$, the algorithm of Rousseeuw and Leroy (1987) is used. The default is $\text{opt}[9]=0$.

- y* a response vector with N observations.
- x* an $N \times n$ matrix \mathbf{X} of regressors. If $opt[1]$ is zero or missing, an intercept $\mathbf{x}_{n+1} \equiv 1$ is added by default as the last column of \mathbf{X} . If the matrix \mathbf{X} is not specified, *y* is analyzed as a univariate data set.
- sorb* refers to an n vector that contains either of the following:
- n observation numbers of a subset for which the objective function should be evaluated; this subset can be the start for a pairwise exchange algorithm if $opt[7]$ is specified.
 - n given parameters $\mathbf{b} = (b_1, \dots, b_n)$ (including the intercept, if necessary) for which the objective function should be evaluated.

Missing values are not permitted in *x* or *y*. Missing values in *opt* cause the default value to be used.

The LTS subroutine returns the following values:

- sc* is a column vector that contains the following scalar information, where rows 1–9 correspond to LTS regression and rows 11–14 correspond to either LS or WLS:

- sc[1]* the quantile h used in the objective function
- sc[2]* number of subsets generated
- sc[3]* number of subsets with singular linear systems
- sc[4]* number of nonzero weights w_i
- sc[5]* lowest value of the objective function F_{LTS} attained
- sc[6]* preliminary LTS scale estimate S_P
- sc[7]* final LTS scale estimate S_F
- sc[8]* robust R square (*coefficient of determination*)
- sc[9]* asymptotic consistency factor

If $opt[3] > 0$, then the following are also set:

- sc[11]* LS or WLS objective function (sum of squared residuals)
- sc[12]* LS or WLS scale estimate
- sc[13]* R square value for LS or WLS
- sc[14]* F value for LS or WLS

For $opt[3]=1$ or $opt[3]=3$, these rows correspond to WLS estimates; for $opt[3]=2$, these rows correspond to LS estimates.

- coef* is a matrix with n columns that contains the following results in its rows:

- coef[1,]* LTS parameter estimates
- coef[2,]* indices of observations in the best subset

If $opt[3] > 0$, then the following are also set:

`coef[3,]` LS or WLS parameter estimates
`coef[4,]` approximate standard errors of LS or WLS estimates
`coef[5,]` tvalues
`coef[6,]` p-values
`coef[7,]` lower boundary of Wald confidence intervals
`coef[8,]` upper boundary of Wald confidence intervals

For `opt[3]=1` or `opt[3]=3`, these rows correspond to WLS estimates; for `opt[3]=2`, these rows correspond to LS estimates.

`wgt` is a matrix with N columns that contains the following results in its rows:

`wgt[1,]` weights (1 for small residuals; 0 for large residuals)
`wgt[2,]` residuals $r_i = y_i - \mathbf{x}_i \mathbf{b}$
`wgt[3,]` resistant diagnostic u_i (the resistant diagnostic cannot be computed for a perfect fit when the objective function is zero or nearly zero)

Example

Consider Brownlee (1965) stackloss data used in the example for the LMS subroutine.

For $N = 21$ and $n = 4$ (three explanatory variables including intercept), you obtain a total of 5,985 different subsets of 4 observations out of 21. If you decide not to specify `opt[5]`, the FAST-LTS algorithm chooses 500 random sample subsets, as in the following statements:

```

/* X1  X2  X3  Y  Stackloss data */
aa = { 1  80  27  89  42,
       1  80  27  88  37,
       1  75  25  90  37,
       1  62  24  87  28,
       1  62  22  87  18,
       1  62  23  87  18,
       1  62  24  93  19,
       1  62  24  93  20,
       1  58  23  87  15,
       1  58  18  80  14,
       1  58  18  89  14,
       1  58  17  88  13,
       1  58  18  82  11,
       1  58  19  93  12,
       1  50  18  89   8,
       1  50  18  86   7,
       1  50  19  72   8,
       1  50  19  79   8,
       1  50  20  80   9,
       1  56  20  82  15,
       1  70  20  91  15 };

a = aa[, 2:4]; b = aa[, 5];
opt = j(8, 1, .);

```

```

opt[2]= 1;      /* ipri */
opt[3]= 3;      /* ilsq */
opt[8]= 3;      /* icov */

call lts(sc, coef, wgt, opt, b, a);

```

Figure 26.207 Least Trimmed Squares

LTS: The sum of the 13 smallest squared residuals will be minimized.

Median and Mean		
	Median	Mean
VAR1	58	60.428571429
VAR2	20	21.095238095
VAR3	87	86.285714286
Intercep	1	1
Response	15	17.523809524

Dispersion and Standard Deviation		
	Dispersion	StdDev
VAR1	5.930408874	9.1682682584
VAR2	2.965204437	3.160771455
VAR3	4.4478066555	5.3585712381
Intercep	0	0
Response	5.930408874	10.171622524

Unweighted Least-Squares Estimation

Variable	Estimate	LS Parameter Estimates					
		Approx Std Err	t Value	Pr > t	Lower WCI	Upper WCI	
VAR1	0.7156402	0.13485819	5.31	<.0001	0.45132301	0.97995739	
VAR2	1.29528612	0.36802427	3.52	0.0026	0.57397182	2.01660043	
VAR3	-0.1521225	0.15629404	-0.97	0.3440	-0.4584532	0.15420818	
Intercep	-39.919674	11.8959969	-3.36	0.0038	-63.2354	-16.603949	

Sum of Squares = 178.8299616

Degrees of Freedom = 17

LS Scale Estimate = 3.2433639182

Cov Matrix of Parameter Estimates				
	VAR1	VAR2	VAR3	Intercep
VAR1	0.0181867302	-0.036510675	-0.007143521	0.2875871057
VAR2	-0.036510675	0.1354418598	0.0000104768	-0.651794369
VAR3	-0.007143521	0.0000104768	0.024427828	-1.676320797
Intercep	0.2875871057	-0.651794369	-1.676320797	141.51474107

Figure 26.207 *continued***R-squared = 0.9135769045****F(3,17) Statistic = 59.9022259****Probability = 3.0163272E-9****Least Trimmed Squares (LTS) Method****Least Trimmed Squares (LTS) Method****Minimizing Sum of 13 Smallest Squared Residuals.****Highest Possible Breakdown Value = 42.86 %****Random Selection of 517 Subsets****Among 517 subsets 17 is/are singular.****The best half of the entire data set obtained after full iteration consists of the cases:**

5	6	7	8	9	10	11	12	15	16	17	18	19
---	---	---	---	---	----	----	----	----	----	----	----	----

Estimated Coefficients				
VAR1	VAR2	VAR3	Intercep	
0.7409210642	0.3915267228	0.0111345398	-37.32332647	

LTS Objective Function = 0.474940583**Preliminary LTS Scale = 0.9888435617****Robust R Squared = 0.9745520119****Final LTS Scale = 1.0360272594****Weighted Least-Squares Estimation**

RLS Parameter Estimates Based on LTS							
Variable	Estimate	Approx Std Err	t Value	Pr > t	Lower WCI	Upper WCI	
VAR1	0.75694055	0.07860766	9.63	<.0001	0.60287236	0.91100874	
VAR2	0.45353029	0.13605033	3.33	0.0067	0.18687654	0.72018405	
VAR3	-0.05211	0.05463722	-0.95	0.3607	-0.159197	0.054977	
Intercep	-34.05751	3.82881873	-8.90	<.0001	-41.561857	-26.553163	

Figure 26.207 *continued***Weighted Sum of Squares = 10.273044977****Degrees of Freedom = 11****RLS Scale Estimate = 0.9663918355**

Cov Matrix of Parameter Estimates				
	VAR1	VAR2	VAR3	Intercep
VAR1	0.0061791648	-0.005776855	-0.002300587	-0.034290068
VAR2	-0.005776855	0.0185096933	0.0002582502	-0.069740883
VAR3	-0.002300587	0.0002582502	0.0029852254	-0.131487406
Intercep	-0.034290068	-0.069740883	-0.131487406	14.659852903

Weighted R-squared = 0.9622869127**F(3,11) Statistic = 93.558645037****Probability = 4.1136826E-8****There are 15 points with nonzero weight.****Average Weight = 0.7142857143****The run has been executed successfully.**

The preceding program produces the following output associated with the LTS analysis. In this analysis, observations, 1, 2, 3, 4, 13, and 21 have scaled residuals larger than 2.5 (table not shown) and are considered outliers.

See the documentation for the [LMS subroutine](#) for additional details.

LUPDT Call

```
CALL LUPDT(lup, bup, sup, L, z <, b > <, y > <, ssq >);
```

The LUPDT subroutine provides updating and downdating for rank deficient linear least squares solutions, complete orthogonal factorization, and Moore-Penrose inverses.

The LUPDT subroutine returns the following values:

- lup* is an $n \times n$ lower triangular matrix *L* that is updated or downdated by using the *q* rows in *Z*.
- bup* is an $n \times p$ matrix *B* of right-hand sides that is updated or downdated by using the *q* rows in *Y*. If *b* is not specified, *bup* is not accessible.
- sup* is a *p* vector of square roots of residual sum of squares that is updated or downdated by using the *q* rows in *Y*. If *ssq* is not specified, *sup* is not accessible.

The input arguments to the LUPDT subroutine are as follows:

- L* specifies an $n \times n$ lower triangular matrix \mathbf{L} to be updated or downdated by q row vectors z stored in the $q \times n$ matrix Z . Only the lower triangle of L is used; the upper triangle can contain any information.
- z* is a $q \times n$ matrix Z used rowwise to update or downdate the matrix L .
- b* specifies an optional $n \times p$ matrix \mathbf{B} of right-hand sides that have to be updated or downdated simultaneously with L . If *b* is specified, the argument *y* must be specified.
- y* specifies an optional $q \times p$ matrix Y used rowwise to update or downdate the right-hand-side matrix *b*.
- ssq* specifies an optional $p \times 1$ vector that, if *b* is specified, specifies the square root of the error sum of squares that should be updated or downdated simultaneously with L and *b*.

The relevant formula for the LUPDT call is $\tilde{\mathbf{L}}\tilde{\mathbf{L}}' = \mathbf{L}\mathbf{L}' + \mathbf{Z}\mathbf{Z}'$. See the section “[Complete QR Decomposition with LUPDT](#)” on page 1015 in the documentation for the RZLIND call.

MAD Function

MAD(*x* <, *method* >);

The MAD function computes the univariate (scaled) median absolute deviation of each column of the input matrix.

The arguments to the MAD function are as follows:

- x* is an $n \times p$ input data matrix.
- method* is an optional string argument with the following values:
- “MAD” for computing the median absolute deviation (MAD); this is the default.
 - “NMAD” for computing the normalized version of MAD
 - “SN” for computing S_n
 - “QN” for computing Q_n

For simplicity, the following descriptions assume that the input argument *x* is a column vector. The notation x_i means the *i*th element of the column vector *x*.

The MAD function can be used for computing one of the following three robust scale estimates:

- median absolute deviation (MAD) or normalized form of MAD,

$$\text{MAD}_n = b * \text{med}_i^n |x_i - \text{med}_j^n x_j|$$

where $b = 1$ is the unscaled default and $b = 1.4826$ is used for the scaled version (consistency with the Gaussian distribution).

- S_n , which is a more efficient alternative to MAD,

$$S_n = c_n * \text{med}_i \text{ med}_j |x_i - x_j|$$

where the outer median is a low median (order statistic of rank $\lceil \frac{n+1}{2} \rceil$) and the inner median is a high median (order statistic of rank $\lceil \frac{n}{2} + 1 \rceil$), and where c_n is a scalar that depends on sample size n .

- Q_n is another efficient alternative to MAD. It is based on the k th-order statistic of the $\binom{n}{2}$ inter-point distances,

$$Q_n = d_n * \{ |x_i - x_j|; \quad i < j \}_{(k)} \quad \text{with} \quad k \approx \binom{n}{2}/4$$

where d_n is a scalar similar to but different from c_n . See Rousseeuw and Croux (1993) for more details.

The scalars c_n and d_n are defined as follows:

$$c_n = 1.1926 * \begin{cases} 0.743 & \text{for } n=2 \\ 1.851 & \text{for } n=3 \\ 0.954 & \text{for } n=4 \\ 1.351 & \text{for } n=5 \\ 0.993 & \text{for } n=6 \\ 1.198 & \text{for } n=7 \\ 1.005 & \text{for } n=8 \\ 1.131 & \text{for } n=9 \\ n/(n - 0.9) & \text{for other odd } n \\ 1.0 & \text{otherwise} \end{cases} \quad d_n = 2.2219 * \begin{cases} 0.399 & \text{for } n=2 \\ 0.994 & \text{for } n=3 \\ 0.512 & \text{for } n=4 \\ 0.844 & \text{for } n=5 \\ 0.611 & \text{for } n=6 \\ 0.857 & \text{for } n=7 \\ 0.669 & \text{for } n=8 \\ 0.872 & \text{for } n=9 \\ n/(n + 1.4) & \text{for other odd } n \\ n/(n + 3.8) & \text{otherwise} \end{cases}$$

Example

The following example uses the univariate data set of Barnett and Lewis (1978). The data set is used in Chapter 15 to illustrate the univariate LMS and LTS estimates.

```
b = {3, 4, 7, 8, 10, 949, 951};

rmad1 = mad(b);
rmad2 = mad(b, "mad");
rmad3 = mad(b, "nmad");
rmad4 = mad(b, "sn");
rmad5 = mad(b, "qn");
print "Default MAD=" rmad1,
      "Common MAD =" rmad2,
      "MAD*1.4826 =" rmad3,
      "Robust S_n =" rmad4,
      "Robust Q_n =" rmad5;
```

Figure 26.208 Median Absolute Deviations

rmad1
Default MAD= 4
rmad2
Common MAD = 4
rmad3
MAD*1.4826 = 5.9304089

Figure 26.208 *continued*

rmad4
Robust S_n = 7.143674
rmad5
Robust Q_n = 5.7125049

MAGIC Function

MAGIC(*n*);

The MAGIC function is part of the [IMMLIB library](#). The MAGIC function returns an $n \times n$ magic square for $n > 2$. The matrix M is a magic square if it contains the integers $1, 2, \dots, n^2$. If s is the trace of M , then M satisfies the following conditions:

- The sum of every row is s .
- The sum of every column is s .
- The sum of the antidiagonal is s .

There are many algorithms for creating magic squares. The algorithm implemented in the MAGIC function is based on Moler (2011).

The MAGIC function is mainly used to generate examples for documentation, discussion forums, books, and so forth. The following example displays two magic squares:

```
m3 = Magic(3);
m4 = Magic(4);
print m3, m4;
```

Figure 26.209 Magic Squares of Size 3 and 4

m3
8 1 6
3 5 7
4 9 2
m4
16 2 3 13
5 11 10 8
9 7 6 12
4 14 15 1

MAHALANOBIS Function

MAHALANOBIS(*x*, *center*, *cov*);

The MAHALANOBIS function is part of the [IMLMLIB library](#). The MAHALANOBIS function returns the Mahalanobis distance between *center* and the rows of *x*, measured according to the Mahalanobis metric. The arguments are as follows:

- x* specifies an $n \times p$ numerical matrix that contains n points in p -dimensional space.
- center* is a $1 \times p$ numerical vector that contains a point in p -dimensional space. The function returns the distances from the rows of *x* to *center*. If *center* is not specified, the sample mean, \bar{x} , is used.
- cov* is an $n \times n$ covariance matrix that specifies the metric that is used to compute distances. If *cov* is the identity matrix, then the function returns the usual Euclidean distance. If *cov* is not specified, the sample covariance matrix of *x* is used. In this case, the number of rows of *x* must be strictly greater than the number of columns, so that the covariance matrix is nonsingular.

If *u* and *c* are p -dimensional row vectors and *S* is a covariance matrix, then the Mahalanobis distance between *u* and *c* is

$$d(u, c) = [(u - c)S^{-1}(u - c)']^{1/2}$$

The following statements compute the Mahalanobis distance between the rows of *x* and the point (1, 1):

```
x = {1 0,
           0 1,
           -1 0,
           0 -1};
center = {1 1};
cov = {4 1,
             1 9};
maha = mahalanobis(x, center, cov);
print maha;
```

Figure 26.210 Mahalanobis Distance between Pairs of Points

maha
0.3380617
0.5070926
1.0141851
0.7745967

When the *cov* argument is an identity matrix, the Mahalanobis distance simplifies to the usual Euclidean distance. See the [DISTANCE function](#) for more information.

MARG Call

CALL MARG(*locmar*, *marginal*, *dim*, *table*, *config*);

The MARG subroutine evaluates marginal totals in a multiway contingency table.

The input arguments to the MARG subroutine are as follows:

<i>locmar</i>	is a returned matrix that contains a vector of indices to each new set of marginal totals under the model specified by <i>config</i> . A marginal total is exhibited for each level of the specified marginal. These indices help locate particular totals.
<i>marginal</i>	is a return vector of marginal totals.
<i>dim</i>	is an input matrix. If the problem contains v variables, then <i>dim</i> is $1 \times v$ row vector. The value <i>dim</i> [i] is the number of possible levels for variable i in a contingency table.
<i>table</i>	is an input matrix. The <i>table</i> argument specifies an array of the number of observations at each level of each variable. Variables are nested across columns and then across rows.
<i>config</i>	is an input matrix. The <i>config</i> argument specifies which marginal totals to evaluate. Each column of <i>config</i> specifies a distinct marginal in the model under consideration.

The matrix *table* must conform in size to the contingency table specified in *dim*. In particular, if *table* is $n \times m$, the product of the entries in the *dim* vector must equal nm . In addition, there must be some integer k such that the product of the first k entries in *dim* equals m . See the description of the IPF function for more information about specifying *table*.

For example, consider the three-dimensional table discussed in the [IPF call](#), based on data that appear in Christensen (1997). The table presents data on a person's self-esteem for people classified according to their religion and their father's educational level.

		Father's Educational Level					
		Not HS Grad	HS Grad	Some Coll	Coll Grad	Post Coll	
Religion	Self-Esteem	High	575	388	100	77	51
		Low	267	153	40	37	19
Catholic	Jewish	High	117	102	67	87	62
		Low	48	35	18	12	13
Protestant		High	359	233	109	197	90
		Low	159	173	47	82	32

As explained in the [IPF call](#) documentation, the father's education level is Variable 1, self-esteem is Variable 2, and religion is Variable 3.

The following program encodes this table, uses the MARG call to compute a two-way marginal table by summing over the third variable and a one-way marginal by summing over the first two variables.

```

dim={5 2 3};

table={
/* Father's Education:
      NotHSGrad HSGrad Col ColGrad PostCol
      Self-
      Relig Esteem
      */
/* Cath- Hi */ 575 388 100 77 51,
/* olic Lo */ 267 153 40 37 19,
/* Jew- Hi */ 117 102 67 87 62,
/* ish Lo */ 48 35 18 12 13,
/* Prot- Hi */ 359 233 109 197 90,
/* estant Lo */ 159 173 47 82 32
};

config = { 1 3,
           2 0 };
call marg(locmar, marginal, dim, table, config);
print locmar, marginal;

```

Figure 26.211 Marginal Totals in a Three-Way Table

locmar	
1	11

marginal														
COL1	COL2	COL3	COL4	COL5	COL6	COL7	COL8	COL9	COL10	COL11	COL12	COL13		
ROW1	1051	723	276	361	203	474	361	105	131	64	1707	561	1481	

The first marginal total is contained in locations 1 through 10 of the `marginal` vector, which is shown in Figure 26.211. It represents the results of summing `table` over the religion variable. The first entry of `marginal` is the number of subjects with high self-esteem whose fathers did not graduate from high school ($1051 = 575 + 117 + 359$). The second entry is the number of subjects with high self-esteem whose fathers were high school graduates ($723 = 388 + 102 + 233$). The tenth entry is the number of subjects with low self-esteem whose fathers had some post-collegiate education ($64 = 19 + 13 + 32$).

The second marginal is contained in locations 11 through 13 of the `marginal` vector. It represents the results of summing `table` over the education and self-esteem variables. The eleventh entry of the `marginal` vector is the number of Catholics in the study. The thirteenth entry is the number of Protestants.

You can also extract the marginal totals into separate vectors, as shown in the following statements:

```

/* Examine marginals: The name indicates the
   variable(s) that are NOT summed over.
   The locmar variable tells where to index
   into the marginal variable. */
Var12_Marg = marginal[1:(locmar[2]-1)];
Var12_Marg = shape(Var12_Marg, dim[2], dim[1]);
Var3_Marg = marginal[locMar[2]:ncol(marginal)];
print Var12_Marg, Var3_Marg;

```

Figure 26.212 Marginal Totals

Var12_Marg
1051 723 276 361 203
474 361 105 131 64

Var3_Marg
1707
561
1481

MATTRIB Statement

MATTRIB *name* <**ROWNAME**=*row-name*> <**COLNAME**=*column-name*> <**LABEL**=*label*> <**FORMAT**=*format*> ;

The MATTRIB subroutine associates printing attributes with matrices.

The input arguments to the MATTRIB subroutine are as follows:

- name* is a character matrix or quoted literal that contains the name of a matrix.
- row-name* is a character matrix or quoted literal that specifies row names.
- column-name* is a character matrix or quoted literal that specifies column names.
- label* is a character matrix or quoted literal that associates a label with the matrix. The *label* argument has a maximum length of 256 characters.
- format* is a valid SAS format.

The MATTRIB statement associates printing attributes with matrices. Each matrix can be associated with a ROWNAME= matrix and a COLNAME= matrix, which are used whenever the matrix is printed to label the rows and columns, respectively. The statement is written as the keyword MATTRIB followed by a list of one or more names and attribute associations. It is not necessary to specify all attributes. The attribute associations are applied to the previous *name*. Thus, the following statement associates a row name RA and a column name CA to **a**, and a column name CB to **b**:

```
a = {1 2 3, 4 5 6};
ra = {"Row 1", "Row 2"};
ca = 'C1':'C3';
b = 1:4;
cb = {"A" "B" "C" "D"};
mattrib a rowname=ra colname=ca b colname=cb;
print a, b;
```

Figure 26.213 Matrix Attributes

a			
	C1	C2	C3
Row 1	1	2	3
Row 2	4	5	6

b			
	A	B	C D
	1	2	3 4

You cannot group names. The following statement does not associate anything with **a**. In fact, it clears any attributes that were previously associated with **a**.

```
mattrib a b colname=cb;
print a, b;
```

Figure 26.214 Modified Matrix Attributes

a			
	C1	C2	C3
Row 1	1	2	3
Row 2	4	5	6

b			
	A	B	C D
	1	2	3 4

The values of the associated matrices are not looked up until they are needed. Thus, they need not have values at the time the MATTRIB statement is specified; the values can be assigned at any time before the object matrix is printed. Because the associated matrices must be available when a PRINT statement is executed, do not use temporary matrices to assign attributes.

The attributes continue to bind with the matrix until reassigned with another MATTRIB statement. To eliminate an attribute, specify EMPTY as the name (for example, ROWNAME=EMPTY). Use the SHOW NAMES statement to view current matrix attributes.

The following example demonstrates all options in the MATTRIB statement:

```
rows = "xr1":"xr3";
cols = "cl1":"cl4";
x = {1 1 1 1,
      2 2 2 2,
      3 3 3 3};
mattrib x rowname=rows
          colname=cols
          label={"My Matrix, x"}
          format=5.2;
print x;
```

Figure 26.215 Matrix Attributes

My Matrix, x				
	cl1	cl2	cl3	cl4
xr1	1.00	1.00	1.00	1.00
xr2	2.00	2.00	2.00	2.00
xr3	3.00	3.00	3.00	3.00

MAX Function

MAX(*matrix1* <, *matrix2*, ..., *matrix15*>);

The MAX function returns the maximum value of a matrix or set of matrices. The matrices can be numeric or character.

For numeric arguments, the MAX function returns a single numeric value that is the largest element among all arguments. For character arguments, the MAX function returns the character string that is largest in the ASCII order. For character arguments, the size of the result is the maximum number of characters among the arguments.

There can be as many as 15 argument matrices. The function checks for missing numeric values and does not include them in the result. If all arguments are missing, then the machine's most negative representable number is the result.

If you want to find the elementwise maximums of the corresponding elements of two matrices, use the maximum operator (<>).

An example that uses the MAX function follows:

```
c = {1 -123 13 56 128 -81 12};
b = max(c);
print b;
```

Figure 26.216 Maximum Value of a Matrix

b
128

MAXQFORM Call

CALL MAXQFORM(*rc*, *maxq*, *V*, *b* <, *best*>);

The MAXQFORM subroutine computes the subsets of a matrix system that maximize the quadratic form.

If *V* and *b* are an $n \times n$ matrix and an $n \times 1$ vector, respectively, then the MAXQFORM function computes the subsets of components *s* such that $b'[s]V^{-1}[s, s]b[s]$ is maximized.

The MAXQFORM subroutine returns the following values:

rc is one of the following scalar return codes:

- | | |
|---|---|
| 0 | normal return |
| 1 | error: the number of elements of <i>b</i> is too large to process |
| 2 | error: <i>V</i> is not positive semidefinite |

maxq is an $m \times (n + 2)$ matrix, where m is the total number of subsets computed and n is the number of elements of *b*. The value of m depends on the value of *best* and is equal to $2^n - 1$ if *best* is not specified. Each row of *maxq* contains information for a selected subset of *V* and *b*. The first element of the row is the number of components in the subset. The second element is the value of the quadratic form. The following elements of the row are either 0 or 1, to indicate whether the corresponding components of *V* and *b* are included in the subset.

The input arguments to the MAXQFORM subroutine are as follows:

- | | |
|-------------|--|
| <i>V</i> | specifies an $n \times n$ positive semidefinite matrix. Often this is generated as a crossproduct matrix, $X'X$, where <i>X</i> is a $k \times n$ matrix. |
| <i>b</i> | specifies an $n \times 1$ vector. Often this arises as $X'y$, where <i>X</i> is a $k \times n$ matrix, and <i>y</i> is a $k \times 1$ vector. |
| <i>best</i> | specifies an optional scalar. If <i>best</i> is specified with the value <i>p</i> , then the <i>p</i> subsets with the largest value for the quadratic form are returned for each subset size. |

The leaps and bounds algorithm by Furnival and Wilson (1974) computes the maximum value of quadratic forms for subsets of components. Many statistics computed as a quadratic form can then be used as the criterion for the method of subset selection. These include the regression sum of squares, Wald statistics, and score statistics.

Consider the following fitness data, which consists of observations with values for age measured in years, weight measured in kilograms, time to run 1.5 miles measured in minutes, heart rate while resting, heart rate while running, maximum heart rate recorded while running, and oxygen intake rate while running measured in milliliters per kilogram of body weight per minute.

```
fit = {
 44 89.47 11.37 62 178 182 44.609,
 40 75.07 10.07 62 185 185 45.313,
 44 85.84 8.65 45 156 168 54.297,
 42 68.15 8.17 40 166 172 59.571,
 38 89.02 9.22 55 178 180 49.874,
 47 77.45 11.63 58 176 176 44.811,
 40 75.98 11.95 70 176 180 45.681,
 43 81.19 10.85 64 162 170 49.091,
 44 81.42 13.08 63 174 176 39.442,
 38 81.87 8.63 48 170 186 60.055,
 44 73.03 10.13 45 168 168 50.541,
 45 87.66 14.03 56 186 192 37.388,
 45 66.45 11.12 51 176 176 44.754,
 47 79.15 10.60 47 162 164 47.273,
 54 83.12 10.33 50 166 170 51.855,
 49 81.42 8.95 44 180 185 49.156,
 51 69.63 10.95 57 168 172 40.836,
```

```

51  77.91  10.00  48  162  168  46.672,
48  91.63  10.25  48  162  164  46.774,
49  73.37  10.08  67  168  168  50.388,
57  73.37  12.63  58  174  176  39.407,
54  79.38  11.17  62  156  165  46.080,
52  76.32  9.63   48  164  166  45.441,
50  70.87  8.92   48  146  155  54.625,
51  67.25  11.08  48  172  172  45.118,
54  91.63  12.88  44  168  172  39.203,
51  73.71  10.47  59  186  188  45.790,
57  59.08  9.93   49  148  155  50.545,
49  76.32  9.40   56  186  188  48.673,
48  61.24  11.50  52  170  176  47.920,
52  82.78  10.50  53  170  172  47.467 };

```

Use the following statement to center the data:

```
fitc = fit - fit[:,];
```

Now compute the crossproduct matrices, as follows:

```

x = fitc[, 1:6];
y = fitc[, 7];
xpx = x`*x;
xpy = x`*y;

```

The following statements compute the best three regression sums of squares for each size of regressor set:

```

call maxqform(rc, maxq, xpx, xpy, 3);
print maxq;

```

Figure 26.217 Best Three Regression Sums of Squares

	maxq
1	632.9001 0 0 1 0 0 0
1	135.78285 0 0 0 1 0 0
1	134.84474 0 0 0 0 1 0
2	650.66573 1 0 1 0 0 0
2	648.26218 0 0 1 0 1 0
2	634.46746 0 0 1 0 0 1
3	690.55086 1 0 1 0 1 0
3	689.60921 0 0 1 0 1 1
3	665.55064 1 0 1 0 0 1
4	712.45153 1 0 1 0 1 1
4	695.14669 1 1 1 0 1 0
4	694.5988 0 1 1 0 1 1
5	721.97309 1 1 1 0 1 1
5	712.63302 1 0 1 1 1 1
5	696.05218 1 1 1 1 1 0
6	722.54361 1 1 1 1 1 1

MCD Call

CALL MCD(*sc, coef, dist, opt, x*);

The MCD subroutine computes the minimum covariance determinant estimator. The MCD call is the robust estimation of multivariate location and scatter, defined by minimizing the determinant of the covariance matrix computed from h points. The algorithm for the MCD subroutine is based on the FAST-MCD algorithm given by Rousseeuw and Van Driessen (1999).

These robust locations and covariance matrices can be used to detect multivariate outliers and leverage points. For this purpose, the MCD subroutine provides a table of robust distances.

In the following discussion, N is the number of observations and n is the number of regressors. The input arguments to the MCD subroutine are as follows:

opt refers to an options vector with the following components (missing values are treated as default values):

opt[1] specifies the amount of printed output. Higher option values request additional output and include the output of lower values.

- 0 prints no output except error messages.
- 1 prints most of the output.
- 2 additionally prints case numbers of the observations in the best subset and some basic history of the optimization process.
- 3 additionally prints how many subsets result in singular linear systems.

The default is *opt[1]*=0.

opt[2] specifies whether the classical, initial, and final robust covariance matrices are printed. The default is *opt[2]*=0. The final robust covariance matrix is always returned in *coef*.

opt[3] specifies whether the classical, initial, and final robust correlation matrices are printed or returned. The default is *opt[3]*=0.

- 0 does not return or print.
- 1 prints the robust correlation matrix.
- 2 returns the final robust correlation matrix in *coef*.
- 3 prints and returns the final robust correlation matrix.

opt[4] specifies the quantile h used in the objective function. The default is $opt[4]=h=\frac{N+n+1}{2}$. If the value of h is specified outside the range $\frac{N}{2} + 1 \leq h \leq \frac{3N}{4} + \frac{n+1}{4}$, it is reset to the closest boundary of this region.

opt[5] specifies the number N_{Rep} of subset generations. This option is the same as described for the [LMS subroutine](#) and the [LTS subroutine](#). Due to computer time restrictions, not all subset combinations can be inspected for larger values of N and n .

When *opt[5]* is zero or missing:

- If $N > 600$, up to five disjoint random subsets are constructed with sizes as equal as possible, but not to exceed 300. Inside each subset, $N_{\text{Rep}} = 500/5 = 100$ subset combinations of n observations are chosen.
- If $N \leq 600$, the number of subsets is taken from the following table.

n	1	2	3	4	5	6	7 or more
N_{lower}	500	50	22	17	15	14	0

- If the number of observations N is smaller than N_{lower} , as given in the table, then all possible subsets are used; otherwise, $N_{\text{Rep}} = 500$ subsets are chosen randomly. This means that an exhaustive search is performed for $\text{opt}[5]=-1$.

x refers to an $N \times n$ matrix \mathbf{X} of regressors.

Missing values are not permitted in x . Missing values in opt cause default values to be used for each option.

The MCD subroutine returns the following values:

sc is a column vector that contains the following scalar information:

- $sc[1]$ the quantile h used in the objective function
- $sc[2]$ number of subsets generated
- $sc[3]$ number of subsets with singular linear systems
- $sc[4]$ number of nonzero weights w_i
- $sc[5]$ lowest value of the objective function F_{MCD} attained (smallest determinant)
- $sc[6]$ Mahalanobis-like distance used in the computation of the lowest value of the objective function F_{MCD}
- $sc[7]$ the cutoff value used for the outlier decision

$coef$ is a matrix with n columns that contains the following results in its rows:

- $coef[1,]$ location of ellipsoid center
- $coef[2,]$ eigenvalues of final robust scatter matrix
- $coef[3:2+n,]$ the final robust scatter matrix for $\text{opt}[2]=1$ or $\text{opt}[2]=3$
- $coef[2+n+1:2+2n,]$ the final robust correlation matrix for $\text{opt}[3]=1$ or $\text{opt}[3]=3$

$dist$ is a matrix with N columns that contains the following results in its rows:

- $dist[1,]$ Mahalanobis distances
- $dist[2,]$ robust distances based on the final estimates
- $dist[3,]$ weights (1 for small robust distances; 0 for large robust distances)

Example

Consider the Brownlee (1965) stackloss data used in the example for the MVE subroutine.

For $N = 21$ and $n = 4$ (three explanatory variables including intercept), you obtain a total of 5,985 different subsets of 4 observations out of 21. If you decide not to specify `opt[5]`, the MCD algorithm chooses 500 random sample subsets, as in the following statements:

```

/* Int X1  X2  X3   Y  Stackloss data */
aa = { 1  80  27  89  42,
       1  80  27  88  37,
       1  75  25  90  37,
       1  62  24  87  28,
       1  62  22  87  18,
       1  62  23  87  18,
       1  62  24  93  19,
       1  62  24  93  20,
       1  58  23  87  15,
       1  58  18  80  14,
       1  58  18  89  14,
       1  58  17  88  13,
       1  58  18  82  11,
       1  58  19  93  12,
       1  50  18  89  8,
       1  50  18  86  7,
       1  50  19  72  8,
       1  50  19  79  8,
       1  50  20  80  9,
       1  56  20  82  15,
       1  70  20  91  15 };

a = aa[,2:4];           /* X1-X3 */
opt = j(8, 1, .);
opt[1] = 2;             /* ipri */
opt[2] = 1;             /* pcov: print COV */
opt[3] = 1;             /* pcor: print CORR */

call mcd(sc, xmcd, dist, opt, a);

```

A portion of the output is shown in the following figures. Figure 26.218 shows a summary of the MCD algorithm and the final h points selected.

Figure 26.218 Summary of MCD

Fast MCD by Rousseeuw and Van Driessen	
Number of Variables	3
Number of Observations	21
Default Value for h	12
Specified Value for h	12
Breakdown Value	42.86
<u>- Highest Possible Breakdown Value -</u>	

Figure 26.219 shows the observations that were chosen that are used to form the robust estimates.

Figure 26.219 Selected Observations

MCD Estimates (Obtained by Subsampling and Iteration)

The best half of the entire data set obtained after full iteration consists of the cases:

4	5	6	7	8	9	10	11	12	13	14	20
---	---	---	---	---	---	----	----	----	----	----	----

Figure 26.220 shows the MCD estimators of the location, scatter matrix, and correlation matrix. The MCD scatter matrix is multiplied by a factor to make it consistent with the data that come from a single Gaussian distribution.

Figure 26.220 MCD Estimators

MCD Location Estimate		
VAR1	VAR2	VAR3
59.5	20.833333333	87.333333333

MCD Scatter Matrix Estimate		
VAR1	VAR2	VAR3
VAR1 5.1818181818	4.8181818182	4.7272727273
VAR2 4.8181818182	7.6060606061	5.0606060606
VAR3 4.7272727273	5.0606060606	19.151515152

Consistent Scatter Matrix		
VAR1	VAR2	VAR3
VAR1 8.6578437815	8.0502757968	7.8983838007
VAR2 8.0502757968	12.708297013	8.4553211199
VAR3 7.8983838007	8.4553211199	31.998580526

Figure 26.221 shows the classical Mahalanobis distances, the robust distances, and the weights that identify the outlying observations (that is, leverage points when explaining y with these three regressor variables).

Figure 26.221 Robust Distances

Classical Distances and Robust (Rousseeuw) Distances			
Unsquared Mahalanobis Distance and			
Unsquared Rousseeuw Distance of Each Observation			
N	Mahalanobis Distances	Robust Distances	Weight
1	2.253603	12.173282	0
2	2.324745	12.255677	0
3	1.593712	9.263990	0
4	1.271898	1.401368	1.000000
5	0.303357	1.420020	1.000000
6	0.772895	1.291188	1.000000
7	1.852661	1.460370	1.000000
8	1.852661	1.460370	1.000000
9	1.360622	2.120590	1.000000
10	1.745997	1.809708	1.000000
11	1.465702	1.362278	1.000000
12	1.841504	1.667437	1.000000
13	1.482649	1.416724	1.000000
14	1.778785	1.988240	1.000000
15	1.690241	5.874858	0
16	1.291934	5.606157	0
17	2.700016	6.133319	0
18	1.503155	5.760432	0
19	1.593221	6.156248	0
20	0.807054	2.172300	1.000000
21	2.176761	7.622769	0

Robust distances are based on reweighted estimates.

The cutoff value is the square root of the 0.975 quantile of the chi square distribution with 3 degrees of freedom.

Points whose robust distance exceeds 3.0575159206 have received a zero weight in the last column above.

There were 9 such points in the data.

These may include boundary cases.

Only points whose robust distance is substantially larger than the cutoff should be considered outliers.

MEAN Function

MEAN(*x* <, *method* > <, *param* >);

The MEAN function computes a sample mean of data. The arguments are as follows:

<i>x</i>	specifies an $n \times p$ numerical matrix. The MEAN function computes means of the p columns of this matrix.
<i>method</i>	specifies the method used to compute the mean. This argument is optional. The following are valid values:
“arithmetic”	specifies that arithmetic means be computed. This is the default value.
“trimmed”	specifies that trimmed means be computed. The number of observations that are trimmed is determined by the <i>param</i> option.
“winsorized”	specifies that Winsorized means be computed. The number of observations that are Winsorized is determined by the <i>param</i> option.
<i>param</i>	specifies the number of observations trimmed or Winsorized. (This argument is ignored when “arithmetic” is specified for the <i>method</i> argument.) The default value for <i>param</i> is 0.1, which corresponds to trimming or Winsorizing 10% of the observations with the lowest values and 10% of the observations with the largest values.

The *method* argument is not case-sensitive. The first four characters are used to determine the value. For example, “WINS”, “Winsor”, and “winsorized” specify the same option.

The MEAN function uses the same algorithms as the UNIVARIATE procedure for computing the means, trimmed means, and Winsorized means. For additional details and formulas, see the UNIVARIATE procedure documentation (especially the TRIMMED= and WINSORIZED= options) in the *Base SAS Procedures Guide: Statistical Procedures*.

The *param* argument determines how many observations are trimmed (or Winsorized). The value for this argument can be an integer or a proportion. If the value is an integer k , then k observations are trimmed, provided that k is between 0 and half the number of nonmissing observations. If value is a proportion p in the interval $[0, 0.5]$, then the number of observations trimmed is equal to the smallest integer that is greater than or equal to np , where n is the number of nonmissing observations.

The following example demonstrates basic usage:

```
x = {5, 6, 6, 6, 7, 7, 7, 8, 8, 15};
mean = mean(x);
trim = mean(x, "trimmed", 0.2); /* 20% of obs */
winsor = mean(x, "winsorized", 1); /* one obs */
print mean trim winsor;
```

Figure 26.222 Arithmetic, Trimmed, and Winsorized Means

mean	trim	winsor
7.5	6.8333333	6.9

The MEAN function operates on columns of matrices. If x is an $n \times p$ matrix, the function returns a $1 \times p$ row vector. The value of the j th element is the mean for the j th column of the matrix, as the following example demonstrates:

```
x = {5 1 10,
      6 2 3,
      6 8 5,
      6 7 9,
```

```

7 2 13};
mean = mean(x);
print mean;

```

Figure 26.223 Arithmetic Mean of Columns

mean
6 4 8

Missing values in a column are excluded from the computation. The default behavior of the MEAN function is identical to the subscript reduction operator that computes the mean. That is, `mean(x)` and `x[:,]` both compute the means of the columns of `x`. See the section “Subscript Reduction Operators” on page 53 for more information about subscript reduction operators.

MEDIAN Function

MEDIAN(*matrix*);

The MEDIAN function is part of the [IMLMLIB library](#). The MEDIAN function returns the median value for each column in the $n \times m$ matrix argument. When the number of data points is odd, it returns the middle element from the sorted order. When the number of data points is even, it returns the mean of the middle two elements. Missing values are excluded from the computation. If all values in a column are missing, the return value for that column is missing. An example of the MEDIAN function follows:

```

x = {1 3,
      2 3,
      4 9,
      10 0};
med = median(x);
print med;

```

Figure 26.224 Median of Columns

med
3 3

MILPSOLVE Call

CALL MILPSOLVE(*rc*, *objvalue*, *x*, *relgap*, *c*, *a*, *b* <, *cntl*> <, *coltype*> <, *rowsense*> <, *range*> <, *l*> <, *u*>);

The MILPSOLVE subroutine solves a mixed integer linear programming problem. For complete functionality the SAS/OR product must also be installed, otherwise the maximum number of variables and maximum number of constraints is restricted to 500.

The input arguments to the MILPSOLVE subroutine are as follows:

- c** is a vector of dimension n of objective function coefficients. A missing value is treated as 0.
- a** is an $m \times n$ matrix of the technological coefficients. A missing value is treated as 0.
- b** is a vector of dimension m of constraints' right-hand sides (RHS). For a range constraint, **b** is the constraint upper bound. A missing value is treated as 0.
- cntl** is an optional vector that contains the control parameters for the MILPSOLVE subroutine. The vector can contain from one to 14 options. These options are a subset of the options that are supported by the OPTMILP procedure in SAS/OR software. For a detailed description of the options, see *SAS/OR User's Guide: Mathematical Programming*. A default value is used when an option is not specified or its value is a missing value. If **cntl**=(*objsense*, *printlevel*, *maxtime*, *maxnodes*, *relobjgap*, *presolver*, *cuts*, *heuristics*, *probe*, *nodesel*, *varsel*, *conflictreach*, *inttol*, *tol*), then
 - objsense** specifies whether the problem is a minimization or a maximization problem, where 1 specifies a minimization problem and -1 specifies a maximization problem. The default value is 1.
 - printlevel** specifies the type of messages printed to the log. A value of 0 prints warning and error messages only, whereas 1 prints solution information in addition to warning and error messages. The default value is 0.
 - maxtime** specifies an upper bound of running time in seconds. The default value is effectively unbounded.
 - maxnodes** specifies the maximum number of branch-and-bound nodes to be processed. The default value is no limit.
 - relobjgap** specifies a stopping criterion that is based on the best integer objective and the objective of the best remaining node. The stopping criterion is

$$|\text{BestInteger} - \text{BestBound}| / (10^{-10} + |\text{BestBound}|)$$
 The default value is 10^{-4} .
 - presolver** specifies a presolve option, where 0 specifies that no presolve is performed, and 1 specifies that an automatic presolve is performed. The default value is 1.
 - cuts** specifies a cuts option, where 0 specifies that no cuts are made, and 1 specifies that automatic cuts are made. The default value is 0.
 - heuristics** specifies a heuristics option, where 0 specifies that no heuristics are used, and 1 specifies that heuristics are automatically used. The default value is 1.
 - probe** specifies a probe option, where 0 specifies that no probing is performed, and 1 specifies that probing is automatically performed. The default value is 1.
 - nodesel** specifies the node selection strategy, where -1 specifies automatic selection, 0 chooses the node that has the best relaxed objective, 1 chooses the node that has the best estimate of the integer objective value, and 2 chooses the most recently created node. The default value is -1.
 - varsel** specifies the rule for selecting the branching variable, where -1 uses automatic branching variable selection, 0 chooses the variable that has maximum infeasibility, 1 chooses the variable that has minimum infeasibility, 2 chooses a branching variable based on pseudocost, and 3 uses the strong branching variable selection strategy. The default value is -1.

- conflictsearch* specifies a conflict search option, where 0 specifies no conflict search and 1 specifies automatic conflict search. The default value is 1.
- inttol* specifies the amount by which an integer variable value can differ from an integer and still be considered integer feasible. . The value can be any number between 0.0 and 0.5. The default value is 10^{-5} .
- tol* specifies a feasibility and optimality tolerance. The value can be any number between 10^{-9} and 10^{-4} . The default value is 10^{-6} .
- coltype* is an optional column vector of dimension n that specifies the type of each variable. The values can be C, B, or I for continuous, binary, or integer variable. If this vector is missing or $coltype[j]$ has a missing value, the solver treats variable j as a binary variable if both l and u bounds are not specified or as a continuous variable otherwise.
- rowsense* is an optional row vector of dimension m that specifies the sense of each constraint. The values can be E, L, G, or R for equal, less than or equal to, greater than or equal to, or range constraint. If this vector is missing, the solver treats the constraints as E type constraints.
- range* is an optional row vector of dimension m that specifies the range of the constraints. The row sense of a range constraint is R. For the non-range constraints, the corresponding values are ignored. For a range constraint, the range value is the difference between its constraint lower bound and its constraint upper bound b , so it must be nonnegative.
- l* is an optional column vector of dimension n that specifies lower bounds on the decision variables. If you do not specify *l* or $l[j]$ has a missing value, then the lower bound of variable j is assumed to be 0.
- u* is an optional column vector of dimension n that specifies upper bounds on the decision variables. If you do not specify *u* or $u[j]$ has a missing value, the upper bound of variable j is assumed to be 1 for a binary or integer variable, or infinity for the continuous variable.

The MILPSOLVE subroutine returns the following values:

- rc* returns one of the following scalar return codes:

<i>rc</i>	Termination Reason
0	The solution is integer optimal.
1	The time limit was exceeded.
2	The number of node limit was exceeded.
3	The solution is infeasible.
4	The solution is unbounded or infeasible.
5	The subroutine could not obtain enough memory.
6	The subroutine failed to solve the problem.

- objvalue* returns the optimal or final objective value at termination.

- x* returns the current primal solution in a column vector of length n .

- relgap* returns the relative gap between the current best integer objective and the objective of the best remaining node.

The MILPSOLVE subroutine is a solver for general mixed integer linear programs (MILPs).

A standard mixed integer linear program has the formulation:

$$\begin{aligned} & \min c^T \mathbf{x} \\ & \text{subject to } \mathbf{Ax} \{\geq, =, \leq\} \mathbf{b} \\ & \mathbf{l} \leq \mathbf{x} \leq \mathbf{u} \\ & \text{where } x_i \text{ is integer for some subset of indices} \end{aligned}$$

If only c , \mathbf{A} , and \mathbf{b} are present, then the MILPSOLVE subroutine solves the following integer programming problem by default:

$$\begin{aligned} & \min c^T \mathbf{x} \\ & \text{subject to } \mathbf{Ax} = \mathbf{b} \\ & \text{all } x_i \text{ are binary} \end{aligned}$$

The MILPSOLVE subroutine implements a linear-programming-based branch-and-bound algorithm. This divide-and-conquer approach attempts to solve the original problem by solving linear programming relaxations of a sequence of smaller subproblems. The MILPSOLVE subroutine also implements advanced techniques such as presolving, probing, generating cutting planes, and applying primal heuristics to improve the efficiency of the overall algorithm. These techniques are explained in more detail in the chapter “The OPTMILP Procedure” in *SAS/OR User’s Guide: Mathematical Programming*.

Consider the following example:

$$\begin{aligned} & \min(X_1 + X_2) \\ & \text{subject to } 2X_1 + 0.5X_2 - X_3 \leq 1 \\ & \quad 0.2X_1 + 5X_2 - X_4 \leq 1 \\ & \quad X_i \text{ is binary for } i = 1, 2, 3, 4 \end{aligned}$$

The problem is solved by using the following statements:

```
object = { 1   1   0   0 };
coef   = { 2   .5  -1   0,
           .2   5   0   -1};
b      = { 1,   1 };
rowsense = {L,L};
cntl = -1;
call milpsolve(rc,objv,x,relgap,object,coef,b,cntl,,rowsense);
print objv, x, relgap;
```

Figure 26.225 Example MILPSOLVE Call

objv
1

Figure 26.225 *continued*

x
1
0
1
0
relgap
0

MIN Function

MIN(*matrix1* <, *matrix2*, ..., *matrix15*>);

The MIN function returns the minimum value of a matrix or set of matrices. The matrices can be numeric or character.

The MIN function produces a single numeric value (or a character string value) that is the smallest element (lowest character string value) in all arguments. There can be as many as 15 argument matrices. The function checks for missing numeric values and excludes them from the result. If all arguments are missing, then the machine's largest representable number is the result.

If you want to find the elementwise minimums of the corresponding elements of two matrices, use the element minimum operator (><).

For character arguments, the size of the result is the size of the largest of all arguments.

The following statements use the MIN function to compute the minimum value of a vector:

```
c = {1 -123 13 56 128 -81 12};
b = min(c);
print b;
```

Figure 26.226 Minimum Value

b
-123

MOD Function

MOD(*value*, *divisor*);

The MOD function returns the remainder of the division of elements of the first argument by elements of the second argument.

The arguments to the MOD function are as follows:

value is a numeric matrix or literal that contains the dividend.

divisor is a numeric matrix or literal that contains the divisor.

If either operand is a scalar, the MOD function performs the operation for each element of the matrix with the scalar value. If either operand is a row or column vector, then the operation is performed by using that vector on each of the rows or columns of the matrix.

Unlike the MOD function in Base SAS software, the MOD function in SAS/IML software does not perform any numerical “fuzzing” to return an exact zero when the result would otherwise be very small. Thus the results of the SAS/IML MOD function is more similar to the MODZ function in Base SAS software.

An example of a valid statement follows:

```
c = {-7 14 20 -81 23};
b = mod(c, 4);
print b;
```

Figure 26.227 Remainders after Division

b
-3 2 0 -1 3

MODULEI Call

CALL MODULEI(*control*, *modname*, <*matrix1*, ..., *matrix13*>);

The MODULEI subroutine calls an external routine that does not return a value.

The input arguments to the MODULEI subroutine are as follows:

control is a character matrix that contains a control string.

modname is a character matrix that contains the name of the external routine to be called.

matrix specifies matrix parameters to be passed to the external routine.

The CALL MODULEI routine executes a routine *modname* that resides in an external shared library with the specified arguments.

The MODULEI call routine is similar to the MODULE call routine that is available in the SAS DATA step. It is also closely related to the MODULEIN function, which returns a scalar numeric value, and the MODULEIC function, which returns a character value. CALL MODULEI builds a parameter list by using the information in the arguments and a routine description and argument attribute table that you define in a separate file. The attribute table is a sequential text file that contains descriptions of the routines that you can invoke with the CALL MODULEI routine and MODULEIN and MODULEIC functions. The purpose of the table is to define how CALL MODULEI should interpret its supplied arguments when it builds a parameter list to pass to the external routine. The attribute table should contain a description for each external routine that you intend to call, and descriptions of each argument associated with that routine. This enables you to call external routines that have been compiled in different programming languages that use different calling and matrix representation conventions.

Before you invoke CALL MODULEI, you must define the fileref of SASCBTBL to point to the external file that contains the attribute table. You can name the file whatever you want when you create it. You can then use matrices as arguments to CALL MODULEI and ensure that these arguments are properly converted before being passed to the external routine. The exact syntax for the attribute table is system-dependent, and can be found in the *SAS Companion* for your operating system. Attempting to use CALL MODULEI for a module without a correct attribute table entry can cause the SAS System to fail.

MODULEIC Function

MODULEIC(*control*, *modname*, <*matrix1*, ..., *matrix13*>);

The MODULEIC subroutine calls an external routine that returns a character value.

The arguments to the MODULEIC function are as follows:

control is a character matrix that contains a control string.

modname is a character matrix that contains the name of the external routine to be called.

matrix specifies matrix parameters to be passed to the external routine.

The MODULEIC routine executes a routine *modname* that resides in an external shared library with the specified arguments and that returns a character value.

The description of this function is identical to the description of the [MODULEI call](#), except that the MODULEIC function returns a character value from the external routine. See the [MODULEI call](#) for a full description of the function and its arguments.

MODULEIN Function

MODULEIN(*control*, *modname*, <*matrix1*, ..., *matrix13*>);

The MODULEIN subroutine calls an external routine that returns a numerical value.

The arguments to the MODULEIN function are as follows:

control is a character matrix that contains a control string.

modname is a character matrix that contains the name of the external routine to be called.

matrix specifies matrix parameters to be passed to the external routine.

The MODULEIN routine executes a routine *modname* that resides in an external shared library with the specified arguments and that returns a numeric value.

The description of this function is identical to the description of the [MODULEI call](#), except that the MODULEIN function returns a scalar numeric value from the external routine. See the [MODULEI call](#) for a full description of the function and its arguments.

This example invokes the CHANGI routine from the TRYMOD.DLL module on a Windows platform. Use the following attribute table.

```

routine changi module=trymod returns=long;
arg 1 input num format=ib4. byvalue;
arg 2 update num format=ib4.;

```

The following statements call the CHANGI function:

```

proc iml;
  ones = J(4,5,1);
  i = do(10, 40, 10);
  j = 4:8;
  x1 = i` # ones + j;

  y1=x1;
  x2=x1;
  y2=y1;
  rc=modulein("*i", "changi", 6, x2);

```

MVE Call

CALL MVE(*sc, coef, dist, opt, x <, s >*);

The MVE subroutine computes the robust estimation of multivariate location and scatter, defined by minimizing the volume of an ellipsoid that contains *h* points.

The MVE subroutine computes the minimum volume ellipsoid estimator. These robust locations and covariance matrices can be used to detect multivariate outliers and leverage points. For this purpose, the MVE subroutine provides a table of robust distances.

In the following discussion, *N* is the number of observations and *n* is the number of regressors. The input arguments to the MVE subroutine are as follows:

opt refers to an options vector with the following components (missing values are treated as default values):

opt[1] specifies the amount of printed output. Higher option values request additional output and include the output of lower values.

0 prints no output except error messages.

1 prints most of the output.

2 additionally prints case numbers of the observations in the best subset and some basic history of the optimization process.

3 additionally prints how many subsets result in singular linear systems.

The default is *opt[1]=0*.

opt[2] specifies whether the classical, initial, and final robust covariance matrices are printed. The default is *opt[2]=0*. The final robust covariance matrix is always returned in *coef*.

opt[3] specifies whether the classical, initial, and final robust correlation matrices are printed or returned. The default is *opt[3]=0*.

- 0 does not return or print.
- 1 prints the robust correlation matrix.
- 2 returns the final robust correlation matrix in *coef*.
- 3 prints and returns the final robust correlation matrix.

opt[4] specifies the quantile h used in the objective function. The default is $opt[5] = h = \left\lceil \frac{N+n+1}{2} \right\rceil$. If the value of h is specified outside the range $\frac{N}{2} + 1 \leq h \leq \frac{3N}{4} + \frac{n+1}{4}$, it is reset to the closest boundary of this region.

opt[5] specifies the number N_{Rep} of subset generations. This option is the same as described previously for the LMS and LTS subroutines. Due to computer time restrictions, not all subset combinations can be inspected for larger values of N and n . If *opt[5]* is zero or missing, the default number of subsets is taken from the following table.

n	1	2	3	4	5	6	7	8	9	10
N_{lower}	500	50	22	17	15	14	0	0	0	0
N_{upper}	10^6	1414	182	71	43	32	27	24	23	22
N_{Rep}	500	1000	1500	2000	2500	3000	3000	3000	3000	3000

n	11	12	13	14	15
N_{lower}	0	0	0	0	0
N_{upper}	22	22	22	23	23
N_{Rep}	3000	3000	3000	3000	3000

If the number of cases (observations) N is smaller than N_{lower} , as given in the table, then all possible subsets are used; otherwise, N_{Rep} subsets are chosen randomly. This means that an exhaustive search is performed for *opt[5] = -1*. If N is larger than N_{upper} , a note is printed in the log file that indicates how many subsets exist.

- x* refers to an $N \times n$ matrix **X** of regressors. Missing values are not permitted in *x*.
- s* refers to an $n + 1$ vector that contains $n + 1$ observation numbers of a subset for which the objective function should be evaluated, where n is the number of parameters. In other words, the MVE algorithm computes the minimum volume of the ellipsoid that contains the observation numbers contained in *s*.

The MVE subroutine returns the following values:

- sc* is a column vector that contains the following scalar information:
 - sc[1]* the quantile h used in the objective function
 - sc[2]* number of subsets generated
 - sc[3]* number of subsets with singular linear systems
 - sc[4]* number of nonzero weights w_i
 - sc[5]* lowest value of the objective function F_{MVE} attained (volume of smallest ellipsoid found)
 - sc[6]* Mahalanobis-like distance used in the computation of the lowest value of the objective function F_{MVE}

<i>sc[7]</i>	the cutoff value used for the outlier decision
<i>coef</i>	is a matrix with n columns that contains the following results in its rows:
<i>coef[1,]</i>	location of ellipsoid center
<i>coef[2,]</i>	eigenvalues of final robust scatter matrix
<i>coef[3:2+n,]</i>	the final robust scatter matrix for $opt[2]=1$ or $opt[2]=3$
<i>coef[2+n+1:2+2n,]</i>	the final robust correlation matrix for $opt[3]=1$ or $opt[3]=3$
<i>dist</i>	is a matrix with N columns that contains the following results in its rows:
<i>dist[1,]</i>	Mahalanobis distances
<i>dist[2,]</i>	robust distances based on the final estimates
<i>dist[3,]</i>	weights (1 for small robust distances; 0 for large robust distances)

Example

Consider results for Brownlee (1965) stackloss data. The three explanatory variables correspond to measurements for a plant that oxidizes ammonia to nitric acid on 21 consecutive days:

- x_1 air flow to the plant
- x_2 cooling water inlet temperature
- x_3 acid concentration

The response variable y_i contains the permillage of ammonia lost (stackloss). These data are also given by Rousseeuw and Leroy (1987).

```
/* X1  X2  X3   Y      Stackloss data */
aa = { 1  80  27  89  42,
       1  80  27  88  37,
       1  75  25  90  37,
       1  62  24  87  28,
       1  62  22  87  18,
       1  62  23  87  18,
       1  62  24  93  19,
       1  62  24  93  20,
       1  58  23  87  15,
       1  58  18  80  14,
       1  58  18  89  14,
       1  58  17  88  13,
       1  58  18  82  11,
       1  58  19  93  12,
       1  50  18  89   8,
       1  50  18  86   7,
       1  50  19  72   8,
       1  50  19  79   8,
       1  50  20  80   9,
       1  56  20  82  15,
       1  70  20  91  15 };
```

Rousseeuw and Leroy (1987) cite a large number of papers where this data set was analyzed and state that most researchers “concluded that observations 1, 3, 4, and 21 were outliers”; some people also reported observation 2 as an outlier.

By default, subroutine MVE chooses only 2,000 randomly selected subsets in its search. There are in total 5,985 subsets of 4 cases out of 21 cases, as shown in [Figure 26.228](#), which is produced by the following statements:

```
a = aa[, 2:4];
opt = j(8, 1, .);
opt[1] = 2;           /* ipri */
opt[2] = 1;           /* pcov: print COV */
opt[3] = 1;           /* pcor: print CORR */
opt[5] = -1;          /* nrep: use all subsets */

call mve(sc, xmve, dist, opt, a);
```

The first part of the output ([Figure 26.228](#)) shows the classical scatter and correlation matrix, along with the means of each variable.

Figure 26.228 Classical Estimates of Scatter and Location

Classical Covariance Matrix			
	VAR1	VAR2	VAR3
VAR1	84.057142857	22.657142857	24.571428571
VAR2	22.657142857	9.9904761905	6.6214285714
VAR3	24.571428571	6.6214285714	28.714285714

Classical Correlation Matrix			
	VAR1	VAR2	VAR3
VAR1	1	0.781852333	0.5001428749
VAR2	0.781852333	1	0.3909395378
VAR3	0.5001428749	0.3909395378	1

Classical Mean			
VAR1	60.428571429		
VAR2	21.095238095		
VAR3	86.285714286		

The second part of the output ([Figure 26.229](#)) shows the results of the optimization (complete subset sampling):

Figure 26.229 Subset Sampling and Optimal Subset

Subset	Singular	Best	
		Criterion	Percent
1497	22	253.312431	25
2993	46	224.084073	50
4489	77	165.830053	75
5985	156	165.634363	100

Figure 26.229 *continued*

Observations of Best Subset				
	7	10	14	20
<hr/>				
Initial MVE Location Estimates				
VAR1	58.5			
VAR2	20.25			
VAR3	87			
<hr/>				
Initial MVE Scatter Matrix				
VAR1	VAR2	VAR3		
VAR1	34.829014749	28.413143611	62.32560534	
VAR2	28.413143611	38.036950318	58.659393261	
VAR3	62.32560534	58.659393261	267.63348175	

The third part of the output (Figure 26.230) shows the optimization results after local improvement:

Figure 26.230 Robust Estimates of Scatter and Location

Robust MVE Location Estimates				
	VAR1	VAR2	VAR3	
VAR1	56.705882353			
VAR2	20.235294118			
VAR3	85.529411765			
<hr/>				
Robust MVE Scatter Matrix				
VAR1	VAR2	VAR3		
VAR1	23.470588235	7.5735294118	16.102941176	
VAR2	7.5735294118	6.3161764706	5.3676470588	
VAR3	16.102941176	5.3676470588	32.389705882	
<hr/>				
Eigenvalues of Robust Scatter Matrix				
VAR1	46.597431018			
VAR2	12.155938483			
VAR3	3.423101087			
<hr/>				
Robust Correlation Matrix				
VAR1	VAR2	VAR3		
VAR1	1	0.6220269501	0.5840361335	
VAR2	0.6220269501	1	0.375278187	
VAR3	0.5840361335	0.375278187	1	

The final output (Figure 26.231) presents a table that contains the classical Mahalanobis distances, the robust distances, and the weights that identify the outlying observations (that is leverage points when explaining y with these three regressor variables):

Figure 26.231 Distances and Weights

Classical Distances and Robust (Rousseeuw) Distances			
Unsquared Mahalanobis Distance and			
Unsquared Rousseeuw Distance of Each Observation			
N	Mahalanobis Distances	Robust Distances	Weight
1	2.253603	5.528395	0
2	2.324745	5.637357	0
3	1.593712	4.197235	0
4	1.271898	1.588734	1.000000
5	0.303357	1.189335	1.000000
6	0.772895	1.308038	1.000000
7	1.852661	1.715924	1.000000
8	1.852661	1.715924	1.000000
9	1.360622	1.226680	1.000000
10	1.745997	1.936256	1.000000
11	1.465702	1.493509	1.000000
12	1.841504	1.913079	1.000000
13	1.482649	1.659943	1.000000
14	1.778785	1.689210	1.000000
15	1.690241	2.230109	1.000000
16	1.291934	1.767582	1.000000
17	2.700016	2.431021	1.000000
18	1.503155	1.523316	1.000000
19	1.593221	1.710165	1.000000
20	0.807054	0.675124	1.000000
21	2.176761	3.657281	0

MinRes	1st Qu.	Median	Mean	3rd Qu.	MaxRes
0.6751244996	1.5084120761	1.7159242054	2.2282960174	2.0831826658	5.6373573538

NAME Function

NAME(*arguments*);

The NAME function returns the names of the arguments in a column vector. The *arguments* parameter specifies the names of existing matrices.

In the following example, **N** is a 2×1 character matrix that contains the character values ‘Seq’ and ‘Const’:

```
Seq = 1:3;
Const = -1;
N = name(Seq, Const);
do i = 1 to nrow(N);
  msg = "Values of Matrix " + N[i];
  x = value(N[i]);
  print x[label=msg];
end;
```

Figure 26.232 Matrix Names

Values of Matrix Seq
1 2 3

Values of Matrix Const
-1

A primary use of the NAME function is in writing macros in which you want to use an argument for both its name and its value.

NCOL Function

NCOL(*matrix*);

The NCOL function returns the number of columns in its matrix argument. If the matrix has not been given a value, the NCOL function returns a value of 0.

For example, following statements display the number of columns of the matrix *m*:

```
m = {1 2 3, 4 5 6, 3 2 1, 4 3 2, 5 4 3};
p = ncol(m);
print p;
```

Figure 26.233 Number of Columns in a Matrix

<u>p</u>
3

NDX2SUB Function

NDX2SUB(*dim*, *indices*);

The NDX2SUB function is part of the [IMLMLIB library](#). The NDX2SUB function converts indices of a matrix into subscripts for the matrix. The arguments are as follows:

- | | |
|----------------|--|
| <i>dim</i> | specifies the dimensions of the matrix. For example, the value of this argument might be the 1×2 vector that is returned from the DIMENSION function. |
| <i>indices</i> | specifies the elements of a matrix, enumerated in row-major order. |

The indices of an $n \times p$ matrix are the elements $1, 2, \dots, np$. The indices enumerate the elements in row-major order: the first p indices enumerate the first row, the next p indices enumerate the second row, and so forth. The NDX2SUB function converts indices to subscripts, which are pairs (i, j) such that $1 \leq i \leq n$ and $1 \leq j \leq p$.

You can use the module to display the rows and columns of elements that satisfy a certain condition. For example, the following statements locate all the even numbers in a matrix and then call the NDX2SUB function to find the subscripts of the even elements:

```
x = {1 2 3,
      4 5 6,
      7 8 9,
      10 11 12};
idx = loc( mod(x, 2)=0 );
dim = nrow(x) || ncol(x);
s = ndx2sub(dim, idx);
print s;
```

Figure 26.234 Subscripts That Correspond to Indices

<u>s</u>
1 2
2 1
2 3
3 2
4 1
4 3

You can also use the NDX2SUB function to keep track of indices and subscripts of multidimensional arrays. Although the SAS/IML language does not support multidimensional arrays, a common technique is to store the elements of a $d_1 \times d_2 \times \dots \times d_k$ array in a two-dimensional matrix with $d_1 \times d_2 \times \dots \times d_{k-1}$ rows and d_k columns. For example, you can store the contents of four 3×3 arrays in a single 12×3 matrix, as shown in the following program:

```
/* Store four 3x3 matrices in a 12x3 matrix
   (each group of three rows is a matrix) */
dim = {4 3 3};
m = j(12, 3);
p = 9; /* = prod(dim[2:ncol(dim)]) */
do i = 1 to 4;
  startNdx = 1 + (i-1)*p;
  endNdx   = i*p;
  ndx = startNdx:endNdx; /* get indices for i_th matrix */
  m[ndx] = i; /* assign or extract matrix */
  subscripts = ndx2sub(dim, ndx); /* or get subscripts */
end;
print m;
```

Figure 26.235 Storing Smaller Matrices inside a Larger Matrix

m
1 1 1
1 1 1
1 1 1
2 2 2
2 2 2
2 2 2
3 3 3
3 3 3
3 3 3
4 4 4
4 4 4
4 4 4

To convert from subscripts to indices, see the [SUB2NDX](#) function.

NLENG Function

NLENG(*matrix*);

The NLENG function returns a single numeric value that is the size in bytes of each element in *matrix*. All matrix elements have the same size. For English text, this size is also the number of characters that can be stored in a matrix element.

If the matrix does not have a value, then the NLENG function returns a value of 0. This function is different from the [LENGTH](#) function, which returns the size of each element of a character matrix, omitting the trailing blanks.

The following statements demonstrate the NLENG function:

```
m = {"ab " "ijklm ",  
      "x"   " "      };  
len = nleng(m);  
print len;
```

Figure 26.236 Number of Bytes in Each Matrix Element

len
7

Nonlinear Optimization and Related Subroutines

The following list shows the syntax for nonlinear optimization subroutines. Subsequent sections describe each subroutine in detail.

- conjugate gradient optimization method:

CALL NLPCG(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "grd">);

- double-dogleg optimization method:

CALL NLPDD(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "grd">);

- Nelder-Mead simplex optimization method:

CALL NLPNMS(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "nlc">);

- Newton-Raphson optimization method:

CALL NLPNRA(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit">, <, "grd"> <, "es">);

- Newton-Raphson ridge optimization method:

CALL NLPNRR(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "grd"> <, "hes">);

- (dual) quasi-Newton optimization method:

CALL NLPQN(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "grd"> <, "nlc"> <, "jacnlc">);

- quadratic optimization method:

CALL NLPQUA(*rc*, *xr*, *quad*, *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, *lin*>);

- trust-region optimization method:

CALL NLPTR(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "grd"> <, "hes">);

The following list shows the syntax for optimization subroutines that use least squares methods. Subsequent sections describe each subroutine in detail.

- hybrid quasi-Newton least squares methods:

CALL NLPHQN(*rc*, *xr*, "fun", *x0*, *opt* <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "jac">);

- Levenberg-Marquardt least squares method:

CALL NLPLM(*rc*, *xr*, "fun", *x0*, *opt* <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "jac">);

The following list shows the syntax for supplementary subroutines that are often used in conjunction with optimization subroutines. Subsequent sections describe each subroutine in detail.

- approximate derivatives by finite differences:

CALL NLPFDD(*f, g, h, "fun", x0 <, par> <, "grd">*);

- feasible point subject to constraints:

CALL NLPFEA(*xr, x0, blc <, par>*);

NOTE: The names of the optional arguments can be used as keywords. For example, the following statements are equivalent:

```
call nlpnrr(rc, xr, "fun", x0, , , ter, , , "grad");
call nlpnrr(rc, xr, "fun", x0) tc=ter grd="grad";
```

All the optimization subroutines require at least two input arguments:

- The **NLPQUA** subroutine requires the *quad* matrix argument, which specifies the symmetric matrix **G** of the quadratic problem. The input can be dense or sparse.
- Other optimization subroutines require the “*fun*” argument, which specifies a module that defines the objective function or functions. For least squares subroutines, the FUN module must return a column vector of length *m* that corresponds to the values of the *m* functions $f_1(x), \dots, f_m(x)$, each evaluated at the point $x = (x_1, \dots, x_n)$. For other subroutines, the FUN module must return the value of the objective function $f = f(x)$ evaluated at the point *x*.
- The argument *x0* specifies a row vector that defines the number of parameters *n*. If *x0* is a feasible point, it represents a starting point for the iterative optimization process. Otherwise, a linear programming algorithm is called at the start of each optimization subroutine to replace the input *x0* by a feasible starting point.

The other arguments that can be used as input are described in the following list. As indicated in the previous lists, not all input arguments apply to each subroutine.

Note that you can specify optional arguments with the *keyword=argument* syntax.

The following list describes each argument:

<i>opt</i>	indicates an options vector that specifies details of the optimization process, such as particular updating techniques and whether the objective function is to be maximized instead of minimized. See the section “ Options Vector ” on page 381 for details.
<i>blc</i>	specifies a constraint matrix that defines lower and upper bounds for the <i>n</i> parameters in addition to general linear equality and inequality constraints. For details, see the section “ Parameter Constraints ” on page 379.
<i>tc</i>	specifies a vector of thresholds that correspond to the termination criteria tested in each iteration. See the section “ Termination Criteria ” on page 385 for details.
<i>par</i>	specifies a vector of control parameters that can be used to modify the algorithms if the default settings do not complete the optimization process successfully. For details, see the section “ Control Parameters Vector ” on page 392.

- “*ptit*” specifies a module that replaces the subroutine used to print the iteration history and test the termination criteria. If the “*ptit*” module is specified, the matrix specified by the *tc* argument has no effect. See the section “Termination Criteria” on page 385 for details.
- “*grd*” specifies a module that computes the gradient vector, $\mathbf{g} = \nabla f$, at a given input point x . See the section “Objective Function and Derivatives” on page 372 for details.
- “*hes*” specifies a module that computes the $n \times n$ Hessian matrix, $\mathbf{G} = \nabla^2 f$, at a given input point x . See the section “Objective Function and Derivatives” on page 372 for details.
- “*jac*” specifies a module that computes the $m \times n$ Jacobian matrix, $\mathbf{J} = (\nabla f_i)$, of the m least squares functions at a given input point x . See the section “Objective Function and Derivatives” on page 372 for details.
- “*nlc*” specifies a module that computes general equality and inequality constraints. This is the method by which nonlinear constraints must be specified. For details, see the section “Parameter Constraints” on page 379.
- “*jacnlc*” specifies a module that computes the Jacobian matrix of first-order derivatives of the equality and inequality constraints specified by the NLC module. For details, see the section “Parameter Constraints” on page 379.
- lin* specifies the linear part of the quadratic optimization problem. See the section “NLPQUA Call” on page 898 for details.

The modules that can be used as input arguments for the subroutines (“*fun*,” “*grd*,” “*hes*,” “*jac*,” “*ptit*,” “*nlc*,” and “*jacnlc*”) accept only a single input parameter $x = (x_1, \dots, x_n)$. You can provide more input parameters for these modules by using the GLOBAL clause. See the section “Using the GLOBAL Clause” on page 69 for an example.

All the optimization subroutines return the following results:

- The scalar return code *rc* indicates the reason for the termination of the optimization process. A return code $rc > 0$ indicates a successful termination that corresponds to one of the specified termination criteria. A return code $rc < 0$ indicates unsuccessful termination—that is, that the result *xr* is unreliable. See the section “Definition of Return Codes” on page 372 for more details.
- The row vector *xr*, which has length *n*, contains the optimal point when $rc > 0$.

NLPCG Call

```
CALL NLPCG(rc, xr, "fun", x0 <, opt> <, b/c> <, tc> <, par> <, "ptit"> <, "grd"> );
```

The NLPCG subroutine uses the conjugate gradient method to solve a nonlinear optimization problem.

See the section “Nonlinear Optimization and Related Subroutines” on page 870 for a listing of all NLP subroutines. See Chapter 17 for a description of the arguments of NLP subroutines.

The NLPCG subroutine requires function and gradient calls; it does not need second-order derivatives. The gradient vector contains the first derivatives of the objective function f with respect to the parameters x_1, \dots, x_n , as follows:

$$\mathbf{g}(x) = \nabla f(x) = \left(\frac{\partial f}{\partial x_j} \right)$$

If you do not specify a module with the “*grd*” argument, the first-order derivatives are approximated by finite difference formulas by using only function calls. The NLPCG algorithm can require many function and gradient calls, but it requires less memory than other subroutines for unconstrained optimization. In general, many iterations are needed to obtain a precise solution, but each iteration is computationally inexpensive. You can specify one of four update formulas for generating the conjugate directions with the fourth element of the *opt* input argument.

Value of <i>opt</i>[4]	Update Method
1	Automatic restart method of Powell (1977) and Beale (1972). This is the default.
2	Fletcher-Reeves update (Fletcher 1987)
3	Polak-Ribiere update (Fletcher 1987)
4	Conjugate-descent update of Fletcher (1987)

The NLPCG subroutine is useful for optimization problems with large n . For the unconstrained or boundary-constrained case, the NLPCG method requires less memory than other optimization methods. (The NLPCG method allocates memory proportional to n , whereas other methods allocate memory proportional to n^2 .) During n successive iterations, uninterrupted by restarts or changes in the working set, the conjugate gradient algorithm computes a cycle of n conjugate search directions. In each iteration, a line search is done along the search direction to find an approximate optimum of the objective function. The default line-search method uses quadratic interpolation and cubic extrapolation to obtain a step size α that satisfies the Goldstein conditions. One of the Goldstein conditions can be violated if the feasible region defines an upper limit for the step size. You can specify other line-search algorithms with the fifth element of the *opt* argument.

For an example of the NLPCG subroutine, see the section “Constrained Betts Function” on page 365.

NLPDD Call

CALL NLPDD(*rc*, *xr*, “*fun*”, *x0* <, *opt*> <, *b/c*> <, *tc*> <, *par*> <, “*ptit*”> <, “*grd*”>);

The NLPDD subroutine uses the double-dogleg method to solve a nonlinear optimization problem.

See the section “Nonlinear Optimization and Related Subroutines” on page 870 for a listing of all NLP subroutines. See Chapter 17 for a description of the arguments of NLP subroutines.

The double-dogleg optimization method combines the ideas of the quasi-Newton and trust-region methods. In each iteration, the algorithm computes the step, $s^{(k)}$, as a linear combination of the steepest descent or ascent search direction, $s_1^{(k)}$, and a quasi-Newton search direction, $s_2^{(k)}$, as follows:

$$s^{(k)} = \alpha_1 s_1^{(k)} + \alpha_2 s_2^{(k)}$$

The step $s^{(k)}$ must remain within a specified trust-region radius (Fletcher 1987). Hence, the NLPDD subroutine uses the dual quasi-Newton update but does not perform a line search. You can specify one of two update formulas with the fourth element of the *opt* input argument.

Value of <i>opt</i>[4]	Update Method
1	Dual BFGS update of the Cholesky factor of the Hessian matrix. This is the default.
2	Dual DFP update of the Cholesky factor of the Hessian matrix.

The double-dogleg optimization technique works well for medium to moderately large optimization problems, in which the objective function and the gradient are much faster to compute than the Hessian. The

implementation is based on Dennis and Mei (1979) and Gay (1983), but it is extended for boundary and linear constraints. The NLPDD subroutine generally needs more iterations than the techniques that require second-order derivatives (**NL PTR**, **NLPNRA**, and **NLPNRR**), but each of the NLPDD iterations is computationally inexpensive. Furthermore, the NLPDD subroutine needs only gradient calls to update the Cholesky factor of an approximate Hessian.

In addition to the standard iteration history, the NLPDD routine prints the following information:

- The heading *lambda* refers to the parameter λ of the double-dogleg step. A value of 0 corresponds to the full (quasi-) Newton step.
- The heading *slope* refers to $g^T s$, the slope of the search direction at the current parameter iterate $x^{(k)}$. For minimization, this value should be significantly smaller than zero.

The following statements invoke the NLPDD subroutine to solve the constrained Betts optimization problem (see the section “Constrained Betts Function” on page 365):

```

start F_BETTS(x);
  f = .01 * x[1] * x[1] + x[2] * x[2] - 100;
  return(f);
finish F_BETTS;

con = { 2 -50  .  ..
        50  50  .  ..
        10  -1  1  10};
x = {-1 -1};
opt = {0 1};
call nlpdd(rc, xres, "F_BETTS", x, opt, con);

```

Figure 26.237 shows the iteration history. The optimization converged after six iterations.

Figure 26.237 Constrained Optimization

Note: Initial point was changed to be feasible for boundary and linear constraints.

Double Dogleg Optimization

Dual Broyden - Fletcher - Goldfarb - Shanno Update (DBFGS)

Without Parameter Scaling

Gradient Computed by Finite Differences

Parameter Estimates	2
Lower Bounds	2
Upper Bounds	2
Linear Constraints	1

Optimization Start

Active Constraints	0	Objective Function	-98.5376
Max Abs Gradient Element	2	Radius	1

Figure 26.237 *continued*

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Lambda	Slope of Search Direction
1	0	2	0	-99.54678	1.0092	0.1346	6.012	-1.805
2	0	3	0	-99.59120	0.0444	0.1279	0	-0.0228
3	0	5	0	-99.90252	0.3113	0.0624	0	-0.209
4	0	6	1	-99.96000	0.0575	0.00432	0	-0.0975
5	0	7	1	-99.96000	4.66E-6	0.000079	0	-458E-8
6	0	8	1	-99.96000	1.559E-9	0	0	-16E-10

Optimization Results		
Iterations	6	Function Calls
Gradient Calls	8	Active Constraints
Objective Function	-99.96	Max Abs Gradient Element
Slope of Search Direction	-1.56621E-9	Radius

GCONV convergence criterion satisfied.

The optimal value for the function is returned in the `xres` vector, which is displayed in Figure 26.238.

Figure 26.238 The Optimal Value

xres
2 -9.612E-8

NLPFDD Call

```
CALL NLPFDD(f, g, h, "fun", x0, <, par> <, "grd">);
```

The NLPFDD subroutine uses the finite-differences method to approximate derivatives.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPFDD subroutine can be used for the following tasks:

- If the module “*fun*” returns a scalar, the NLPFDD subroutine computes the function value *f*, the gradient vector *g*, and the Hessian matrix *h*, all evaluated at the point *x0*.
- If the module “*fun*” returns a column vector of *m* function values, the subroutine assumes that a least squares function is specified, and it computes the function vector *f*, the Jacobian matrix *J*, and the crossproduct of the Jacobian matrix *J'J* at the point *x0*. In this case, you must set the first element of the *par* argument to *m*.

If any of the results cannot be computed, the subroutine returns a missing value for that result.

You can specify the following input arguments with the NLPFDD subroutine:

- The “*fun*” argument refers to a module that returns either a scalar value or a column vector of length m . This module returns the value of the objective function or, for least squares problems, the values of the m functions that the objective function comprises.
- The $x0$ argument is a vector of length n that defines the point at which the functions and derivatives should be computed.
- The *par* argument is a vector that defines options and control parameters. The *par* argument in the NLPFDD call is different from the one used in the optimization subroutines.
- The “*grd*” argument is optional and refers to a module that returns a vector that defines the gradient of the function at $x0$. If the “*fun*” argument returns a vector of values instead of a scalar, the “*grd*” argument is ignored.

If the “*fun*” module returns a scalar, the subroutine returns the following values:

- f is the value of the function at the point $x0$.
- g is a vector that contains the value of the gradient at the point $x0$. If you specify the “*grd*” argument, the gradient is computed from that module. Otherwise, the approximate gradient is computed by a finite difference approximation by using calls of the function module in a neighborhood of $x0$.
- h is a matrix that contains a finite difference approximation of the value of the Hessian at the point $x0$. If you specify the “*grd*” argument, the Hessian is computed by calls of that module in a neighborhood of $x0$. Otherwise, it is computed by calls of the function module in a neighborhood of $x0$.

If the “*fun*” module returns a vector, the subroutine returns the following values:

- f is a vector that contains the values of the m functions that comprise objective function at the point $x0$.
- g is the $m \times n$ Jacobian matrix \mathbf{J} , which contains the first-order derivatives of the functions with respect to the parameters, evaluated at $x0$. It is computed by finite difference approximations in a neighborhood of $x0$.
- h is the $n \times n$ crossproduct of the Jacobian matrix, $\mathbf{J}^T \mathbf{J}$. It is computed by finite difference approximations in a neighborhood of $x0$.

The *par* argument is a vector of length 3.

- *par[1]* corresponds to the *opt[1]* argument in the optimization subroutines. This argument is relevant only to least squares optimization methods, in which case it specifies the number of functions returned by the module “*fun*”. If *par[1]* is missing or is smaller than 1, it is set to 1.
- *par[2]* corresponds to the *opt[8]* argument in the optimization subroutines. It determines what type of approximation is to be used and how the finite difference interval, h , is to be computed. See the section “Finite-Difference Approximations of Derivatives” on page 377 for details.
- *par[3]* corresponds to the *par[8]* argument in the optimization subroutines. It specifies the number of accurate digits in evaluating the objective function. The default is $-\log_{10}(\epsilon)$, where ϵ is the machine precision.

If you specify a missing value in the *par* argument, the default value is used.

The NLPFDD subroutine is particularly useful for checking your analytical derivative specifications of the “*grd*”, “*hes*”, and “*jac*” modules. You can compare the results of the modules with the finite difference approximations of the derivatives of *f* at the point *x0* to verify your specifications.

In the unconstrained Rosenbrock problem (see the section “[Unconstrained Rosenbrock Function](#)” on page 361), the objective function is

$$f(x) = 50(x_2 - x_1^2)^2 + \frac{1}{2}(1 - x_1)^2$$

The gradient and the Hessian are

$$\begin{aligned} g'(x, y) &= \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \frac{\partial f}{\partial x_2} \end{bmatrix} = \begin{bmatrix} 200x_1^3 - 200x_1x_2 + x_1 - 1 \\ -100x_1^2 + 100x_2 \end{bmatrix} \\ \mathbf{H}(x, y) &= \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \frac{\partial^2 f}{\partial x_1 \partial x_2} \\ \frac{\partial^2 f}{\partial x_2 \partial x_1} & \frac{\partial^2 f}{\partial x_2^2} \end{bmatrix} = \begin{bmatrix} 600x_1^2 - 200x_2 + 1 & -200x_1 \\ -200x_1 & 100 \end{bmatrix} \end{aligned}$$

At the point $x = (2, 7)$, these matrices evaluate to

$$\begin{aligned} g'(2, 7) &= \begin{bmatrix} -1199 \\ 300 \end{bmatrix} \\ \mathbf{H}(2, 7) &= \begin{bmatrix} 1001 & -400 \\ -400 & 100 \end{bmatrix} \end{aligned}$$

The following statements define the Rosenbrock function and use the NLPFDD call to compute the gradient and the Hessian:

```
start F_ROSEN(x);
  y1 = 10 * (x[2] - x[1] * x[1]);
  y2 = 1 - x[1];
  f = 0.5 * (y1 * y1 + y2 * y2);
  return(f);
finish F_ROSEN;
x = {2 7};
call nlpfdd(crit, grad, hess, "F_ROSEN", x);
print grad;
print hess;
```

Figure 26.239 Gradient and Hessian at a Point

grad
-1199 300.00001

hess
1000.9998 -400.0018 -400.0018 99.999993

If the Rosenbrock problem is considered from a least squares perspective, the two functions are

$$\begin{aligned}f_1(x) &= 10(x_2 - x_1^2) \\f_2(x) &= 1 - x_1\end{aligned}$$

The Jacobian and the crossproduct of the Jacobian are

$$\begin{aligned}\mathbf{J} &= \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix} = \begin{bmatrix} -20x_1 & 10 \\ -1 & 0 \end{bmatrix} \\ \mathbf{J}^T \mathbf{J} &= \begin{bmatrix} 400x_1^2 + 1 & -200x_1 \\ -200x_1 & 100 \end{bmatrix}\end{aligned}$$

At the point $x = (2, 7)$, these matrices evaluate to

$$\begin{aligned}\mathbf{J}(2, 7) &= \begin{bmatrix} -40 & 10 \\ -1 & 0 \end{bmatrix} \\ \mathbf{J}^T \mathbf{J}|_{(2,7)} &= \begin{bmatrix} 1601 & -400 \\ -400 & 100 \end{bmatrix}\end{aligned}$$

The following statements define the Rosenbrock problem in a least squares framework and use the NLPFDD call to compute the Jacobian and the crossproduct matrix. Since the value of the PARMS variable, which is used for the *par* argument, is 2, the NLPFDD subroutine allocates memory for a least squares problem with two functions, $f_1(x)$ and $f_2(x)$.

```
start F_ROSEN(x);
  y = j(2, 1, 0);
  y[1] = 10 * (x[2] - x[1] * x[1]);
  y[2] = 1 - x[1];
  return(y);
finish F_ROSEN;
x = {2 7};
parms = 2;
call nlpfdd(fun, jac, crpj, "F_ROSEN", x, parms);
print jac;
print crpj;
```

Figure 26.240 Jacobian and Crossproduct Matrix at a Point

jac
-40 10
-1 0

crpj
1601 -400
-400 100

NLPFEA Call

CALL NLPFEA(*xr*, *x0*, *b/c* <, *par* >);

The NLPFEA subroutine computes feasible points subject to constraints.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPFEA subroutine tries to compute a point that is feasible subject to a set of boundary and linear constraints. You can specify boundary and linear constraints that define an empty feasible region, in which case the subroutine returns missing values.

You can specify the following input arguments with the NLPFEA subroutine:

- *x0* is a row vector that defines the coordinates of a point that is not necessarily feasible for a set of linear and boundary constraints.
- *b/c* is an $m \times n$ matrix that defines a set of m boundary and linear constraints. See the section “[Parameter Constraints](#)” on page 379 for details.
- *par* is a vector of length two. The argument is different from the one used in the optimization subroutines. The first element sets the LCEPS parameter, which controls how precisely the returned point must satisfy the constraints. The second element sets the LCSING parameter, which specifies the criterion for deciding when constraints are considered linearly dependent. For details, see the section “[Control Parameters Vector](#)” on page 392.

The NLPFEA subroutine returns the *xr* argument. The result is a vector that contains either the n coordinates of a feasible point, which indicates that the subroutine was successful, or missing values, which indicates that the subroutine could not find a feasible point.

The following statements call the NLPFEA subroutine with the constraints from the Betts problem (see the section “[Constrained Betts Function](#)” on page 365) and an initial infeasible point $x_0 = (-17, -61)$. The subroutine returns the feasible point $(2, -50)$ as the vector XFEAS.

```
con = { 2 -50 . .
        50 50 . .
        10 -1 1 10};
x = {-17. -61};
call nlpfea(xfeas, x, con);
print xfeas;
```

Figure 26.241 Feasible Point

xfeas
6.8 -40

NLPHQN Call

CALL NLPHQN(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blk*> <, *tc*> <, *par*> <, "ptit"> <, "jac">);

The NLPHQN subroutine uses a hybrid quasi-Newton least squares method to compute an optimum value of a function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPHQN subroutine uses one of the Fletcher and Xu (1987) hybrid quasi-Newton methods. Refer also to Al-Baali and Fletcher (1985) and Al-Baali and Fletcher (1986). In each iteration, the subroutine uses a criterion to decide whether a Gauss-Newton or a dual quasi-Newton search direction is appropriate. You can choose one of three criteria (HY1, HY2, or HY3) proposed by Fletcher and Xu (1987) with the sixth element of the *opt* vector. The default is HY2. The subroutine computes the crossproduct Jacobian (for the Gauss-Newton step), updates the Cholesky factor of an approximate Hessian (for the quasi-Newton step), and performs a line search to compute an approximate minimum along the search direction. The default line-search technique used by the NLPHQN method is designed for least squares problems ((Lindström and Wedin 1984) and (Al-Baali and Fletcher 1986)), but you can specify a different line-search algorithm with the fifth element of the *opt* argument. See the section “[Options Vector](#)” on page 381 for details.

You can specify two update formulas with the fourth element of the *opt* argument as indicated in the following table.

Value of <i>opt</i> [4]	Update Method
1	Dual Broyden, Fletcher, Goldfarb, and Shanno (DBFGS) update of the Cholesky factor of the Hessian matrix. This is the default.
2	Dual Davidon, Fletcher, and Powell (DDFP) update of the Cholesky factor of the Hessian matrix.

The NLPHQN subroutine needs approximately the same amount of working memory as the [NLPLM subroutine](#), and in most applications, the latter seems to be superior. Hence, the NLPHQN method is recommended only when the NLPLM method encounters problems.

NOTE: In least squares subroutines, you must set the first element of the *opt* vector to *m*, the number of functions.

In addition to the standard iteration history, the NLPHQN subroutine prints the following information:

- Under the heading *Iter*, an asterisk (*) printed after the iteration number indicates that, on the basis of the Fletcher and Xu (1987) criterion, the subroutine used a Gauss-Newton search direction instead of a quasi-Newton search direction.
- The heading *alpha* is the step size, α , computed with the line-search algorithm.
- The heading *slope* refers to $g^T s$, the slope of the search direction at the current parameter iterate $x^{(k)}$. For minimization, this value should be significantly smaller than zero. Otherwise, the line-search algorithm has difficulty reducing the function value sufficiently.

The following statements use the NLPHQN call to solve the unconstrained Rosenbrock problem (see the section “[Unconstrained Rosenbrock Function](#)” on page 361).

```

title "Test of NLPHQN subroutine: No Derivatives";
start F_ROSEN(x);
  y = j(1, 2, 0);
  y[1] = 10 * (x[2] - x[1] * x[1]);
  y[2] = 1 - x[1];
  return(y);
finish F_ROSEN;

x = {-1.2 1};
opt = {2 2};
call nlphqn(rc, xr, "F_ROSEN", x, opt);

```

Figure 26.242 Optimization Results**Test of NLPHQN subroutine: No Derivatives**

Optimization Start		
Parameter Estimates		
N	Parameter	Gradient Objective Function
1	X1	-1.200000 -107.799999
2	X2	1.000000 -44.000000

Value of Objective Function = 12.1**Test of NLPHQN subroutine: No Derivatives****Hybrid Quasi-Newton LS Minimization****Dual Broyden - Fletcher - Goldfarb - Shanno Update (DBFGS)****Version HY2 of Fletcher & Xu (1987)****Gradient Computed by Finite Differences****CRP Jacobian Computed by Finite Differences**

Parameter Estimates	2
Functions (Observations)	2

Optimization Start

Active Constraints	0	Objective Function	12.1
Max Abs Gradient Element	107.799987		

Figure 26.242 *continued*

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction
1	0	3	0	7.22423	4.8758	56.9322	0.0616	-628.8
2 *	0	5	0	0.97090	6.2533	2.3017	0.266	-14.448
3 *	0	7	0	0.81911	0.1518	3.7839	0.119	-1.942
4	0	9	0	0.69103	0.1281	5.5103	2.000	-0.144
5	0	19	0	0.47345	0.2176	8.8638	11.854	-0.194
6 *	0	21	0	0.35906	0.1144	9.8734	0.253	-0.947
7 *	0	22	0	0.23342	0.1256	10.1490	0.398	-0.718
8 *	0	24	0	0.14799	0.0854	11.6248	1.346	-0.467
9 *	0	26	0	0.00948	0.1385	2.6275	1.443	-0.296
10 *	0	28	0	1.98834E-6	0.00947	0.00609	0.938	-0.0190
11 *	0	30	0	7.0768E-10	1.988E-6	0.000748	1.003	-398E-8
12 *	0	32	0	2.0246E-21	7.08E-10	1.82E-10	1.000	-14E-10

Optimization Results		
Iterations	12	Function Calls
Jacobian Calls	13	Gradient Calls
Active Constraints	0	Objective Function
Max Abs Gradient Element	1.816858E-10	Slope of Search Direction

ABSGCONV convergence criterion satisfied.

Test of NLPHQN subroutine: No Derivatives

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	1.000000	1.816858E-10
2	X2	1.000000	-1.22069E-10

Value of Objective Function = 2.024647E-21

NLPLM Call**CALL NLPLM(rc, xr, "fun", x0, opt <, blc > <, tc > <, par > <, "ptit" > <, "jac" >);**

The NLPLM subroutine uses the Levenberg-Marquardt least squares method to compute an optimum value of a function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPLM subroutine uses the Levenberg-Marquardt method, which is an efficient modification of the trust-region method for nonlinear least squares problems and is implemented as in Moré (1978). This is the recommended algorithm for small to medium least squares problems. Large least squares problems

can often be processed more efficiently with other subroutines, such as the **NLPCG** subroutine and the **NLPQN** subroutine. In each iteration, the NLPLM subroutine solves a quadratically constrained quadratic minimization problem that restricts the step to the boundary or interior of an n -dimensional elliptical trust region.

The m functions $f_1(x), \dots, f_m(x)$ are computed by the module specified with the “*fun*” module argument. The $m \times n$ Jacobian matrix, \mathbf{J} , contains the first-order derivatives of the m functions with respect to the n parameters, as follows:

$$\mathbf{J}(x) = (\nabla f_1, \dots, \nabla f_m) = \left(\frac{\partial f_i}{\partial x_j} \right)$$

You can specify \mathbf{J} with the “*jac*” module argument; otherwise, the subroutine computes it with finite difference approximations. In each iteration, the subroutine computes the crossproduct of the Jacobian matrix, $\mathbf{J}^T \mathbf{J}$, to be used as an approximate Hessian.

NOTE: In least squares subroutines, you must set the first element of the *opt* vector to m , the number of functions.

In addition to the standard iteration history, the NLPLM subroutine also prints the following information:

- Under the heading *Iter*, an asterisk (*) printed after the iteration number indicates that the computed Hessian approximation was singular and had to be ridged with a positive value.
- The heading *lambda* represents the Lagrange multiplier, λ . This has a value of zero when the optimum of the quadratic function approximation is inside the trust region, in which case a trust-region-scaled Newton step is performed. It is greater than zero when the optimum is at the boundary of the trust region, in which case the scaled Newton step is too long to fit in the trust region and a quadratically constrained optimization is done. Large values indicate optimization difficulties, and as in Gay (1983), a negative value indicates the special case of an indefinite Hessian matrix.
- The heading *rho* refers to ρ , the ratio between the achieved and predicted difference in function values. Values that are much smaller than 1 indicate optimization difficulties. Values close to or larger than 1 indicate that the trust region radius can be increased.

See the section “[Unconstrained Rosenbrock Function](#)” on page 361 for an example that uses the NLPLM subroutine to solve the unconstrained Rosenbrock problem.

NLPNMS Call

```
CALL NLPNMS(rc, xr, "fun", x0 <, opt> <, blc> <, tc> <, par> <, "ptit"> <, "nlc"> );
```

The NLPNMS subroutine use the Nelder-Mead simplex method to compute an optimum value of a function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The Nelder-Mead simplex method is one of the subroutines that can solve optimization problems with nonlinear constraints. It does not use any derivatives, and it does not assume that the objective function has continuous derivatives. However, the objective function must be continuous. The NLPNMS technique uses a large number of function calls, and it can be unable to generate precise results when $n > 40$.

The NLPNMS subroutine uses the following simplex algorithms:

- For unconstrained or only boundary-constrained problems, the original Nelder-Mead simplex algorithm is implemented and extended to boundary constraints. This algorithm does not compute the objective for infeasible points, and it is invoked if the “*nlc*” module argument is not specified and the *b/c* argument contains at most two rows (corresponding to lower and upper bounds).
- For linearly or nonlinearly constrained problems, a slightly modified version of Powell’s (1992) constrained optimization by linear approximations (COBYLA) implementation is used. This algorithm is invoked if the “*nlc*” module argument is specified or if at least one linear constraint is specified with the *b/c* argument.

The original Nelder-Mead algorithm cannot be used for general linear or nonlinear constraints, but in the unconstrained or boundary-constrained cases, it can be faster. It changes the shape of the simplex by adapting the nonlinearities of the objective function; this contributes to an increased speed of convergence.

Powell’s COBYLA Algorithm

Powell’s COBYLA algorithm is a sequential trust-region algorithm that tries to maintain a regularly shaped simplex throughout the iterations. The algorithm uses a monotone-decreasing radius, ρ , of a spheric trust region. The modification implemented in the NLPNMS call permits an increase of the trust-region radius ρ in special situations. A sequence of iterations is performed with a constant trust-region radius ρ until the computed function reduction is much less than the predicted reduction. Then, the trust-region radius ρ is reduced. The trust-region radius is increased only if the computed function reduction is relatively close to the predicted reduction and if the simplex is well-shaped. The start radius, ρ_{beg} , can be specified with the second element of the *par* argument, and the final radius, ρ_{end} , can be specified with the ninth element of the *tc* argument. Convergence to small values of ρ_{end} , or high-precision convergence, can require many calls of the function and constraint modules and can result in numerical problems. The main reasons for the slow convergence of the COBYLA algorithm are as follows:

- Linear approximations of the objective and constraint functions are used locally.
- Maintaining the regularly shaped simplex and not adapting its shape to nonlinearities yields very small simplexes for highly nonlinear functions, such as fourth-order polynomials.

To allocate memory for the vector returned by the “*nlc*” module argument, you must specify the total number of nonlinear constraints with the tenth element of the *opt* argument. If any of the constraints are equality constraints, the number of equality constraints must be specified by the eleventh element of the *opt* argument. See the section “[Parameter Constraints](#)” on page 379 for details.

For more information about the special sets of termination criteria used by the NLPNMS algorithms, see the section “[Termination Criteria](#)” on page 385.

In addition to the standard iteration history, the NLPNMS subroutine prints the following information. For unconstrained or boundary-constrained problems, the subroutine also prints the following:

- *difcrit*, which, in this subroutine, refers to the difference between the largest and smallest function values of the $n + 1$ simplex vertices
- *std*, which is the standard deviation of the function values of the simplex vertices

- *deltax*, which is the vertex length of a restarted simplex. If there are convergence problems, the algorithm restarts the iteration process with a simplex of smaller vertex length.
- *size*, which is the average L_1 distance of the simplex vertex with the smallest function value to the other simplex vertices

For linearly and nonlinearly constrained problems, the subroutine prints the following:

- *conmax* is the maximum constraint violation.
- *meritf* is the value of the merit function, Φ .
- *difmerit* is the difference between adjacent values of the merit function.
- ρ is the trust-region radius.

The following statements uses the NLPNMS call to solve the Rosen-Suzuki problem (see the section “[Rosen-Suzuki Problem](#)” on page 367), which has three nonlinear constraints. [Figure 26.243](#) is a partial listing of the output:

```

start F_HS43(x);
  f = x*x` + x[3]*x[3] - 5*(x[1] + x[2]) - 21*x[3] + 7*x[4];
  return(f);
finish F_HS43;
start C_HS43(x);
  c = j(3,1,0.);
  c[1] = 8 - x*x` - x[1] + x[2] - x[3] + x[4];
  c[2] = 10 - x*x` - x[2]*x[2] - x[4]*x[4] + x[1] + x[4];
  c[3] = 5 - 2.*x[1]*x[1] - x[2]*x[2] - x[3]*x[3]
        - 2.*x[1] + x[2] + x[4];
  return(c);
finish C_HS43;

x = j(1, 4, 1);
opt = j(1, 11, .);
opt[2] = 3; opt[10] = 3; opt[11] = 0;
call nlpnms(rc, xres, "F_HS43", x, opt, , , , "C_HS43");

```

[Figure 26.243](#) Nelder-Mead Simplex Optimization

Optimization Start		
Parameter Estimates		
N	Parameter	Estimate
1	X1	1.000000
2	X2	1.000000
3	X3	1.000000
4	X4	1.000000

Figure 26.243 *continued***Value of Objective Function = -19**

Values of Nonlinear Constraints		
Constraint	Residual	
[1]	4.0000	
[2]	6.0000	
[3]	1.0000	

Nelder-Mead Simplex Optimization**COBYLA Algorithm by M.J.D. Powell (1992)**

Minimum Iterations	0
Maximum Iterations	1000
Maximum Function Calls	3000
Iterations Reducing Constraint Violation	0
ABSFCNV Function Criterion	0
FCONV Function Criterion	2.220446E-16
FCONV2 Function Criterion	1E-6
FSIZE Parameter	0
ABSXCONV Parameter Change Criterion	0.0001
XCONV Parameter Change Criterion	0
XSIZE Parameter	0
ABSCONV Function Criterion	-1.34078E154
Initial Simplex Size (INSTEP)	0.5
Singularity Tolerance (SINGULAR)	1E-8

Nelder-Mead Simplex Optimization**COBYLA Algorithm by M.J.D. Powell (1992)****Parameter Estimates 4****Nonlinear Constraints 3****Optimization Start****Objective Function -29.5 Maximum Constraint Violation 4.5**

Iteration	Restarts	Maximum					Merit	Ratio Between Actual and Predicted Change
		Function Calls	Objective Function	Constraint Violation	Merit Function	Function Change		
1	0	12	-52.80342	4.3411	-42.3031	12.803	1.000	
2	0	17	-39.51475	0.0227	-39.3797	-2.923	0.250	
3	0	53	-44.02098	0.00949	-43.9727	4.593	0.0625	
4	0	62	-44.00214	0.000833	-43.9977	0.0249	0.0156	
5	0	72	-44.00009	0.000033	-43.9999	0.00226	0.0039	
6	0	79	-44.00000	1.783E-6	-44.0000	0.00007	0.0010	
7	0	90	-44.00000	1.363E-7	-44.0000	1.74E-6	0.0002	
8	0	94	-44.00000	1.543E-8	-44.0000	5.33E-7	0.0001	

Figure 26.243 *continued*

Optimization Results		
Iterations	8 Function Calls	95
Restarts	0 Objective Function	-44.00000003
Maximum Constraint Violation	1.543059E-8	Merit Function -43.99999999
Actual Over Pred Change	0.0001	

ABSXCONV convergence criterion satisfied.

Warning: The point x is feasible only at the LCEPSILON= 1E-7 range.

Optimization Results		
Parameter Estimates		
N	Parameter	Estimate
1	X1	-0.000034167
2	X2	1.000004
3	X3	2.000023
4	X4	-0.999971

Value of Objective Function = -44.00000003

Values of Nonlinear Constraints		
Constraint	Residual	
[1]	-1.54E-8 *?*	
[2]	1.0000	
[3]	-1.5E-8 *?*	

The 2 nonlinear constraints which are marked with *?* are not satisfied at the accuracy specified by the LCEPSILON= option. However, the default value of this option seems to be too strong to be applied to nonlinear constraints.

NLPNRA Call

CALL NLPNRA(*rc*, *xr*, "fun", *x0* <, *opt*> <, *b1c*> <, *tc*> <, *par*> <, "ptit"> <, "grd"> <, "hes">);

The NLPNRA subroutine uses the Newton-Raphson method to compute an optimum value of a function.

See the section “Nonlinear Optimization and Related Subroutines” on page 870 for a listing of all NLP subroutines. See Chapter 17 for a description of the arguments of NLP subroutines.

The NLPNRA algorithm uses a pure Newton step at each iteration when both the Hessian is positive definite and the Newton step successfully reduces the value of the objective function. Otherwise, it performs a combination of ridging and line-search to compute successful steps. If the Hessian is not positive definite, a multiple of the identity matrix is added to the Hessian matrix to make it positive definite (Eskow and Schnabel 1991).

The subroutine uses the gradient $g^{(k)} = \nabla f(x^{(k)})$ and the Hessian matrix $\mathbf{G}^{(k)} = \nabla^2 f(x^{(k)})$. It requires continuous first- and second-order derivatives of the objective function inside the feasible region. If second-order derivatives are computed efficiently and precisely, the NLPNRA method does not need many function, gradient, and Hessian calls, and it can perform well for medium to large problems.

Using only function calls to compute finite difference approximations for second-order derivatives can be computationally very expensive and can contain significant rounding errors. If you use the “*grd*” input argument to specify a module that computes first-order derivatives analytically, you can reduce drastically the computation time for numerical second-order derivatives. The computation of the finite difference approximation for the Hessian matrix generally uses only n calls of the module that specifies the gradient.

In each iteration, a line search is done along the search direction to find an approximate optimum of the objective function. The default line-search method uses quadratic interpolation and cubic extrapolation. You can specify other line-search algorithms with the fifth element of the *opt* argument. See the section “[Options Vector](#)” on page 381 for details.

In unconstrained and boundary constrained cases, the NLPNRA algorithm can take advantage of diagonal or sparse Hessian matrices that are specified by the input argument “*hes*”. To use sparse Hessian storage, the value of the ninth element of the *opt* argument must specify the number of nonzero Hessian elements returned by the Hessian module. See the section “[Objective Function and Derivatives](#)” on page 372 for more details.

In addition to the standard iteration history, the NLPNRA subroutine prints the following information:

- The heading *alpha* is the step size, α , computed with the line-search algorithm.
- The heading *slope* refers to $g^T s$, the slope of the search direction at the current parameter iterate $x^{(k)}$. For minimization, this value should be significantly smaller than zero. Otherwise, the line-search algorithm has difficulty reducing the function value sufficiently.

The following statements invoke the NLPNRA subroutine to solve the constrained Betts optimization problem (see the section “[Constrained Betts Function](#)” on page 365). The iteration history follows.

```

start F_BETTS(x);
  f = .01 * x[1] * x[1] + x[2] * x[2] - 100;
  return(f);
finish F_BETTS;

con = { 2 -50 . . ,
        50 50 . . ,
        10 -1 1 10};
x = {-1 -1};
opt = {0 2};
call nlpnra(rc, xres, "F_BETTS", x, opt, con);

```

Figure 26.244 Newton-Raphson Optimization

Note: Initial point was changed to be feasible for boundary and linear constraints.

Optimization Start					
Parameter Estimates					
N	Parameter	Estimate	Gradient Objective	Lower Bound	Upper Bound
			Function	Constraint	Constraint
1	X1	6.800000	0.136000	2.000000	50.000000
2	X2	-1.000000	-2.000000	-50.000000	50.000000

Figure 26.244 *continued***Value of Objective Function = -98.5376****Linear Constraints**

1 59.00000 : 10.0000 <= + 10.0000 * X1 - 1.0000 * X2

Newton-Raphson Optimization with Line Search**Without Parameter Scaling****Gradient Computed by Finite Differences****CRP Jacobian Computed by Finite Differences**

Parameter Estimates	2
Lower Bounds	2
Upper Bounds	2
Linear Constraints	1

Optimization Start

Active Constraints	0	Objective Function	-98.5376
Max Abs Gradient Element	2		

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction
1	0	2	0	-98.81551	0.2779	1.8000	0.100	-2.925
2 *	0	3	0	-99.40840	0.5929	1.2713	0.294	-2.365
3 *	0	4	1	-99.87460	0.4662	0.5845	0.540	-1.182
4	0	5	1	-99.96000	0.0854	0.000025	1.000	-0.171
5	0	6	1	-99.96000	1.54E-10	0	1.000	-31E-11

Optimization Results

Iterations	5	Function Calls	7
Hessian Calls	6	Active Constraints	1
Objective Function	-99.96	Max Abs Gradient Element	0
Slope of Search Direction	-3.07388E-10	Ridge	0

GCONV convergence criterion satisfied.**Optimization Results****Parameter Estimates**

N	Parameter	Estimate	Gradient	Active
			Objective	Bound
1	X1	2.000000	0.040000	Lower BC
2	X2	-4.860653E-9	0	

Value of Objective Function = -99.96**Linear Constraints Evaluated at Solution**

1 10.00000 = -10.0000 + 10.0000 * X1 - 1.0000 * X2

NLPNRR Call

CALL NLPNRR(*rc*, *xr*, "fun", *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, "grd"> <, "hes">);

The NLPNRR subroutine uses a Newton-Raphson ridge method to compute an optimum value of a function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPNRR algorithm uses a pure Newton step when both the Hessian is positive definite and the Newton step successfully reduces the value of the objective function. Otherwise, a multiple of the identity matrix is added to the Hessian matrix.

The subroutine uses the gradient $g^{(k)} = \nabla f(x^{(k)})$ and the Hessian matrix $\mathbf{G}^{(k)} = \nabla^2 f(x^{(k)})$. It requires continuous first- and second-order derivatives of the objective function inside the feasible region.

Note that using only function calls to compute finite difference approximations for second-order derivatives can be computationally very expensive and can contain significant rounding errors. If you use the “*grd*” input argument to specify a module that computes first-order derivatives analytically, you can reduce drastically the computation time for numerical second-order derivatives. The computation of the finite difference approximation for the Hessian matrix generally uses only n calls of the module that specifies the gradient.

The NLPNRR method performs well for small- to medium-sized problems, and it does not need many function, gradient, and Hessian calls. However, if the gradient is not specified analytically by using the “*grd*” module argument, or if the computation of the Hessian module specified with the “*hes*” argument is computationally expensive, one of the (dual) quasi-Newton or conjugate gradient algorithms might be more efficient.

In addition to the standard iteration history, the NLPNRR subroutine prints the following information:

- The heading *ridge* refers to the value of the nonnegative ridge parameter. A value of zero indicates that a Newton step is performed. A value greater than zero indicates either that the Hessian approximation is zero or that the Newton step fails to reduce the optimization criterion. A large value can indicate optimization difficulties.
- The heading *rho* refers to ρ , the ratio of the achieved difference in function values and the predicted difference, based on the quadratic function approximation. A value that is much smaller than 1 indicates possible optimization difficulties.

The following statements invoke the NLPNRR subroutine to solve the constrained Betts optimization problem (see the section “[Constrained Betts Function](#)” on page 365). The iteration history follows.

```

start F_BETTS(x);
  f = .01 * x[1] * x[1] + x[2] * x[2] - 100;
  return(f);
finish F_BETTS;

con = { 2 -50  .  . ,
        50  50  .  . ,
        10 -1  1  10};
x = {-1 -1};
opt = {0 2};
call nlpnrr(rc, xres, "F_BETTS", x, opt, con);

```

Figure 26.245 Newton-Raphson Optimization

Note: Initial point was changed to be feasible for boundary and linear constraints.

Optimization Start					
Parameter Estimates					
N	Parameter	Estimate	Gradient Objective Function	Lower Bound Constraint	Upper Bound Constraint
1	X1	6.800000	0.136000	2.000000	50.000000
2	X2	-1.000000	-2.000000	-50.000000	50.000000

Value of Objective Function = -98.5376

Linear Constraints

1 59.000000 : 10.0000 <= + 10.0000 * X1 - 1.0000 * X2

Newton-Raphson Ridge Optimization**Without Parameter Scaling****Gradient Computed by Finite Differences****CRP Jacobian Computed by Finite Differences**

Parameter Estimates	2
Lower Bounds	2
Upper Bounds	2
Linear Constraints	1

Optimization Start

Active Constraints	0	Objective Function	-98.5376
Max Abs Gradient Element	2		

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Ratio Between Actual and Predicted Change	
							Ridge	Change
1	0	2	1	-99.87337	1.3358	0.5887	0	0.706
2	0	3	1	-99.96000	0.0866	0.000040	0	1.000
3	0	4	1	-99.96000	4.07E-10	0	0	1.014

Optimization Results

Iterations	3	Function Calls	5
Hessian Calls	4	Active Constraints	1
Objective Function	-99.96	Max Abs Gradient Element	0
Ridge	0	Actual Over Pred Change	1.0135158294

GCONV convergence criterion satisfied.

Figure 26.245 *continued*

Optimization Results					
Parameter Estimates					
N	Parameter	Estimate	Gradient Function	Active Objective Bound	Constraint
1	X1	2.000000	0.040000	Lower	BC
2	X2	0.000000134		0	

Value of Objective Function = -99.96

Linear Constraints Evaluated at Solution

1 $10.00000 = -10.0000 + 10.0000 * X1 - 1.0000 * X2$

NLPQN Call

```
CALL NLPQN(rc, xr, "fun", x0<, opt><, b/c><, tc><, par><, "ptit"><, "grd"><, "nlc"><, "jacnlc">);
```

The NLPQN subroutine uses a quasi-Newton method to compute an optimum value of a function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPQN subroutine uses (dual) quasi-Newton optimization techniques, and it is one of the two available subroutines that can solve problems with nonlinear constraints. These techniques work well for medium to moderately large optimization problems where the objective function and the gradient are much faster to compute than the Hessian matrix. The NLPQN subroutine does not need to compute second-order derivatives, but it generally requires more iterations than the techniques that compute second-order derivatives.

The two categories of problems solved by the NLPQN subroutine are unconstrained or linearly constrained problems and nonlinearly constrained problems. Unconstrained or linearly constrained problems do not use the “*nlc*” or “*jacnlc*” module arguments, whereas nonlinearly constrained problems use the arguments to specify the nonlinear constraints and the Jacobian matrix of their first-order derivatives, respectively.

The type of optimization problem specified determines the algorithm that the subroutine invokes. The algorithms are very different, and they use different sets of termination criteria. For more details, see the section “[Termination Criteria](#)” on page 385.

Unconstrained or Linearly Constrained Quasi-Newton Optimization

The NLPQN subroutine invokes this algorithm if you do not specify the “*nlc*” argument. Using the fourth element of the *opt* argument, you can specify two update formulas for either the original quasi-Newton algorithm or the dual quasi-Newton algorithm, as indicated in the following table:

Value of <i>opt[4]</i>	Update Method
1	Dual Broyden, Fletcher, Goldfarb, and Shanno (DBFGS) update of the Cholesky factor of the Hessian matrix. This is the default.
2	Dual Davidon, Fletcher, and Powell (DDFP) update of the Cholesky factor of the Hessian matrix.
3	Original Broyden, Fletcher, Goldfarb, and Shanno (BFGS) update of the inverse Hessian matrix.
4	Original Davidon, Fletcher, and Powell (DFP) update of the inverse Hessian matrix.

In each iteration, a line search is performed along the search direction to find an approximate optimum of the objective function. The default line-search method uses quadratic interpolation and cubic extrapolation to obtain a step size that satisfies the Goldstein conditions. One of the Goldstein conditions can be violated if the feasible region defines an upper limit of the step size. Violating the left-side Goldstein condition can affect the positive definiteness of the quasi-Newton update. In these cases, either the update is skipped or the iterations are restarted with an identity matrix that results in the steepest descent or ascent search direction. You can specify line-search algorithms different from the default method with the fifth element of the *opt* argument.

The following statements invoke the NLPQN subroutine to solve the Rosenbrock problem (see the section “[Unconstrained Rosenbrock Function](#)” on page 361):

```

start F_ROSEN(x);
  y1 = 10 * (x[2] - x[1] * x[1]);
  y2 = 1 - x[1];
  f = 0.5 * (y1 * y1 + y2 * y2);
  return(f);
finish F_ROSEN;
x = {-1.2 1};
opt = {0 2 . 2};
call nlpqn(rc, xr, "F_ROSEN", x, opt);

```

Since *opt[4]*=2, the DDFP update is performed. The gradient is approximated by finite differences since no module is specified that computes the first-order derivatives. Part of the iteration history follows. In addition to the standard iteration history, the NLPQN subroutine prints the following information for unconstrained or linearly constrained problems:

- The heading *alpha* is the step size, α , computed with the line-search algorithm.
- The heading *slope* refers to $g^T s$, the slope of the search direction at the current parameter iterate $x^{(k)}$. For minimization, this value should be significantly smaller than zero. Otherwise, the line-search algorithm has difficulty reducing the function value sufficiently.

Figure 26.246 Quasi-Newton Optimization

Optimization Start									
Parameter Estimates									
N	Parameter	Estimate	Gradient Objective Function						
1	X1	-1.200000	-107.799989						
2	X2	1.000000	43.999999						

Value of Objective Function = 12.1

Dual Quasi-Newton Optimization

Dual Davidon - Fletcher - Powell Update (DDFP)

Gradient Computed by Finite Differences

Parameter Estimates 2									
Optimization Start									
Active Constraints					Objective Function 12.1				
Max Abs Gradient Element 107.79998927									
Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction	
1	0	4	0	2.06405	10.0359	0.7917	0.0340	-628.8	
2	0	7	0	1.92035	0.1437	8.6301	6.557	-0.0363	
3	0	10	0	1.78089	0.1395	11.0943	8.193	-0.0288	
4	0	13	0	1.33331	0.4476	7.6069	33.376	-0.0269	
5	0	17	0	1.13400	0.1993	0.9386	15.438	-0.0260	
6	0	22	0	0.93915	0.1948	3.5290	11.537	-0.0233	
7	0	24	0	0.84821	0.0909	4.8308	8.124	-0.0193	
8	0	30	0	0.54334	0.3049	4.1770	35.143	-0.0186	
9	0	32	0	0.46593	0.0774	0.9479	8.708	-0.0178	
10	0	37	0	0.35322	0.1127	2.5981	10.964	-0.0147	
11	0	40	0	0.26381	0.0894	3.3028	13.590	-0.0121	
12	0	41	0	0.20282	0.0610	0.6451	10.000	-0.0116	
13	0	46	0	0.11714	0.0857	1.6603	11.395	-0.0102	
14	0	51	0	0.07149	0.0456	2.4050	11.559	-0.0074	
15	0	53	0	0.04746	0.0240	0.5628	6.868	-0.0071	
16	0	58	0	0.02759	0.0199	1.3282	5.365	-0.0055	
17	0	60	0	0.01625	0.0113	1.9246	5.882	-0.0035	
18	0	62	0	0.00475	0.0115	0.6357	8.068	-0.0032	
19	0	66	0	0.00167	0.00307	0.4810	2.336	-0.0022	
20	0	70	0	0.0005952	0.00108	0.6043	3.287	-0.0006	
21	0	72	0	0.0000771	0.000518	0.0289	2.329	-0.0004	
22	0	76	0	1.92121E-6	0.000075	0.0365	1.772	-0.0001	
23	0	78	0	2.39914E-8	1.897E-6	0.00158	1.159	-331E-8	
24	0	80	0	5.0936E-11	2.394E-8	0.000016	0.967	-46E-9	
25	0	119	0	3.9538E-11	1.14E-11	7.962E-7	1.061	-19E-13	

Figure 26.246 *continued*

Optimization Results		
Iterations	25 Function Calls	120
Gradient Calls	107 Active Constraints	0
Objective Function	3.953804E-11	Max Abs Gradient Element 7.9622469E-7
Slope of Search Direction	-1.88032E-12	

ABSGCONV convergence criterion satisfied.

Optimization Results			
Parameter Estimates			
N	Parameter	Estimate	Gradient Objective Function
1	X1	0.999991	-0.000000796
2	X2	0.999982	0.000000430

Value of Objective Function = 3.953804E-11

Nonlinearly Constrained Quasi-Newton Optimization

The algorithm used for nonlinearly constrained quasi-Newton optimization is an efficient modification of Powell's (1978a, 1982b) variable metric constrained watchdog (VMCWD) algorithm. A similar but older algorithm (VF02AD) is part of the Harwell library. Both the VMCWD and VF02AD algorithms use Fletcher's VE02AD algorithm, which is also part of the Harwell library, for positive definite quadratic programming. This **NLPQN** implementation uses a quadratic programming subroutine that updates and downdates the Cholesky factor when the active set changes (Gill et al. 1984). The nonlinear **NLPQN** algorithm is not a feasible point algorithm, and the value of the objective function is not required to decrease monotonically. Instead, the algorithm tries to reduce a linear combination of objective function and constraint violations.

The following are similarities and differences between this algorithm and Powell's VMCWD algorithm:

- You can use the sixth element of the *opt* argument to modify the algorithm used by the **NLPQN subroutine**. If you specify *opt*[6]=2, which is the default, the evaluation of the Lagrange vector μ is performed the same way as described in Powell (1982). However, the VMCWD program seems to have a bug in the implementation of formula (4.4) in Powell (1982). If you specify *opt*[6]=1, the original update of μ used in the VF02AD algorithm in Powell (1978) is performed.
- Instead of updating an approximate Hessian matrix, this algorithm uses the dual BFGS or dual DFP update that updates the Cholesky factor of an approximate Hessian. If the condition of the updated matrix gets too bad, the algorithm restarts with a positive diagonal matrix. At the end of the first iteration after each restart, the Cholesky factor is scaled.
- The Cholesky factor is loaded into the quadratic programming subroutine, which ensures positive definiteness of the problem. During the quadratic programming step, the Cholesky factor of the projected Hessian matrix $Z_k^T G Z_k$ is updated simultaneously with $Q T$ decomposition when the active set changes. See Gill et al. (1984) for more information.
- The line-search strategy is very similar to that of Powell's algorithm, but this algorithm does not call for derivatives during the line search. Therefore, this algorithm generally needs fewer derivative calls

than function calls, whereas the VMCWD algorithm always requires the same number of derivative calls as function calls. Also, Powell's line-search method sometimes uses steps that are too long during the early iterations. In those cases, you can use the second element of the *par* argument to restrict the step length α in the first five iterations. See the section “[Control Parameters Vector](#)” on page 392 for more details.

- The watchdog strategy is also similar to that of Powell's algorithm. However, this algorithm does not return automatically after a fixed number of iterations to a previous, more optimal point. A return to such a point is further delayed if the observed function reduction is close to the expected function reduction of the quadratic model.
- Although Powell's termination criterion, the FTOL2 criterion, can still be used, the [NLPQN](#) implementation uses, by default, two other termination criteria (GTOL and ABSGTOL).

This algorithm is automatically invoked if the “*nlc*” argument is specified. The module specified with the “*nlc*” argument must return a vector of length n_c , where n_c is the total number of constraints. Letting n_e be the number of equality constraints, the constraints must be of the following form:

$$\begin{aligned} c_i(x) &= 0, \quad i = 1, \dots, n_c \\ c_i(x) &\geq 0, \quad i = n_e + 1, \dots, n_c \end{aligned}$$

The first n_c elements of the returned vector contain the c_i for the equality constraints, and the remaining elements contain the c_i for the inequality constraints.

NOTE: You must specify the total number of constraints with the tenth element of the *opt* argument, and if there are any equality constraints, you must specify their number, n_e , with the eleventh element of the *opt* argument.

The nonlinear [NLPQN](#) algorithm requires the Jacobian matrix of the first-order derivatives of the n_c constraints returned by the module specified by the “*nlc*” argument. You can provide these derivatives by specifying a module with the “*jacnlc*” argument. This module must return the Jacobian matrix J of first-order partial derivatives. That is, J is an $n_c \times n$ matrix such that the entry in the i th row and j th column is given by

$$J(i, j) = \frac{\partial c_i}{\partial x_j}$$

If you specify an “*nlc*” module without specifying a “*jacnlc*” argument, finite difference approximations of the first-order derivatives of the constraints are used. You can use the ninth element of the *par* argument to specify the number of accurate digits used in evaluating the constraints.

You can specify two update formulas with the fourth element of the *opt* argument as indicated in the following table:

Value of <i>opt</i> [4]	Update Method
1	Dual Broyden, Fletcher, Goldfarb, and Shanno (DBFGS) update of the Cholesky factor of the Hessian matrix. This is the default.
2	Dual Davidon, Fletcher, and Powell (DDFP) update of the Cholesky factor of the Hessian matrix.

This algorithm uses its own line-search technique. None of the options and parameters that control the line search in the other algorithms apply in the nonlinear [NLPQN](#) algorithm, with the exception of the second element of the *par* vector, which can be used to restrict the length of the step size in the first five iterations.

See Example 17.8 for an example where you need to specify a value for the second element of the *par* argument. The values of the fourth, fifth, and sixth elements of the *par* vector, which control the processing of linear and boundary constraints, are valid only for the quadratic programming subroutine used in each iteration of the **NLPQN** call. For a simple example of the **NLPQN** subroutine, see the section “[Rosen-Suzuki Problem](#)” on page 367.

NLPQUA Call

CALL NLPQUA(*rc*, *xr*, *quad*, *x0* <, *opt*> <, *blc*> <, *tc*> <, *par*> <, "ptit"> <, *lin*>);

The NLPQUA subroutine computes an optimum value of a quadratic objective function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPQUA subroutine uses a fast algorithm for maximizing or minimizing the quadratic objective function

$$\frac{1}{2}x^T \mathbf{G}x + g^T x + con$$

subject to boundary constraints and general linear equality and inequality constraints. The algorithm is memory-consuming for problems with general linear constraints.

The matrix \mathbf{G} must be symmetric but not necessarily positive definite (or negative definite for maximization problems). The constant term *con* affects only the value of the objective function, not its derivatives or the optimal point x^* .

The algorithm is an active-set method in which the update of active boundary and linear constraints is done separately. The QT decomposition of the matrix A_k of active linear constraints is updated iteratively (Gill et al. 1984). If n_f is the number of free parameters (that is, n minus the number of active boundary constraints) and n_a is the number of active linear constraints, then \mathbf{Q} is an $n_f \times n_f$ orthogonal matrix that contains null space Z in its first $n_f - n_a$ columns and range space Y in its last n_a columns. The matrix \mathbf{T} is an $n_a \times n_a$ triangular matrix of the form $t_{ij} = 0$ for $i < n - j$. The Cholesky factor of the projected Hessian matrix $Z_k^T \mathbf{G} Z_k$ is updated simultaneously with the QT decomposition when the active set changes.

The objective function is specified by the input arguments *quad* and *lin*, as follows:

- The *quad* argument specifies the symmetric $n \times n$ Hessian matrix, \mathbf{G} , of the quadratic term. The input can be in dense or sparse form. In dense form, all n^2 entries of the *quad* matrix must be specified. If $n \leq 3$, the dense specification must be used. The sparse specification can be useful when \mathbf{G} has many zero elements. You can specify an $nn \times 3$ matrix in which each row represents one of the nn nonzero elements of \mathbf{G} . The first column specifies the row location in \mathbf{G} , the second column specifies the column location, and the third column specifies the value of the nonzero element.
- The *lin* argument specifies the linear part of the quadratic optimization problem. It must be a vector of length n or $n + 1$. If *lin* is a vector of length n , it specifies the vector g of the linear term, and the constant term *con* is considered zero. If *lin* is a vector of length $n + 1$, then the first n elements of the argument specify the vector g and the last element specifies the constant term *con* of the objective function.

As in the other optimization subroutines, you can use the *b/c* argument to specify boundary and general linear constraints, and you must provide a starting point *x0* to determine the number of parameters. If *x0* is not feasible, a feasible initial point is computed by linear programming, and the elements of *x0* can be missing values.

Assuming nonnegativity constraints $x \geq 0$, the quadratic optimization problem is solved with the LCP call, which solves the linear complementarity problem.

Choosing a sparse (or dense) input form of the *quad* argument does not mean that the algorithm used in the NLPQUA subroutine is necessarily sparse (or dense). If the following conditions are satisfied, the NLPQUA algorithm stores and processes the matrix **G** as sparse:

- No general linear constraints are specified.
- The memory needed for the sparse storage of **G** is less than 80% of the memory needed for dense storage.
- **G** is not a diagonal matrix. If **G** is diagonal, it is stored and processed as a diagonal matrix.

The sparse NLPQUA algorithm uses a modified form of minimum degree Cholesky factorization (George and Liu 1981).

In addition to the standard iteration history, the NLPNRA subroutine prints the following information:

- The heading *alpha* is the step size, α , computed with the line-search algorithm.
- The heading *slope* refers to $g^T s$, the slope of the search direction at the current parameter iterate $x^{(k)}$. For minimization, this value should be significantly smaller than zero. Otherwise, the line-search algorithm has difficulty reducing the function value sufficiently.

The Betts problem (see the section “[Constrained Betts Function](#)” on page 365) can be expressed as a quadratic problem in the following way:

$$x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}, \quad G = \begin{bmatrix} 0.02 & 0 \\ 0 & 2 \end{bmatrix}, \quad g = \begin{bmatrix} 0 \\ 0 \end{bmatrix}, \quad con = -100$$

Then

$$\frac{1}{2}x^T G x - g^T x + con = 0.5[0.02x_1^2 + 2x_2^2] - 100 = 0.01x_1^2 + x_2^2 - 100$$

The following statements use the NLPQUA subroutine to solve the Betts problem:

```

lin  = { 0. 0. -100};
quad = { 0.02   0.0 ,
          0.0    2.0 };
c    = { 2. -50. . . ,
        50.  50. . . ,
        10. -1. 1. 10.};
x = { -1. -1.};
opt = {0 2};
call nlpqua(rc, xres, quad, x, opt, c, , , lin);

```

The *quad* argument specifies the G matrix, and the *lin* argument specifies the g vector with the value of *con* appended as the last element. The matrix *c* specifies the boundary constraints and the general linear constraint.

The iteration history follows.

Figure 26.247 Quadratic Optimization

Note: Initial point was changed to be feasible for boundary and linear constraints.

Optimization Start					
Parameter Estimates					
N	Parameter	Estimate	Gradient Objective Function	Lower Bound Constraint	Upper Bound Constraint
1	X1	6.800000	0.136000	2.000000	50.000000
2	X2	-1.000000	-2.000000	-50.000000	50.000000

Value of Objective Function = -98.5376

Linear Constraints
1 59.00000 : 10.0000 <= + 10.0000 * X1 - 1.0000 * X2

Null Space Method of Quadratic Problem

Parameter Estimates	2
Lower Bounds	2
Upper Bounds	2
Linear Constraints	1
Using Sparse Hessian	_

Optimization Start		
Active Constraints	0	Objective Function -98.5376
Max Abs Gradient Element	2	

Iteration	Restarts	Function Calls	Active Constraints	Objective Function	Objective Function Change	Max Abs Gradient Element	Step Size	Slope of Search Direction
1	0	2	1	-99.87349	1.3359	0.5882	0.706	-2.925
2	0	3	1	-99.96000	0.0865	0	1.000	-0.173

Optimization Results		
Iterations	2	Function Calls 4
Gradient Calls	3	Active Constraints 1
Objective Function	-99.96	Max Abs Gradient Element 0
Slope of Search Direction	-0.173010381	

ABSGCONV convergence criterion satisfied.

Figure 26.247 *continued*

Optimization Results					
Parameter Estimates					
N	Parameter	Estimate	Gradient Function	Active Objective Bound	Constraint
1	X1	2.000000	0.040000	Lower	BC
2	X2	0	0		

Value of Objective Function = -99.96

Linear Constraints Evaluated at Solution

1	10.00000 = -10.0000 + 10.0000 * X1 - 1.0000 * X2
---	--

NLPTR Call

CALL NLPTR(rc, xr, "fun", x0 <, opt> <, blc> <, tc> <, par> <, ptit"> <, "grd"> <, "hes">);

The NLPTR subroutine uses a trust-region method to compute an optimum value of a function.

See the section “[Nonlinear Optimization and Related Subroutines](#)” on page 870 for a listing of all NLP subroutines. See [Chapter 17](#) for a description of the arguments of NLP subroutines.

The NLPTR subroutine is a trust-region method. The algorithm uses the gradient $g^{(k)} = \nabla f(x^{(k)})$ and Hessian matrix $G^{(k)} = \nabla^2 f(x^{(k)})$ and requires that the objective function $f = f(x)$ has continuous first- and second-order derivatives inside the feasible region.

The $n \times n$ Hessian matrix G contains the second derivatives of the objective function f with respect to the parameters x_1, \dots, x_n , as follows:

$$G(x) = \nabla^2 f(x) = \left(\frac{\partial^2 f}{\partial x_j \partial x_k} \right)$$

The trust-region method works by optimizing a quadratic approximation to the nonlinear objective function within a hyperelliptic trust region. This trust region has a radius, Δ , that constrains the step size that corresponds to the quality of the quadratic approximation. The method is implemented by using Dennis, Gay, and Welsch (1981), Gay (1983), and Moré and Sorensen (1983).

Finite difference approximations for second-order derivatives that use only function calls are computationally very expensive. If you specify first-order derivatives analytically with the “*grd*” module argument, you can drastically reduce the computation time for numerical second-order derivatives. Computing the finite difference approximation for the Hessian matrix G generally uses only n calls of the module that computes the gradient analytically.

The NLPTR method performs well for small- to medium-sized problems and does not need many function, gradient, and Hessian calls. However, if the gradient is not specified by using the “*grd*” argument or if the computation of the Hessian module, as specified by the “*hes*” module argument, is computationally expensive, one of the (dual) quasi-Newton or conjugate gradient algorithms might be more efficient.

In addition to the standard iteration history, the NLPTR subroutine prints the following information:

- Under the heading *Iter*, an asterisk (*) printed after the iteration number indicates that the computed Hessian approximation was singular and had to be ridged with a positive value.
- The heading *lambda* represents the Lagrange multiplier, λ . This has a value of zero when the optimum of the quadratic function approximation is inside the trust region, in which case a trust-region-scaled Newton step is performed. It is greater than zero when the optimum is at the boundary of the trust region, in which case the scaled Newton step is too long to fit in the trust region and a quadratically constrained optimization is done. Large values indicate optimization difficulties, and as in Gay (1983), a negative value indicates the special case of an indefinite Hessian matrix.
- The heading *radius* refers to Δ , the radius of the trust region. Small values of the radius combined with large values of λ in subsequent iterations indicate optimization problems.

For an example of the use of the NLPTR subroutine, see the section “[Unconstrained Rosenbrock Function](#)” on page 361.

NORM Function

NORM(*x*, <, *method*>);

The NORM function computes the vector or matrix norm of *x*. The norm depends on the metric specified by the *method* argument. The arguments are as follows:

<i>x</i>	specifies a numeric vector with <i>n</i> elements or an $n \times p$ numeric matrix.
<i>method</i>	is an optional argument that specifies the method used to specify the norm. The <i>method</i> argument is either a numeric value, $method \geq 1$, or a case-insensitive character value. The valid options are given in the following sections.

Methods for Vector Norms

If *x* is a vector, then a vector norm is computed. The following are valid values of the *method* argument:

“L1”	specifies that the function compute the 1-norm: $\ x\ _1 = \sum_k x_k $. An equivalent alias is “CityBlock” or “Manhattan”.
“L2”	specifies that the function compute the Euclidean 2-norm: $\ x\ _2 = \sqrt{(x'x)} = (\sum_k x_k ^2)^{1/2}$. This is the default value. An equivalent alias is “Euclidean” or “Frobenius”.
“LInf”	specifies that the function compute the ∞ -norm: $\ x\ _\infty = \max_k x_k $. An equivalent alias is “Chebyshev”.
<i>p</i>	is a numeric value, $p \geq 1$, that specifies the <i>p</i> -norm: $\ x\ _p = (\sum_k x_k ^p)^{1/p}$, $p \geq 1$.

Methods for Matrix Norms

For an $n \times p$ matrix A such that $n > 1$ and $p > 1$, the *method* argument has the following valid values:

- “Frobenius” specifies the Frobenius norm: $\|A\|_F = \left(\sum_{i=1}^n \sum_{j=1}^p |a_{ij}|^2 \right)^{1/2}$. This is the default value.
- “L1” specifies the matrix 1-norm: $\|A\|_1 = \max_{1 \leq j \leq p} \sum_{i=1}^n |a_{ij}|$. This norm computes the maximum of the absolute column sums.
- “L2” specifies the matrix 2-norm, which is equivalent to the square root of the largest eigenvalue of the $A'A$ matrix. This quantity can be expensive to compute because the function internally computes eigenvalues.
- “LInf” specifies the ∞ -norm: $\|A\|_\infty = \max_{1 \leq i \leq n} \sum_{j=1}^p |a_{ij}|$. This norm computes the maximum of the absolute row sums.

The matrix p -norm is not available unless $p \in \{1, 2, \infty\}$.

The following statements compute vector norms:

```
/* compute vector norms */
v = 1:5;
vn1 = norm(v, "L1");
vn2 = norm(v, "L2");
vnInf = norm(v, "LInf");
print vn1 vn2 vnInf;
```

Figure 26.248 Vector Norms

vn1	vn2	vnInf
15	7.4161985	5

You can also compute matrix norms, as follows:

```
x = {1 2, 3 4};
mn1 = norm(x, "L1");
mnF = norm(x, "Frobenius");
mnInf = norm(x, "LInf");
print mn1 mnF mnInf;
```

Figure 26.249 Matrix Norms

mn1	mnF	mnInf
6	5.4772256	7

The NORM function returns a missing value if any element of the argument contains a missing value.

NORMAL Function

NORMAL(seed);

This function is deprecated. Instead, use the RANDGEN subroutine to generate random values.

NROW Function

NROW(*matrix*);

The NROW function returns the number of rows in its matrix argument. If the matrix has not been given a value, the NROW function returns a value of 0.

For example, following statements display the number of rows of the matrix **m**:

```
m = {1 2 3, 4 5 6, 3 2 1, 4 3 2, 5 4 3};
n = nrow(m);
print n;
```

Figure 26.250 Number of Rows in a Matrix

n
5

NUM Function

NUM(*matrix*);

The NUM function produces a numeric representation of elements in a character matrix. If you have a character matrix for which each element is a string representation of a number, the NUM function produces a numeric matrix with dimensions that are the same as the dimensions of the argument and with elements that are the numeric representations (double-precision floating-point) of the corresponding elements of the argument.

For example, following statements display the result of converting a character matrix to a numeric matrix:

```
c = {"1" "2" "3"};
reset print;      /* display values and type of matrices */
m = num(c);
```

Figure 26.251 Numeric Matrix

m	1 row	3 cols	(numeric)
1 2 3			

You can also use the PUTN function in Base SAS software to apply a SAS format to each element of a numeric matrix. The resulting matrix is character-valued.

See also the description of the [CHAR function](#), which converts numeric matrices into character matrices.

ODE Call

CALL ODE(*r*, "dername", *c*, *t*, *h* <, **J="jacobian"> <, **EPS**=*eps*> <, "SAS-data-set">);**

The ODE subroutine performs numerical integration of first-order vector differential equations of the form

$$\frac{dy}{dt} = f(t, y(t)) \quad \text{with } y(0) = c$$

The ODE subroutine returns the following values:

- r* is a numeric matrix that contains the results of the integration over connected subintervals. The number of columns in *r* is equal to the number of subintervals of integration as defined by the argument *t*. In case of any error in the integration on any subinterval, partial results are not reported in *r*.

The input arguments to the ODE subroutine are as follows:

- “*dename*” specifies the name of a module used to evaluate the integrand.
- c* specifies an initial value vector for the variable *y*.
- t* specifies a sorted vector that describes the limits of integration over connected subintervals. The simplest form of the vector *t* contains only the limits of the integration on one interval. The first component of *t* should contain the initial value, and the second component should be the final value of the independent variable. For more advanced usage of the ODE subroutine, the vector *t* can contain more than two components. The components of the vector must be sorted in ascending order. Two consecutive components of the vector *t* are interpreted as a subinterval. The ODE subroutine reports the final result of integration at the right endpoint of each subinterval. This information is vital if $f(\cdot)$ has internal points of discontinuity. To produce accurate solutions, it is essential that you provide the location of these points in the variable *t*. The continuity of the forcing function is vital to the internal control of error.
- h* specifies a numeric vector that contains three components: the minimum allowable step size, *hmin*; the maximum allowable step size, *hmax*; and the initial step size to start the integration process, *hinit*.
- “*jacobian*” optionally specifies the name of a module that is used to evaluate the Jacobian analytically. The Jacobian is the matrix *J*, with

$$J_{ij} = \frac{\partial f_i}{\partial y_j}$$

If the “*jacobian*” module is not specified, the ODE subroutine uses a finite-difference method to approximate the Jacobian. The keyword for this option is J.

- eps* specifies a scalar that indicates the required accuracy. It has a default value of 1E–4. The keyword for this option is EPS.

- SAS-data-set* is an optional argument that specifies the name of a valid predefined SAS data set name. The data set is used to save the successful independent and dependent variables of the integration at each step. The keyword for this option is DATA.

The ODE subroutine is an adaptive, variable-order, variable-step-size, stiff integrator based on implicit backward-difference methods. See Aiken (1985), Bickart and Picel (1973), Donelson and Hansen (1971),

Gaffney (1984), and Shampine (1978). The integrator is an implicit predictor-corrector method that locally attempts to maintain the prescribed precision *eps* relative to

$$d = \max_{0 \leq t \leq T} (\|y(t)\|_\infty, 1)$$

As you can see from the expression, this quantity is dynamically updated during the integration process and can help you to understand the validity of the results reported by the subroutine.

A Linear Differential Equation

Consider the differential equation

$$\frac{dy}{dt} = -ty \text{ with } y = 0.5 \text{ at } t = 0$$

The following statements attempt to find the solution at $t = 1$:

```
/* Define the integrand */
start fun(t,y);
  v = -t*y;
  return(v);
finish;

/* Call ODE */
c   = 0.5;
t   = {0 1};
h   = {1E-12 1 1E-5};
call ode(r1, "FUN", c, t, h);
print r1[format=E21.14];
```

Figure 26.252 Solution to a Differential Equation at $t = 1$

r1
3.03432290135600E-01

In this case, the integration is carried out over $(0, 1)$ to give the value of y at $t = 1$. The optional parameter *eps* has not been specified, so it is internally set to $1E-4$. Also, the optional parameter “jacobian” has not been specified, so finite-difference methods are used to estimate the Jacobian. The accuracy of the answer can be increased by specifying *eps*. For example, set EPS=1E-7, as follows:

```
call ode(r2, "FUN", c, t, h) eps=1E-7;
print r2[format =E21.14];
```

Figure 26.253 A Solution with Increased Accuracy

r2
3.03265687354960E-01

Compare this value to $0.5e^{-0.5} = 3.03265329856310E - 01$ and observe that the result is correct through the sixth decimal digit and has an error relative to 1 that is $O(1E - 7)$.

If the solution was desired at 1 and 2 with an accuracy of $1E - 7$, you would use the following statements:

```
t = {0 1 2};
h = {1E-12 1 1E-5};
call ode(r3, "FUN", c, t, h) eps=1E-7;
print r3[format=E21.14];
```

Figure 26.254 A Solution at Two Times

r3
3.03265687354960E-01 6.76677185425360E-02

Note that **r3** contains the solution at $t = 1$ in the first column and at $t = 2$ in the second column.

A Discontinuous Forcing Function

Now consider the smoothness of the forcing function $f(\cdot)$. For the purpose of estimating errors, adaptive methods require some degree of smoothness in the function $f(\cdot)$. If this smoothness is not present in $f(\cdot)$ over the interior and including the left endpoint of the subinterval, the reported result does not have the desired accuracy. The function $f(\cdot)$ must be at least continuous. If the function does not meet this requirement, you should specify the discontinuity as an intermediate point. For example, consider the differential equation

$$\frac{dy}{dt} = \begin{cases} t & \text{if } t < 1 \\ 0.5t^2 & \text{if } t \geq 1 \end{cases}$$

To find the solution at $t = 2$, use the following statements:

```
/* Define the integrand */
start fun(t,y);
  if t < 1 then v = t;
  else v = .5*t*t;
  return(v);
finish;

c = 0;
t = {0 2};
h = {1E-12 1. 1E-5};
call ode(r1, "FUN", c, t, h) eps=1E-12;
print r1[format=E21.14];
```

Figure 26.255 Numerical Solution Across a Discontinuity

r1
1.66666626639430E+00

In the preceding case, the integration is carried out over a single interval, $(0, 2)$. The optional parameter **eps** is specified to be $1E-12$. The optional parameter “*jacobian*” is not specified, so finite-difference methods are used to estimate the Jacobian.

Note that the value of **r1** does not have the required accuracy (it should contain a 12 decimal-place representation of $5/3$), although no error message is produced. The reason is that the function is not continuous at the point $t = 1$. Even the lowest-order method cannot produce a local reliable error estimate near the point of

discontinuity. To avoid this problem, you can create subintervals so that the integration is carried out first over $(0, 1)$ and then over $(1, 2)$. The following statements implement this method:

```
c = 0;
t = {0 1 2};
h = {1E-12 1 1E-5};
call ode(r2, "FUN", c, t, h) eps=1E-12;
print r2[format=E21.14];
```

Figure 26.256 Numerical Solution on Subintervals

r2
5.00000000003280E-01 1.6666666667280E+00

The variable **r2** contains the solutions at both $t = 1$ and $t = 2$, and the errors are of the specified order. Although there is no interest in the solution at the point $t = 1$, the advantage of specifying subintervals with no discontinuities is that the function $f(\cdot)$ is infinitely differentiable in each subinterval.

A Piecewise Continuous Forcing Function

When $f(\cdot)$ is continuous, the ODE subroutine can compute the integration to the specified precision, even if the function is defined piecewise. Consider the differential equation

$$\frac{dy}{dt} = \begin{cases} t & \text{if } t < 1 \\ t^2 & \text{if } t \geq 1 \end{cases}$$

The following statements finds the solution at $t = 2$. Since the function $f(\cdot)$ is continuous, the requirements for error control are satisfied.

```
/* Define the integrand */
start fun(t,y);
  if t < 1 then v = t;
  else v = t*t;
  return(v);
finish;

c = 0.5;
t = {0 2};
h = {1E-12 1 1E-5};
call ode(r, "FUN", c, t, h) eps=1E-12;
print r[format=E21.14];
```

Figure 26.257 Numerical Solution Across a Discontinuity

r
3.3333333334290E+00

Comparing Numerical Integration with an Eigenvalue Decomposition

This example compares the ODE subroutine to an eigenvalue decomposition for stiff-linear systems. In the problem

$$\frac{dy}{dt} = Ay \text{ with } y(0) = c$$

where A is a symmetric constant matrix, the solution can be written in terms of the eigenvalue decomposition as

$$y(t) = Ue^{Dt}U'c$$

where U is the matrix of eigenvectors and D is a diagonal matrix with the eigenvalues on its diagonal.

The following statements produce two solutions, one by using the ODE subroutine and the other by using the eigenvalue decomposition:

```
/* Define the integrand */
start fun(t,x) global(a,count);
  count = count+1;
  v = a*x;
  return(v);
finish;

/* Define the Jacobian */
start jac(t,x) global(a);
  return(a);
finish;

a = {-1000 -1 -2 -3,
      -1 -2  3 -1,
      -2  3 -4 -3,
      -3 -1 -3 -5 };

count = 0;
t = {0 1 2};
h = {1E-12 1 1E-5};
eps = 1E-9;
c = {1, 0, 0, 0 };
call ode(z, "FUN", c, t, h)  eps=eps j="JAC";
print z[format=E21.14];
print count;
```

Figure 26.258 Numerical Integration of a Linear System

z	
1.85787365492010E-06	6.58581431443360E-06
-1.76251618648210E-03	-6.35540480231360E-03
-1.56685608329260E-03	-5.72429355490000E-03
1.01207978491490E-03	3.73655984699120E-03

count

437

```

/* Do the eigenvalue decomposition */
start eval(t) global(d,u,c);
  v = u*diag(exp(d*t))*u`*c;
  return(v);
finish;

call eigen(d,u,a);
free z1;
do i = 1 to nrow(t)*ncol(t)-1;
  z1 = z1 || (eval(t[i+1]));
end;
print z1[format=E21.14];

```

Figure 26.259 Analytic Solution of a Linear System

z
1.85787365492010E-06 6.58581431443360E-06
-1.76251618648210E-03 -6.35540480231360E-03
-1.56685608329260E-03 -5.72429355490000E-03
1.01207978491490E-03 3.73655984699120E-03

count
437

z1
1.85787839378720E-06 6.58580950202810E-06
-1.76251639451200E-03 -6.35540294085790E-03
-1.56685625917120E-03 -5.72429205508220E-03
1.01207878768800E-03 3.73655890904620E-03

Is this an $O(1E - 9)$ result? Note that for the problem

$$d = \max_{0 \leq t \leq T} (\|y(t)\|_\infty, 1) = 1$$

with the $1E-6$ result, the ODE subroutine should attempt to maintain an accuracy of $1E-9$ relative to 1. Therefore, the $1E-6$ result should have almost three correct decimal places. At $t = 2$, the first component of \mathbf{z} is $6.58597048842310E-06$, while its more accurate value is $6.58580950203220E-06$, showing an $O(1E - 10)$ error.

Troubleshooting

The ODE subroutine can fail for problems with unusual qualitative properties, such as finite escape time in the interval of integration (that is, the solution goes towards infinity at some finite time). In such cases, try testing with different subintervals and different levels of accuracy to gain some qualitative information about the behavior of the solution of the differential equation.

ODSGRAPH Call

CALL ODSGRAPH(*name*, *template*, *matrix1* <, *matrix2*, ..., *matrix13* >);

The ODSGRAPH subroutine renders an ODS statistical graph that is defined by a template.

The input arguments to the ODSGRAPH subroutine are as follows:

- name* is a character matrix or quoted literal that assigns a name to the graph. The name is used to identify the output graph in the SAS Results window.
- template* is a character matrix or quoted literal that names the template used to render the graph.
- matrix* is a matrix whose columns are supplied to the template. You can specify up to 13 arguments. The name of each column must be specified by using the **MATTRIB** statement or the COLNAME= option in a **READ** statement.

The ODSGRAPH subroutine (which requires a SAS/GRAF license) renders a graph defined by the input template. Data for the graph are in the columns of the matrix arguments. Column names are assigned to the matrices by using the MATTRIB statement or by using the COLNAME= option in a READ statement. This is illustrated in the following example, which produces a three-dimensional surface plot:

```

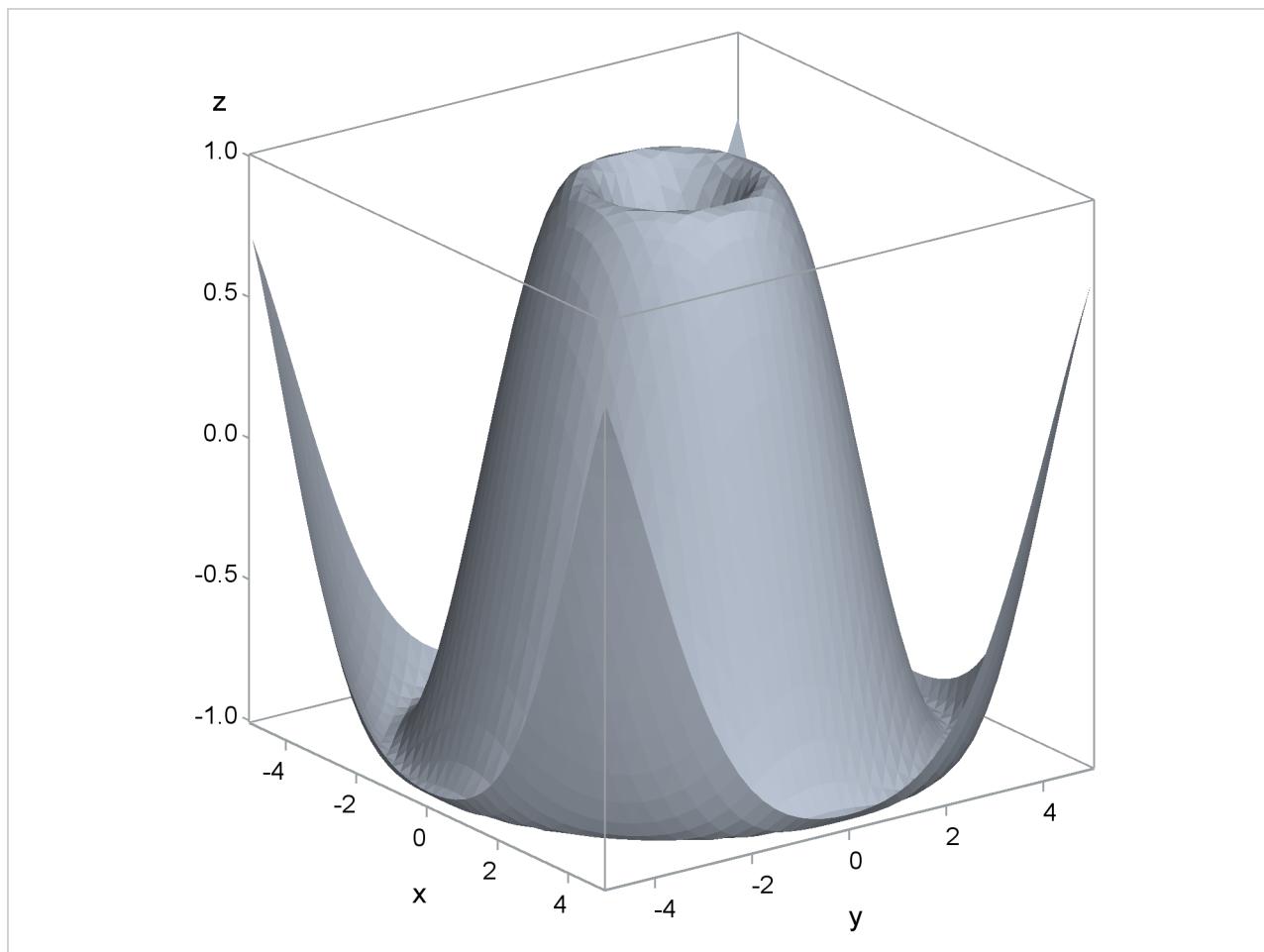
proc template;
  define statgraph SurfacePlot;
  BeginGraph;
  layout overlay3d;
    surfaceplotparm x=x y=y z=z / surfacetype=fill;
  endlayout;
  EndGraph;
end;
run;

ods graphics on;
title "Surface Plot";

proc iml;
XDiv = do( -5, 5, 0.25 );
YDiv = do( -5, 5, 0.25 );
nX = ncol(XDiv);
nY = ncol(YDiv);
x = shape(repeat(XDiv, nY, 1), 0, 1);
y = shape(repeat(YDiv`, 1, nX), 0, 1);
z = sin( sqrt( x##2 + y##2 ) );
matrix = x || y || z;
mattrib matrix colname={"x" "y" "z"};
call odsgraph("surface", "SurfacePlot", matrix);
quit;

ods graphics off;

```

Figure 26.260 ODS Graphic

In the example, the TEMPLATE procedure defines a template for a surface plot. The ODSGRAPH subroutine calls ODS to render the graph by using the layout in the template. (You can render the graph in any ODS destination.) The data for the graph are contained in a matrix. The MATTRIB statement associates the columns of the matrix with the variable names required by the template.

You can also create graphs from data that are read from a data set. If *x*, *y*, and *z* are variables in a data set, then the following statements plot these variables:

```
use myData;
read all into matrix[colname = c];
call odsgraph("surface", "SurfacePlot", matrix);
```

Since column names created via a READ statement are permanently associated with the INTO matrix, you do not need to use a MATTRIB statement for this example.

The sample programs distributed with SAS/IML software include other examples of plots that are available by using ODS Statistical Graphics.

OPSCAL Function

OPSCAL(*mlevel*, *quanti* <, *qualit*>);

The OPSCAL function rescales qualitative data to be a least squares fit to quantitative data.

The arguments to the OPSCAL function are as follows:

- | | |
|---------------|---|
| <i>mlevel</i> | specifies a scalar that has one of two values. When <i>mlevel</i> is 1, the <i>qualit</i> matrix is at the nominal measurement level; when <i>mlevel</i> is 2, it is at the ordinal measurement level. |
| <i>quanti</i> | specifies an $m \times n$ matrix of quantitative information assumed to be at the interval level of measurement. |
| <i>qualit</i> | specifies an $m \times n$ matrix of qualitative information whose level of measurement is specified by <i>mlevel</i> . When <i>qualit</i> is omitted, <i>mlevel</i> must be 2 and a temporary <i>qualit</i> is constructed that contains the integers from 1 to n in the first row, from $n + 1$ to $2n$ in the second row, from $2n + 1$ to $3n$ in the third row, and so forth, up to the integers $(m - 1)n$ to mn in the last(m th) row. You cannot specify <i>qualit</i> as a character matrix. |

The result of the OPSCAL function is the optimal scaling transformation of the qualitative (nominal or ordinal) data in *qualit*. The optimal scaling transformation that results has the following properties:

- It is a least squares fit to the quantitative data in *quanti*.
- It preserves the qualitative measurement level of *qualit*.

When *qualit* is at the nominal level of measurement, the optimal scaling transformation result is a least squares fit to *quanti*, given the restriction that the category structure of *qualit* must be preserved. If element *i* of *qualit* is in category *c*, then element *i* of the optimum scaling transformation result is the mean of all those elements of *quanti* that correspond to elements of *qualit* that are in category *c*.

For example, the following statements create the vector shown in Figure 26.261:

```
quanti = {5 4 6 7 4 6 2 4 8 6};
qualit = {6 6 2 12 4 10 4 10 8 6};
os = opscal(1, quanti, qualit);
print os;
```

Figure 26.261 Optimal Scaling Transformation of Nominal Data

os
5 5 6 7 3 5 3 5 8 5

The optimal scaling transformation result is said to preserve the nominal measurement level of *qualit* because wherever there was a *qualit* category *c*, there is now a result category label *v*. The transformation is least squares because the result element *v* is the mean of appropriate elements of *quanti*. This is Young's (1981) discrete-nominal transformation.

When *qualit* is at the ordinal level of measurement, the optimal scaling transformation result is a least squares fit to *quanti*, given the restriction that the ordinal structure of *qualit* must be preserved. This is done by determining blocks of elements of *qualit* so that if element *i* of *qualit* is in block *b*, then element *i* of the result

is the mean of all those *quanti* elements that correspond to block *b* elements of *qualit* so that the means are (weakly) in the same order as the elements of *qualit*.

For example, consider these statements, which produce the transformation shown in Figure 26.262:

```
os2 = opscal(2, quanti, qualit);
print os2;
```

Figure 26.262 Optimal Scaling Transformation of Ordinal Data

os2
5 5 4 7 4 6 4 6 6 5

This transformation preserves the ordinal measurement level of *qualit* because the elements of *qualit* and the result are (weakly) in the same order. It is least squares because the result elements are the means of appropriate elements of *quanti*. By comparing this result to the nominal one, you see that categories whose means are incorrectly ordered have been merged together to form correctly ordered blocks. This is known as Kruskal's (1964) least squares monotonic transformation.

You can omit the *qualit* argument, as shown in the following statements:

```
quanti = {5 3 6 7 5 7 8 6 7 8};
os3 = opscal(2, quanti);
print os3;
```

These statements are equivalent to specifying

```
qualit = 1:10;
```

The result is shown in Figure 26.263.

Figure 26.263 Optimal Scaling Transformation

os3
4 4 6 6 6 7 7 7 7 8

ORPOL Function

ORPOL(*x* <, *maxdegree* <, *weights* >);

The ORPOL function generates orthogonal polynomials on a discrete set of points.

The arguments to the ORPOL function are as follows:

- x* is an $n \times 1$ vector of values on which the polynomials are to be defined.
- maxdegree* specifies the maximum degree polynomial to be computed. If *maxdegree* is omitted, the default value is $\min(n, 19)$. If *weights* is specified, you must also specify *maxdegree*.
- weights* specifies an $n \times 1$ vector of nonnegative weights associated with the points in *x*. If you specify *weights*, you *must* also specify *maxdegree*. If *maxdegree* is not specified or is specified incorrectly, the default weights (all weights are 1) are used.

The ORPOL matrix function generates orthogonal polynomials evaluated at the n points contained in x by using the algorithm of Emerson (1968). The result is a column-orthonormal matrix \mathbf{P} with n rows and $\text{maxdegree}+1$ columns such that $\mathbf{P}'\text{diag}(\text{weights})\mathbf{P} = \mathbf{I}$. The result of evaluating the polynomial of degree $j - 1$ at the i th element of x is stored in $\mathbf{P}[i, j]$.

The maximum number of nonzero orthogonal polynomials (r) that can be computed from the vector and the weights is the number of distinct values in the vector, ignoring any value associated with a zero weight.

The polynomial of maximum degree has degree of $r - 1$. If the value of maxdegree exceeds $r - 1$, then columns $r + 1, r + 2, \dots, \text{maxdegree} + 1$ of the result are set to 0. In this case,

$$\mathbf{P}'\text{diag}(\text{weights})\mathbf{P} = \begin{bmatrix} I(r) & 0 \\ 0 & 0 \end{bmatrix}$$

The following statements create a matrix with three orthogonal columns, as shown in Figure 26.264:

```
x = T(1:5);
P = orpol(x, 2);
print P;
```

Figure 26.264 Orthogonal Polynomials

P
0.4472136 -0.632456 0.5345225
0.4472136 -0.316228 -0.267261
0.4472136 1.755E-17 -0.534522
0.4472136 0.3162278 -0.267261
0.4472136 0.6324555 0.5345225

The first column is a polynomial of degree 0 (a constant polynomial) evaluated at each point of x . The second column is a polynomial of degree 1 evaluated at each point of x . The third column is a polynomial of degree 2 evaluated at each point of x .

Normalization of the Polynomials

The columns of \mathbf{P} are orthonormal with respect to the inner product

$$\langle f, g \rangle = \sum_{i=1}^n f(x_i)g(x_i)w_i$$

as shown by the following statements:

```
reset fuzz;           /* print tiny numbers as zero */
w = j(ncol(x),1,1); /* default weight is all ones */
/* Verify orthonormal */
L = P`*diag(w)*P;
print L;
```

Some reference books on orthogonal polynomials do not normalize the columns of the matrix that represents the orthogonal polynomials. For example, a textbook might give the following as a fourth-degree polynomial evaluated on evenly spaced data:

```
textbookPoly = { 1 -2 2 -1 1,
                  1 -1 -1 2 -4,
                  1 0 -2 0 6,
                  1 1 -1 -2 -4,
                  1 2 2 1 1 };
```

To compare this representation to the normalized representation that the ORPOL function produces, use the following program:

```
/* Normalize the columns of textbook representation */
normalPoly = textbookPoly;
do i = 1 to ncol( normalPoly );
  v = normalPoly[,i];
  norm = sqrt(v[##]);
  normalPoly[,i] = v / norm;
end;

/* Compare the normalized matrix with ORPOL */
x = T(1:5); /* Any evenly spaced data gives the same answer */
imlPoly = orpol( x, 4 );

diff = imlPoly - normalPoly;
maxDiff = abs(diff)[,>];
reset fuzz; /* print tiny numbers as zero */
print maxDiff;
```

Figure 26.265 Normalizing a Matrix

maxDiff
0

Polynomial Regression

A typical use for orthogonal polynomials is to fit a polynomial to a set of data. Given a set of points (x_i, y_i) , $i = 1, \dots, m$, the classical theory of orthogonal polynomials says that the best approximating polynomial of degree d is given by

$$f_d = \sum_{i=1}^{d+1} c_i P_i$$

where $c_i = \langle y, P_i \rangle / \langle P_i, P_i \rangle$ and where P_i is the i th column of the matrix \mathbf{P} returned by ORPOL. But the matrix is orthonormal with respect to the inner product, so $\langle P_i, P_i \rangle = 1$ for all i . Thus you can easily compute a regression onto the span of polynomials.

In the following program, the weight vector is used to overweight or underweight particular data points. The researcher has reasons to doubt the accuracy of the first measurement. The last data point is also underweighted because it is a leverage point and is believed to be an outlier. The second data point was measured twice and is overweighted. (Rerunning the program with a weight vector of all ones and examining the new values of the **fit** variable is a good way to understand the effect of the weight vector.)

```

x = {0.1, 2, 3, 5, 8, 10, 20};
y = {0.5, 1, 0.1, -1, -0.5, -0.8, 0.1};

/* The second measurement was taken twice.
   The first and last data points are underweighted
   because of uncertainty in the measurements. */
w = {0.5, 2, 1, 1, 1, 1, 0.2};
maxDegree = 4;
P = orpol(x,maxDegree,w);

/* The best fit by a polynomial of degree k is
   Sum c_i P_i where c_i = <f,P_i> */
start InnerProduct(f,g,w);
  h = f#g#w;
  return (h[+]);
finish;

c = j(1,maxDegree+1);
do i = 1 to maxDegree+1;
  c[i] = InnerProduct(y, P[,i], w);
end;

FitResults = j(maxDegree+1,2);
do k = 1 to maxDegree+1;
  fit = P[,1:k] * c[1:k];
  resid = y - fit;
  FitResults[k,1] = k-1;      /* degree of polynomial */
  FitResults[k,2] = resid##; /* sum of square errors */
end;
print FitResults[colname={"Degree" "SSE"}];

```

Figure 26.266 Statistics for an Orthogonal Polynomial Regression

FitResults	
Degree	SSE
0	3.1733014
1	4.6716722
2	1.3345326
3	1.3758639
4	0.8644558

Testing Linear Hypotheses

The ORPOL function can also be used to test linear hypotheses. Suppose you have an experimental design with k factor levels. (The factor levels can be equally or unequally spaced.) At the i th level, you record n_k observations, $i = 1 \dots k$. If $n_1 = n_2 = \dots = n_k$, then the design is said to be *balanced*; otherwise it is *unbalanced*. You want to fit a polynomial model to the data and then ask how much variation in the data is explained by the linear component, how much variation is explained by the quadratic component after the linear component is taken into account, and so on for the cubic, quartic, and higher-level components.

To be completely concrete, suppose you have four factor levels (1, 4, 6, and 10) and that you record seven measurements at first level, two measurements at the second level, three measurements at the third level, and

four measurements at the fourth level. This is an example of an unbalanced and unequally spaced factor-level design. The following program uses orthogonal polynomials to compute the Type I sum of squares for the linear hypothesis. (The program works equally well for balanced designs and for equally spaced factor levels.)

The following program calls the ORPOL function to generate the orthogonal polynomial matrix P , and uses it to form the Type I hypothesis matrix L . The program then uses the DESIGN function to generate X , the design matrix associated with the experiment. The program then computes b , the estimated parameters of the linear model. Since L was expressed in terms of the orthogonal polynomial matrix P , the computations involved in forming the Type I sum of squares are considerably simplified.

```
/* unequally spaced and unbalanced factor levels */
levels = { 1,1,1,1,1,1,1,
           4,4,
           6,6,6,
           10,10,10,10};

/* data for y. Make sure the data are sorted
   according to the factor levels */
y = {2.804823, 0.920085, 1.396577, -0.083318,
      3.238294, 0.375768, 1.513658,          /* level 1 */
      3.913391, 3.405821,                      /* level 4 */
      6.031891, 5.262201, 5.749861,          /* level 6 */
      10.685005, 9.195842, 9.255719,    9.204497 /* level 10 */
};

a      = {1,4,6,10}; /* spacing */
trials = {7,2,3,4}; /* sample sizes */
maxDegree = 3; /* model with Intercept,a,a##2,a##3 */

P = orpol(a,maxDegree,trials);

/* Test linear hypotheses:
   How much variation is explained by the
   i_th polynomial component after components
   0..(i-1) have been taken into account? */

/* the columns of L are the coefficients of the
   orthogonal polynomial contrasts */
L = diag(trials)*P;

/* form design matrix */
x = design(levels);

/* compute b, the estimated parameters of the
   linear model. b is the mean of the y values
   at each level.
   b = ginv(x'*x) * x` * y
   but since x is the output from DESIGN, then
   x`*x = diag(trials) and so
   ginv(x`*x) = diag(1/trials) */
b = diag(1/trials)*x`*y;
```

```

/* (L`*b)[i] is the best linear unbiased estimated
   (BLUE) of the corresponding orthogonal polynomial
   contrast */
blue = L`*b;

/* The variance of (L`*b) is
   var(L`*b) = L`*ginv(x`*x)*L
   =[P`*diag(trials)]*diag(1/trials)*[diag(trials)*P]
   = P`*diag(trials)*P
   = Identity      (by definition of P)

Therefore the standardized square of
(L`*b) is computed as
SS1[i] = (blue[i]*blue[i])/var(L`*b)[i,i])
= (blue[i])#^2 */

SS1 = blue # blue;
rowNames = {"Intercept" "Linear" "Quadratic" "Cubic"};
print SS1[rowname=rowNames format=11.7 label="Type I SS"];

```

Figure 26.267 indicates that most of the variation in the data can be explained by a first-degree polynomial.

Figure 26.267 Statistics for an Orthogonal Polynomial Regression

Type I SS	
Intercept	331.8783538
Linear	173.4756050
Quadratic	0.4612604
Cubic	0.0752106

Generating Families of Orthogonal Polynomials

There are classical families of orthogonal polynomials (for example, Legendre, Laguerre, Hermite, and Chebyshev) that arise in the study of differential equations and mathematical physics. These “named” families are orthogonal on particular intervals (a, b) with respect to the inner product $\int_b^a f(x)g(x)w(x) dx$. The functions returned by the ORPOL function are *different* from these named families because the ORPOL function uses a different inner product. There are no built-in functions that can automatically generate these families; however, you can write a program to generate them.

Each named polynomial family $\{p_j\}$, $j \geq 0$ satisfies a three-term recurrence relation of the form

$$p_j = (A_j + xB_j)p_{j-1} - C_j p_{j-2}$$

where the constants A_j , B_j , and C_j are relatively simple functions of j . To generate these “named” families, use the three-term recurrence relation for the family. The recurrence relations are found in references such as Abramowitz and Stegun (1972) or Thisted (1988).

For example, the so-called Legendre polynomials (represented P_j for the polynomial of degree j) are defined on $(-1, 1)$ with the weight function $w(x) = 1$. They are standardized by requiring that $P_j(1) = 1$ for all $j \geq 0$. Thus $P_0(x) = 1$. The linear polynomial $P_1(x) = a + bx$ is orthogonal to P_0 so that

$$\int_{-1}^1 P_1(x)P_0(x) dx = \int_{-1}^1 a + bx dx = 0$$

which implies $a = 0$. The standardization $P_1(1) = 1$ implies that $P_1(x) = x$. The remaining Legendre polynomials can be computed by looking up the three-term recurrence relation: $A_j = 0$, $B_j = (2j - 1)/j$, and $C_j = (j - 1)j$. The following program computes Legendre polynomials evaluated at a set of points:

```
maxDegree = 6;
/* evaluate polynomials at these points */
x = T( do(-1,1,0.05) );

/* define the standard Legendre Polynomials
   Using the 3-term recurrence with
   A[j]=0, B[j]=(2j-1)/j, and C[j]=(j-1)/j
   and the standardization P_j(1)=1
   which implies P_0(x)=1, P_1(x)=x. */
legendre = j(nrow(x), maxDegree+1);
legendre[,1] = 1; /* P_0 */
legendre[,2] = x; /* P_1 */

do j = 2 to maxDegree;
  legendre[,j+1] = (2*j-1)/j # x # legendre[,j] -
                  (j-1)/j # legendre[,j-1];
end;
```

ORTVEC Call

CALL ORTVEC(*w, r, rho, linddep, v <, q >*);

The ORVEC subroutine provides columnwise orthogonalization and stepwise QR decomposition by using the Gram-Schmidt process.

The ORTVEC subroutine returns the following values:

w is an $m \times 1$ vector. If the Gram-Schmidt process converges (*linddep*=0), *w* is orthonormal to the columns of *Q*, which is assumed to have $n \leq m$ (nearly) orthonormal columns. If the Gram-Schmidt process does not converge (*linddep*=1), *w* is a vector of missing values. For stepwise QR decomposition, *w* is the $(n + 1)$ th orthogonal column of the matrix *Q*. If the *q* argument is not specified, *w* is the normalized value of the vector *v*,

$$w = \frac{v}{\sqrt{v'v}}$$

r is a $n \times 1$ vector. If the Gram-Schmidt process converges (*linddep*=0), *r* contains Fourier coefficients. If the Gram-Schmidt process does not converge (*linddep*=1), *r* is a vector of missing values. If the *q* argument is not specified, *r* is a vector with zero dimension. For stepwise QR decomposition, *r* contains the n upper triangular elements of the $(n + 1)$ th column of *R*.

rho is a scalar value. If the Gram-Schmidt process converges (*linddep*=0), *rho* specifies the distance from *w* to the range of *Q*. Even if the Gram-Schmidt process converges, if *rho* is sufficiently small, the vector *v* can be linearly dependent on the columns of *Q*. If the Gram-Schmidt process does not converge (*linddep*=1), *rho* is set to 0. For stepwise QR decomposition, *rho* contains the diagonal element of the $(n + 1)$ th column of *R*. In formulas, the value *rho* is denoted by ρ .

linddep returns a value of 1 if the Gram-Schmidt process does not converge in 10 iterations. A value of 1 often indicates that the input vector v is linearly dependent on the n columns of the input matrix Q . In that case, *rho* is set to 0, and the results w and r contain missing values. If *linddep*=0, the Gram-Schmidt process did converge, and the results w , r , and *rho* are computed.

The input arguments to the ORTVEC subroutine are as follows:

- v specifies an $m \times 1$ vector v that is to be orthogonalized to the n columns of Q . For stepwise QR decomposition of a matrix, v is the $(n + 1)$ th matrix column before its orthogonalization.
- q specifies an optional $m \times n$ matrix Q that is assumed to have $n \leq m$ (nearly) orthonormal columns. Thus, the $n \times n$ matrix $Q'Q$ should approximate the identity matrix. The column orthonormality assumption is not tested in the ORTVEC call. If it is violated, the results are not predictable. The argument q can be omitted or can have zero rows and columns. For stepwise QR decomposition of a matrix, q contains the first n matrix columns that are already orthogonal.

The relevant formula for the ORTVEC subroutine is

$$v = Qr + \rho w$$

In the formula, if the $m \times n$ matrix Q has n (nearly) orthonormal columns, the vector v is orthogonal to the columns of Q and ρ is the distance from w to the range of Q .

There are two special cases:

- If $m > n$, ORTVEC normalizes the result w , so that $w' w = 1$.
- If $m = n$, the output vector w is the null vector.

The case $m < n$ is not possible since Q is assumed to have n (nearly) orthonormal columns.

To initialize a stepwise QR decomposition, the ORTVEC subroutine can be called to normalize v only (that is, to compute $w = v / \sqrt{v'v}$ and $\rho = \sqrt{v'v}$). There are two ways to accomplish this:

- Omit the last argument q , as in `call ortvec(w, r, rho, linddep, v);`.
- Provide a matrix q with zero rows and columns (for example, by using `q={}`).

In both cases, r is a column vector with zero rows.

The ORTVEC subroutine is useful for the following applications:

- performing stepwise QR decomposition. Compute Q and R , so that $A = QR$, where Q is column orthonormal, $Q'Q = I$, and R is upper triangular. The j th step is applied to the j th column, v , of A , and it computes the j th column w of Q and the j th column, $(r \rho 0)'$, of R .
- computing the $m \times (m - n)$ null space matrix, Q_2 , that corresponds to an $m \times n$ range space matrix, Q_1 ($m > n$), by the following stepwise process:
 1. Set $v = e_i$ (where e_i is the i th unit vector) and try to make it orthogonal to all column vectors of Q_1 and the already generated Q_2 .

2. If the subroutine is successful, append w to Q_2 ; otherwise, try $v = e_{i+1}$.

The 4×3 matrix Q contains the unit vectors e_1, e_3 , and e_4 . The column vector v is pairwise linearly independent with the three columns of Q . As expected, the ORTVEC subroutine computes the vector w as the unit vector e_2 with $u = (1, 1, 1)$ and $\rho = 1$.

```

q = { 1  0  0,
      0  0  0,
      0  1  0,
      0  0  1 };
v = { 1,  1,  1,  1 };
call ortvec(w,u,rho,lindep,v,q);
print rho u w;

```

Figure 26.268 Matrix Orthogonalization

rho	u	w
1	1	0
1	1	
1	0	
0		

Stepwise QR Decomposition Example

You can perform the QR decomposition of the linearly independent columns of an $m \times n$ matrix A with the following statements:

```

a = {1  2  1,
      2  4  2,
      1  4 -1,
      1  0  3}; /* use any matrix A */
nind = 0;  ndep = 0;  dmax = 0.;
n = ncol(a);  m = nrow(a);  ind = j(1,n,0);
free q;
do j = 1 to n;
  v = a[,j];
  call ortvec(w,u,rho,lindep,v,q);
  aro = abs(rho);
  if aro > dmax then dmax = aro;
  if aro <= 1.e-10 * dmax then lindep = 1;
  if lindep = 0 then do;
    nind = nind + 1;
    q = q || w;
    if nind = n then r = r || (u // rho);
    else r = r || (u // rho // j(n-nind,1,0.));
  end;
  else do;
    print "Column " j " is linearly dependent.";
    ndep = ndep + 1;  ind[ndep] = j;
  end;
end;
print q r;

```

Figure 26.269 QR Decomposition of Independent Columns

q	r		
0.3779645	0	2.6457513	5.2915026
0.7559289	0	0	2.8284271
0.3779645	0.7071068	0	0
0.3779645	-0.707107		

Next, process the remaining (dependent) columns of A:

```

do j = 1 to ndep;
  k = ind[ndep-j+1];
  v = a[,k];
  call ortvec(w,u,rho,lindep,v,q);
  if lindep = 0 then do;
    nind = nind + 1;
    q = q || w;
    if nind = n then r = r || (u // rho);
    else r = r || (u // rho // j(n-nind,1,0.));
  end;
end;
print q r;

```

Figure 26.270 QR Decomposition of Dependent Columns

q	r			
0.3779645	0	-0.239046	2.6457513	5.2915026
0.7559289	0	-0.478091	0	2.8284271
0.3779645	0.7071068	0.5976143	0	0
0.3779645	-0.707107	0.5976143		1.327E-16

You can also use the ORTVEC subroutine to compute the null space in the last columns of Q:

```

do i = 1 to m;
  if nind < m then do;
    v = j(m,1,0.); v[i] = 1.;
    call ortvec(w,u,rho,lindep,v,q);
    aro = abs(rho);
    if aro > dmax then dmax = aro;
    if aro <= 1.e-10 * dmax then lindep = 1;
    if lindep = 0 then do;
      nind = nind + 1;
      q = q || w;
    end;
    else print "Unit vector" i "linearly dependent.";
  end;
end;
if nind < m then do;
  print "This is theoretically not possible.";
end;
print q;

```

Figure 26.271 Final Orthogonal Matrix

q			
0.3779645	0	-0.239046	0.8944272
0.7559289	0	-0.478091	-0.447214
0.3779645	0.7071068	0.5976143	0
0.3779645	-0.707107	0.5976143	-3.1E-17

In the example, if you define \mathbf{Q}_2 to be the last two columns of \mathbf{Q} , then $\mathbf{Q}_2' \mathbf{A} = \mathbf{0}$.

PACKAGE Statement

PACKAGE keyword <options> ;

The PACKAGE statement supports installing, uninstalling, and using packages. A package consists of SAS/IML source code, documentation, data sets, and sample programs. Packages are a convenient way for programmers to download and install functions that extend the functionality of SAS/IML software. For information about how to use packages, see Chapter 11, “[Packages](#).”

Packages are supported only on Linux and Windows operating systems.

The following statements are documented separately:

- [PACKAGE HELP statement](#)
- [PACKAGE INFO statement](#)
- [PACKAGE INSTALL statement](#)
- [PACKAGE LIBNAME statement](#)
- [PACKAGE LIST statement](#)
- [PACKAGE LOAD statement](#)
- [PACKAGE UNINSTALL statement](#)

As described in the section “[Collections of Packages](#)” on page 166, packages are stored in one of three *collections*:

- The PRIVATE collection contains packages that were installed by a user for personal use.
- The PUBLIC collection contains packages that were installed by a system administrator in a public location and are intended to be used by multiple users at a site.
- The SYSTEM collection is installed as part of SAS/IML software and is available to any user. These packages were written by SAS/IML developers and are supported by SAS Technical Support. The SYSTEM collection is similar to the IMLMLIB library of modules, except that a package in the SYSTEM collection must be loaded before the functions are available for use.

When any PACKAGE statement encounters the name of a package, it searches for the package first in the PRIVATE collection, then in the PUBLIC collection, and finally in the SYSTEM collection. When it finds a package with the specified name, it stops searching. If a version of a package exists in the PUBLIC collection, you can install a newer version of the same package in the PRIVATE collection. By default, the PACKAGE statement will find the newer version. You can explicitly specify the PUBLIC collection if you want to use the older version.

PACKAGE HELP Statement

PACKAGE HELP *packagename*<(collection)>;

If an installed package provides documentation, the PACKAGE HELP statement displays the documentation. The documentation often includes the syntax and purpose of the SAS/IML modules that the package defines. For more information about packages, see Chapter 11, “[Packages](#).”

You must specify the following argument:

packagename

specifies the name of the package.

You can also specify the following option in parentheses:

collection

requests that only the specified collection be searched. Valid values for *collection* are PRIVATE, PUBLIC, and SYSTEM. For more information about collections, see the [PACKAGE statement](#).

The following statement displays the help file for the AboveBelow package, which is installed in the SYSTEM collection:

```
package help AboveBelow;
```

The following statement searches only the SYSTEM collection:

```
package help AboveBelow(system);
```

If a package is named Pkg1, then valid names for the help files are *Pkg1.pdf*, *Pkg1.txt*, *index.htm*, and *index.html*. The help files are stored in the **help** subdirectory for the package. The file that is displayed depends on the files that exist and the interface that you use to run SAS/IML software as follows:

- The IML procedure echoes the file *Pkg1.txt* to the SAS Log window.
- The SAS/IML Studio application displays the first of the following files that it finds:
 1. *Pkg1.pdf*
 2. *index.htm* or *index.html*
 3. *Pkg1.txt* (opened in Notepad)

PACKAGE INFO Statement

PACKAGE INFO *packagename*<(collection)>...;

The PACKAGE INFO statement displays information about one or more installed packages.

You must specify the following argument:

packagename

specifies the name of the package. You can specify multiple names in a single statement.

You can also specify the following option in parentheses:

collection

requests that only the specified collection be searched. Valid values for *collection* are PRIVATE, PUBLIC, and SYSTEM. For more information about collections, see the **PACKAGE** statement.

The displayed information comes from the *info.txt* file for the package. For example, the following statement displays information about the AboveBelow package, which is installed in the SYSTEM collection. The output is shown in Figure 26.272.

```
package info AboveBelow;
```

Figure 26.272 Information about an Installed Package

Package Information	
Name	AboveBelow
Description	Counts values above and below a specified value
Author	SAS/IML Development Team
Collection	System
Version	1.0
Requires IML	14.1
Directory	C:\Program Files\SASHome\SASFoundation\9.4\iml\sasmisc\packages\AboveBelow

PACKAGE INSTALL Statement

PACKAGE INSTALL "fullname"<(collection <**PARSETIME**>)>...;

PACKAGE INSTALL fileref<(collection <**PARSETIME**>)>...;

Packages are distributed as ZIP files. The PACKAGE INSTALL statement unzips the ZIP file and installs the package in a predetermined location.

You can specify the package to be installed in two ways:

"*fullname*"

specifies the ZIP file's fully qualified name (which includes both the path and the filename) in quotation marks. You can specify multiple names in a single statement.

fileref

specifies a file reference that was previously created by the FILENAME statement.

You can also specify the following options in parentheses:

collection

specifies the collection into which the package is to be installed. You can specify PUBLIC or PRIVATE; you cannot install a package in the SYSTEM collection. By default, the package is installed in the PRIVATE collection. At some sites, you might need administrative privileges in order to install a package in the PUBLIC collection.

PARSETIME

requests that the package be installed at parse time, rather than at run time. This option applies only to IMLPLUS programs in the SAS/IML Studio environment.

For example, the following statement installs the Pkg1 package from the ZIP file named **C:\Packages\Pkg1.zip**:

```
package install "C:\Packages\Pkg1.zip";
```

The following statements are an equivalent way to install the Pkg1 package:

```
filename ThePkg "C:\Packages\Pkg1.zip";
package install ThePkg;
```

The PACKAGE INSTALL statement creates a directory named *Pkg1* in a directory whose location is system-dependent and then unzips the contents of the ZIP file into that directory. The previous examples do not specify a collection, so the package is installed in the PRIVATE collection.

You should install a package only once. SAS/IML software does not allow you overwrite a package that is already installed. To install a newer version of a package in the same collection, you must uninstall the older version and then install the newer version.

Some operating systems (notably Linux) are case-sensitive. When you specify a ZIP file on a case-sensitive operating system, be sure to match the case of the filename in the operating system.

PACKAGE LIBNAME Statement

PACKAGE LIBNAME *libref packagename* ;

The PACKAGE LIBNAME statement creates a SAS libref that points to the **data** directory for a package. You must load a package before you can use the PACKAGE LIBNAME statement.

You must specify the following arguments:

libref

specifies the name of a SAS libref to be created.

packagename

specifies the name of the package.

The PACKAGE LIBNAME statement is used to access data in a package. For examples, the following statements read data from the AboveBelow package, which is installed in the SYSTEM collection:

```

package load AboveBelow;
package libname ABdata AboveBelow;
/* use the libref to read data that the package provides */
use ABdata.example;
  read all var _NUM_ into X[colname=varNames];
close ABdata.example;
print varNames;

```

Figure 26.273 Reading Data from a Package

varNames
x1 x2 x3

The **READ** statement reads the numerical variables into the matrix **X**. Figure 26.273 shows that the example data set contains numerical variables named **x1**, **x2**, and **x3**.

You must specify exactly one package in the PACKAGE LIBNAME statement.

PACKAGE LIST Statement

PACKAGE LIST <*collection*> ;

The PACKAGE LIST statement lists the packages that are installed in the specified collection (or in all collections if a collection is not specified). For more information about collections, see the **PACKAGE** statement.

You can specify the following option:

collection

requests that only packages in the specified collection be listed. Valid values for *collection* are PRIVATE, PUBLIC, and SYSTEM. By default, the PACKAGE LIST statement lists packages in all collections.

For example, the following statement displays packages that are installed in the SYSTEM collection:

```

proc iml;
  package list system;

```

Figure 26.274 System Packages

System Packages	
Name	Version
AboveBelow	1.0

Notice that the PACKAGE LIST statement acts on *collections* of packages, whereas the other PACKAGE statements apply to individual packages. The *collection* argument is not specified inside parentheses.

PACKAGE LOAD Statement

PACKAGE LOAD *packagename*<(*collection* <**VERSION**=*version*>)> . . . ;

The PACKAGE LOAD statement executes the package source files. Usually the source files define SAS/IML modules. However, a package might also define SAS/IML matrices, create data sets, define macro variables, or carry out a computation.

You must specify the following argument:

packagename

specifies the name of the package. You can specify multiple names in a single statement.

You can also specify the following options in parentheses:

collection

requests that only the specified collection be searched for the file to be executed. Valid values for *collection* are PRIVATE, PUBLIC, and SYSTEM. For more information about collections, see the [PACKAGE statement](#).

VERSION=*version*

specifies the minimum required version number for loading a package. A version number is a text string that contains up to four numbers that are separated by decimal points. For example, valid values are “1.0”, “2.7.1”, and “3.1.4.1”. When the PACKAGE LOAD statement finds a specified package, it checks the package version. If the package version is greater than or equal to *version*, the package is loaded. Otherwise, the statement displays an error message.

The following statement loads the AboveBelow package, which is installed in the SYSTEM collection:

```
package load AboveBelow;
```

The PACKAGE LOAD statement reads the *info.txt* file and uses the SourceFiles keyword to determine which files contain the source code for the package. (For more information about the *info.txt* file, see the section “[Step 2: Create the Package Information File](#)” on page 168.) The statement executes the specified files, which are located in the **source** directory of the package’s root directory. For the AboveBelow package, the PACKAGE LOAD statement defines several SAS/IML modules. The SAS Log window indicates that new modules were defined.

As a second example, the following PACKAGE LOAD statement loads a package called *Pkg1* from the PUBLIC collection. The load succeeds if the installed version of the package is greater than or equal to version 1.2, but it fails if the installed version of the package is less than 1.2. For example, the load succeeds if the installed version is 1.2, 1.3, or 2.1. The load fails if the installed version is 1.1.

```
package load Pkg1(public version="1.2");
```

The PACKAGE LOAD statement is similar to the EXECUTEFILE subroutine but differs in the following ways:

- The PACKAGE LOAD statement can execute multiple files. The EXECUTEFILE subroutine executes a single file.

- The PACKAGE LOAD statement keeps track of which packages have been loaded. A subsequent PACKAGE LOAD statement does not reread and rerun the package source files. In contrast, the EXECUTEFILE subroutine rereads and reruns the file every time it is called.

The IMLPlus language in the SAS/IML Studio application executes the PACKAGE LOAD statement at parse time. That is, SAS/IML Studio reads the source files and defines the modules before it executes any statements.

PACKAGE UNINSTALL Statement

PACKAGE UNINSTALL *packagename*<(collection <**NOWARN**> <**PARSETIME**>)> . . . ;

The PACKAGE UNINSTALL statement uninstalls a package that is installed in the specified collection.

You must specify the following argument:

packagename

specifies the name of the package. You can specify multiple names in a single statement.

You can also specify the following options in parentheses:

collection

requests that only the specified collection be searched for the package to uninstall. Valid values for *collection* are PRIVATE and PUBLIC. By default, the PACKAGE UNINSTALL statement looks for the package in the PRIVATE collection. If you have administrative privileges to uninstall a package in the PUBLIC collection, you can specify the PUBLIC collection in parentheses after the package name. You cannot uninstall a package in the SYSTEM collection.

NOWARN

requests that no warning message be reported if the specified package is not installed.

PARSETIME

requests that the package be installed at parse time, rather than at run time. This option applies only to IMLPLUS programs in the SAS/IML Studio environment.

For example, if the Pkg1 package is installed in the PRIVATE collection, the following statement uninstalls the package from that collection:

```
package uninstall Pkg1;
```

PARENTNAME Function

PARENTNAME("*argument*");

The PARENTNAME function enables you to determine the name of a matrix that is passed into a SAS/IML module. If an argument is skipped or the argument is called with an expression, the PARENTNAME function returns a blank character.

```

start GetName(a=0);
  pa = ParentName("a");
  return( pa );
finish;

x = 1:5;
n1 = GetName(x);           /* name is "x" */
n2 = GetName(1:5);         /* temporary matrix, no name */
n3 = GetName();             /* skipped argument, no name */
print n1 n2 n3;

```

Figure 26.275 Names of Matrices That Are Passed into a Module

n1 n2 n3
x

PALETTE Function

PALETTE(*name, numColors*);

The PALETTE function is part of the [IMLMLIB library](#). The PALETTE function returns a palette of colors that are suitable for using in a discrete heat map or a choropleth map. The colors are appropriate to use for the COLORRAMP= option of the [HEATMAPDISC](#) subroutine.

The following example gets several color palettes:

```

BuGn4 = Palette("BuGn", 4);
BrBG5 = Palette("BrBG", 5);
Past6 = Palette("Pastel1", 6);
print BuGn4, BrBG5, Past6;

```

Figure 26.276 Color Palettes

BuGn4
CXEDF8FB CXB2E2E2 CX66C2A4 CX238B45
BrBG5
CXA6611A CXDFC27D CXF5F5F5 CX80CDC1 CX018571
Past6
CXFBB4AE CXB3CDE3 CXCCEBC5 CXDECBE4 CXFED9A6 CXFFFFCC

The color specification and palette names were designed by Cynthia Brewer (Brewer 2013) and are described at <http://ColorBrewer.org>. The color schemes are copyright 2002 by Cynthia Brewer, Mark Harrower, and The Pennsylvania State University. The ColorBrewer color schemes are made available under the Apache License, Version 2.0.

The sequential schemes support between three and nine colors. The diverging schemes support between three and 11 colors. The qualitative schemes support between three and eight colors, with some palettes supporting as many as 12 colors. Table 26.2–Table 26.4 show the names of the color palettes and the number of colors that each supports.

Table 26.2 Sequential Color Schemes

Name	Max Colors
BLUES	9
GREENS	9
GREYS	9
ORANGES	9
PURPLES	9
REDS	9
BUGN	9
BUPU	9
GNBU	9
ORRD	9
PUBU	9
PUBUGN	9
PURD	9
RDPU	9
YLGN	9
YLGNBU	9
YLORBR	9
YLORRD	9

Table 26.3 Diverging Color Schemes

Name	Max Colors
BRBG	11
PIYG	11
PRGN	11
PUOR	11
RDBU	11
RDGY	11
RDYLB	11
RDYLG	11
SPECTRAL	11

Table 26.4 Qualitative Color Schemes

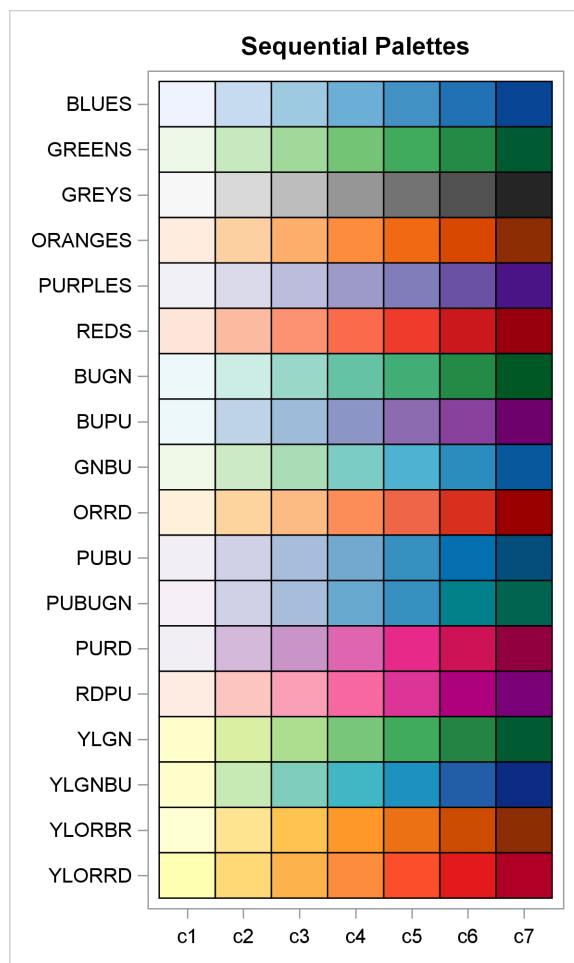
Name	Max Colors
ACCENT	8
DARK2	8
PAIRED	12
PASTEL1	9
PASTEL2	8
SET1	9
SET2	8
SET3	12

The following SAS/IML statements create heat maps that demonstrate the color palettes. Palettes with seven colors are shown in Figure 26.277–Figure 26.279.

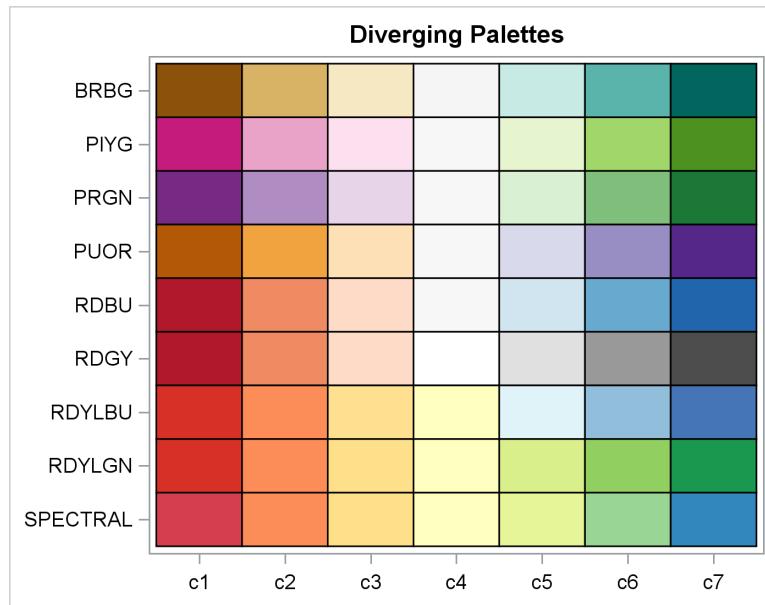
```
/* show N-color heat map for specified palette names */
start ShowSchemes(Names, N, _title);
  Name = colvec(Names);
  NumPalettes = nrow(Name);
  R = j(NumPalettes, N, "          "); /* R = ramp */
  do i = 1 to NumPalettes;
    R[i, ] = Palette(Name[i], N);
  end;

  xnames = "c1":("c"+strip(char(N)));
  x = j(nrow(R), ncol(R), .);
  idx = loc(R^=" ");
  x[idx] = 1:ncol(idx);
  colors = R[idx];
  run HeatmapDisc(x, colors) xvalues=xnames yvalues=Name
                                title=_title ShowLegend=0;
finish;

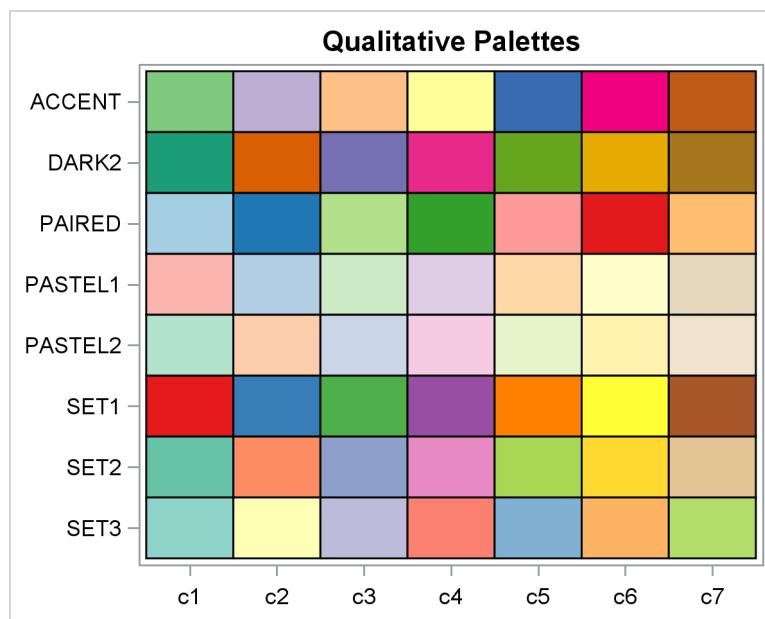
/* sequential palettes: Use for ordered value */
seq = {BLUES GREENS GREYS ORANGES PURPLES REDS /* monochrome */
       BUGN BUPU GNBG ORRD PUBU PUBUGN PURD RDPU YLGN YLGNBU YLORBR YLORRD};
ods graphics / width = 600 height=1000;
run ShowSchemes(seq, 7, "Sequential Palettes");
```

Figure 26.277 Sequential Palettes

```
/* diverging palettes: Use to show high/low relative to a central value */
div = {BRBG PIYG PRGN PUOR RDBU RDGY RDYLB  
U RDYLG SPECTRAL};
ods graphics / width = 700 height=550;
run ShowSchemes(div, 7, "Diverging Palettes");
```

Figure 26.278 Diverging Palettes

```
/* qualitative palettes: Use to show nominal value (for example, race) */
qual = {ACCENT DARK2 PAIRED PASTEL1 PASTEL2 SET1   SET2      SET3};
ods graphics / width = 600 height=480;
run ShowSchemes(qual, 7, "Qualitative Palettes");
```

Figure 26.279 Qualitative Palettes

PAUSE Statement

PAUSE <expression / * > ;

The PAUSE statement interrupts the execution of a module.

The arguments to the PAUSE statement are as follows:

<i>expression</i>	is a character matrix or quoted literal that contains a message to print.
*	suppresses any messages.

The PAUSE statement stops execution of a module, saves the calling chain so that execution can resume later (by a [RESUME statement](#)), prints a pause message that you can specify, and puts you in immediate mode so you can enter more statements.

You can specify an operand in the PAUSE statement to supply a message to be printed for the pause prompt. If no operand is specified, the following default message is printed:

```
Paused in module MyModule.
```

In this case, *MyModule* is the name of the module that contains the pause. If you want to suppress all messages in a PAUSE statement, use an asterisk as the operand, as follows:

```
pause *;
```

The PAUSE statement should be specified only in modules. It generates a warning if executed in immediate mode.

When an error occurs while executing inside a module, PROC IML automatically behaves as though a PAUSE statement was issued. PROC IML also enters “immediate mode” within the module environment. You can correct the error and then resume execution by submitting a [RESUME statement](#).

PROC IML supports pause processing of both subroutine and function modules. See also the description of the [SHOW statement](#) which uses the PAUSE option.

POLYROOT Function

POLYROOT(*vector*);

The POLYROOT function computes the zeros of a real polynomial. The *vector* argument is an $n \times 1$ (or $1 \times n$) vector that contains the coefficients of an $(n - 1)$ degree polynomial with the coefficients arranged in order of decreasing powers.

The POLYROOT function returns the array *r*, which is an $(n - 1) \times 2$ matrix that contains the roots of the polynomial. The first column of *r* contains the real part of the complex roots, and the second column contains the imaginary part. If a root is real, the imaginary part is 0.

The POLYROOT function finds the real and complex roots of a polynomial with real coefficients.

The POLYROOT function uses an algorithm proposed by Jenkins and Traub (1970) to find the roots of the polynomial. The algorithm is not guaranteed to find all roots of the polynomial. An appropriate warning message is issued when one or more roots cannot be found. If r is given as a root of the polynomial $P(x)$, then $1 + P(r) = 1$, based on the rounding error of the computer that is employed.

For example, you can use the following statements to find the roots of the polynomial

$$P(x) = 0.2567x^4 + 0.1570x^3 + 0.0821x^2 - 0.3357x + 1$$

```
p = {0.2567 0.1570 0.0821 -0.3357 1};
r = polyroot(p);
print r;
```

Figure 26.280 Roots of a Quartic Polynomial

r
0.8383029 0.8514519
0.8383029 -0.851452
-1.144107 1.1914525
-1.144107 -1.191452

The polynomial has two conjugate pairs of roots that, within machine precision, are given by $r = 0.8383029 \pm 0.8514519i$ and $r = -1.144107 \pm 1.1914525i$.

PRINT Statement

PRINT <matrices> <(expression)> <"message"> <pointer-controls> <[options]> ;

The PRINT statement displays the values of matrices or literals.

The arguments to the PRINT statement are as follows:

- matrices* are the names of matrices.
- (expression)* is an expression in parentheses that is evaluated. The result of the evaluation is printed. The evaluation of a subscripted matrix used as an expression results in printing the submatrix.
- "message"* is a message in quotes.
- pointer-controls* control the pointer for printing. For example, a comma (,) skips a single line and a slash (/) skips to a new page.
- options* are described in the following list.

The following *options* can appear in the PRINT statement. They are specified in brackets after the matrix name to which they apply.

COLNAME=matrix

specifies the name of a character matrix whose first *ncol* elements are to be used for the column labels of the matrix to be printed, where *ncol* is the number of columns in the matrix. You can also use the **RESET AUTONAME** statement to automatically label columns as COL1, COL2, and so on.

FORMAT=format

specifies a valid SAS or user-defined format to use in printing the values of the matrix. For example:

```
print x[format=5.3];
```

LABEL=label

specifies the name of a scalar character matrix or literal to use as a label when printing the matrix. For example:

```
print x[label="Net Pay"];
```

ROWNAME=matrix

specifies the name of a character matrix whose first *nrow* elements are to be used for the row labels of the matrix to be printed, where *nrow* is the number of rows in the matrix and where the scan to find the first *nrow* elements goes across row 1, then across row 2, and so forth through row *n*. You can also use the following **RESET AUTONAME** statement to automatically label rows as ROW1, ROW2, and so on:

```
reset autoname;
```

For example, the following statements print a matrix in the 12.2 format with column and row labels:

```
x = {45.125 50.500,
      75.375 90.825};
r = {"Div A" "Div B"};
c = {"Amount" "Net Pay"};
print x[rowname=r colname=c format=12.2];
```

Figure 26.281 Matrix with Row and Column Labels

x		
	Amount	Net Pay
Div A	45.13	50.50
Div B	75.38	90.83

To permanently associate the preceding options with a matrix name, see the description of the **MATTRIB** statement.

If there is not enough room to print all the matrices across the page, then one or more matrices are printed out in the next group. If there is not enough room to print all the columns of a matrix across the page, then the columns are continued on a subsequent line.

The spacing between adjacent matrices can be controlled by the SPACES= option of the **RESET** statement. The FW= option of the **RESET** statement can be used to control the number of print positions used to print each numeric element. For more print-related options, including the PRINTADV option, see the description of the **RESET** statement.

To print part of a matrix or a temporary expression, enclose the expression in parentheses:

```
y=1:10;
print (y[1:3])[format=5.1]; /* prints first few elements */
print (sum(y))[label="sum"];
```

Figure 26.282 Printing Temporary Matrices

1.0
2.0
3.0
sum
55

PROD Function

PROD(*matrix1* <, *matrix2*, ..., *matrix15*>);

The PROD function returns as a single numeric value the product of all nonmissing elements in all arguments. You can pass in as many as 15 numeric matrices as arguments. The PROD function checks for missing values and does not include them in the product. It returns missing if all values are missing.

For example, consider the following statements:

```
a = {2 1, . 3};
b = prod(a);
print b;
```

Figure 26.283 Output from the PROD Function

b
6

For a single argument with at least one nonmissing value, the PROD function is identical to the subscript reduction operator that computes the product. That is, **prod(x)** and **x[#]** both compute the product of the elements of **x**. See the section “[Subscript Reduction Operators](#)” on page 53 for more information about subscript reduction operators.

PRODUCT Function

PRODUCT(*a*, *b* <, *dim*>);

The PRODUCT function multiplies matrices of polynomials.

The arguments to the PRODUCT function are as follows:

- a* is an $m \times (ns)$ numeric matrix. The first $m \times n$ submatrix contains the constant terms of the polynomials, the second $m \times n$ submatrix contains the first-order terms, and so on.

- b* is an $n \times (pt)$ matrix. The first $n \times p$ submatrix contains the constant terms of the polynomials, the second $n \times p$ submatrix contains the first-order terms, and so on.
- dim* is a 1×1 matrix, with value $p > 0$. The value of this matrix is used to set the dimension p of the matrix *b*. If omitted, the value of p is set to 1.

The PRODUCT function multiplies matrices of polynomials. The value returned is the $m \times (p(s + t - 1))$ matrix of the polynomial products. The first $m \times p$ submatrix contains the constant terms, the second $m \times p$ submatrix contains the first-order terms, and so on.

The PRODUCT function can be used to multiply the matrix operators employed in a multivariate time series model of the form

$$\Phi_1(B)\Phi_2(B)\mathbf{Y}_t = \Theta_1(B)\Theta_2(B)\epsilon_t$$

where $\Phi_1(B)$, $\Phi_2(B)$, $\Theta_1(B)$, and $\Theta_2(B)$ are matrix polynomial operators whose first matrix coefficients are identity matrices. Often $\Phi_2(B)$ and $\Theta_2(B)$ represent seasonal components that are isolated in the modeling process but multiplied with the other operators when forming predictors or estimating parameters. The RATIO function is often employed in a time series context as well.

For example, the following statements demonstrate the PRODUCT function:

```
m1 = {1 2 3 4,
      5 6 7 8};
m2 = {1 2 3,
      4 5 6};
r = product(m1, m2, 1);
print r;
```

Figure 26.284 A Product of Matrices of Polynomials

r
9 31 41 33
29 79 105 69

PURGE Statement

PURGE ;

The PURGE data processing statement is used to remove observations marked for deletion and to renumber the remaining observations. This closes the gaps created by deleted records. Execution of this statement can be time-consuming because it involves rewriting the entire data set.

CAUTION: Any indexes associated with the data set are lost after a purge.

When you quit PROC IML, observations marked for deletion are *not* automatically purged.

The following example creates a data set named A. The EDIT statement opens the data set for editing. The DELETE statement marks several observations for deletion. As shown in Figure 26.285, the observations are not removed and renumbered until the PURGE statement executes.

```

data a;
do i=1 to 10;
  output;
end;
run;

proc iml;
edit a;
pts = 3:8;
delete point pts;
list all;

purge;
list all;

```

Figure 26.285 Deleting and Purging Observations

OBS i

```

-----
1     1.0000
2     2.0000
9     9.0000
10    10.0000

```

OBS i

```

-----
1     1.0000
2     2.0000
3     9.0000
4     10.0000

```

PUSH Call

CALL PUSH(argument1 <, argument2, ..., argument15>);

The PUSH subroutine pushes character arguments that contain valid SAS statements (usually SAS/IML

statements or global statements) to the input command stream. You can specify up to 15 arguments. Any statements in the input command queue are executed when the module is paused (see the [PAUSE statement](#)), which happens when one of the following occurs:

- An execution error occurs within a module.
- An interrupt is issued.
- A PAUSE statement executes.

The pushed string is read before any other lines of input. If you call the PUSH subroutine several times, the strings pushed each time are ahead of the less recently pushed strings. If you would rather place the lines after others in the input stream, use the [QUEUE call](#).

The strings you push do not appear on the log.

CAUTION: Do not push too many statements at one time. Pushing too many statements causes problems that can result in exiting the SAS System.

For more information about the input command stream, see [Chapter 21](#).

An example that uses the PUSH subroutine follows:

```
start;
  code='reset pagesize=25;';
  call push(code,'resume;');
  pause;
  /* show that pagesize was set to 25 during      */
  /* a PAUSE state of a module                      */
  show options;
finish;
run main;
```

Figure 26.286 Result of a PUSH Statement

Options: noautoname center noclip

```
deflib=WORK (system-specific-pathname)

nodetailsnoflownofuzz fw=9

imlmlib=SASHELP.IMLMLIB linesize=98 nolog

namepagesize=25 noprint noprintall spaces=1

userlib=WORK. IMLSTOR(not open)
```

PUT Statement

PUT <*operand*> <*record-directives*> <*positionals*> <*format*> ;

The PUT statement writes data to an external file. The arguments to the PUT statement are as follows:

operand specifies the value you want to output to the current position in the record. The *operand* can be either a variable name, a literal value, or an expression in parentheses. The *operand* can be followed immediately by an output format specification.

record-directives start new records. There are three types:

holding @ is used at the end of a PUT statement to hold the current record so that you can continue to write more data to the record with later PUT statements. Otherwise, the next record is used for the next PUT statement.

/ writes out the current record and begins forming a new record.

> *operand* specifies that the next record written start at the indicated byte position in the file (for RECFM=N files only). The *operand* is a literal number, a variable name, or an expression in parentheses. For example:

```
put >3 x 3.2;
```

positionals specify the column on the record to which the PUT statement should go. There are two types of positionals:

@ *operand* specifies to go to the indicated column, where *operand* is a literal number, a variable name, or an expression in parentheses. For example, @30 means to go to column 30.

+ *operand* specifies that the indicated number of columns are to be skipped, where *operand* is a literal number, a variable name, or an expression in parentheses.

format specifies a valid SAS or user-defined output format. These are of the form *w.d* or \$*w*, for standard numeric and character formats, respectively, where *w* is the width of the field and *d* is the decimal parameter, if any. They can also be a named format of the form *NAMEw.d*, where *NAME* is the name of the format. If the width is unspecified, then a default width is used; this is 9 for numeric variables.

The PUT statement writes to the file specified in the previously executed FILE statement, putting the values from matrices. The statement is described in detail in Chapter 8.

The PUT statement is a sequence of positionals and record directives, variables, and formats. An example that uses the PUT statement follows:

```
/* output variable A in column 1 using a 6.4 format */
/* Skip 3 columns and output X using an 8.4 format */
put @1 a 6.4 +3 x 8.4;
```

PV Function

PV(*times,flows,freq,rates*);

The PV function returns a scalar that contains the present value of the cash flows based on the specified frequency and rates.

The arguments to the function are as follows:

<i>times</i>	is an $n \times 1$ column vector of times. Elements should be nonnegative.
<i>flows</i>	is an $n \times 1$ column vector of cash flows.
<i>freq</i>	is a scalar that represents the base of the rates to be used for discounting the cash flows. If positive, it represents discrete compounding as the reciprocal of the number of compoundings per period. If zero, it represents continuous compounding. If -1, the rates represent per-period discount factors. No other negative values are accepted.
<i>rates</i>	is an $n \times 1$ column vector of rates to be used for discounting the cash flows. Elements should be positive.

A general present value relationship can be written as

$$P = \sum_{k=1}^K c(k)D(t_k)$$

where P is the present value of the asset, $\{c(k)\}$, $k = 1, \dots, K$, is the sequence of cash flows from the asset, t_k is the time to the k th cash flow in periods from the present, and $D(t)$ is the discount function for time t . The discount factors are as follows:

- with per-unit-time-period discount factors d_t :

$$D(t) = d_t^t$$

- with continuous compounding:

$$D(t) = e^{-r_t t}$$

- with discrete compounding:

$$D(t) = (1 + fr)^{-t/f}$$

where $f > 0$ is the frequency, the reciprocal of the number of compoundings per unit time period.

The following statements present an example of using the PV function in the DATA step:

```

data a;
  pv = mort(., 438.79, 0.10/12, 30*12);
run;
proc print data=a; run;

```

Figure 26.287 Present Value Computation (DATA Step)

OBS	pv
1	50000.48

You can do the same computation by using the PV function in SAS/IML software. The first example uses a monthly rate; the second example uses an annual rate.

```

proc iml;
/* If rate is specified as annual rate divided by 12 and FREQ=1,
 * then results are equal to those computed by the MORT function. */
timesn = t(1:360);
flows = repeat(438.79, 360);
rate = repeat(0.10/12, 360);
freq = 1;
pv = pv(timesn, flows, freq, rate);
print pv;

/* If rate is specified as annual rate, then the cash flow TIMES
 * need to be specified in 1/12 increments and the FREQ=1/12.
 * This produces the same result as the previous PV call. */
timesn = t(do(1/12, 30, 1/12));
flows = repeat(438.79, 360);
rate = repeat(0.10, 360); /* specify annual rate */
freq = 1/12; /* 12 compoundings annually */
pv = pv(timesn, flows, freq, rate);
print pv;

```

Figure 26.288 Present Value Computation (PROC IML)

pv
50000.48

pv
50000.48

QNTL Call

CALL QNTL(*q*, *x*, <, *probs*> <, *method*>);

The QNTL subroutine computes sample quantiles for data. The arguments are as follows:

- q* specifies a matrix to contain the quantiles of the *x* matrix.
- x* specifies an $n \times p$ numerical matrix of data. The QNTL subroutine computes quantiles for each column of the matrix.

probs specifies a numeric vector of probabilities used to compute the quantiles. If this option is not specified, the vector {0.25, 0.5, 0.75} is used, resulting in the quartiles of the data. For convenience, a probability of 0 returns the minimum value of *x*, and a probability of 1 returns the maximum value.

method specifies the method used to compute the quantiles. These methods correspond to those defined by using the PCTLDEF= option in the UNIVARIATE procedure. For details, see the section “Calculating Percentiles” of the documentation for the CORR procedure in the *Base SAS Procedures Guide: Statistical Procedures*.

The following values are valid:

- 1 specifies that quantiles are computed according to a weighted average.
- 2 specifies that quantiles are computed by choosing an observation closest to some quantity.
- 3 specifies that quantiles are computed by using the empirical distribution function.
- 4 specifies that quantiles are computed according to a different weighted average.
- 5 specifies that quantiles are computed by using average values of the empirical distribution function. This is the default value.

If *x* is an $n \times p$ matrix, the QNTL subroutine computes a $k \times p$ matrix where *k* is the dimension of the *probs* matrix. The quantiles are returned in the *q* matrix, as shown in the following example:

```
x = {5 1 10,
      6 2 3,
      6 8 5,
      6 7 9,
      7 2 13};
call qntl(q, x);
print q[rowname={"P25", "P50", "P75"}];
```

Figure 26.289 Quantiles

q
P25 6 2 5
P50 6 2 9
P75 6 7 10

You can use the MATTRIB statement to permanently assign row names to the matrix that contains the quantiles, as shown in the following statements:

```
p = {0.25 0.50 0.75};
labels = "P" + strip(putn(100*p, "best5."));
mattrib q rowname=labels;
print q;
```

Figure 26.290 Rownames for Quantiles

<u>q</u>
P25 6 2 5
P50 6 2 9
P75 6 7 10

You can specify the optional arguments in either of two ways: by specifying an argument positionally or by specifying a keyword/value pair, as shown in the following statements.

```
x = T(1:100);
p = do(0.1, 0.9, 0.1);
call qnt1(q1, x, p);
call qnt1(q2, x) probs=p; /* equivalent */
```

QR Call

CALL QR(*q, r, piv, lndep, a <, ord> <, b >*);

The QR subroutine produces the QR decomposition of a matrix by using Householder transformations.

The QR subroutine returns the following values:

- q* specifies an orthogonal matrix **Q** that is the product of the Householder transformations applied to the $m \times n$ matrix **A**, if the *b* argument is not specified. In this case, the $\min(m, n)$ Householder transformations are applied, and *q* is an $m \times m$ matrix. If the *b* argument is specified, *q* is the $m \times p$ matrix **Q'B** that has the transposed Householder transformations **Q'** applied on the *p* columns of the argument matrix **B**.
- r* specifies a $\min(m, n) \times n$ upper triangular matrix **R** that is the upper part of the $m \times n$ upper triangular matrix **R̃** of the QR decomposition of the matrix **A**. The matrix **R̃** of the QR decomposition can be obtained by vertical concatenation (by using the operator $\|$) of the $(m - \min(m, n)) \times n$ zero matrix to the result matrix **R**.
- piv* specifies an $n \times 1$ vector of permutations of the columns of **A**; that is, on return, the QR decomposition is computed, not of **A**, but of the permuted matrix whose columns are $[\mathbf{A}_{piv[1]} \dots \mathbf{A}_{piv[n]}]$. The vector *piv* corresponds to an $n \times n$ permutation matrix **Π**.
- lndep* is the number of linearly dependent columns in matrix **A** detected by applying the $\min(m, n)$ Householder transformations in the order specified by the argument vector *piv*.

The input arguments to the QR subroutine are as follows:

- a* specifies an $m \times n$ matrix **A** that is to be decomposed into the product of the orthogonal matrix **Q** and the upper triangular matrix **R̃**.
- ord* specifies an optional $n \times 1$ vector that specifies the order of Householder transformations applied to matrix **A**. When you specify the *ord* argument, the columns of **A** can be divided into the following groups:

$ord[j]>0$	Column j of \mathbf{A} is an <i>initial column</i> , meaning it has to be processed at the start in increasing order of $ord[j]$. This specification defines the first n_l columns of \mathbf{A} that are to be processed.
$ord[j]=0$	Column j of \mathbf{A} is a <i>pivot column</i> , meaning it is to be processed in order of decreasing residual Euclidean norms. The pivot columns of \mathbf{A} are processed after the n_l initial columns and before the n_u final columns.
$ord[j]<0$	Column j of \mathbf{A} is a <i>final column</i> , meaning it has to be processed at the end in decreasing order of $ord[j]$. This specification defines the last n_u columns of \mathbf{A} that are to be processed. If $n > m$, some of these columns are not processed.

The default is $ord[j]=j$, in which case the Householder transformations are processed in the same order in which the columns are stored in matrix \mathbf{A} (without pivoting).

- b specifies an optional $m \times p$ matrix \mathbf{B} that is to be multiplied by the transposed $m \times m$ matrix \mathbf{Q}' . If b is specified, the result q contains the $m \times p$ matrix $\mathbf{Q}'\mathbf{B}$. If b is not specified, the result q contains the $m \times m$ matrix \mathbf{Q} .

The QR subroutine decomposes an $m \times n$ matrix \mathbf{A} into the product of an $m \times m$ orthogonal matrix \mathbf{Q} and an $m \times n$ upper triangular matrix $\widetilde{\mathbf{R}}$, so that

$$\mathbf{A}\Pi = \mathbf{Q}\widetilde{\mathbf{R}}, \mathbf{Q}'\mathbf{Q} = \mathbf{QQ}' = \mathbf{I}_m$$

by means of $\min(m, n)$ Householder transformations.

The $m \times m$ orthogonal matrix \mathbf{Q} is computed only if the last argument b is not specified, as in the following example:

```
call qr(q, r, piv, linddep, a, ord);
```

In many applications, the number of rows, m , is very large. In these cases, the explicit computation of the $m \times m$ matrix \mathbf{Q} might require too much memory or time.

In the usual case where $m > n$,

$$\begin{aligned} \mathbf{A} &= \begin{bmatrix} * & * & * \\ * & * & * \\ * & * & * \\ * & * & * \\ * & * & * \end{bmatrix} & \mathbf{Q} &= \begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \end{bmatrix} \\ \widetilde{\mathbf{R}} &= \begin{bmatrix} * & * & * \\ 0 & * & * \\ 0 & 0 & * \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} & \mathbf{R} &= \begin{bmatrix} * & * & * \\ 0 & * & * \\ 0 & 0 & * \end{bmatrix} \\ \mathbf{Q} &= [\mathbf{Q}_1 \ \mathbf{Q}_2], \quad \widetilde{\mathbf{R}} &= \begin{bmatrix} \mathbf{R} \\ \mathbf{0} \end{bmatrix} \end{aligned}$$

where \mathbf{R} is the result returned by the QR subroutine.

The n columns of matrix \mathbf{Q}_1 provide an orthonormal basis for the n columns of \mathbf{A} and are called the *range space* of \mathbf{A} . Since the $m - n$ columns of \mathbf{Q}_2 are orthogonal to the n columns of \mathbf{A} , $\mathbf{Q}_2' \mathbf{A} = \mathbf{0}$, they provide an orthonormal basis for the orthogonal complement of the columns of \mathbf{A} and are called the *null space* of \mathbf{A} .

In the case where $m < n$,

$$\mathbf{A} = \begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \end{bmatrix} \quad \mathbf{Q} = \begin{bmatrix} * & * & * \\ * & * & * \\ * & * & * \end{bmatrix}$$

$$\widetilde{\mathbf{R}} = \mathbf{R} = \begin{bmatrix} * & * & * & * & * \\ 0 & * & * & * & * \\ 0 & 0 & * & * & * \end{bmatrix}$$

Specifying the argument *ord* as an n vector lets you specify a special order of the columns in matrix \mathbf{A} on which the Householder transformations are applied. There are two special cases:

- If you do not specify the *ord* argument, the default values $ord[j] = j$ are used. In this case, Householder transformations are done in the same order in which the columns are stored in \mathbf{A} (without pivoting).
- If you set all components of *ord* to zero, the Householder transformations are done in order of decreasing Euclidean norms of the columns of \mathbf{A} .

To check the QR decomposition, use the following statements to compute the three residual sum of squares (represented by the variables SS0, SS1, and SS2), which should be close to zero:

```
a = shape(1:20, 5);
m = nrow(a); n = ncol(a);
ord = j(1, n, 0);
call qr(q, r, piv, linddep, a);
ss0 = ssq(a[,piv] - q[,1:n] * r);
ss1 = ssq(q * q` - i(m));
ss2 = ssq(q` * q - i(m));
print ss0 ss1 ss2;
```

Figure 26.291 Result of a QR Decomposition

ss0	ss1	ss2
6.231E-28	2.948E-31	2.862E-31

If the QR subroutine detects linearly dependent columns while processing matrix \mathbf{A} , the column order given in the result vector *piv* can differ from an explicitly specified order in the argument vector *ord*. If a column of \mathbf{A} is found to be linearly dependent on columns already processed, this column is swapped to the end of matrix \mathbf{A} . The order of columns in the result matrix \mathbf{R} corresponds to the order of columns processed in \mathbf{A} . The swapping of a linearly dependent column of \mathbf{A} to the end of the matrix corresponds to the swapping of the same column in \mathbf{R} and leads to a zero row at the end of the upper triangular matrix \mathbf{R} .

The scalar result *linddep* counts the number of linearly dependent columns that are detected in constructing the first $\min(m, n)$ Householder transformations in the order specified by the argument vector *ord*. The test

of linear dependence depends on the singularity criterion, which is 1E–8 by default.

Solving the linear system $Rx = Q'b$ with an upper triangular matrix \mathbf{R} whose columns are permuted corresponding to the result vector piv leads to a solution x with permuted components. You can reorder the components of x by using the index vector piv at the left-hand side of an expression, as follows:

```
a = {3 0 0 -1,
      0 1 2 0,
      4 -4 -1 1,
     -1 2 3 4};
b = {-1, 8, -3, 28};

n = ncol(a); p = ncol(b);
ord = j(1, n, 0);
call qr(qtb, r, piv, linddep, a, ord, b);
print piv;

x = j(n,1);
x[piv] = inv(r) * qtb[1:n, 1:p];
print x;
```

Figure 26.292 Solution to a Linear System

piv
1 4 2 3

<u>x</u>
1
2
3
4

The Full-Rank Linear Least Squares Problem

This example solves the full-rank linear least squares problem. Specify the argument b as an $m \times p$ matrix \mathbf{B} , as follows:

```
call qr(q, r, piv, linddep, a, ord, b);
```

When you specify the b argument, the QR subroutine computes the matrix $Q'B$ (instead of Q) as the result q . Now you can compute the p least squares solutions x_k of an overdetermined linear system with an $m \times n, m > n$ coefficient matrix A , $\text{rank}(A) = n$, and p right-hand sides b_k stored as the columns of the $m \times p$ matrix B :

$$\min_{x_k} \|Ax_k - b_k\|^2, k = 1, \dots, p$$

where $\|\cdot\|$ is the Euclidean vector norm. This is accomplished by solving the p upper triangular systems with back substitution:

$$x_k = P_i' R^{-1} Q_1' b_k, k = 1, \dots, p$$

For most applications, the number of rows of \mathbf{A} , m , is much larger than n , the number of columns of \mathbf{A} , or p , the number of right-hand sides. In these cases, you are advised not to compute the large $m \times m$ matrix \mathbf{Q} (which can consume too much memory and time) if you can solve your problem by computing only the smaller $m \times p$ matrix $\mathbf{Q}'\mathbf{B}$ implicitly.

For example, use the first five columns of the 6×6 Hilbert matrix \mathbf{A} , as follows:

```
a= { 36      -630      3360     -7560      7560     -2772,
      -630     14700    -88200    211680    -220500     83160,
      3360    -88200     564480   -1411200   1512000    -582120,
     -7560    211680   -1411200   3628800   -3969000   1552320,
      7560   -220500   1512000   -3969000   4410000   -1746360,
     -2772     83160   -582120   1552320   -1746360    698544 };

aa = a[, 1:5];
b= { 463, -13860, 97020, -258720, 291060, -116424};

m = nrow(aa); n = ncol(aa); p = ncol(b);
call qr(qtb, r, piv, linddep, aa, , b);

if linddep=0 then do;
  x=inv(r)*qtb[1:n];
  print x; /* x solves aa*x=b */
end;
else /* handle linear dependence */;
```

Figure 26.293 Solution to Least Squares Problem

<hr/> x <hr/>
1
0.5
0.3333333
0.25
0.2

Note that you are using only the first n rows, $\mathbf{Q}'_1\mathbf{B}$, of the `qtb` matrix. The IF-THEN statement of the preceding example can be replaced by the more efficient `TRISOLV` function:

```
if linddep=0 then
  x = trisolv(1, r, qtb[1:n], piv);
```

For information about solving rank-deficient linear least squares problems, see the `RZLIND` call.

QUAD Call

CALL QUAD(*r*, "fun", *points* <, *eps*> <, *peak*> <, *scale*> <, *msg*> <, *cycles*>);

The QUAD subroutine performs numerical integration of scalar functions in one dimension over infinite, connected semi-infinite, and connected finite intervals.

The QUAD subroutine returns the following value:

- r* is a numeric vector that contains the results of the integration. The size of *r* is equal to the number of subintervals defined by the argument *points*. If the numerical integration fails on a particular subinterval, the corresponding element of *r* is set to missing.

The input arguments to the QUAD subroutine are as follows:

<i>“fun”</i>	specifies the name of a module used to evaluate the integrand.
<i>points</i>	specifies a sorted vector that provides the limits of integration over connected subintervals. The simplest form of the vector provides the limits of the integration on one interval. The first element of <i>points</i> should contain the left limit. The second element should be the right limit. A missing value of .M in the left limit is interpreted as $-\infty$, and a missing value of .P is interpreted as $+\infty$. For more advanced usage of the QUAD call, <i>points</i> can contain more than two elements. The elements of the vector must be sorted in an ascending order. Each two consecutive elements in <i>points</i> defines a subinterval, and the subroutine reports the integration over each specified subinterval. The use of subintervals is important because the presence of internal points of discontinuity in the integrand hinders the algorithm.
<i>eps</i>	is an optional scalar that specifies the desired relative accuracy. It has a default value of 1E-7. You can specify <i>eps</i> by using the EPS= keyword.
<i>peak</i>	is an optional scalar that is the approximate location of a maximum of the integrand. By default, it has a location of 0 for infinite intervals, a location that is one unit away from the finite boundary for semi-infinite intervals, and a centered location for bounded intervals. You can specify <i>peak</i> by using the PEAK= keyword.
<i>scale</i>	is an optional scalar that is the approximate estimate of any scale in the integrand along the independent variable (see the examples). It has a default value of 1. You can specify <i>scale</i> by using the SCALE= keyword.
<i>msg</i>	is an optional character scalar that restricts the number of messages produced by the QUAD subroutine. If <i>msg</i> = “NO” then it does not produce any warning messages. You can specify <i>msg</i> by using the MSG= keyword.
<i>cycles</i>	is an optional integer that indicates the maximum number of refinements the QUAD subroutine can make in order to achieve the required accuracy. It has a default value of 8. You can specify <i>cycles</i> by using the CYCLES= keyword.

If the dimensions of any optional argument are 0×0 , the QUAD subroutine uses its default value.

The QUAD subroutine is a numerical integrator based on adaptive Romberg-type integration techniques. See Rice (1973), Sikorsky (1982), Sikorsky and Stenger (1984), Stenger (1973a), Stenger (1973b), and Stenger (1978). Many adaptive numerical integration methods (Ralston and Rabinowitz 1978) start at one end of the interval and proceed towards the other end, working on subintervals while locally maintaining a certain prescribed precision. This is not the case with the QUAD call. The QUAD subroutine is an adaptive global-type integrator that produces a quick, rough estimate of the integration result and then refines the estimate until it achieves the prescribed accuracy. This gives the subroutine an advantage over Gauss-Hermite and Gauss-Laguerre quadratures (Ralston and Rabinowitz 1978; Squire 1987), particularly for infinite and semi-infinite intervals, because those methods perform only a single evaluation.

A Simple Example

Consider the integral

$$\int_0^{\infty} e^{-t} dt$$

The following statements evaluate this integral:

```
/* Define the integrand */
start fun(t);
  v = exp(-t);
  return(v);
finish;

a = {0 .P};
call quad(z, "fun", a);
print z[format=E21.14];
```

Figure 26.294 Result of Numerical Integration on a Semi-Infinite Domain

z
9.9999999595190E-01

The integration is carried out over the interval $(0, \infty)$, as specified by the **a** variable. The missing value in the second element of **a** is interpreted as ∞ . The values of EPS=1E-7, PEAK=1, SCALE=1, and CYCLES=8 are used by default.

The following statements integrate the same exponential function over two subintervals:

```
a = {0 3 .P};
call quad(z2, "fun", a);
print z2[format=E21.14];
```

Figure 26.295 Result of Numerical Integration on Two Intervals

z2
9.50212930994570E-01
4.97870683477090E-02

Notice that the elements of **a** are in ascending order. The integration is carried out over $(0, 3)$ and $(3, \infty)$, and the corresponding results are shown in the output. The values of EPS=1E-7, PEAK=1, SCALE=1, and CYCLES=8 are used by default. To obtain the results of integration over $(0, \infty)$, use the **SUM** function on the elements of the **z2** vector, as follows:

```
b = sum(z2);
print b[format=E21.14];
```

Figure 26.296 Result of Numerical Integration on Two Intervals

b
9.9999999342280E-01

Using the PEAK= Option

The *peak* and *scale* options enable you to avoid analytically changing the variable of the integration in order to produce a well-conditioned integrand that permits the numerical evaluation of the integration.

Consider the integration

$$\int_0^{\infty} e^{-10000t} dt$$

The following statements evaluate this integral:

```
start fun2(t);
  v = exp(-10000*t);
  return(v);
finish;

a = {0 .P};
/* Either syntax can be used */
/* call quad(z, "fun2", a, 1E-10, 0.0001); or */
call quad(z3, "fun2", a) eps=1E-10 peak=0.0001;
print z3[format=E21.14];
```

Figure 26.297 Result of Specifying PEAK= Option

z3
9.9999999998990E-05

The integration is performed over the semi-infinite interval $(0, \infty)$. The default values of SCALE=1 and CYCLES=8 are used. However, the default value of *peak* is 1 for this semi-infinite interval, which is not a good estimate of the location of the function's maximum. If you do not specify a *peak* value, the integration cannot be evaluated to the desired accuracy, a message is printed to the SAS log, and a missing value is returned. Note that *peak* can still be set to 1E-7 and the integration will be successful.

The evaluation of the integrand at *peak* must be nonzero for the computation to continue. You should adjust the value of *peak* to get a nonzero evaluation at *peak* before trying to adjust *scale*. Reducing *scale* decreases the initial step size and can lead to an increase in the number of function evaluations per step at a linear rate.

Using the SCALE= Option

Consider the integration

$$\int_{-\infty}^{\infty} e^{-100000(t-3)^2} dt$$

The integrand is essentially zero except on a small interval close to $t = 3$. The following statements evaluate this integral:

```
/* Define the integrand */
start fun3(t);
  v = exp(-100000*(t-3)*(t-3));
  return(v);
finish;
```

```
a = { .M .P };
call quad(z4, "fun3", a) eps=1E-10 peak=3 scale=0.001;
print z4[format=E21.14];
```

Figure 26.298 Result of Specifying the SCALE= Option

z4
5.60499121639830E-03

The integration is carried out over the infinite interval $(-\infty, \infty)$. The default value of CYCLES=8 has been used. The integrand has its maximum value at $t = 3$, so the PEAK=3 option is specified.

If you use the default value of *scale*, the integral cannot be evaluated to the desired accuracy, and a missing value is returned. The variables *scale* and *cycles* can be used to increase the number of possible function evaluations; the number of possible function evaluations increases linearly with the reciprocal of *scale*, but it potentially increases in an exponential manner when *cycles* is increased. Increasing the number of function evaluations increases execution time.

Two-Dimensional Integration

When you perform double integration, you must separate the variables between the iterated integrals. There should be a clear distinction between the variable of the one-dimensional integration and the parameters that are passed to the integrand. Another important consideration is specifying the correct limits of integration.

For example, suppose you want to compute probabilities for the standard bivariate normal distribution with correlation ρ . In particular, if an observation (x, y) is drawn from the distribution, what is probability that $x \leq a$ and $y \leq b$ for given values of a and b ?

The bivariate normal probability is given by the following double integral:

$$\text{probbnrm}(a, b, \rho) = \frac{1}{2\pi\sqrt{1-\rho^2}} \int_{-\infty}^a \int_{-\infty}^b \exp\left(-\frac{x^2 - 2\rho xy + y^2}{2(1-\rho^2)}\right) dy dx$$

The inner integral is

$$g(x, b, \rho) = \frac{1}{2\pi\sqrt{1-\rho^2}} \int_{-\infty}^b \exp\left(-\frac{x^2 - 2\rho xy + y^2}{2(1-\rho^2)}\right) dy$$

with parameters x and ρ , and the limits of integration are from $-\infty$ to b . The outer integral is then

$$\text{probbnrm}(a, b, \rho) = \int_{-\infty}^a g(x, b, \rho) dx$$

with the limits from $-\infty$ to a .

You can write a function module with parameters a, b, ρ that computes the bivariate normal probability. In the following statements, the function module is called NORCDF2 because it compute the CDF of the bivariate normal distribution. The NORCDF2 module calls the QUAD subroutine on the MARGINAL module, which computes the outer integral. The MARGINAL module, in turn, uses the QUAD function to evaluate inner integral. The integrand of the inner integral is defined in the NORPDF2 module.

```

/*
/* This function is the density function and requires */
/* the variable T (passed in the argument)           */
/* and a list of global parameters, YY, RHO, COUNT   */
/*-----*/
start norpdf2(t) global(yv,rho,count);
  count = count+1;
  q=(t#t-2#rho#t#yv+yv#yv)/(1-rho#rho);
  p=exp(-q/2);
  return(p);
finish;

/*
/* The outer integral                         */
/* The limits of integration are .M to YY      */
/* YY is passed as a parameter to the inner integral*/
/*-----*/
start marginal(v) global(yy,yv,eps);
  interval = .M || yy;
  if ( v < -12 ) then return(0);
  yv = v;
  call quad(pm, "NORPDF2", interval) eps=eps;
  return(pm);
finish;

/*
/* Global parameters: YY, RHO, EPS            */
/* EPS is set from IML                      */
/*-----*/
start norcdf2(a, b, rrho) global(yy,rho,eps);
  rho = rrho; /* copy arguments (local variables) to global list */
  yy = b;

  interval= .M || a; /* upper/lower limits for outer integral */
  call quad(p,"MARGINAL",interval) eps=eps;

  pi = constant("Pi");
  per = p / (2*pi#sqrt(1-rho#rho)); /* scale the value from QUAD */
  return(per);
finish;

/*
/* Main Program: set up global constants and call QUAD */
/*-----*/
count = 0;
eps = 1E-11;

p = norcdf2(2, 1, 0.1);
print p[format=E21.14], count;

```

Figure 26.299 Result of Numerical Integration of a Double Iterated Integral

p
8.23640898880300E-01
count
250453

The variable COUNT contains the number of times the NORPDF2 module is called. Note that the value computed by the NORCDF2 module is very close to that returned by the PROBBNRM function, which computes probabilities for the bivariate normal model, as shown by the following statements:

```
/* Compute the value with the PROBBNRM function */
pp = probbnrm(2,1,0.1);
print pp[format=E21.14];
```

Figure 26.300 Result of Numerical Integration of a Double Iterated Integral

pp
8.23640898880500E-01

Note the following:

- The iterated inner integral cannot have a left endpoint of $-\infty$. For large values of v , the inner integral does not contribute to the answer but still needs to be computed to the required relative accuracy. Therefore, either cut off the function (when $v \leq -12$), as in the MARGINAL module in the preceding example, or have the intervals start from a reasonable cutoff value. In addition, the QUAD subroutine stops if the integrands appear to be identically 0 (probably caused by underflow) over the interval of integration.
- This method of integration (iterated, one-dimensional integrals) is extremely conservative and requires unnecessary function evaluations. In this example, the QUAD subroutine for the inner integration lacks information about the final value that the QUAD subroutine for the outer integration is trying to refine. The lack of communication between the two QUAD routines can cause useless computations to be performed in the inner integration.

To illustrate this idea, let the relative error be 1E–11 and let the answer delivered by the outer integral be close to 0.8, as in this example. Any computation of the inner execution of the QUAD call that yields 0.8E–11 or less does not contribute to the final answer of the QUAD subroutine for the outer integral. However, the inner integral lacks this information, and for a given value of the parameter yv , it attempts to compute an answer with much more precision than is necessary. The lack of communication between the two QUAD subroutines prevents the introduction of better cutoffs. Although this method can be inefficient, the final calculations are accurate.

QUARTILE Function

QUARTILE(*matrix*);

The QUARTILE function is part of the **IMLMLIB** library. Given an $n \times m$ data matrix, the QUARTILE function returns a $5 \times m$ matrix. The rows of the return matrix contain the minimum, lower quartile, median, upper quartile, and maximum values (respectively) for the data in *matrix*. Missing values are excluded from the computation. If all values in a column are missing, the return values for that column are missing.

```
use Sashelp.Class;
read all var _NUM_ into X[colname=varNames];
close Sashelp.Class;
q = quartile(X);
rn = {"Minimum" "Q1" "Median" "Q2" "Maximum"};
print q[rowname=rn colname=varNames];
```

Figure 26.301 Quartiles

	q		
	Age	Height	Weight
Minimum	11	51.3	50.5
Q1	12	57.5	84
Median	13	62.8	99.5
Q2	15	66.5	112.5
Maximum	16	72	150

For the computation of arbitrary quantiles, see the documentation for the **QNTL call**.

QUEUE Call

CALL QUEUE(argument1 <, argument2, ..., argument15>);

The QUEUE subroutine places character arguments that contain valid SAS statements (usually SAS/IML statements or global statements) at the end of the input command stream. You can specify up to 15 arguments. Each argument to the QUEUE subroutine is a character matrix or quoted literal that contains valid SAS statements.

The queued string is read after other lines of input already in the queue. If you want to push the lines in front of other lines already in the queue, use the **PUSH subroutine** instead. Any statements queued to the input command queue get executed when the module is paused (see the **PAUSE statement**), which happens when one of the following occurs:

- An execution error occurs within a module.
- An interrupt is issued.
- A PAUSE statement executes.

The strings you queue do not appear on the log.

CAUTION: Do not queue too many statements at one time. Queuing too many statements can cause problems that can result in exiting the SAS System.

For more examples, see [Chapter 21](#).

An example that uses the QUEUE subroutine follows:

```

start mod(x);
  code="x=0;";
  call queue (code, "resume");
  pause;
finish;

x=1;
run mod(x);
print x;

```

Figure 26.302 Result of Evaluating Queued Statements

x
0

QUIT Statement

QUIT ;

Use the QUIT statement to exit PROC IML. If a DATA or PROC statement is encountered, QUIT is implied. The QUIT statement is executed immediately; therefore, you cannot use QUIT as an executable statement (that is, as part of a module or conditional clause). However, you can use the **ABORT statement** as an executable statement.

PROC IML closes all open data sets and files when a QUIT statement is encountered. Workspace and symbol spaces are freed up. If you need to use any matrix values or any module definitions in a later session, you must store them in a storage library before you quit.

RANCOMB Function

RANCOMB(*n*, *k* <, *numcomb* >);

RANCOMB(*set*, *k* <, *numcomb* >);

The RANCOMB function generates random combinations of *k* elements taken from a set of *n* elements. The random number seed is set by the **RANDSEED subroutine**.

The first argument, *set*, can be a scalar or a vector. If *set* is a scalar, the function returns indices in the range 1–*n*. If *set* is a vector, the number of elements of the vector determines *n* and the RANCOMB function returns elements of *set*.

By default, the RANCOMB function returns a single random combination with one row and *k* columns. If the *numcomb* argument is specified, the function returns a matrix with *numcomb* rows and *k* columns. Each row of the returned matrix represents a single combination.

The following statements generate five random combinations of two elements from the set {1, 2, 3, 4}:

```
n = 4;
k = 2;
call randseed(1234);
c = rancomb(n, k, 5);
print c;
```

Figure 26.303 Random Pairwise Combinations of Four Items

c
1 4
1 2
2 4
2 3
1 3

The function can return combinations for arbitrary numerical or character matrices. For example, the following statements generate five random pairwise combinations of four elements:

```
d = rancomb({A B C D}, 2, 5);
print d;
```

Figure 26.304 Random Pairwise Combinations of Four Characters

d
A D
A B
A D
B D
A B

RANDDIRICHLET Function

RANDDIRICHLET(*N*, *Shape*);

The RANDDIRICHLET function is part of the [IMLMLIB library](#). The RANDDIRICHLET function generates a random sample from a Dirichlet distribution, which is a multivariate generalization of the beta distribution.

The input parameters are as follows:

N is the number of observations to sample.

Shape is a $1 \times (p + 1)$ vector of shape parameters for the distribution, $\text{Shape}[i] > 0$.

The RANDDIRICHLET function returns an $N \times p$ matrix that contains N random draws from the Dirichlet distribution.

If $X = \{X_1 \ X_2 \ \dots \ X_p\}$ with $\sum_{i=1}^p X_i < 1$ and $X_i > 0$ follows a Dirichlet distribution with shape parameter $\alpha = \{\alpha_1 \ \alpha_2 \ \dots \ \alpha_{p+1}\}$, then

- the probability density function for x is

$$f(x; \alpha) = \frac{\Gamma(\sum_{i=1}^{p+1} \alpha_i)}{\prod_{i=1}^{p+1} \Gamma(\alpha_i)} \prod_{i=1}^p x_i^{\alpha_i-1} (1 - x_1 - x_2 - \dots - x_p)^{\alpha_{p+1}-1}$$

- if $p = 1$, the probability distribution is a beta distribution.

- if $\alpha_0 = \sum_{i=1}^{p+1} \alpha_i$, then
 - the expected value of X_i is α_i/α_0 .
 - the variance of X_i is $\alpha_i(\alpha_0 - \alpha_i)/(\alpha_0^2(\alpha_0 + 1))$.
 - the covariance of X_i and X_j is $-\alpha_i\alpha_j/(\alpha_0^2(\alpha_0 + 1))$.

The following example generates 1,000 samples from a two-dimensional Dirichlet distribution. Each row of the returned matrix x is a row vector sampled from the Dirichlet distribution. The following example computes the sample mean and covariance and compares them with the expected values:

```
call randseed(1);
n = 1000;
Shape = {2, 1, 1};
x = RandDirichlet(n, Shape);
d = nrow(Shape)-1;
s = Shape[1:d];
Shape0 = sum(Shape);
Mean = s`/Shape0;
Cov = -s*s` / (Shape0##2*(Shape0+1));
/* replace diagonal elements with variance */
Variance = s#(Shape0-s) / (Shape0##2*(Shape0+1));
do i = 1 to d;
  Cov[i,i] = Variance[i];
end;

SampleMean = mean(x);
SampleCov = cov(x);
print SampleMean Mean, SampleCov Cov;
```

Figure 26.305 Estimated Mean and Covariance Matrix

SampleMean	Mean
0.4992449 0.2485677	0.5 0.25

SampleCov	Cov
0.0502652 -0.026085	0.05 -0.025
-0.026085 0.0393922	-0.025 0.0375

For further details about sampling from the Dirichlet distribution, see Kotz, Balakrishnan, and Johnson (2000); Gentle (2003); or Devroye (1986).

RANDFUN Function

RANDFUN(*N*, "Distribution" <, *param1*> <, *param2*> <, *param3*>);

The RANDFUN function is part of the [IMLMLIB library](#). The RANDFUN function is a convenient interface to the RANDGEN subroutine. If *N* is a positive integer, the function returns an $N \times 1$ column vector of random numbers that are drawn from the *Distribution* family with the specified parameters. If *N* is a vector that contains a pair of integers, the function returns an $N[1] \times N[2]$ matrix of random numbers.

For simulation studies that generate matrices of random numbers within a DO loop, it is more efficient to use the RANDGEN subroutine.

The following example simulates data from three distributions:

- the Bernoulli distribution with probability $p = 1/2$
- the uniform distribution on the interval (0, 1)
- the normal distribution with mean 5 and standard deviation 2

```
call randseed(123);
b = randfun({4 2}, "Bernoulli", 0.5); /* 4 rows, 2 cols */
u = randfun(4, "Uniform");
x = randfun(4, "Normal", 5, 2);
print b u x;
```

Figure 26.306 Random Samples from Three Distributions

b	u	x
0 1	0.056701	4.956251
1 1	0.0798305	5.8587927
1 1	0.9233735	5.9284455
1 1	0.2258509	6.2806841

RANDGEN Call

CALL RANDGEN(*result*, *distname* <, *parm1*> <, *parm2*> <, *parm3*>);

The RANDGEN subroutine generates random numbers from a specified distribution.

The subroutine takes the following input arguments:

- | | |
|-----------------|--|
| <i>result</i> | specifies a matrix that is to be filled with random samples from the specified distribution. |
| <i>distname</i> | specifies the name of a probability distribution. |
| <i>parm1</i> | specifies a distribution parameter. |
| <i>parm2</i> | specifies a distribution parameter. |
| <i>parm3</i> | specifies a distribution parameter. |

For most distributions, the RANDGEN subroutine generates random numbers by using the same numerical method as the RAND function in Base SAS software, with the efficiency optimized for matrices. You can initialize the random number stream that is used by RANDGEN by calling the [RANDSEED subroutine](#). The *result* parameter should be preallocated to a size equal to the number of values that you want to generate. If *result* is not initialized, then it receives a single random value.

The following statements fill a vector with 1,000 random values from a standard normal distribution:

```
call randseed(12345);
x = j(1000,1);           /* allocate (1000 x 1) vector */
call randgen(x, "Normal"); /* fill it */
```

Vectors of Parameters

Except for the “Table” and “NormalMix” distributions, the distribution parameters are usually scalar values. However, the RANDGEN subroutine also accepts vectors of parameters. If *result* is an $n \times m$ matrix, then *parm1*, *parm2*, and *parm3* can contain 1, *n*, *m*, or *nm* elements. The different sizes are interpreted as follows:

- If the parameters are scalar quantities, each element of *result* is a sample value from the same distribution.
- Otherwise, if the parameters contain *m* elements, the *j*th column of the *result* matrix consists of random values drawn from the distribution with parameters *param1[j]*, *param2[j]*, and *param3[j]*.
- Otherwise, if the parameters contain *n* elements, the *i*th row of the *result* matrix consists of random values drawn from the distribution with parameters *param1[i]*, *param2[i]*, and *param3[i]*.
- Otherwise, if the parameters contain *nm* elements, the (i, j) element of the *result* matrix contains a random value drawn from the distribution with parameters *param1[s]*, *param2[s]*, and *param3[s]*, where $s = m(i - 1) + j$.

All parameters must be the same length. You cannot specify a scalar for one parameter and a vector for another. If you pass in parameter vectors that do not satisfy one of the preceding conditions, then the first element of each parameter is used.

For example, the *j*th column of the following matrix is a sample drawn from a normal population with mean *j* and standard deviation *j*/4:

```
n = 5; m = 4;
x = j(n, m);
Mu = 1:m;
Sigma = (1:m) / m;
call randgen(x, "Normal", Mu, Sigma);
print x;
```

Figure 26.307 Columns Drawn from Different Distributions

x				
0.7953097	2.109807	2.5903507	4.567692	
1.1153841	1.9143935	3.5193908	4.461049	
1.1036757	2.6768648	3.3873821	4.5642427	
1.1543757	1.6322845	2.6431948	4.2777107	
0.8030879	1.4097247	3.0206292	2.6724841	

The following sections describe the distributions that are supported.

Bernoulli Distribution

To generate random variates from the Bernoulli distribution, specify 'Bernoulli' for the *distname* argument. The subroutine generates random values of x in the discrete set $\{0, 1\}$. The values are drawn from the probability mass function:

$$f(x) = \begin{cases} 1 & \text{for } p = 0, x = 0 \\ p^x(1-p)^{1-x} & \text{for } 0 < p < 1, x = 0, 1 \\ 1 & \text{for } p = 1, x = 1 \end{cases}$$

The parameter p , $0 \leq p \leq 1$, is the probability of a “success.” A success means that x has the value 1.

Beta Distribution

To generate random variates from the beta distribution, specify 'Beta' for the *distname* argument. The subroutine generates random values of x in the bounded interval $(0, 1)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{\Gamma(a+b)}{\Gamma(a)\Gamma(b)} x^{a-1} (1-x)^{b-1}$$

The shape parameters $a > 0$ and $b > 0$ are required. Be aware that small values of the parameters ($a, b < 1$) correspond to a U-shaped density that has singularities. Very small parameter values ($a, b \ll 1$) can lead to loss of precision because of numerical underflow.

Binomial Distribution

To generate random variates from the binomial distribution, specify 'Binomial' for the *distname* argument. The subroutine generates values of x in the discrete set $\{0, 1, \dots, n\}$. The values of x are drawn from the probability mass function:

$$f(x) = \begin{cases} 1 & \text{for } p = 0, x = 0 \\ \binom{n}{x} p^x (1-p)^{n-x} & \text{for } 0 < p < 1, x = 0, \dots, n \\ 1 & \text{for } p = 1, x = 1 \end{cases}$$

The parameter p is the success probability, with range $0 \leq p \leq 1$. The parameter n specifies an integer number of independent trials, $n \geq 0$.

Intuitively, x is the number of successes in n independent Bernoulli trials with probability p of success.

Cauchy Distribution

To generate random variates from the Cauchy distribution, specify 'Cauchy' for the *distname* argument. The subroutine generates random values of x in the interval $(-\infty, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{1}{\pi(1 + x^2)}$$

Chi-Square Distribution

To generate random variates from the chi-square distribution, specify 'ChiSquare' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{2^{-d/2}}{\Gamma(\frac{d}{2})} x^{d/2-1} e^{-x/2}$$

The parameter d represents degrees of freedom, with $d > 0$. Often d is an integer, but it does not have to be. Very small parameter values ($d \ll 1$) can lead to loss of precision because of numerical underflow.

Conway-Maxwell-Poisson Distribution

The Conway-Maxwell-Poisson distribution (also called the COM-Poisson distribution) is a generalization of the Poisson distribution that enables you to model underdispersed and overdispersed data. To generate random variates from the Conway-Maxwell-Poisson distribution, specify 'ConMaxPoi' for the *distname* argument. The subroutine generates random values of x in the discrete set $\{0, 1, 2, \dots\}$. The probability mass function for the COM-Poisson distribution is defined by

$$f(x) = \frac{1}{Z(\lambda, v)} \frac{\lambda^x}{(x!)^v}$$

where the normalization factor is $Z(\lambda, v) = \sum_{n=0}^{\infty} \lambda^n / (n!)^v$.

The parameters are a location parameter $\lambda > 0$ and a dispersion parameter $v \geq 0$. When $v = 1$, the distribution is Poisson with rate parameter λ . When $v = 0$ and $\lambda < 1$, the distribution is geometric with probability of success $1 - \lambda$.

The Conway-Maxwell-Poisson distribution is explained further in the documentation for the PDF function in the *SAS Language Reference: Dictionary*.

Erlang Distribution

To generate random variates from the Erlang distribution, specify 'Erlang' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{1}{\lambda^a \Gamma(a)} x^{a-1} e^{-x/\lambda}$$

The Erlang distribution is a gamma distribution with an integer value for the shape parameter $a = 1, 2, \dots$. The optional scale parameter $\lambda > 0$ has the default value $\lambda = 1$.

Exponential Distribution

To generate random variates from the exponential distribution, specify 'Exponential' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{e^{-x/\sigma}}{\sigma}$$

The optional scale parameter $\sigma > 0$ has the default value $\sigma = 1$.

Extreme Value Distribution

The generalized extreme value distribution (for a maximum) contains three parameters: a location parameter μ , a scale parameter σ , and a shape parameter ξ . The default values are $\mu = 0$, $\sigma = 1$, and $\xi = 0$. To generate random variates from the extreme-value distribution, specify 'ExtremeValue' for the *distname* argument. The values of x are drawn from the cumulative distribution function,

$$F(x) = e^{-t(x)}$$

where $t(x) = (1 + \xi(x - \mu)/\sigma)^{-1/\xi}$ for $\xi \neq 0$ and where $t(x) = \exp(-(x - \mu)/\sigma)$ for $\xi = 0$.

When $\xi = 0$, the distribution is a Type 1 distribution, sometimes called a Gumbel-type distribution. The random values of x are in the interval $(-\infty, \infty)$. For $\xi = 0$, it is more efficient to use the Gumbel distribution, which is supported by the RANDGEN subroutine.

When $\xi > 0$, the distribution is a Type 2 distribution, sometimes called a Fréchet-type distribution. The random values of x are in the interval $(\mu - \sigma/\xi, \infty)$.

When $\xi < 0$, the distribution is a Type 3 distribution, sometimes called a Weibull-type distribution. The random values of x are in the interval $(\infty, \mu - \sigma/\xi)$.

F Distribution ($F_{n,d}$)

To generate random variates from the *F* distribution, specify 'F' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{\Gamma(\frac{n+d}{2}) n^{\frac{n}{2}} d^{\frac{d}{2}} x^{\frac{n+d-1}{2}}}{\Gamma(\frac{n}{2}) \Gamma(\frac{d}{2}) (d + nx)^{\frac{n+d}{2}}}$$

The two parameters n and d are degrees of freedom, with values $n > 0$ and $d > 0$.

Gamma Distribution

To generate random variates from the gamma distribution, specify 'Gamma' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{x^{a-1}}{\lambda^a \Gamma(a)} e^{-x/\lambda}$$

The parameter a is a shape parameter, $a > 0$. The optional scale parameter $\lambda > 0$ has the default value $\lambda = 1$.

Generalized Poisson Distribution

To generate random variates from the generalized Poisson distribution, specify 'GenPoisson' for the *distname* argument. The subroutine generates random values of x in the discrete set $\{0, 1, 2, \dots\}$.

The generalized Poisson distribution has two shape parameters: $\theta > 0$ and $0 \leq \eta < 1$. When $\eta = 0$, the distribution is the Poisson distribution with mean and variance of θ . When $\eta > 0$, the mean is $\theta/(1 - \eta)$ and the variance is $\theta/(1 - \eta)^3$. Very large values of θ can result in loss of precision. Similarly, numerical difficulties can occur when η is close to 1; $\eta \leq 0.95$ is recommended.

The values of x are drawn from the following probability mass function:

$$f(x) = \frac{\theta}{x!} (\theta + \eta x)^{x-1} \exp(-\theta - \eta x)$$

Geometric Distribution

The geometric distribution is the distribution of a random variable that represents the number of Bernoulli trials (with probability p) until the first success occurs. To generate random variates from the geometric distribution, specify 'Geometric' for the *distname* argument. The subroutine generates random values of x in the discrete set $\{1, 2, \dots\}$. The values of x are drawn from the probability mass function:

$$f(x) = \begin{cases} (1-p)^{x-1} p & \text{for } 0 < p < 1, x = 1, 2, \dots \\ 1 & \text{for } p = 1, x = 1 \end{cases}$$

The parameter p is the success probability, where $0 < p \leq 1$.

Gompertz Distribution

To generate random variates from the geometric distribution, specify 'Gompertz' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the following cumulative probability distribution:

$$F(x) = 1 - \exp(-\lambda \exp(x/\sigma) - 1)$$

The shape parameter λ has the default value $\lambda = 1$. The scale parameter $\theta > 0$ has the default value $\theta = 1$.

Gumbel Distribution

To generate random variates from the Gumbel distribution, specify 'Gumbel' for the *distname* argument. The subroutine generates random values of x in the interval $(-\infty, \infty)$. The values of x are drawn from the following cumulative probability distribution:

$$F(x) = \exp(-\exp(-(x - \mu)/\sigma)))$$

The location parameter μ has the default value $\mu = 0$. The scale parameter $\sigma > 0$ has the default value $\sigma = 1$. The Gumbel distribution is an extreme value distribution for the maximum. The distribution is skewed to the right.

Hypergeometric Distribution

To generate random variates from the hypergeometric distribution, specify 'Hypergeometric' for the *distname* argument. The values of x are drawn from the probability mass function:

$$f(x) = \frac{\binom{R}{x} \binom{N-R}{k-x}}{\binom{N}{k}}$$

The parameter N is the population size, with range $N = 1, 2, \dots$. The parameter R is the size of the category of interest, with range $R = 0, 1, \dots, N$. The parameter k is the sample size, with range $k = 0, 1, \dots, N$. The subroutine generates random integer values in the discrete set $\{a, a + 1, \dots, b - 1, b\}$, where $a = \max(0, k - (N - R))$ and $b = \min(k, R)$.

Intuitively, x is obtained by the following experiment. Put R red balls and $N - R$ black balls into an urn. The value x is the number of red balls in a sample of size k that is drawn from the urn without replacement.

Integer Distribution

The integer distribution is also called the discrete uniform distribution. To generate random variates from the integer distribution, specify 'Integer' for the *distname* argument.

The subroutine generates random integer values in a finite set. If you specify one integer parameter, c , then x is drawn uniformly from the set $\{1, 2, \dots, c - 1, c\}$. If you specify two integer parameters, a and b with $a \leq b$, then x is drawn uniformly from the set $\{a, a + 1, \dots, b - 1, b\}$.

Laplace Distribution

To generate random variates from the Laplace distribution, specify 'Laplace' for the *distname* argument. The subroutine generates random values of x in the interval $(-\infty, \infty)$.

The values of x are drawn from the probability density function:

$$f(x) = \frac{1}{2\lambda} \exp\left(-\frac{|x - \theta|}{\lambda}\right)$$

The optional location parameter θ has the default value $\theta = 0$. The optional scale parameter $\lambda > 0$ has the default value $\lambda = 1$.

Logistic Distribution

To generate random variates from the logistic distribution, specify 'Logistic' for the *distname* argument. The subroutine generates random values of x in the interval $(-\infty, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{\exp(-(x - \theta)/\lambda)}{\lambda (1 + \exp(-(x - \theta)/\lambda))^2}$$

The optional location parameter θ has the default value $\theta = 0$. The optional scale parameter $\lambda > 0$ has the default value $\lambda = 1$.

Lognormal Distribution

If a random variable X is lognormally distributed, then $\log(X)$ is normally distributed. To generate random variates from the lognormal distribution, specify 'Lognormal' for the *distname* argument. The subroutine generates random values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{1}{x\lambda\sqrt{2\pi}} \exp\left(-\frac{(\ln(x) - \theta)^2}{2\lambda^2}\right)$$

The optional log-scale parameter θ has the default value $\theta = 0$. The optional shape parameter $\lambda > 0$ has the default value $\lambda = 1$.

Negative Binomial Distribution

To generate random variates from the negative binomial distribution, specify 'NegBinomial' for the *distname* argument. The subroutine generates values of x in the discrete set $\{0, 1, \dots, n\}$. The values of x are drawn from the probability mass function:

$$f(x) = \begin{cases} \binom{x+k-1}{k-1} (1-p)^x p^k & \text{for } 0 < p < 1, x = 0, 1, \dots \\ 1 & \text{for } p = 1, x = 0 \end{cases}$$

The parameter p is the success probability with range $0 < p \leq 1$. The parameter k is an integer that counts the number of successes, with range $k = 1, 2, \dots$

Intuitively, x is the number of failures before the k th success during a series of Bernoulli trials with probability of success p .

Normal Distribution

To generate random variates from the normal distribution, specify 'Normal' for the *distname* argument. The subroutine generates random values of x in the interval $(-\infty, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{1}{\lambda\sqrt{2\pi}} \exp\left(-\frac{(x - \theta)^2}{2\lambda^2}\right)$$

The optional parameter θ ($-\infty < \theta < \infty$) is the mean (location) parameter, which has the default value $\theta = 0$. The optional parameter $\lambda > 0$ is the standard deviation, which has the default value $\lambda = 1$.

Normal Mixture Distribution

To generate random variates from a finite mixture of normal distributions, specify 'NormalMix' for the *distname* argument. The subroutine generates random values of x in the interval $(-\infty, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \sum_{i=1}^n p_i \phi(x; \mu_i, \sigma_i)$$

where $\phi(x; \mu_i, \sigma_i)$ is the normal PDF with mean μ_i and standard deviation σ_i , and where p is a vector of probabilities such that

$$\sum_{i=1}^n p_i = 1$$

The parameters p , μ , and σ are vectors with n elements.

Pareto Distribution

To generate random variates from the Pareto distribution, specify 'Pareto' for the *distname* argument. The subroutine generates values of x in the interval (k, ∞) . The values of x are drawn from the probability density function:

$$f(x) = \frac{a}{k} \left(\frac{k}{x} \right)^{a+1}$$

The shape parameter a is valid for $a > 0$. The optional scale parameter $k > 0$ has the default value $k = 1$.

Poisson Distribution

To generate random variates from the Poisson distribution, specify 'Poisson' for the *distname* argument. The subroutine generates values of x in the discrete set $\{0, 1, 2, \dots\}$. The values of x are drawn from the probability density function:

$$f(x) = \frac{m^x e^{-m}}{x!}$$

The parameter m is a rate parameter with range $m > 0$.

Shifted Gompertz

To generate random variates from the shifted Gompertz distribution, specify 'ShGompertz' for the *distname* argument. The subroutine generates values of x in the interval $(0, \infty)$. The values of x are drawn from the following cumulative probability distribution:

$$F(x) = (1 - \exp(-\tau x)) \exp(-\eta \exp(-\tau x))$$

The shape parameter $\eta > 0$ has the default value $\eta = 1$. The inverse scale parameter $\tau > 0$ has the default value $\tau = 1$. As $\eta \rightarrow 0$, the shifted Gompertz distribution approaches the exponential distribution with shape parameter $1/\tau$.

t Distribution

To generate random variates from the *t* distribution, specify 'T' for the *distname* argument. The subroutine generates values of x in the interval $(-\infty, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{\Gamma\left(\frac{d+1}{2}\right)}{\sqrt{d\pi} \Gamma\left(\frac{d}{2}\right)} \left(1 + \frac{x^2}{d}\right)^{-\frac{d+1}{2}}$$

The parameter d is the degrees of freedom, with the range $d > 0$.

Table Distribution

A table distribution (also called a tabled distribution) is a discrete distribution in which you specify the probability that a random variable takes on each of n values. To generate random variates from a table distribution, specify 'Table' for the *distname* argument. The values of x are drawn from the probability density function:

$$f(i) = \begin{cases} p_i & \text{for } i = 1, 2, \dots, n \\ 1 - \sum_{j=1}^n p_j & \text{for } i = n + 1 \end{cases}$$

where p is a vector of probabilities, such that $0 \leq p \leq 1$, and n is the largest integer such that $n \leq \text{size of } p$ and

$$\sum_{j=1}^n p_j \leq 1$$

If $\sum p_j = 1$, the subroutine generates values of x in the discrete set $\{0, 1, \dots, n\}$.

Triangle Distribution

To generate random variates from the triangle distribution, specify 'Triangle' for the *distname* argument. The subroutine generates values of x in the bounded interval $(0, 1)$. The values of x are drawn from the piecewise linear probability density function:

$$f(x) = \begin{cases} \frac{2x}{h} & \text{for } 0 \leq x \leq h \\ \frac{2(1-x)}{1-h} & \text{for } h < x \leq 1 \end{cases}$$

The parameter h is the horizontal location of the peak of the triangle, with range $0 \leq h \leq 1$.

Tweedie Distribution

To generate random variates from the Tweedie distribution, specify 'Tweedie' for the *distname* argument. The subroutine generates values of x in the interval $(0, \infty)$.

The Tweedie distribution has three parameters: $p \geq 1$ is the power parameter, $\mu > 0$ is the mean of the distribution, and $\phi > 0$ is a scale parameter. The default values for the optional parameters are $\mu = 1$ and $\phi = 1$. The Tweedie distribution has the property that the variance of the distribution is equal to $\phi\mu^p$.

The density function is given by

$$f(x) = a(x, \phi) \exp \left[\frac{1}{\phi} \left(\frac{x\mu^{1-p}}{1-p} - \kappa(\mu, p) \right) \right]$$

where $\kappa(\mu, p) = \mu^{2-p}/(2-p)$ for $p \neq 2$ and $\kappa(\mu, p) = \log(\mu)$ for $p = 2$. The function $a(x, \phi)$ does not have an analytical expression, but is typically represented by an infinite series.

For most modeling tasks, $1 < p < 2$. For p in this range, the Tweedie distribution is a sum of N gamma random variables, where N is Poisson distributed. For more information, see the documentation for the SEVERITY procedure in the *SAS/ETS User's Guide*. The documentation for the PDF function in *SAS Language Reference: Dictionary* is also relevant.

Uniform Distribution

To generate random variates from the uniform distribution, specify 'Uniform' for the *distname* argument. The subroutine generates values of x in the bounded interval (a, b) . The values of x are drawn from the constant probability density function:

$$f(x) = \begin{cases} 1 & \text{if } a = b \\ \frac{1}{|b-a|} & \text{if } a \neq b \end{cases}$$

If you do not specify any parameters, the range of x is $(0, 1)$. If you specify one parameter, c , then the range is $(0, c)$. If you specify two parameters, a and b , then $a < x < b$.

Wald (Inverse Gaussian) Distribution

To generate random variates from the Wald (inverse Gaussian) distribution, specify 'Wald' or 'IGauss' for the *distname* argument. The subroutine generates values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \left(\frac{\lambda}{2\pi x^3} \right)^{\frac{1}{2}} \exp \left(\frac{-\lambda(x-\theta)^2}{2\theta^2 x} \right)$$

The parameter $\lambda > 0$ is a shape parameter. The optional parameter θ has the default value $\theta = 1$.

Notice that many references, including the MCMC procedure in SAS/STAT software, list θ as the first parameter for the inverse Gaussian distribution. However, the θ parameter is listed last for the RAND, PDF, CDF, and QUANTILE functions because it an optional parameter.

The RAND function uses a slightly different algorithm for generating the Wald variates. You can specify the 'Wald2' distribution to obtain the same variates that are generated by the RAND function.

Weibull Distribution

To generate random variates from the Weibull distribution, specify 'Weibull' for the *distname* argument. The subroutine generates values of x in the interval $(0, \infty)$. The values of x are drawn from the probability density function:

$$f(x) = \frac{a}{b} \left(\frac{x}{b} \right)^{a-1} \exp \left(-\left(\frac{x}{b} \right)^a \right)$$

The shape parameters a and b are have values $a > 0$ and $b > 0$. The default value of b is 1.

Summary of Distributions

Table 26.5 describes how parameters of the RANDGEN call correspond to the distribution parameters. Optional arguments are enclosed in angle brackets, along with the default value when the argument is not specified. For example, if you do not supply values for the parameters of the normal distribution, the default values of $\theta = 0$ and $\lambda = 1$ are used.

Table 26.5 Parameter Assignments for Distributions

Distribution	distname	parm1	parm2	parm3
Bernoulli	'Bernoulli'	p		
Beta	'Beta'	a	b	
Binomial	'Binomial'	p	n	
Cauchy	'Cauchy'			
Chi-square	'ChiSquare'	d		
COM-Poisson	'ConMaxPoi'	λ	v	
Erlang	'Erlang'	a	$<\lambda = 1>$	
Exponential	'Exponential'	$<\sigma = 1>$		
Extreme value	'ExtremeValue'	$<\mu = 0>$	$<\sigma = 1>$	$<\xi = 0>$
$F_{n,d}$	'F'	n	d	
Gamma	'Gamma'	a	$<\lambda = 1>$	
Generalized Poisson	'GenPoisson'	θ	η	
Geometric	'Geometric'	p		
Gompertz	'Gompertz'	$<\lambda = 1>$	$<\theta = 1>$	
Gumbel	'Gumbel'	$<\mu = 0>$	$<\sigma = 1>$	
Hypergeometric	'Hypergeometric'	N	R	n
Integer	'Integer'	a	$$	
Laplace	'Laplace'	$<\theta = 0>$	$<\lambda = 1>$	
Logistic	'Logistic'	$<\theta = 0>$	$<\lambda = 1>$	
Lognormal	'Lognormal'	$<\theta = 0>$	$<\lambda = 1>$	
Negative binomial	'NegBinomial'	p	k	
Normal	'Normal'	$<\theta = 0>$	$<\lambda = 1>$	
Normal mixture	'NormalMix'	p	μ	σ
Pareto	'Pareto'	a	$<k = 1>$	
Poisson	'Poisson'	m		
t	'T'	d		
Shifted Gompertz	'ShGompertz'	$\eta = 1$	$\tau = 1$	
Table	'Table'	p		
Triangle	'Triangle'	h		
Tweedie	'Tweedie'	p	$<\mu = 1>$	$<\phi = 1>$
Uniform	'Uniform'	$<a = 0>$	$<b = 1>$	
Wald	'Wald' or 'IGauss'	$<\lambda = 1>$	$<\theta = 1>$	
Weibull	'Weibull'	a	$<b = 1>$	

The *distname* argument can be in lowercase or uppercase, and you need to specify only enough letters to distinguish one distribution from the others, as shown by the following statements:

```

/* generate 10 samples from a Bernoulli distribution */
r = j(10, 1, .);           /* allocate room for samples */
call randgen(r, "Ber", 0.5);

```

The following example illustrates the RANDGEN call for various distributions:

```

call randseed(12345);
/* get four random observations from each distribution */
x = j(1, 4, .);
/* each row comes from a different distribution */
DiscreteDist = {'Bern', 'Binom', 'ConMaxPoi', 'GenPoi', 'Geom',
                 'Hyper', 'Integer', 'NegB', 'Poisson', 'Table'};
D = j(nrow(DiscreteDist), 4, .);
i = 1;
call randgen(x, 'Bern', 0.75);      D[i, ] = x; i = i+1;
call randgen(x, 'Binom', 0.75, 10); D[i, ] = x; i = i+1;
call randgen(x, 'ConMax', 2.3, 0.4); D[i, ] = x; i = i+1;
call randgen(x, 'GenPoi', 1, 0.7);  D[i, ] = x; i = i+1;
call randgen(x, 'Geom', 0.1);     D[i, ] = x; i = i+1;
call randgen(x, 'Hyper', 10, 3, 5); D[i, ] = x; i = i+1;
call randgen(x, 'Integer', 1, 10);  D[i, ] = x; i = i+1;
call randgen(x, 'NegB', 0.8, 5);   D[i, ] = x; i = i+1;
call randgen(x, 'Poisson', 6.1);   D[i, ] = x; i = i+1;
p = {0.2 0.5 0.3};
call randgen(x, 'Table', p);       D[i, ] = x; i = i+1;
print D[rowname=DiscreteDist label="Discrete"];

ContinDist = {'Beta', 'Cauchy', 'ChiSq', 'Erlang', 'Expo',
              'ExtremeVal', 'F', 'Gamma', 'Gompertz', 'Gumbel',
              'Laplace', 'Logistic', 'LogN', 'Normal',
              'NormalMix', 'Pareto', 'ShGompertz', 'T',
              'Triangle', 'Tweedie', 'Uniform', 'Wald', 'Weib'};
C = j(nrow(ContinDist), 4, .);
i = 1;
call randgen(x, 'Beta', 0.5, 0.4);  C[i, ] = x; i = i+1;
call randgen(x, 'Cauchy');         C[i, ] = x; i = i+1;
call randgen(x, 'ChiSq', 22);     C[i, ] = x; i = i+1;
call randgen(x, 'Erlang', 7);     C[i, ] = x; i = i+1;
call randgen(x, 'Expo');          C[i, ] = x; i = i+1;
call randgen(x, 'Extreme', 0.1, 0.5); C[i, ] = x; i = i+1;
call randgen(x, 'F', 12, 322);    C[i, ] = x; i = i+1;
call randgen(x, 'Gamma', 7.25);   C[i, ] = x; i = i+1;
call randgen(x, 'Gompertz', 1, 0.5); C[i, ] = x; i = i+1;
call randgen(x, 'Gumbel', 0, 2);  C[i, ] = x; i = i+1;
call randgen(x, 'Laplace');       C[i, ] = x; i = i+1;
call randgen(x, 'Logistic');     C[i, ] = x; i = i+1;
call randgen(x, 'LogN');          C[i, ] = x; i = i+1;
call randgen(x, 'Normal');        C[i, ] = x; i = i+1;
p = {0.2 0.5 0.3}; mu = {0 5 10}; sig = {1 1 2};
call randgen(x, 'NormalMix', p, mu, sig); C[i, ] = x; i = i+1;
call randgen(x, 'Pareto', 3, 1);   C[i, ] = x; i = i+1;
call randgen(x, 'ShGomp', 0.5, 1.2); C[i, ] = x; i = i+1;
call randgen(x, 'T', 4);          C[i, ] = x; i = i+1;

```

```

call randgen(x, 'Triangle', 0.7);      C[i, ] = x; i = i+1;
call randgen(x, 'Tweedie', 1.7);       C[i, ] = x; i = i+1;
call randgen(x, 'Uniform');           C[i, ] = x; i = i+1;
call randgen(x, 'Wald', 1, 2);        C[i, ] = x; i = i+1;
call randgen(x, 'Weib', 0.25, 2.1);   C[i, ] = x; i = i+1;
print C[rownames=ContinDist label="Continuous"];

```

Figure 26.308 Random Numbers from Various Distributions

Discrete				
Bern	1	0	1	0
Binom	6	8	7	8
ConMaxPoi	8	14	9	13
GenPoi	0	12	0	1
Geom	7	7	25	3
Hyper	2	2	1	2
Integer	7	2	6	10
NegB	2	0	3	3
Poisson	6	4	9	7
Table	2	3	3	2
Continuous				
Beta	0.9468434	0.4544648	0.6459307	0.011023
Cauchy	-0.825261	1.5411411	-4.139702	-0.619614
ChiSq	17.361673	26.761346	23.274385	10.866499
Erlang	6.6854394	2.4368303	7.8471153	8.4478236
Expo	3.49168	1.852013	0.6628163	0.9330359
ExtremeVal	-0.205707	-0.380827	5.0987735	2.2144298
F	1.3919449	0.562435	1.4313833	0.8932595
Gamma	9.0062446	9.9090029	11.629442	5.6664198
Gompertz	0.4878535	0.4083678	0.2269387	0.0566942
Gumbel	2.8602282	3.5817945	-0.046359	1.2502257
Laplace	-0.642796	-0.405355	0.0387922	-1.110559
Logistic	-0.330181	0.6248592	3.0345357	-0.822849
LogN	0.3848309	0.3067906	2.2291277	1.5444741
Normal	-0.596858	-0.123449	-0.319319	0.1869868
NormalMix	11.843406	-1.656049	12.668203	10.082624
Pareto	1.522683	1.103138	1.0237359	1.10953
ShGompertz	0.6579323	4.2929889	0.0768349	0.0196648
T	-1.186566	-2.7108	-4.127142	0.3334233
Triangle	0.8571725	0.7602454	0.5846363	0.6371195
Tweedie	0.0164902	2.8447271	0.3945128	0.48139
Uniform	0.9185988	0.7517717	0.0511648	0.5227403
Wald	1.570377	3.3594217	0.274323	1.3845168
Weib	16.812803	0.0001131	0.536375	0.5118368

RANDMULTINOMIAL Function

RANDMULTINOMIAL(*N*, *NumTrials*, *Prob*);

The RANDMULTINOMIAL function is part of the [IMLMLIB library](#). The RANDMULTINOMIAL function generates a random sample from a multinomial distribution, which is a multivariate generalization of the binomial distribution.

The input parameters are as follows:

N is the number of observations to sample.

NumTrials is the number of trials. $NumTrials[j] \geq 0$, for $j = 1 \dots p$.

Prob is a $1 \times p$ vector of probabilities with $0 < Prob[j] \leq 1$ and $\sum_{j=1}^p Prob[j] = 1$.

For each trial, $Prob[j]$ is the probability of event E_j , where the E_j are mutually exclusive and $\sum_{j=1}^p Prob[j] = 1$.

The RANDMULTINOMIAL function returns an $N \times p$ matrix that contains N observations of *NumTrials* random draws from the multinomial distribution. Each row of the resulting matrix is an integer vector $\{X_1 X_2 \dots X_p\}$ with $\sum X_j = NumTrials$. That is, for each row, X_j indicates how many times event E_j occurred in *NumTrials* trials.

If $X = \{X_1 X_2 \dots X_p\}$ follows a multinomial distribution with n trials and probabilities $\rho = \{\rho_1 \rho_2 \dots \rho_p\}$, then

- the probability density function for x is

$$f(x; n, \rho) = \frac{n!}{\prod_{i=1}^p x_i!} \prod_{i=1}^p \rho_i^{x_i}$$

- the expected value of X_i is $n\rho_i$.
- the variance of X_i is $n\rho_i(1 - \rho_i)$.
- the covariance of X_i with X_j is $-n\rho_i\rho_j$.
- if $p = 1$ then X is constant.
- if $p = 2$ then X_1 is $\text{Binomial}(n, \rho_1)$ and X_2 is $\text{Binomial}(n, \rho_2)$.

The following example generates 1,000 samples from a multinomial distribution with three mutually exclusive events. For each sample, 10 events are generated. Each row of the returned matrix *x* represents the number of times each event is observed. The example also computes the sample mean and covariance and compares them with the expected values.

```
call randseed(1);
prob = {0.3, 0.6, 0.1};
NumTrials = 10;
N = 1000;
x = RandMultinomial(N, NumTrials, prob);
```

```

/* population mean and covariance */
Mean = NumTrials * prob`;
Cov = -NumTrials*prob*prob`;
/* replace diagonal elements of Cov with Variance */
Variance = NumTrials*prob#(1-prob);
do i = 1 to nrow(prob);
  Cov[i,i] = Variance[i];
end;

SampleMean = mean(x);
SampleCov = cov(x);
print SampleMean Mean, SampleCov Cov;

```

Figure 26.309 Estimated Mean and Covariance Matrix

SampleMean	Mean		
2.891	6.059	1.05	3 6 1

SampleCov	Cov					
2.0051241	-1.69126	-0.313864	2.1	-1.8	-0.3	
-1.69126	2.3198388	-0.628579	-1.8	2.4	-0.6	
-0.313864	-0.628579	0.9424424	-0.3	-0.6	0.9	

For further details about sampling from the multinomial distribution, see Gentle (2003), or Fishman (1996).

RANDMVT Function

RANDMVT(*N, DF, Mean, Cov*);

The RANDMVT function is part of the [IMLMLIB library](#). The RANDMVT function returns an $N \times p$ matrix that contains N random draws from the Student's t distribution with DF degrees of freedom, mean vector $Mean$, and covariance matrix Cov .

The inputs are as follows:

- N is the number of desired observations sampled from the multivariate Student's t distribution.
- DF is a scalar value that represents the degrees of freedom for the t distribution.
- $Mean$ is a $1 \times p$ vector of means.
- Cov is a $p \times p$ symmetric positive definite variance-covariance matrix.

If X follows a multivariate t distribution with ν degrees of freedom, mean vector μ , and variance-covariance matrix Σ , then

- the probability density function for x is

$$f(x; \nu, \mu, \Sigma) = \frac{\Gamma((\nu + p)/2)}{|\Sigma|^{1/2} (\pi \nu)^{p/2} \Gamma(\nu/2)} \left(1 + \frac{(x - \mu) \Sigma^{-1} (x - \mu)^T}{\nu}\right)^{-(\nu+p)/2}$$

- if $p = 1$, the probability density function reduces to a univariate Student's t distribution.
- the expected value of X_i is μ_i .
- the covariance of X_i and X_j is $\frac{\nu}{\nu-2} \Sigma_{ij}$ when $\nu > 2$.

The following example generates 1,000 samples from a two-dimensional t distribution with 7 degrees of freedom, mean vector (1 2), and covariance matrix S . Each row of the returned matrix x is a row vector sampled from the t distribution. The example computes the sample mean and covariance and compares them with the expected values.

```
call randseed(1);
N = 1000;
DF = 4;
Mean = {1 2};
S = {1 1, 1 5};
Cov = DF/(DF-2) * S; /* population covariance */
x = RandMVT( N, DF, Mean, S );
SampleMean = mean(x);
SampleCov = cov(x);
print SampleMean Mean, SampleCov Cov;
```

Figure 26.310 Estimated Mean and Covariance Matrix

SampleMean	Mean
1.0109905 1.9372765	1 2

SampleCov	Cov
1.9556572 2.2581732	2 2
2.2581732 10.437216	2 10

In the preceding example, the columns (marginals) of x do *not* follow univariate t distributions. If you want a sample whose marginals are univariate t , then you need to scale each column of the output matrix:

```
x = RandMVT( N, DF, Mean, S );
StdX = x / sqrt(T(vecdiag(S))); /* StdX columns are univariate t */
```

Equivalently, you can generate samples whose marginals are univariate t by passing in a correlation matrix instead of a general covariance matrix.

For further details about sampling from the multivariate t distribution, see Kotz and Nadarajah (2004).

RANDNORMAL Function

RANDNORMAL(*N*, *Mean*, *Cov*);

The RANDNORMAL function is part of the [IMLMLIB library](#). The RANDNORMAL function returns an $N \times p$ matrix that contains N random draws from the multivariate normal distribution with mean vector *Mean* and covariance matrix *Cov*.

The inputs are as follows:

- N* is the number of desired observations sampled from the multivariate normal distribution.
- Mean* is a $1 \times p$ vector of means.
- Cov* is a $p \times p$ symmetric positive definite variance-covariance matrix.

If X follows a multivariate normal distribution with mean vector μ and variance-covariance matrix Σ , then

- the probability density function for x is

$$f(x; \mu, \Sigma) = \frac{1}{(2\pi)^{p/2} |\Sigma|^{1/2}} \exp\left(-\frac{(x - \mu)\Sigma^{-1}(x - \mu)^T}{2}\right)$$

- if $p = 1$, the probability density function reduces to a univariate normal distribution.
- the expected value of X_i is μ_i .
- the covariance of X_i and X_j is Σ_{ij} .

The following example generates 1,000 samples from a two-dimensional multivariate normal distribution with mean vector (1 2) and a given covariance matrix. Each row of the returned matrix x is a row vector sampled from the multivariate normal distribution. The example computes the sample mean and covariance and compares them with the expected values.

```
call randseed(1);
N = 1000;
Mean = {1 2};
Cov = {2.4 3, 3 8.1};

x = RandNormal( N, Mean, Cov );
SampleMean = mean(x);
SampleCov = cov(x);
print SampleMean Mean, SampleCov Cov;
```

Figure 26.311 Estimated Mean and Covariance Matrix

SampleMean	Mean
1.0619604 2.1156084	1 2

SampleCov	Cov
2.5513518 3.2729559	2.4 3
3.2729559 8.7099585	3 8.1

For further details about sampling from the multivariate normal distribution, see Gentle (2003).

RANDWISHART Function

RANDWISHART(*N, DF, Sigma*);

The RANDWISHART function is part of the [IMLMLIB library](#). The RANDWISHART function returns an

$N \times (p \times p)$ matrix that contains N random draws from the Wishart distribution with DF degrees of freedom. Each row of the returned matrix represents a $p \times p$ matrix.

The inputs are as follows:

- N is the number of desired observations sampled from the distribution.
- DF is a scalar value that represents the degrees of freedom, $DF \geq p$.
- $Sigma$ is a $p \times p$ symmetric positive definite matrix.

The Wishart distribution is a multivariate generalization of the gamma distribution. (Note, however, that Kotz, Balakrishnan, and Johnson (2000) suggest that the term “multivariate gamma distribution” should be restricted to those distributions for which the marginal distributions are univariate gamma. This is not the case with the Wishart distribution.) A Wishart distribution is a probability distribution for nonnegative definite matrix-valued random variables. These distributions are often used to estimate covariance matrices.

If a $p \times p$ nonnegative definite matrix X follows a Wishart distribution with parameters v degrees of freedom and a $p \times p$ symmetric positive definite matrix Σ , then

- the probability density function for x is

$$f(x; v, \Sigma) = \frac{|x|^{(v-p-1)/2} \exp(-\frac{1}{2} \text{trace}(x \Sigma^{-1}))}{2^{pv/2} |\Sigma|^{v/2} \pi^{p(p-1)/4} \prod_{i=1}^p \Gamma(\frac{v-i+1}{2})}$$

- if $p = 1$ and $\Sigma = 1$, then the Wishart distribution reduces to a chi-square distribution with v degrees of freedom.
- the expected value of X is $v\Sigma$.

The following example generates 1,000 samples from a Wishart distribution with 7 degrees of freedom and 2×2 matrix parameter S . Each row of the returned matrix x represents a 2×2 nonnegative definite matrix. (You can reshape the i th row of x with the SHAPE function.) The example computes the sample mean and compares it with the expected value.

```
call randseed(1);
N = 1000;
DF = 7;
S = {1 1, 1 5};
x = RandWishart( N, DF, S );
Mean = DF * S;
SampleMean = shape( mean(x), 2, 2 );
print SampleMean Mean;
```

Figure 26.312 Estimated Mean of Matrices

SampleMean	Mean
7.0518633 7.2402925	7 7
7.2402925 36.056848	7 35

For further details about sampling from the Wishart distribution, see Johnson (1987).

RANPERK Function

RANPERK(*n, k <, numperm >*);

RANPERK(*set, k <, numperm >*);

The RANPERK function generates a random permutation of k elements from a set of n elements. The random number seed is set by the RANDSEED subroutine. The RANPERK function is similar to the RANCOMB function. A combination is a sorted permutation of the k elements.

The first argument, *set*, can be a scalar or a vector. If *set* is a scalar, the function returns k indices in the range 1– n . If *set* is a vector, the number of elements of the vector determines n , and the RANPERK function returns k elements of *set*, which can be numeric or character.

By default, the RANPERK function returns a single random permutation with one row and k columns. If the *numperm* argument is specified, the function returns a matrix with *numperm* rows and k columns. Each row of the returned matrix represents a single random draw.

The following statements generate four random permutations that consist of two elements from the set 1, 2, 3:

```
call randseed(1234);
n = 3;
p = ranperk(n, 2, 4);
print p;
```

Figure 26.313 Two Elements of a Random Permutation

p
3 1
1 2
3 2
1 3

Alternatively, the following statements compute random permutations that consist of two elements from an unsorted character vector:

```
q = ranperk({C B A}, 2, 4);
print q;
```

Figure 26.314 Random Permutation of a Character Vector

q
C A
C A
B C
A C

RANPERM Function

RANPERM(*n*);

RANPERM(*set*, < , *numperm* >);

The RANPERM function generates random permutations of a set with *n* elements. The random number seed is set by the RANDSEED subroutine.

The first argument, *set*, can be a scalar or a vector. If *set* is a scalar, the function returns indices in the range 1–*n*. If *set* is a vector, the number of elements of the vector determines *n* and the RANPERM function returns elements of *set*, which can be numeric or character.

By default, the RANPERM function returns a single random combination with one row and *n* columns. If the *numperm* argument is specified, the function returns a matrix with *numperm* rows and *n* columns. Each row of the returned matrix represents a single permutation.

The following statements generate five random permutations of the set {1, 2, 3}:

```
call randseed(1234);
n = 3;
p = ranperm(n, 5);
print p;
```

Figure 26.315 Random Permutations of Three Items

<u>p</u>
1 2 3
3 2 1
3 2 1
3 1 2
3 1 2

Alternatively, the following statements compute five random permutations of an unsorted character vector:

```
a = ranperm({C B A}, 5);
print a;
```

Figure 26.316 Random Permutations of a Character Vector

<u>a</u>
B C A
B A C
C B A
B C A
B C A

RANDSEED Call

CALL RANDSEED(*seed* < , *reinit* >);

The RANDSEED subroutine sets the initial state for the RANDGEN subroutine and routines that generate random combinations (**RANCOMB**), permutations (**RANPERK** and **RANPERM**), and samples (**SAMPLE**).

The input arguments to the RANDSEED call are as follows:

seed is a number to be used to initialize the RANDGEN random number generator.

reinit specifies whether the random number stream should be reinitialized after the first initialization, within the same PROC IML session.

The RANDSEED subroutine enables you to specify an initial seed for subsequent RANDGEN calls. If the RANDSEED subroutine is not called, or if you specify 0 as a seed, a seed is generated internally. The initial seed is obtained from the Intel RdRand instruction on CPUs that support that instruction, or from the current datetime value otherwise. For more information, see the documentation for the STREAMINIT call in Base SAS.

The RANDSEED routine is used to generate a reproducible stream of pseudorandom numbers. The optional *reinit* parameter controls whether the random number stream is reinitialized after it has begun generating random numbers. If the second argument is 1, the stream is reinitialized; otherwise subsequent calls to the RANDSEED subroutine are ignored. To ensure that you are working with an independent random number stream within your PROC IML session, set *reinit* to 0 or do not specify that argument.

In SAS/IML 14.1, a change was made to the initialization of the Mersenne twister (MT) pseudorandom number generator, which is used by the RANDGEN subroutine and by other functions in SAS/IML software. When the seed is exactly divisible by 8192, the MT algorithm uses the 2002 initialization algorithm (Matsumoto and Nishimura 2002). Otherwise, the MT algorithm is initialized by using the 1998 initialization algorithm (Matsumoto and Nishimura 1998). A SAS NOTE appears when the 2002 initialization is used.

RANGE Function

RANGE(*matrix1* < , *matrix2* , . . . , *matrix15* >);

The RANGE function returns the range of values of a numerical matrix or set of matrices.

Missing values are excluded in the computation. When the arguments contain at least one nonmissing value, the range is defined as the maximum value minus the minimum value. If all arguments are missing, the RANGE function returns a missing value.

The following example uses the RANGE function:

```
c = {1 -123 13 56 128 -81 12};
r = range(c);
print r;
```

Figure 26.317 Range of Values

r
251

RANK Function

RANK(*matrix*);

The RANK function creates a new matrix that contains elements that are the ranks of the corresponding elements of the numerical argument, *matrix*. The rank of a missing value is a missing value. The ranks of tied values are assigned arbitrarily. (See the description of the **RANKTIE** function for alternate approaches.)

For example, the following statements produce the ranks of a vector:

```
x = {2 2 1 0 5};
r = rank(x);
print r;
```

Figure 26.318 Ranks of a Vector

r
3 4 2 1 5

Provided that a vector, **x**, does not contain missing values, the RANK function can be used to sort the vector, as shown in the following statements:

```
b = x;
x[,rank(x)] = b;
print x;
```

Figure 26.319 Sorted Vector

x
0 1 2 2 5

You can also sort a matrix by using the **SORT** subroutine. The SORT subroutine handles missing values in the data.

The RANK function can also be used to find anti-ranks of **x**, as follows:

```
x = {2 2 1 0 5};
r = rank(x);
a = r;
a[,r] = 1:ncol(x);
print a;
```

Figure 26.320 Anti-Ranks of a Vector

a
4 3 1 2 5

Although the RANK function ranks only the elements of numerical matrices, you can rank the elements of a character matrix by using the **UNIQUE** function, as demonstrated by the following statements:

```
/* Create RANK-like functionality for character matrices */
start rankc(x);
  s = unique(x);                      /* the unique function returns a sorted list */
  idx = j(nrow(x), ncol(x));
  ctr = 1;                            /* there can be duplicate values in x */
  do i = 1 to ncol(s);               /* for each unique value */
    t = loc(x = s[i]);
    nDups = ncol(t);
    idx[t] = ctr : ctr+nDups-1;
    ctr = ctr + nDups;
  end;
  return (idx);
finish;

/* call the RANKC module */
x = {every good boy does fine and good and well every day};
rc = rankc(x);
print rc[colnam=x];

/* Notice that ranking is in ASCII order, in which capital
   letters precede lower case letters. To get case-insensitive
   behavior, transform the matrix before comparison */
x = {"a" "b" "X" "Y" };
asciiOrder = rankc(x);
alphaOrder = rankc(upcase(x));
print x, asciiOrder, alphaOrder;
```

Figure 26.321 Ranks of Character Matrices

	rc										
	EVERY GOOD BOY DOES FINE AND GOOD AND WELL EVERY DAY										
ROW1	6	9	3	5	8	1	10	2	11	7	4
	x										
	a	b	X	Y							
	asciiOrder										
	3	4	1	2							
	alphaOrder										
	1	2	3	4							

There is no SAS/IML function that directly computes the linear algebraic rank of a matrix. In linear algebra, the rank of a matrix is the maximal number of linearly independent columns (or rows). You can use the following technique to compute the numerical rank of matrix **a**:

```
/* Only four linearly independent columns */
A = {1 0 1 0 0,
      1 0 0 1 0,
      1 0 0 0 1,
```

```

0 1 1 0 0,
0 1 0 1 0,
0 1 0 0 1 };
rank = round(trace(ginv(a)*a));
print rank;

```

Figure 26.322 Numerical Rank of a Matrix

rank
4

Another common technique used to examine the rank of a matrix is to look at the number of nonzero singular values in the singular value decomposition of a matrix (see the [SVD call](#)). However, keep in mind that numerical computations might result in singular values for a rank-deficient matrix that are small but nonzero.

RANKTIE Function

RANKTIE(*matrix* <, *method*>);

The RANKTIE function creates a new matrix that contains elements that are the ranks of the corresponding elements of *matrix*. The rank of a missing value is a missing value. The ranks of tied values are computed by using one of several methods.

The arguments to the function are as follows:

matrix specifies the data.
method specifies the method used to compute the ranking of tied values. These methods correspond to those defined by using the TIES= option in the RANK procedure. For details, see the “Concepts” section of the documentation for the RANK procedure in the *Base SAS Procedures Guide*.

The following values are valid:

“Mean”	specifies that tied elements are assigned rankings equal to the mean of the tied elements. This is the default method. This method is known as a fractional competition ranking.
“Low”	specifies that tied elements are assigned rankings equal to the minimum order rank of the tied elements. This method is known as a standard competition ranking.
“High”	specifies that tied elements are assigned rankings equal to the maximum rank of the tied elements. This method is known as a modified competition ranking.
“Dense”	specifies that ranks are consecutive integers that begin with 1 and end with the number of unique, nonmissing values. Tied values are assigned the same rank. This method is known as a dense ranking.

The RANKTIE function differs from the [RANK function](#) in that the RANK function breaks ties arbitrarily. For example, the following statements produce ranks of a vector by using several different methods of breaking ties:

```

x = {4 4 0 6};
rMean = ranktie(x); /* default is "Mean" */
rLow = ranktie(x, "Low");
rHigh = ranktie(x, "High");
rDense = ranktie(x, "Dense");
print rMean, rLow, rHigh, rDense;

```

Figure 26.323 Numerical Ranks of a Vector

rMean
2.5 2.5 1 4

rLow
2 2 1 4

rHigh
3 3 1 4

rDense
2 2 1 3

Although the RANKTIE function ranks only the elements of numerical matrices, you can rank the elements of a character matrix by using the UNIQUE function, as demonstrated by the following statements:

```

/* Create RANKTIE-like functionality for character matrices */
start ranktiec(x);
  s = unique(x);
  idx = j(nrow(x), ncol(x));
  ctr = 1; /* there can be duplicate values in x */
  do i = 1 to ncol(s); /* for each unique value */
    t = loc(x = s[i]);
    nDups = ncol(t);
    idx[t] = ctr+(nDups-1)/2; /* =(ctr:ctr+nDups-1) [:] */
    ctr = ctr + nDups;
  end;
  return (idx);
finish;

/* call the RANKTIEC module */
x = {every good boy does fine and good and well every day};
rtc = ranktiec(x);
print rtc[colname=x];

```

Figure 26.324 Numerical Ranks of a Character Vector

rtc											
EVERY GOOD BOY DOES FINE AND GOOD AND WELL EVERY DAY											
ROW1	6.5	9.5	3	5	8	1.5	9.5	1.5	11	6.5	4

RATES Function

RATES(rates, oldfreq, newfreq);

The RATES function computes a column vector of (per-period, such as per-year) interest rates converted from one base to another. The arguments to the RATES function are as follows:

- | | |
|----------------|---|
| <i>rates</i> | is an $n \times 1$ column vector of rates that correspond to the old base. Elements should be positive. |
| <i>oldfreq</i> | is a scalar that represents the old base. If positive, it represents discrete compounding as the reciprocal of the number of compoundings per period. If zero, it represents continuous compounding. If -1 , the rates represent discount factors. No other negative values are accepted. |
| <i>newfreq</i> | is a scalar that represents the new base. If positive, it represents discrete compounding as the reciprocal of the number of compoundings per period. If zero, it represents continuous compounding. If -1 , the rates represent discount factors. No other negative values are accepted. |

Let $D(t)$ be the discount function, which is the present value of a unit amount to be received t periods from now. The discount function can be expressed in the following ways:

- with per-unit-time-period discount factors d_t :

$$D(t) = d_t^t$$

- with continuous compounding:

$$D(t) = e^{-r_t t}$$

- with discrete compounding:

$$D(t) = (1 + fr)^{-t/f}$$

where $0 < f < 1$ is the frequency, the reciprocal of the number of compoundings per unit time period. The RATES function converts between these three representations.

For example, the following example produces the output shown in Figure 26.325:

```
rates = T(do(0.1, 0.3, 0.1));
oldfreq = 0;
newfreq = 0;
rates = rates(rates, oldfreq, newfreq);
print rates;
```

Figure 26.325 Interest Rates

rates
0.1
0.2
0.3

RATIO Function

RATIO(ar, ma, terms <, dim>);

The RATIO function divides matrix polynomials.

The arguments to the RATIO function are as follows:

- ar** is an $n \times (ns)$ matrix that represents a matrix polynomial generating function, $\Phi(B)$, in the variable B . The first $n \times n$ submatrix represents the constant term and must be nonsingular, the second $n \times n$ submatrix represents the first-order coefficients, and so on.
- ma** is an $n \times (mt)$ matrix that represents a matrix polynomial generating function, $\Theta(B)$, in the variable B . The first $n \times m$ submatrix represents the constant term, the second $n \times m$ submatrix represents the first-order term, and so on.
- terms** is a scalar that contains the number of terms to be computed, denoted by r in the following discussion. This value must be positive.
- dim** is a scalar that contains the value of m , a dimension of the matrix **ma**. The default value is 1.

The RATIO function multiplies a matrix of polynomials by the inverse of another matrix of polynomials. It is useful for expressing univariate and multivariate ARMA models in pure moving average or pure autoregressive forms.

The value returned is an $n \times (mr)$ matrix that contains the terms of $\Phi(B)^{-1}\Theta(B)$ considered as a matrix of rational functions in B that have been expanded as power series.

The RATIO function can be used to consolidate the matrix operators that are used in a multivariate time series model of the form

$$\Phi(B)\mathbf{Y}_t = \Theta(B)\epsilon_t$$

where $\Phi(B)$ and $\Theta(B)$ are matrix polynomial operators whose first matrix coefficients are identity matrices. The RATIO function can be used to compute a truncated form of $\Psi(B) = \Phi(B)^{-1}\Theta(B)$ for the equivalent infinite-order model

$$\mathbf{Y}_t = \Psi(B)\epsilon_t$$

The RATIO function can also be used for simple scalar polynomial division, giving a truncated form of $\theta(x)/\phi(x)$ for two scalar polynomials $\theta(x)$ and $\phi(x)$.

The cumulative sum of the elements of a column vector **x** can be obtained by using the following statement:

```
ratio({ 1 -1}, x, ncol(x));
```

The following example defines polynomial coefficients that are used in a multivariate ARMA(1,1) model and computes the ratio of the polynomials:

```
ar = {1 0 -0.5 2,
      0 1 3 -0.8};
ma = {1 0 0.9 0.7,
      0 1 2 -0.4};
psi = ratio(ar, ma, 4, 2);
print psi;
```

Figure 26.326 The Ratio of Polynomials

psi
1 0 1.4 -1.3 2.7 -1.45 11.35 -9.165
0 1 -1 0.4 -5 4.22 -12.1 7.726

RDODT and RUPDT Calls

CALL RDODT(*def*, *rup*, *bup*, *sup*, *r*, *z* <, *b* > <, *y* > <, *ssq* >);

CALL RUPDT(*rup*, *bup*, *sup*, *r*, *z* <, *b* > <, *y* > <, *ssq* >);

If $\mathbf{A} = \mathbf{QR}$ is the QR decomposition of the matrix \mathbf{A} , the RUPDT subroutine enables you to efficiently recompute the \mathbf{R} matrix when a new row is added to A . This is called an update. Similarly, the RDODT subroutine enables you to efficiently recompute the \mathbf{R} matrix when an existing row is deleted from A . This is called a downdate. You can also use the RDODT and RUPDT subroutines to downdate and update Cholesky decompositions.

The RDODT and RUPDT subroutines return the values:

- def* is only used for downdating, and it specifies whether the downdating of matrix \mathbf{R} by using the q rows in argument z has been successful. The result $def=2$ means that the downdating of \mathbf{R} by at least one row of \mathbf{Z} leads to a singular matrix and cannot be completed successfully (since the result of downdating is not unique). In that case, the results *rup*, *bup*, and *sup* contain missing values only. The result $def=1$ means that the residual sum of squares, *ssq*, could not be downdated successfully and the result *sup* contains missing values only. The result $def=0$ means that the downdating of \mathbf{R} by \mathbf{Z} was completed successfully.
- rup* is the $n \times n$ upper triangular matrix \mathbf{R} that has been updated or downdated by using the q rows in \mathbf{Z} .
- bup* is the $n \times p$ matrix \mathbf{B} of right-hand sides that has been updated or downdated by using the q rows in argument y . If the argument b is not specified, *bup* is not computed.
- sup* is a p vector of square roots of residual sum of squares that is updated or downdated by using the q rows of argument y . If *ssq* is not specified, *sup* is not computed.

The input arguments to the RDODT and RUPDT subroutines are as follows:

- r* specifies an $n \times n$ upper triangular matrix \mathbf{R} to be updated or downdated by the q rows in \mathbf{Z} . Only the upper triangle of \mathbf{R} is used; the lower triangle can contain any information.
- z* specifies a $q \times n$ matrix \mathbf{Z} used rowwise to update or downdate the matrix \mathbf{R} .
- b* specifies an optional $n \times p$ matrix \mathbf{B} of right-hand sides that have to be updated or downdated simultaneously with \mathbf{R} . If *b* is specified, the argument *y* must also be specified.
- y* specifies an optional $q \times p$ matrix \mathbf{Y} used rowwise to update or downdate the right-hand side matrix \mathbf{B} . If *b* is specified, the argument *y* must also be specified.
- ssq* is an optional p vector that, if *b* is specified, specifies the square root of the error sum of squares that should be updated or downdated simultaneously with \mathbf{R} and \mathbf{B} .

The upper triangular matrix \mathbf{R} of the QR decomposition of an $m \times n$ matrix \mathbf{A} ,

$$\mathbf{A} = \mathbf{QR}, \text{ where } \mathbf{Q}'\mathbf{Q} = \mathbf{QQ}' = \mathbf{I}_m$$

is recomputed efficiently in two cases:

- *update*: An n vector z is added to matrix \mathbf{A} .
- *downdate*: An n vector z is deleted from matrix \mathbf{A} .

Computing the whole QR decomposition of matrix \mathbf{A} by Householder transformations requires $4mn^2 - 4n^3/3$ floating-point operations, whereas updating or downdating the QR decomposition (by Givens rotations) of one row vector z requires only $2n^2$ floating-point operations.

If the QR decomposition is used to solve the full-rank linear least squares problem

$$\min_x \|\mathbf{Ax} - \mathbf{b}\|^2 = \text{ssq}$$

by solving the nonsingular upper triangular system

$$\mathbf{x} = \mathbf{R}^{-1}\mathbf{Q}'\mathbf{b}$$

then the **RUPDT** and RDODT subroutines can be used to update or downdate the p -transformed right-hand sides $\mathbf{Q}'\mathbf{B}$ and the residual sum-of-squares p vector ssq provided that for each n vector z added to or deleted from \mathbf{A} there is also a p vector y added to or deleted from the $m \times p$ right-hand-side matrix \mathbf{B} .

If the arguments z and y of the subroutines **RUPDT** and RDODT contain $q > 1$ row vectors for which \mathbf{R} (and $\mathbf{Q}'\mathbf{B}$, and eventually ssq) is to be updated or downdated, the process is performed stepwise by processing the rows z_k (and y_k), $k = 1, \dots, q$, in the order in which they are stored.

The QR decomposition of an $m \times n$ matrix \mathbf{A} , $m \geq n$, $\text{rank}(\mathbf{A}) = n$,

$$\mathbf{A} = \mathbf{QR}, \text{ where } \mathbf{Q}'\mathbf{Q} = \mathbf{QQ}' = \mathbf{I}_m$$

corresponds to the Cholesky factorization

$$\mathbf{C} = \mathbf{R}'\mathbf{R}, \text{ where } \mathbf{C} = \mathbf{A}'\mathbf{A}$$

of the positive definite $n \times n$ crossproduct matrix $\mathbf{C} = \mathbf{A}'\mathbf{A}$. In the case where $m \geq n$ and $\text{rank}(\mathbf{A}) = n$, the upper triangular matrix \mathbf{R} computed by the QR decomposition (with positive diagonal elements) is the same as the one computed by Cholesky factorization except for numerical error,

$$\mathbf{A}'\mathbf{A} = (\mathbf{QR})'(\mathbf{QR}) = \mathbf{R}'\mathbf{R}$$

Adding a row vector z to matrix \mathbf{A} corresponds to the rank-1 modification of the crossproduct matrix \mathbf{C}

$$\widetilde{\mathbf{C}} = \mathbf{C} + z'z, \text{ where } \widetilde{\mathbf{C}} = \widetilde{\mathbf{A}}'\widetilde{\mathbf{A}}$$

and the $(m + 1) \times n$ matrix $\widetilde{\mathbf{A}}$ contains all rows of \mathbf{A} with the row z added.

Deleting a row vector z from matrix \mathbf{A} corresponds to the rank-1 modification

$$\mathbf{C}^* = \mathbf{C} - z'z, \text{ where } \mathbf{C}^* = \mathbf{A}^{*'}\mathbf{A}^*$$

and the $(m - 1) \times n$ matrix \mathbf{A}^* contains all rows of \mathbf{A} with the row z deleted. Thus, you can also use the subroutines **RUPDT** and **RDODT** to update or downdate the Cholesky factor \mathbf{R} of a positive definite crossproduct matrix \mathbf{C} of \mathbf{A} .

The process of downdating an upper triangular matrix \mathbf{R} (and eventually a residual sum-of-squares vector ssq) is not always successful. First of all, the downdated matrix \mathbf{R} could be rank-deficient. Even if the downdated matrix \mathbf{R} is of full rank, the process of downdating can be ill-conditioned and does not work well if the downdated matrix is close (by rounding errors) to a rank-deficient one. In these cases, the downdated matrix \mathbf{R} is not unique and cannot be computed by subroutine **RDODT**. If \mathbf{R} cannot be computed, *def* returns 2, and the results *rup*, *bup*, and *sup* return missing values.

The downdating of the residual sum-of-squares vector ssq can be a problem, too. In practice, the downdate formula

$$ssq_{\text{new}} = \sqrt{ssq_{\text{old}} - ssq_{\text{dod}}}$$

cannot always be computed because, due to rounding errors, the radicand can be negative. In this case, the result vector *sup* returns missing values, and *def* returns 1.

You can use various methods to compute the p columns x_k of the $n \times p$ matrix \mathbf{X} that minimize the p linear least squares problems with an $m \times n$ coefficient matrix \mathbf{A} , $m \geq n$, $\text{rank}(\mathbf{A}) = n$, and p right-hand-side vectors b_k (stored columnwise in the $m \times p$ matrix \mathbf{B}).

The methods in this section use the following simple example:

```
a = { 1 3 ,
      2 2 ,
      3 1 };
b = { 1, 1, 1};
m = nrow(a);
n = ncol(a);
p = ncol(b);
```

- Cholesky decomposition of crossproduct matrix:

```
/* form and solve the normal equations */
aa = a` * a; ab = a` * b;
r = root(aa);
x = trisolv(2,r,ab);
x = trisolv(1,r,x);
print x;
```

- QR decomposition by Householder transformations:

```
call qr(qtb, r, piv, linddep, a, , b);
x = trisolv(1, r[,piv], qtb[1:n,]);
```

- Stepwise update by Givens rotations:

```

r = j(n,n,0); qtb = j(n,p,0); ssq = j(1,p,0);
do i = 1 to m;
  z = a[i,];
  y = b[i,];
  call rupdt(rup,bup,sup,r,z,qtb,y,ssq);
  r = rup;
  qtb = bup;
  ssq = sup;
end;
x = trisolv(1,r,qtb);

```

Or, equivalently:

```

r = j(n,n,0); qtb = j(n,p,0); ssq = j(1,p,0);
call rupdt(rup,bup,sup,r,a,qtb,b,ssq);
x = trisolv(1,rup,bup);

```

- Singular value decomposition:

```

call svd(u, d, v, a);
d = diag(1 / d);
x = v * d * u` * b;

```

For the preceding 3×2 example matrix **a**, each method obtains the unique LS estimator:

```

ss = ssq(a * x - b);
print ss x;

```

Figure 26.327 Least Squares Solution and Sum of Squared Residuals

ss	x
2.465E-31	0.25
	0.25

To compute the (transposed) matrix **Q**, you can use the following technique:

```

r = repeat(0,n,n);
y = i(m);
qt = repeat(0,n,m);
call rupdt(rup, qtup, sup, r, a, qt, y);
print qtup;

```

Figure 26.328 Transposed Matrix

qtup
0.2672612 0.5345225 0.8017837
-0.872872 -0.218218 0.4364358

READ Statement

```
READ <range> <VAR operand> <WHERE(expression)> <INTO name </ROWNAME=row-name  
  COLNAME=column-name]>> ;
```

The READ statement reads observations from the current SAS data set. For example, the following statements read data from the Sashelp.Class data set:

```
use Sashelp.Class;
read all var {Sex Height}; /* creates vectors Sex and Height */
read all var _NUM_ into X[colname=varNames]; /* numerical data */
read all var {Weight} where(Sex='M'); /* vector of male weights */
read point 10 var {Name}; /* 10th name in data set */
close Sashelp.Class;
```

See [Chapter 7](#) for further examples.

The arguments to the READ statement are as follows:

<i>range</i>	specifies a range of observations. If <i>range</i> is not specified, the current observation is read. You can specify a range of observations by using the ALL, CURRENT, NEXT, AFTER, and POINT keywords, as described in the section “ Process a Range of Observations ” on page 102.
<i>operand</i>	selects a set of variables. If the VAR clause is omitted, all variables are read into vectors whose names are identical to the names of the variables in the data set. As described in the section “ Select Variables with the VAR Clause ” on page 103, you can specify variable names by using a matrix literal, a character matrix, an expression, or the _ALL_, _CHAR_, or _NUM_ keywords.
<i>expression</i>	specifies a criterion by which certain observations are selected. If the WHERE clause is omitted, no subsetting occurs. The optional WHERE clause conditionally selects observations that are contained within the <i>range</i> specification. For details about the WHERE clause, see the section “ Process Data by Using the WHERE Clause ” on page 104.
<i>name</i>	is the name of the target matrix.
<i>row-name</i>	is a character matrix or quoted literal that contains descriptive row labels.
<i>column-name</i>	is a character matrix or quoted literal that contains descriptive column labels.

The *range*, VAR, WHERE, and INTO clauses are all optional and can be specified in any order.

Use the READ statement to read variables or records from the current SAS data set into column matrices of the VAR clause or into the single matrix of the INTO clause. When the INTO clause is used, each variable in the VAR clause becomes a column of the target matrix, and all variables in the VAR clause must be of the same type. If you specify no VAR clause, the default variables for the INTO clause are all numeric variables. Read all character variables into a target matrix by using VAR _CHAR_.

Reading Variables into Columns of a Matrix

When you use the INTO clause, the specified variables are read into the columns of a matrix.

You can specify ROWNAME= and COLNAME= matrices as part of the INTO clause. The COLNAME= matrix specifies the name of a new character matrix to be created. This COLNAME= matrix is created

in addition to the target matrix of the INTO clause and contains variable names from the input data set corresponding to columns of the target matrix. The COLNAME= matrix has dimension $1 \times nvar$, where $nvar$ is the number of variables contributing to the target matrix.

The ROWNAME= option specifies the name of a single character variable in the input data set. The values of this variable are put in a character matrix with the same name as the variable. This matrix has the dimension $nobs \times 1$, where $nobs$ is the number of observations in the range of the READ statement.

Row and column names created via a READ statement are permanently associated with the INTO matrix. You do not need to use a [MATTRIB statement](#) to get this association.

REMOVE Function

REMOVE(*matrix*, *indices*);

The REMOVE function discards elements from a matrix. The arguments to the REMOVE function are as follows:

matrix is a numeric or character matrix or literal.

indices specifies the indices of elements of *matrix* to remove.

The REMOVE function returns (as a row vector) a subset of the elements of the first argument. Elements that correspond to indices in the second argument are removed. The elements of the first argument are enumerated in row-major order, and the indices must be in the range 1 to np , where *matrix* is an $n \times p$ matrix. Nonintegral indices are truncated to their integer part. You can repeat the indices and give them in any order. If all elements are removed, the result is an empty matrix with zero rows and zero columns.

The following statements remove the third element, creating a row vector with three elements:

```
x = {5 6, 7 8};
a = remove(x, 3);      /* remove element 3 */
print a;
```

Figure 26.329 Result of Removing an Element

a
5 6 8

The following statements remove all but the fourth element:

```
r = {3 2 3 1};
b = remove(x, r);      /* equivalent to removing elements 1:3 */
print b;
```

Figure 26.330 Result of Removing Several Elements

b
8

The output shown in Figure 26.330 shows that repeated indices are ignored.

REMOVE Statement

REMOVE <MODULE=(*module-list*)><*matrix-list*> ;

The REMOVE statement removes modules and matrices from storage.

The arguments to the REMOVE statement are as follows:

module-list specifies a module or modules to remove from storage.

matrix-list specifies a matrix or matrices to remove from storage.

The REMOVE statement removes matrices and modules from the current library storage. For example, the following statement removes the three modules A, B, and C and the matrix X:

```
remove module=(A B C) X;
```

The special operand `_ALL_` can be used to remove all matrices or all modules or both. For example, the following statement removes all stored items:

```
remove _all_ module=_all_;
```

For additional and related information, see Chapter 20, “Storage Features,” and the descriptions of the LOAD, STORE, RESET, and SHOW statements.

RENAME Call

CALL RENAME(<*libref*,> *member-name*, *new-name*);

The RENAME subroutine renames a SAS data set.

The arguments to the RENAME subroutine are as follows:

libref is a character matrix or quoted literal that contains the name of the SAS data library.

member-name is a character matrix or quoted literal that contains the current name of the data set.

new-name is a character matrix or quoted literal that contains the new data set name.

The RENAME subroutine renames a SAS data set in the specified library. All of the arguments can directly be specified in quotes, although quotes are not required. If a one-level data set name is specified, the libref specified by the **RESET DEFLIB statement** is used. Examples of valid statements follow:

```
call rename("a", "b");
call rename(a,b);
call rename(work,a,b);
```

REPEAT Function

REPEAT(*x*, *nrow*, *ncol*);

REPEAT(*x*, *freq*);

The REPEAT function creates a matrix of repeated values. There are two ways to specify the syntax. The first syntax repeats the entire matrix $nrow * ncol$ times. The arguments for this syntax are as follows:

- x is a numeric matrix or literal.
- $nrow$ specifies the number of times $matrix$ is repeated down rows.
- $ncol$ specifies the number of times $matrix$ is repeated across columns.

The REPEAT function creates a new matrix by repeating the values of the argument matrix $nrow * ncol$ times: $ncol$ times across the rows, and $nrow$ times down the columns. The $matrix$ argument can be numeric or character. For example, the following statements form a new matrix that consists of two vertical and three horizontal copies of x :

```
x = {1 2,
      3 4};
y = repeat(x, 2, 3);
print y;
```

Figure 26.331 Repeated Values

<u>y</u>
1 2 1 2 1 2
3 4 3 4 3 4
1 2 1 2 1 2
3 4 3 4 3 4

A second way to call the REPEAT function is to provide an argument, $freq$ that has the same number of elements as x . The return value is a row vector in which $x[1]$ is repeated $freq[1]$ times, $x[2]$ is repeated $freq[2]$ times, and so forth, where the elements of x are enumerated in row-major order. Each element of $freq$ should be a nonnegative integer. The return value will have $\text{sum}(freq)$ elements. This is shown in the following example:

```
z = repeat(x, {2 3 0 1});
print z;
```

Figure 26.332 Repeated Values from a Frequency Vector

<u>z</u>
1 1 2 2 2 4

REPLACE Statement

REPLACE <range> <VAR operand> <WHERE(expression)> ;

The REPLACE statement replaces values of observations in a SAS data set.

The arguments to the REPLACE statement are as follows:

<i>range</i>	specifies a range of observations. You can specify a range of observations by using the ALL, CURRENT, NEXT, AFTER, and POINT keywords, as described in the section “Process a Range of Observations” on page 102.
<i>operand</i>	specifies a set of variables. As described in the section “Select Variables with the VAR Clause” on page 103, you can specify variable names by using a matrix literal, a character matrix, an expression, or the _ALL_, _CHAR_, or _NUM_ keywords.
<i>expression</i>	specifies a criterion by which certain observations are selected. If the WHERE clause is omitted, no subsetting occurs. The optional WHERE clause conditionally selects observations that are contained within the <i>range</i> specification. For details about the WHERE clause, see the section “Process Data by Using the WHERE Clause” on page 104.

The REPLACE statement replaces the values of observations in a SAS data set with current values of matrices with the same name. Use the *range*, VAR, and WHERE arguments to limit replacement to specific variables and observations. Replacement matrices should be the same type as the data set variables. The REPLACE statement uses matrix elements in row order, replacing the value in the *i*th observation with the *i*th matrix element. If there are more observations in *range* than matrix elements, the REPLACE statement continues to use the last matrix element.

For example, the following statements increment the weights of all males in a data set:

```
data class;
  set Sashelp.Class;
run;

proc iml;
edit class;          /* open data set for edit */
read all var {weight} where(sex="M");
weight = weight + 5; /* add 5 to male weights */
replace all var {weight} where(sex="M");
close class;
```

RESET Statement

RESET <*options*>;

The RESET statement sets processing options. The options are described in the following list. Note that the prefix NO turns off the feature where indicated. For options that take operands, the operand should be a literal, a name of a matrix that contains the value, or an expression in parentheses. The **SHOW OPTIONS** statement displays the current settings of options.

AUTONAME | NOAUTONAME

specifies whether rows are automatically labeled ROW1, ROW2, and so on, and columns are labeled COL1, COL2, and so on, when a matrix is printed. Row-name and column-name attributes specified in the **PRINT** statement or associated via the **MATTRIB** statement override the default labels. The AUTONAME option causes the SPACES option to be reset to 4. The default is NOAUTONAME.

CENTER | NOCENTER

specifies whether output from the [PRINT statement](#) is centered on the page. The default is CENTER. This resets the global CENTER/NOCENTER option for the SAS session.

CLIP | NOCLIP

specifies whether SAS/IML graphs are automatically clipped outside the viewport; that is, any data falling outside the current viewport are not displayed. NOCLIP is the default.

DEFLIB=*operand*

specifies the default libref for SAS data sets when no other libref is given. This defaults to USER if a USER libref is set up, or WORK if not. The libref operand can be specified with or without quotes.

DETAILS | NODETAILS

specifies whether additional information is printed from a variety of operations, such as when files are opened and closed. The default is NODETAILS.

EIGEN93 | NOEIGEN93

specifies the method used to compute eigenvalues and eigenvectors. On Linux and 64-bit Windows computers that contain vendor-supplied linear algebra subroutines (such as the Intel® Math Kernel Library), SAS/IML can call the vendor-supplied subroutines for eigenvalue computations. The vendor-supplied routines are called if the NOEIGEN93 option is set. If the EIGEN93 option is set, or if a vendor-supplied subroutine is not available, then SAS/IML will use the eigenvalue routines from SAS 9.3. The default value is NOEIGEN93.

FLOW | NOFLOW

specifies whether operations are shown as executed. It is used for debugging only. The default is NOFLOW.

FUZZ <=*number* **> | NOFUZZ**

specifies whether very small numbers are printed as zero rather than in scientific notation. If the absolute value of the number is less than the value specified in *number*, it is printed as 0. The *number* argument is optional, and the default value varies across hosts but is typically around 1E–12. The default is NOFUZZ.

FW=*number*

sets the field width for printing numeric values. The default field width is 9.

LINESIZE=*n*

specifies the linesize for printing. The default value is usually 78. This resets the global LINESIZE option for the SAS session.

LOG | NOLOG

specifies whether output is routed to the SAS Log rather than to the LISTING destination. In the log, the results are interleaved with the statements and messages. The RESET LOG has no effect if the ODS LISTING destination is not active. The default value is NOLOG, which means that output is sent to the open ODS destinations, but not to the SAS Log.

NAME | NONAME

specifies whether the matrix name or label is printed with the value for the [PRINT statement](#). The default is NAME.

PAGESIZE=n

specifies the pagesize for printing. The default value is inherited from the SAS environment. Changing the

PAGESIZE=

option also changes the global PAGESIZE option.

PRINT | NOPRINT

specifies whether the final results from assignment statements are printed automatically. NOPRINT is the default.

PRINTADV=n

inserts blank lines into the log before printing out the value of a matrix. The default, PRINTADV=2, causes two blank lines to be inserted.

PRINTALL | NOPRINTALL

specifies whether the intermediate and final results are printed automatically. The default is NOPRINT-ALL.

SPACES=n

specifies the number of spaces between adjacent matrices printed across the page. The default value is 1, except when AUTONAME is on. Then, the default value is 4.

STORAGE=<libref.>memname;

specifies the file to be the current library storage for **STORE** and **LOAD** statements. The default library storage is WORK.IMLSTOR. The *libref* argument is optional and defaults to Sasuser. It can be specified with or without quotes.

RESUME Statement

RESUME ;

The RESUME statement enables you to continue execution from the line in a module where the most recent **PAUSE statement** was executed. PROC IML issues an automatic pause when an error occurs inside a module. If a module was paused because of an error, the RESUME statement resumes execution immediately after the statement that caused the error. The **SHOW PAUSE statement** displays the current state of all paused modules.

RETURN Statement

RETURN <(operand)> ;

The RETURN statement causes a program to return to a previous calling point.

The RETURN statement with an *operand* is used in function modules that return a value. The *operand* can be a variable name or an expression. It is evaluated and the value is returned. Parentheses are optional. The RETURN statement without an argument is used to return from a user-defined subroutine.

You can also use the RETURN statement in conjunction with a [LINK statement](#). If a LINK statement has been issued, the RETURN statement returns control to the statement that follows the LINK statement. See the description of the [LINK statement](#). Also, see [Chapter 6](#) for details.

If a RETURN statement is encountered outside a module, execution is stopped as with a [STOP statement](#).

The following examples use the RETURN statement to exit from modules:

```

start sum1(a, b);
  sum = a+b;
  return(sum);
finish;

start sum2(s, a, b);
  s = a+b;
  return;
finish;

x = sum1(2, 3);
run sum2(y, 4, 5);
print x y;

```

Figure 26.333 Return from Module Calls

x	y
5	9

ROOT Function

ROOT(*matrix* <, *OnError*>);

The ROOT function performs the Cholesky decomposition of a symmetric and positive definite matrix. The arguments are as follows:

- | | |
|----------------|--|
| <i>matrix</i> | specifies a symmetric and positive definite matrix. |
| <i>OnError</i> | is an optional string that controls the behavior of the function when <i>matrix</i> is not positive definite. The default behavior is to stop with an error if <i>matrix</i> is not positive definite. If the string has the value “NoError”, the function returns a matrix of missing values but does not stop with an error. |

The Cholesky decomposition factors the symmetric, positive definite matrix, **A**, into the product

$$\mathbf{A} = \mathbf{U}'\mathbf{U}$$

where **U** is upper triangular.

For example, the following statements compute the upper-triangular matrix, **U**, in the Cholesky decomposition of a matrix:

```

A = {25  0  5,
      0  4  6,
      5  6  59};
U = root(A);
print U;

```

Figure 26.334 Cholesky Decomposition

$$\begin{array}{c} \hline \mathbf{U} \\ \hline 5 & 0 & 1 \\ 0 & 2 & 3 \\ 0 & 0 & 7 \\ \hline \end{array}$$

If you need to solve a linear system and you already have a Cholesky decomposition of your matrix, then use the **TRISOLV** function as illustrated by the following statements:

```

b = {5, 2, 53};
/* Want to solve A * v = b.
   First solve U` z = b,
   then solve U v = z */
z = trisolv(2, U, b);
v = trisolv(1, U, z);
print v;

```

Figure 26.335 Solution to a Linear System

$$\begin{array}{c} \hline \mathbf{v} \\ \hline 0 \\ -1 \\ 1 \\ \hline \end{array}$$

The ROOT function performs most of its computations in the memory allocated for returning the Cholesky decomposition.

You can use the optional argument to test whether a matrix is positive definite, as shown in the following statements:

```

call randseed(12345);
count = 0;
x = j(3,3);
do i = 1 to 10;
  call randgen(x,"Normal");
  m = x` + x + 2*I(3); /* symmetric, but might not be pos. def. */
  g = root(m, "NoError");
  if all(g=.) then count = count + 1;
end;
msg = char(count) + " out of 10 matrices were not positive definite";
print msg;

```

Figure 26.336 Test Whether Matrices Are Positive Definite

msg
4 out of 10 matrices were not positive definite

ROW Function

ROW(*x*);

The ROW function is part of the **IMLMLIB** library. The ROW function returns a matrix that has the same dimensions as the *x* matrix and whose *i*th row has the value *i*. You can use the ROW and COL function to extract elements of a matrix. See the **COL** function for an example.

You can also use the ROW function to generate an ID variable when you convert data from a wide format to a long format. For example, the following statements show how to generate a column vector that has values {1, 1, 1, 2, 2, 2, ..., 5, 5, 5}:

```
NumSubjects = 5;          /* number of subjects */
NumRepeated = 3;          /* number of repeated obs per subject */
Z = row(j(NumSubjects, NumRepeated));
Subj = shape(Z, 0, 1);   /* {1, 1, 1, 2, 2, 2, ... , 5, 5, 5} */
```

ROWCAT Function

ROWCAT(*matrix* <, *rows*> <, *columns*>);

The ROWCAT function concatenates rows of a character matrix without using blank compression. In particular, the function takes a character matrix or submatrix as its argument and creates a new matrix with one column whose elements are the concatenation of all row elements into a single string.

The arguments to the ROWCAT function are as follows:

matrix is a character matrix or quoted literal.

rows select the rows of *matrix*.

columns select the columns of *matrix*.

If the input matrix has *n* rows and *m* columns, the result will have *n* rows and 1 column. The element length of the result is *m* times the element length of the argument. The optional rows and columns arguments can be used to select which rows and columns are concatenated.

For example, the following statements produce the 2×1 matrix shown:

```
b = {"ABC"  "D"  "EF",
      "GH"  "I"  "JK"};
a = rowcat(b);
print a;
```

Figure 26.337 Concatenation of Rows

a
ABCD EF
GHI JK

You can put quotes ("") around elements of a character matrix in order to embed blanks or special characters, and to specify values that are lowercase or mixed case.

The syntax

ROWCAT(*matrix, rows, columns*);

returns the same result as

ROWCAT(*matrix[rows, columns]*);

The syntax

ROWCAT(*matrix, rows*);

returns the same result as

ROWCAT(*matrix[rows,]*);

ROWCATC Function

ROWCATC(*matrix <, rows> <, columns>*);

The ROWCATC function concatenates rows of a character matrix by using blank compression.

The arguments the ROWCATC function are as follows:

- matrix* is a character matrix or quoted literal.
- rows* select the rows of *matrix*.
- columns* select the columns of *matrix*.

The ROWCATC function works the same way as the ROWCAT function except that blanks in element strings are moved to the end of the concatenation, as shown in the following example:

```
b = {"ABC" "D" "EF",
      "GH" "I" "JK"};
a = rowcatc(b);
print a (nle(a)) [label="NumChars"];
```

Figure 26.338 Concatenation of Rows

a	NumChars
ABCDEF	9
GHIJK	

ROWVEC Function

ROWVEC(*matrix*);

The ROWVEC function is part of the [IMLMLIB library](#). The ROWVEC function returns a $1 \times nm$ vector. The specified *matrix* is converted into a row vector in row-major order. The returned vector has 1 row and nm columns. The first m elements in the vector correspond to the first row of the input matrix, the next m elements correspond to the second row, and so on, on, as shown in the following example.

```
x = {1 2 3,
      4 5 6};
y = rowvec(x);
print y;
```

Figure 26.339 A Row Vector

$$\begin{array}{c} \hline y \\ \hline 1 & 2 & 3 & 4 & 5 & 6 \end{array}$$

See the [COLVEC function](#) for converting a matrix into a column vector.

RSUBSTR Function

RSUBSTR(*x, p, l, r*);

The RSUBSTR function is part of the [IMLMLIB library](#). The RSUBSTR function returns an $m \times n$ matrix with substrings of the input matrix with new strings.

The inputs to the RSUBSTR subroutine are as follows:

- x* is any $m \times n$ character matrix.
- p* is an $m \times n$ matrix or a scalar that determines the starting positions for substrings to be replaced.
- l* is an $m \times n$ matrix or a scalar that determines the lengths of substrings to be replaced.
- r* is an $m \times n$ matrix or a scalar that specifies the replacement strings.

If *l* is zero, the replacement string in *r* is simply inserted into the input matrix *x* at the position indicated by *p*.

For example, the following statements replace the first two characters of each entry in the matrix X with the corresponding entry in the matrix R:

```
x = {abc def ghi, jkl mno pqr};
r = {z y x, w v u};
p = 1;
l = 2;
c=rsubstr(x,p,l,r);
print x, c;
```

Figure 26.340 Substring Replacement

x
ABC DEF GHI
JKL MNO PQR
c
ZC YF XI
WL VO UR

RUN Statement

RUN <*name*> <(*arguments*)> ;

The RUN statement executes a user-defined module or invokes PROC IML's built-in subroutines.

The arguments to the RUN statement are as follows:

name is the name of a user-defined module or a built-in subroutine.

arguments are arguments to the subroutine.

If you define a module that has the same name as a built-in subroutine, the RUN statement can be used to call the user-defined subroutine.

If a RUN statement cannot be resolved at resolution time, a warning appears. If the RUN statement is still unresolved when executed and a storage library is open at the time, an attempt is made to load a module from that storage. If no module is found, an error message is generated.

If you do not supply a module name, the RUN statement tries to run the module named MAIN.

The following example defines and runs a module:

```
start MySum(y, x);
  y = sum(x);
finish;
run MySum(y, 1:5);
print y;
```

Figure 26.341 Run a User-Defined Module

y
15

See Chapter 6 and the CALL statement for further details.

RUPDT Call

CALL RUPDT(*rup*, *bup*, *sup*, *r*, *z* <, *b*> <, *y*> <, *ssq*>);

See the entry for the RDODT subroutine for details.

RZLIND Call

CALL RZLIND(*lindp*, *rup*, *bup*, *r<*, *sing>* <, *b>*);

The RZLIND subroutine computes rank-deficient linear least squares solutions, complete orthogonal factorizations, and Moore-Penrose inverses.

The RZLIND subroutine returns the following values:

- lindp* is a scalar that contains the number of linear dependencies that are recognized in **R** (number of zeroed rows in **rup**[*n*,*n*]).
- rup* is the updated $n \times n$ upper triangular matrix **R** that contains zero rows corresponding to zero recognized diagonal elements in the original **R**.
- bup* is the $n \times p$ matrix **B** of right-hand sides that is updated simultaneously with **R**. If *b* is not specified, *bup* is not accessible.

The input arguments to the RZLIND subroutine are as follows:

- r* specifies the $n \times n$ upper triangular matrix **R**. Only the upper triangle of *r* is used; the lower triangle can contain any information.
- sing* is an optional scalar that specifies a relative singularity criterion for the diagonal elements of **R**. The diagonal element r_{ii} is considered zero if $r_{ii} \leq \text{sing} \|r_i\|$, where $\|r_i\|$ is the Euclidean norm of column r_i of **R**. If the value provided for *sing* is not positive, the default value *sing*= 1000 ϵ is used, where ϵ is the relative machine precision.
- b* specifies the optional $n \times p$ matrix **B** of right-hand sides that have to be updated or downdated simultaneously with **R**.

The singularity test used in the RZLIND subroutine is a relative test that uses the Euclidean norms of the columns r_i of **R**. The diagonal element r_{ii} is considered as nearly zero (and the *i*th row is zeroed out) if the following test is true:

$$r_{ii} \leq \text{sing} \|r_i\|, \text{ where } \|r_i\| = \sqrt{r_i' r_i}$$

Providing an argument *sing*≤ 0 is the same as omitting the argument *sing* in the RZLIND call. In this case, the default is *sing*= 1000 ϵ , where ϵ is the relative machine precision. If **R** is computed by the QR decomposition **A** = **QR**, then the Euclidean norm of column *i* of **R** is the same (except for rounding errors) as the Euclidean norm of column *i* of **A**.

A Cholesky Root

Consider the following application of the RZLIND subroutine. Assume that you want to compute the upper triangular Cholesky factor **R** of the $n \times n$ positive semidefinite matrix **A'A**,

$$\mathbf{A}'\mathbf{A} = \mathbf{R}'\mathbf{R} \text{ where } \mathbf{A} \in \mathcal{R}^{m \times n}, \text{ rank}(\mathbf{A}) = r, r \leq n \leq m$$

The Cholesky factor **R** of a positive definite matrix **A'A** is unique (with the exception of the sign of its rows). However, the Cholesky factor of a positive semidefinite (singular) matrix **A'A** can have many different forms.

In the following example, **A** is a 12×8 matrix with linearly dependent columns $a_1 = a_2 + a_3 + a_4$ and $a_1 = a_5 + a_6 + a_7$ with $r = 6$, $n = 8$, and $m = 12$.

```

proc iml;
a = {1 1 0 0 1 0 0,
      1 1 0 0 1 0 0,
      1 1 0 0 0 1 0,
      1 1 0 0 0 0 1,
      1 0 1 0 1 0 0,
      1 0 1 0 0 1 0,
      1 0 1 0 0 1 0,
      1 0 1 0 0 0 1,
      1 0 0 1 1 0 0,
      1 0 0 1 0 1 0,
      1 0 0 1 0 0 1,
      1 0 0 1 0 0 1};

a = a || uniform(j(nrow(a),1,1));
aa = a` * a;
m = nrow(a); n = ncol(a);

```

Applying the **ROOT** function to the coefficient matrix $\mathbf{A}'\mathbf{A}$ of the normal equations generates an upper triangular matrix \mathbf{R}_1 in which linearly dependent rows are zeroed out. The following statements verify that $\mathbf{A}'\mathbf{A} = \mathbf{R}'_1 \mathbf{R}_1$:

```

r1 = root(aa);
ss1 = ssq(aa - r1` * r1);
print ss1 r1[format=best6.];

```

Figure 26.342 A Cholesky Root

ss1	r1									
6.981E-29	3.4641	1.1547	1.1547	1.1547	1.1547	1.1547	1.1547	1.1547	1.8012	
	0	1.633	-0.816	-0.816	0.4082	-0.204	-0.204	-0.204	-0.163	
	0	0	1.4142	-1.414	39E-18	0.3536	-0.354	0.5325		
	0	0	0	13E-16	11E-17	56E-18	39E-17	67E-17		
	0	0	0	0	1.5811	-0.791	-0.791	0.0715		
	0	0	0	0	0	1.3693	-1.369	-0.194		
	0	0	0	0	0	0	89E-17	83E-17		
	0	0	0	0	0	0	0	0.9615		

Applying the QR subroutine with column pivoting on the original matrix \mathbf{A} yields a different result, but you can also verify $\mathbf{A}'\mathbf{A} = \mathbf{R}'_2 \mathbf{R}_2$ after pivoting the rows and columns of $\mathbf{A}'\mathbf{A}$:

```

ord = j(n,1,0);
call qr(q,r2,pivqr,lindqr,a,ord);
ss2 = ssq(aa[pivqr,pivqr] - r2` * r2);
print ss2 r2[format=best6.];

```

Figure 26.343 A QR Decomposition

ss2	r2								
3.067E-29	-3.464	-1.155	-1.155	-1.155	-1.155	-1.801	-1.155	-1.155	
	0	-1.633	0.2041	-0.408	0.8165	-0.029	0.8165	0.2041	
	0	0	1.6202	-0.772	0.3086	-0.379	-0.309	-0.849	
	0	0	0	-1.38	-0.173	0.4128	0.1725	1.3801	
	0	0	0	0	-1.369	-0.194	1.3693	18E-17	
	0	0	0	0	0	-0.961	-5E-17	52E-18	
	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0	

Using the **RUPDT** subroutine for stepwise updating of \mathbf{R} by the m rows of \mathbf{A} results in an upper triangular matrix \mathbf{R}_3 with $n - r$ nearly zero diagonal elements. However, other elements in rows with nearly zero diagonal elements can have significant values. The following statements verify that $\mathbf{A}'\mathbf{A} = \mathbf{R}_3'\mathbf{R}_3$:

```
r3 = shape(0,n,n);
call rupdt(rup,bup,sup,r3,a);
r3 = rup;
ss3 = ssq(aa - r3` * r3);
print ss3 r3[format=best6.];
```

Figure 26.344 An Updated Matrix

ss3	r3								
4.4E-29	3.4641	1.1547	1.1547	1.1547	1.1547	1.1547	1.1547	1.8012	
	0	-1.633	0.8165	0.8165	-0.408	0.2041	0.2041	0.1626	
	0	0	-1.414	1.4142	-6E-17	-0.354	0.3536	-0.532	
	0	0	0	5E-16	0.3739	0.3484	-0.722	0.0906	
	0	0	0	0	-1.536	0.8984	0.6379	-0.052	
	0	0	0	0	0	1.2536	-1.254	-0.246	
	0	0	0	0	0	0	-4E-16	-0.168	
	0	0	0	0	0	0	0	0.9316	

The result \mathbf{R}_3 of the **RUPDT** subroutine can be transformed into the result \mathbf{R}_1 of the **ROOT** function by left applications of Givens rotations to zero out the remaining significant elements of rows with *small* diagonal elements. Applying the RZLIND subroutine to the upper triangular result \mathbf{R}_3 of the **RUPDT** subroutine generates a Cholesky factor \mathbf{R}_4 with rows of zeros that correspond to diagonal elements that are small. This gives the same result as the **ROOT** function (except for the sign of rows) if its singularity criterion recognizes the same linear dependencies.

```
call rzlind(lind,r4,bup,r3);
ss4 = ssq(aa - r4` * r4);
print ss4 r4[format=best6.];
```

Figure 26.345 The Transformed Root Matrix

ss4	r4								
4.61E-29	3.4641	1.1547	1.1547	1.1547	1.1547	1.1547	1.1547	1.1547	1.8012
	0	-1.633	0.8165	0.8165	-0.408	0.2041	0.2041	0.1626	
	0	0	-1.414	1.4142	-6E-17	-0.354	0.3536	-0.532	
	0	0	0	0	0	0	0	0	
	0	0	0	0	-1.581	0.7906	0.7906	-0.071	
	0	0	0	0	0	1.3693	-1.369	-0.194	
	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0.9615	

Rank-deficient Least Squares

Consider the rank-deficient linear least squares problem:

$$\min_x \|Ax - b\|^2 \text{ where } A \in \mathbb{R}^{m \times n}, \text{ rank}(A) = r, r \leq n \leq m$$

For $r = n$, the optimal solution, \hat{x} , is unique; however, for $r < n$, the rank-deficient linear least squares problem has many optimal solutions, each of which has the same least squares residual sum of squares:

$$ss = (A\hat{x} - b)'(A\hat{x} - b)$$

The solution of the full-rank problem, $r = n$, is illustrated in the section “[The Full-Rank Linear Least Squares Problem](#)” on page 950. The following example demonstrates how to compute several solutions to the singular problem. The example uses the 12×8 matrix from the preceding section and generates a new column vector b . The vector b and the matrix A are shown in the output.

```
b = uniform(j(12,1,1));
ab = a` * b;
print b a[format=best6.];
```

Figure 26.346 Singular Data

b	a								
0.8533943	1 1 0 0 1 0 0	0.185							
0.0671846	1 1 0 0 1 0 0	0.9701							
0.9570239	1 1 0 0 0 1 0	0.3998							
0.297194	1 1 0 0 0 0 1	0.2594							
0.2726118	1 0 1 0 1 0 0	0.9216							
0.6899296	1 0 1 0 0 1 0	0.9693							
0.9767649	1 0 1 0 0 1 0	0.543							
0.2265075	1 0 1 0 0 0 1	0.5317							
0.6882366	1 0 0 1 1 0 0	0.0498							
0.4127639	1 0 0 1 0 1 0	0.0666							
0.5585541	1 0 0 1 0 0 1	0.8193							
0.2872256	1 0 0 1 0 0 1	0.5239							

The rank-deficient linear least squares problem can be solved in the following ways. Although each method minimizes the residual sum of squares, not all of the given solutions are of minimum Euclidean length.

An SVD Solution

You can solve the rank-deficient least squares problem by using the singular value decomposition of \mathbf{A} , given by $\mathbf{A} = \mathbf{UDV}'$. Take the reciprocals of significant singular values and set the small values of \mathbf{D} to zero.

```
call svd(u,d,v,a);
t = 1e-12 * d[1];
do i=1 to n;
  if d[i] < t then d[i] = 0.;
  else d[i] = 1. / d[i];
end;
x1 = v * diag(d) * u` * b;
len1 = x1` * x1;
ss1 = ssq(a * x1 - b);
x1 = x1`;
print ss1 len1, x1[format=best6.];
```

Figure 26.347 SVD Solution

ss1	len1
0.5902613	0.4253851

x1
0.4001 0.1484 0.1561 0.0956 0.0792 0.3559 -0.035 -0.275

The solution \hat{x}_1 obtained by singular value decomposition, $\hat{x}_1 = \mathbf{VD}^{-1}\mathbf{U}'b/4$, is of minimum Euclidean length.

QR with Column Pivoting

You can solve the rank-deficient least squares problem by using the QR decomposition with column pivoting:

$$\mathbf{A}\Pi = \mathbf{QR} = [\mathbf{Y} \ \mathbf{Z}] \begin{bmatrix} \mathbf{R}_1 & \mathbf{R}_2 \\ \mathbf{0} & \mathbf{0} \end{bmatrix} = \mathbf{Y} [\mathbf{R}_1 \ \mathbf{R}_2]$$

Set the right part \mathbf{R}_2 to zero and invert the upper triangular matrix \mathbf{R}_1 to obtain a generalized inverse \mathbf{R}^- and an optimal solution \hat{x}_2 :

$$\mathbf{R}^- = \begin{bmatrix} \mathbf{R}_1^{-1} \\ \mathbf{0} \end{bmatrix} \hat{x}_2 = \Pi \mathbf{R}^- \mathbf{Y}'b$$

```
ord = j(n,1,0);
call qr(qtb,r2,pivqr,lindqr,a,ord,b);
nr = n - lindqr;
r = r2[1:nr,1:nr];
x2 = shape(0,n,1);
x2[pivqr] = trisolv(1,r,qtb[1:nr]) // j(lindqr,1,0.);
len2 = x2` * x2;
ss2 = ssq(a * x2 - b);
x2 = x2`;
print ss2 len2, x2 [format=best6.];
```

Figure 26.348 QR Solution

ss2	len2						
0.5902613	1.1406975						
<hr/>							
x2							
0.9122	-0.008	0	-0.061	-0.277	0	-0.391	-0.275

Notice that the residual sum of squares is minimal, but the solution \hat{x}_2 is not of minimum Euclidean length.

Cholesky Root

You can solve the rank-deficient least squares problem by using the result **R₁** of the **ROOT** function to obtain the vector *piv* which indicates the zero rows in the upper triangular matrix **R₁**. The following statements define a function that returns an index vector:

```

start PivotR(R);
  n = ncol(R);
  piv = j(n,1,.);
  z = j(n,1,.); /* temp storage for index of zero diagonals */
  j1 = 0; j2 = 0;
  /* detect diagonal elements that are numerically zero */
  do i = 1 to n;
    small = 1000*constant("maceps")*norm(R[,i]);
    if R[i,i] > small then do;
      j1 = j1 + 1; piv[j1] = i;
    end;
    else do;
      j2 = j2 + 1; z[j2] = i;
    end;
  end;
  if j2>0 then piv[(n-j2+1):n] = z[1:j2];
  return( piv );
finish;

r1 = root(aa);
nr = n - lind;
piv = PivotR(r1);

```

Now compute \hat{x}_3 by solving the equation $\hat{x}_3 = \mathbf{R}^{-1}\mathbf{R}^{-\prime}\mathbf{A}'b$.

```

r = r1[piv[1:nr],piv[1:nr]];
x = trisolv(2,r,ab[piv[1:nr]]);
x = trisolv(1,r,x);
x3 = shape(0,n,1);
x3[piv] = x // j(lind,1,0.);
len3 = x3` * x3;
ss3 = ssq(a * x3 - b);
x3 = x3`;
print ss3 len3, x3[format=best6.];

```

Figure 26.349 Cholesky Root Solution

ss3	len3
0.5902613	0.4601472

x3
0.4607 0.0528 0.0605 0 0.1142 0.3909 0 -0.275

Note that the residual sum of squares is minimal, but the solution \hat{x}_3 is not of minimum Euclidean length.

Update of Cholesky Root

You can solve the rank-deficient least squares problem by using the result \mathbf{R}_3 of the RUPDT call on page 1006 and the vector piv (obtained in the previous solution), which indicates the zero rows of upper triangular matrices \mathbf{R}_1 and \mathbf{R}_3 . After zeroing out the rows of \mathbf{R}_3 belonging to small diagonal pivots, solve the system $\hat{x}_4 = \mathbf{R}^{-1}\mathbf{Y}'b$.

```
r3 = shape(0,n,n);
qtb = shape(0,n,1);
call rupdt(rup,bup,sup,r3,a,qtb,b);
r3 = rup; qtb = bup;
call rzlind(lind,r4,bup,r3,,qtb);
qtb = bup[piv[1:nr]];
x = trisolv(1,r4[piv[1:nr],piv[1:nr]],qtb);
x4 = shape(0,n,1);
x4[piv] = x // j(lind,1,0.);
len4 = x4` * x4;
ss4 = ssq(a * x4 - b);
x4 = x4`;
print ss4 len4, x4[format=best6.];
```

Figure 26.350 Cholesky Update Solution

ss4	len4
0.5902613	0.4601472

x4
0.4607 0.0528 0.0605 0 0.1142 0.3909 0 -0.275

Because the matrices \mathbf{R}_4 and \mathbf{R}_1 are the same (except for the signs of rows), the solution \hat{x}_4 is the same as \hat{x}_3 .

RZLIND Method

You can solve the rank-deficient least squares problem by using the result \mathbf{R}_4 of the RZLIND subroutine in the previous solution, which is the result of the first step of *complete QR decomposition*, and perform the second step of complete QR decomposition. The rows of matrix \mathbf{R}_4 can be permuted to the upper trapezoidal form

$$\begin{bmatrix} \widehat{\mathbf{R}} & \mathbf{T} \\ \mathbf{0} & \mathbf{0} \end{bmatrix}$$

where $\widehat{\mathbf{R}}$ is nonsingular and upper triangular and \mathbf{T} is rectangular. Next, perform the second step of complete QR decomposition with the lower triangular matrix

$$\begin{bmatrix} \widehat{\mathbf{R}}' \\ \mathbf{T}' \end{bmatrix} = \bar{\mathbf{Y}} \begin{bmatrix} \bar{\mathbf{R}} \\ 0 \end{bmatrix}$$

which leads to the upper triangular matrix $\bar{\mathbf{R}}$.

```
r = r4[piv[1:nr],]`;
call qr(q,r5,piv2,lin2,r);
y = trisolv(2,r5,qtb);
x5 = q * (y // j(lind,1,0.));
len5 = x5` * x5;
ss5 = ssq(a * x5 - b);
x5 = x5`;
print ss5 len5, x5[format=best6.];
```

Figure 26.351 RZLIND Solution

ss5	len5
0.5902613	0.4253851

x5
0.4001 0.1484 0.1561 0.0956 0.0792 0.3559 -0.035 -0.275

The solution \hat{x}_5 obtained by complete QR decomposition has minimum Euclidean length.

Complete QR Decomposition

You can solve the rank-deficient least squares problem by performing both steps of complete QR decomposition. The first step performs the pivoted QR decomposition of \mathbf{A} ,

$$\mathbf{A}\Pi = \mathbf{Q}\mathbf{R} = \mathbf{Y} \begin{bmatrix} \mathbf{R} \\ 0 \end{bmatrix} = \mathbf{Y} \begin{bmatrix} \widehat{\mathbf{R}}\mathbf{T} \\ 0 \end{bmatrix}$$

where $\widehat{\mathbf{R}}$ is nonsingular and upper triangular and \mathbf{T} is rectangular. The second step performs a QR decomposition as described in the previous method. This results in

$$\mathbf{A}\Pi = \mathbf{Y} \begin{bmatrix} \bar{\mathbf{R}}' & 0 \\ 0 & 0 \end{bmatrix} \bar{\mathbf{Y}}'$$

where $\bar{\mathbf{R}}'$ is lower triangular.

```
ord = j(n,1,0);
call qr(qtb,r2,pivqr,lindqqr,a,ord,b);
nr = n - lindqqr;
r = r2[1:nr,]`;
call qr(q,r5,piv2,lin2,r);
y = trisolv(2,r5,qtb[1:nr]);
x6 = shape(0,n,1);
x6[pivqr] = q * (y // j(lindqqr,1,0.));
len6 = x6` * x6;
```

```

ss6 = ssq(a * x6 - b);
x6 = x6`;
print ss6 len6, x6[format=best6.];

```

Figure 26.352 Complete QR Solution

ss6	len6						
0.5902613	0.4253851						
x6							
0.4001	0.1484	0.1561	0.0956	0.0792	0.3559	-0.035	-0.275

The solution \hat{x}_6 obtained by complete QR decomposition has minimum Euclidean length.

Complete QR Decomposition with LUPDT

You can solve the rank-deficient least squares problem by performing a complete QR decomposition with the QR and LUPDT calls:

```

ord = j(n,1,0);
call qr(qtb,r2,pivqr,lindqr,a,ord,b);
nr = n - lindqr;
r = r2[1:nr,1:nr]`; z = r2[1:nr,nr+1:n]`;
call lupdt(lup,bup,sup,r,z);
rd = trisolv(3,lup,r2[1:nr,]);
rd = trisolv(4,lup,rd);
x7 = shape(0,n,1);
x7[pivqr] = rd` * qtb[1:nr,];
len7 = x7` * x7;
ss7 = ssq(a * x7 - b);
x7 = x7`;
print ss7 len7, x7[format=best6.];

```

Figure 26.353 Complete QR Solution with Update

ss7	len7						
0.5902613	0.4253851						
x7							
0.4001	0.1484	0.1561	0.0956	0.0792	0.3559	-0.035	-0.275

The solution \hat{x}_7 obtained by complete QR decomposition has minimum Euclidean length.

Complete QR Decomposition with RUPDT

You can solve the rank-deficient least squares problem by performing a complete QR decomposition with the RUPDT, RZLIND, and LUPDT calls:

```

r3 = shape(0,n,n);
qtb = shape(0,n,1);
call rupdt(rup,bup,sup,r3,a,qtb,b);
r3 = rup; qtb = bup;
call rzlind(lind,r4,bup,r3,,qtb);
nr = n - lind; qtb = bup;

```

```

r = r4[piv[1:nr],piv[1:nr]]`;
z = r4[piv[1:nr],piv[nr+1:n]]`;
call lupdt(lup,bup,sup,r,z);
rd = trisolv(3,lup,r4[piv[1:nr],]);
rd = trisolv(4,lup,rd);
x8 = shape(0,n,1);
x8 = rd` * qtb[piv[1:nr],];
len8 = x8` * x8;
ss8 = ssq(a * x8 - b);
x8 = x8`;
print ss8 len8, x8[format=best6.];

```

Figure 26.354 Complete QR Solution with Updates

ss8	len8						
0.5902613	0.4253851						
x8							
0.4001	0.1484	0.1561	0.0956	0.0792	0.3559	-0.035	-0.275

The solution \hat{x}_8 obtained by complete QR decomposition has minimum Euclidean length. The same result can be obtained with the **APPCORT** call or the **COMPRT** call.

Moore-Penrose Inverse

You can use various orthogonal methods to compute the Moore-Penrose inverse A^- of a rectangular matrix **A**. The following examples find the Moore-Penrose inverse of the matrix **A** shown in section “**A Cholesky Root**” on page 1007.

Generalized Inverse

You can find the Moore-Penrose inverse by using the **GINV** function. The **GINV** function uses the singular decomposition $A = UDV'$. The result $A^- = VD^-U'$ should be identical to the result given by the next solution.

```

ga = ginv(a);
t1 = a * ga; t2 = t1`;
t3 = ga * a; t4 = t3`;
ss1 = ssq(t1 - t2) + ssq(t3 - t4) +
      ssq(t1 * a - a) + ssq(t3 * ga - ga);
print ss1, ga[format=best6.];

```

Figure 26.355 Moore-Penrose Inverse

ss1
5.097E-29

Figure 26.355 *continued*

ga														
0.1483	-0.117	0.0366	0.1318	0.0066	-0.049	0.0952	0.1469	0.1618	0.1169	-0.089	0.0105			
0.1595	0.1339	0.2154	0.2246	-0.121	-0.06	-0.046	-0.041	-0.106	-0.044	-0.063	-0.054			
0.0593	-0.235	-0.132	0.041	0.1684	0.0403	0.2002	0.3244	0.0743	-0.042	-0.205	-0.094			
-0.07	-0.015	-0.047	-0.134	-0.041	-0.029	-0.059	-0.137	0.1934	0.2027	0.179	0.1582			
0.1923	0.0783	-0.122	-0.081	0.198	-0.092	-0.031	-0.008	0.2647	-0.021	-0.11	-0.067			
-0.044	-0.06	0.2159	-0.045	-0.119	0.1443	0.1526	-0.111	-0.044	0.2205	-0.058	-0.052			
0.0004	-0.135	-0.057	0.2586	-0.072	-0.101	-0.027	0.2663	-0.059	-0.082	0.0787	0.1298			
-0.315	0.5343	0.0431	-0.262	0.1391	0.3163	-0.145	-0.311	-0.358	-0.215	0.4462	0.1266			

An SVD Solution

You can find the Moore-Penrose inverse by using the singular value decomposition. The singular decomposition $\mathbf{A} = \mathbf{UDV}'$ with $\mathbf{U}'\mathbf{U} = \mathbf{I}_m$, $\mathbf{D} = \text{diag}(d_i)$, and $\mathbf{V}'\mathbf{V} = \mathbf{V}\mathbf{V}' = \mathbf{I}_n$, can be used to compute $\mathbf{A}^- = \mathbf{VD}^\dagger\mathbf{U}'$, with $\mathbf{D}^\dagger = \text{diag}(d_i^\dagger)$ and

$$d_i^\dagger = \begin{cases} 0 & \text{where } d_i \leq \epsilon \\ 1/d_i & \text{otherwise} \end{cases}$$

The result \mathbf{A}^- should be the same as that given by the [GINV function](#) if the singularity criterion ϵ is selected correspondingly. Since you cannot specify the criterion ϵ for the GINV function, the singular value decomposition approach can be important for applications where the GINV function uses an unsuitable ϵ criterion. The slight discrepancy between the values of SS1 and SS2 is because of rounding that occurs in the statement that computes the matrix GA.

```
call svd(u,d,v,a);
do i=1 to n;
  if d[i] <= 1e-10 * d[1] then d[i] = 0.;
  else d[i] = 1. / d[i];
end;
ga = v * diag(d) * u`;
t1 = a * ga; t2 = t1`;
t3 = ga * a; t4 = t3`;
ss2 = ssq(t1 - t2) + ssq(t3 - t4) +
      ssq(t1 * a - a) + ssq(t3 * ga - ga);
print ss2;
```

Figure 26.356 SVD Solution

ss2
5.428E-29

Complete QR Decomposition

You can find the Moore-Penrose inverse by using the complete QR decomposition. The complete QR decomposition

$$\mathbf{A} = \mathbf{Y} \begin{bmatrix} \bar{\mathbf{R}}' & 0 \\ 0 & 0 \end{bmatrix} \bar{\mathbf{Y}}' \boldsymbol{\Pi}'$$

where $\bar{\mathbf{R}}'$ is lower triangular, yields the Moore-Penrose inverse

$$\mathbf{A}^- = \Pi \bar{\mathbf{Y}} \begin{bmatrix} \bar{\mathbf{R}}'^{-1} & 0 \\ 0 & 0 \end{bmatrix} \mathbf{Y}'$$

```
ord = j(n,1,0);
call qr(q1,r2,pivqr,lindqr,a,ord);
nr = n - lindqr;
q1 = q1[,1:nr]; r = r2[1:nr,]`;
call qr(q2,r5,piv2,lin2,r);
tt = trisolv(4,r5`,q1`);
ga = shape(0,n,m);
ga[pivqr,] = q2 * (tt // shape(0,n-nr,m));
t1 = a * ga; t2 = t1`;
t3 = ga * a; t4 = t3`;
ss3 = ssq(t1 - t2) + ssq(t3 - t4) +
      ssq(t1 * a - a) + ssq(t3 * ga - ga);
print ss3;
```

Figure 26.357 Complete QR Solution

ss3
7.785E-30

Complete QR Decomposition with LUPDT

You can find the Moore-Penrose inverse by using the complete QR decomposition with QR and LUPDT:

```
ord = j(n,1,0);
call qr(q,r2,pivqr,lindqr,a,ord);
nr = n - lindqr;
r = r2[1:nr,1:nr]`; z = r2[1:nr,nr+1:n]`;
call lupdt(lup,bup,sup,r,z);
rd = trisolv(3,lup,r2[1:nr,]);
rd = trisolv(4,lup,rd);
ga = shape(0,n,m);
ga[pivqr,] = rd` * q[,1:nr]`;
t1 = a * ga; t2 = t1`;
t3 = ga * a; t4 = t3`;
ss4 = ssq(t1 - t2) + ssq(t3 - t4) +
      ssq(t1 * a - a) + ssq(t3 * ga - ga);
print ss4;
```

Figure 26.358 Complete QR Solution with Update

ss4
7.899E-30

Complete QR Decomposition with RUPDT

You can find the Moore-Penrose inverse by using the complete QR decomposition with the RUPDT call and the LUPDT call:

```

r3 = shape(0,n,n);
y = i(m); qtb = shape(0,n,m);
call rupdt(rup,bup,sup,r3,a,qtb,y);
r3 = rup; qtb = bup;
call rzlind(lind,r4,bup,r3,,qtb);
nr = n - lind; qtb = bup;
r = r4[piv[1:nr],piv[1:nr]]`;
z = r4[piv[1:nr],piv[nr+1:n]]`;
call lupdt(lup,bup,sup,r,z);
rd = trisolv(3,lup,r4[piv[1:nr],]);
rd = trisolv(4,lup,rd);
ga = shape(0,n,m);
ga = rd` * qtb[piv[1:nr],];
t1 = a * ga; t2 = t1`;
t3 = ga * a; t4 = t3`;
ss5 = ssq(t1 - t2) + ssq(t3 - t4) +
      ssq(t1 * a - a) + ssq(t3 * ga - ga);
print ss5;

```

Figure 26.359 Complete QR Solution with Updates

ss5
9.077E-30

SAMPLE Function

SAMPLE(*x*<, *n*><, *method*><, *prob*>);

The SAMPLE function generates a random sample of the elements of *x*. The function can sample from *x* with replacement or without replacement. The function can sample from *x* with equal probability or with unequal probability.

The arguments are as follows:

x is a matrix that specifies the sample space. That is, the sample is drawn from the elements of *x*.

n specifies the number of times to sample. The argument can be a scalar or a two-element vector.

- If this argument is omitted, then the number of elements of *x* is used.
- If *n* is a scalar, then it represents the sample size, which is the number of independent draws from the population. This value determines the number of columns in the output matrix.
- If *n* is a two-element vector, the first element represents the sample size. The second element specifies the number of samples, which is the number of rows in the output matrix. If the sampling is without replacement, then *n*[1] must be less than or equal to the number of elements in *x*.

method is an optional argument that specifies how sampling is performed. The following are valid options:

“Replace”	specifies simple random sampling with replacement. This is the default value.
“NoReplace”	specifies simple random sampling without replacement. The elements in the samples might appear in the same order as in x .
“WOR”	specifies simple random sampling without replacement. After elements are randomly selected, their order is randomly permuted.
$prob$	is a vector with the same number of elements as x . The vector specifies the sampling probability for the elements of x . The SAMPLE function internally scales the elements of $prob$ so that they sum to unity.

The SAMPLE function uses the random seed that is set by the RANDSEED function.

The $prob$ argument specifies the probabilities that are used when sampling from x . When $method$ is “Replace,” the probabilities do not change during the sampling. However, when $method$ is “NoReplace,” the probabilities are renormalized after each selection.

For example, suppose that the element $x_i, i = 1 \dots n$ has probability p_i of being sampled, where $\sum_{i=1}^n p_i = 1$. If the element x_1 is selected in the first round of sampling, the remaining elements have the new probability q_i of being sampled during the second round, where $q_i = p_i / (\sum_{j=2}^n p_j)$ and $i = 2 \dots n$.

The following statements use three different methods to choose a sample from the integers 1–5:

```
x = 1:5;
call randseed(12345);
s1 = sample(x);
s2 = sample(x, 5, "Replace", {0.6 0.1 0.0 0.1 0.2});
s3 = sample(x, 3, "NoReplace");
print s1, s2, s3;
```

Figure 26.360 Random Samples

s1
3 5 3 5 5
s2
1 5 1 1 2
s3
1 2 5

SAVE Statement

SAVE ;

The SAVE statement saves data to a SAS data set.

The SAVE statement flushes any data residing in output buffers for all active output data sets and files to ensure that the data are written to disk. This is equivalent to closing and then reopening the files.

SCATTER Call

```
CALL SCATTER(x,y) <GROUP=GroupVector>
  <DATALABEL=LabelVector>
  <OPTION=ScatterOption>
  <GRID={"X" <,"Y">} >
  <LABEL={XLabel <,YLabel>}>
  <XVALUES=xValues>
  <YVALUES=yValues>
  <PROCOPT=ProcOption>
  <LINEPARM={x0 y0 slope} >
  <OTHER=Stmts> ;
```

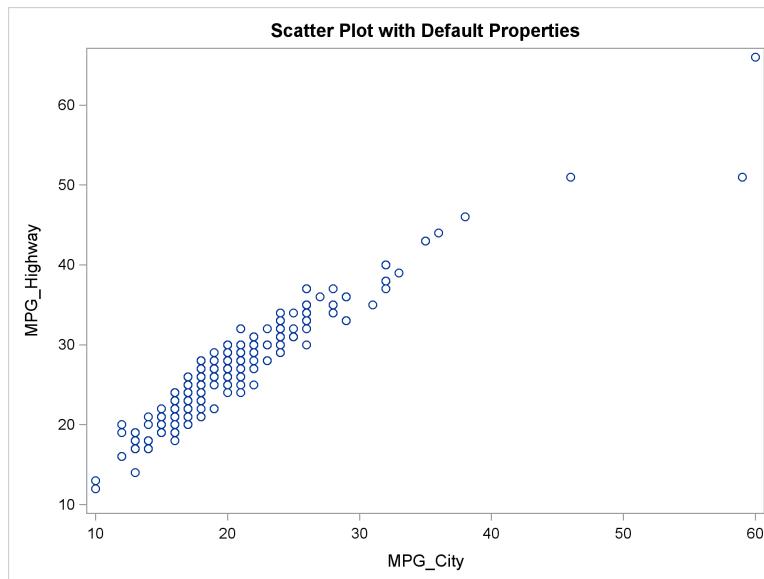
The SCATTER subroutine displays a SCATTER plot by calling the SGPlot procedure. The arguments *x* and *y* are vectors that contain the data to plot. The SCATTER subroutine is not a comprehensive interface to the SGPlot procedure. It is intended for creating simple scatter plots for exploratory data analysis. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

A simple example follows:

```
use Sashelp.Cars;
read all var {MPG_City MPG_Highway};
close Sashelp.Cars;

title "Scatter Plot with Default Properties";
run Scatter(MPG_City, MPG_Highway) label={"MPG_City" "MPG_Highway"};
```

Figure 26.361 A Scatter Plot



Specify the *x* vector inside parentheses and specify all options outside the parentheses. Use the global TITLE and FOOTNOTE statements to specify titles and footnotes. Each option corresponds to a statement or option in the SGPlot procedure.

The following options correspond to options in the SCATTER statement in the SGPlot procedure:

- GROUP=** specifies a vector of values that determine groups in the plot. You can use a numeric or character vector. This option corresponds to the GROUP= option in the SCATTER statement.
- DATALABEL=** specifies a vector of values that label each marker in the plot. You can use a numeric or character vector.
- OPTION=** specifies a character matrix or string literal. The value is used verbatim to specify options in the SCATTER statement.

The SCATTER subroutine also supports the following options. The [BAR subroutine](#) documents these options and gives an example of their usage.

- GRID=** specifies whether to display grid lines for the X or Y axis.
- LABEL=** specifies axis labels for the X or Y axis.
- XVALUES=** specifies a vector of values for ticks for the X axis.
- YVALUES=** specifies a vector of values for ticks for the Y axis.
- PROCOPT=** specifies options in the PROC SGPlot statement.
- OTHER=** specifies statements in the SGPlot procedure.

In addition, the LINEPARM= option specifies a three-element vector whose elements specify the X=, Y= and SLOPE= options, respectively, on the LINEPARM statement.

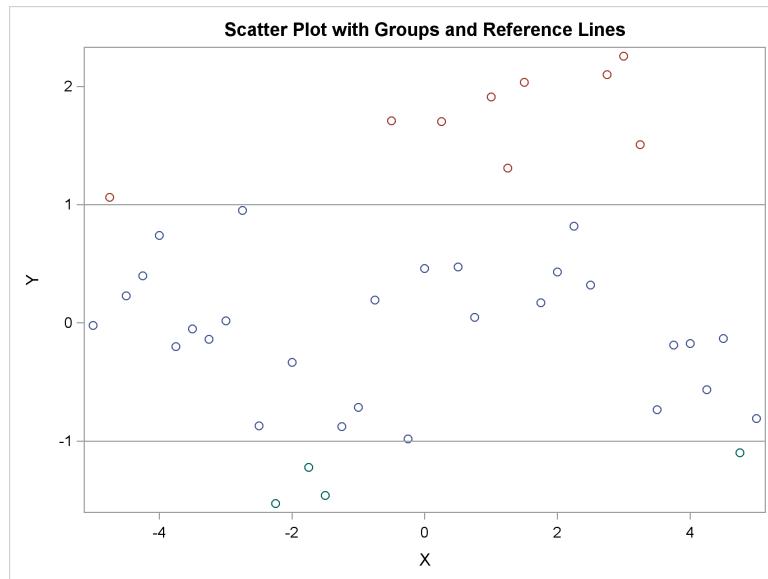
The following example creates several scatter plots with various options. Each scatter plot is documented in the program comments.

```

/* define data */
call randseed(1);
x = do(-5, 5, 0.25);
y = x/5 + sin(x) + RandFun(1||ncol(x), "Normal");

title "Scatter Plot with Groups and Reference Lines";
/* 1. Use the GROUP= option to assign a group to each observation
 * 2. Use the OTHER= option to add reference lines to the Y axis
 * 3. Use the PROCOPT= option to suppress the legend
 */
g = j(ncol(x), 1, 1);
g[ loc(y>=1) ] = 2;
g[ loc(y< -1) ] = 3;
run Scatter(x, y) group=g          /* assign color/marker shape */
      other="refline -1 1 / axis=y" /* add reference line */
      procopt="noautolegend";      /* PROC option */

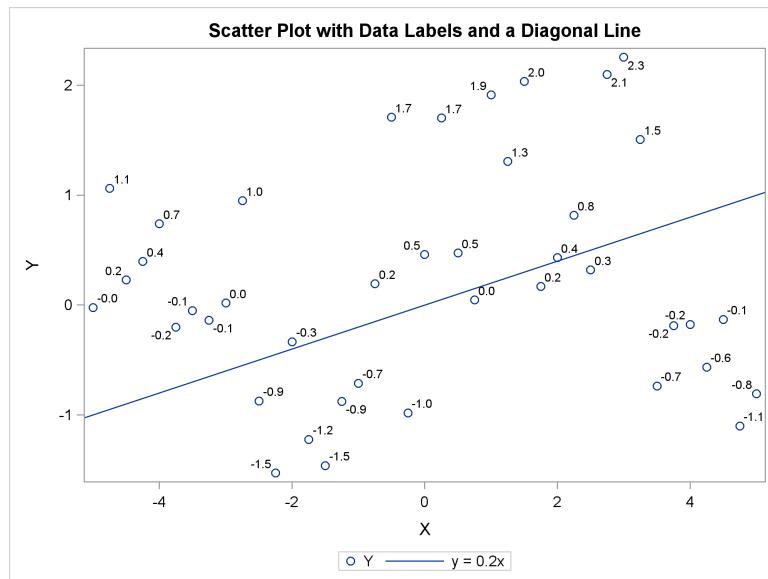
```

Figure 26.362 Group Attributes and Reference Lines

```

title "Scatter Plot with Data Labels and a Diagonal Line";
/* 1. Use the DATALABEL= option to label each marker
 * 2. Use the LINEPARM= option to add line passing through
 *      (0,0) with slope=0.2
 */
dlabels = putn(y, "4.1");
run Scatter(x, y) datalabel=dlabels      /* label each marker */
      lineparm={0 0 0 0.2}; /* line through (0,0) with slope 0.2 */

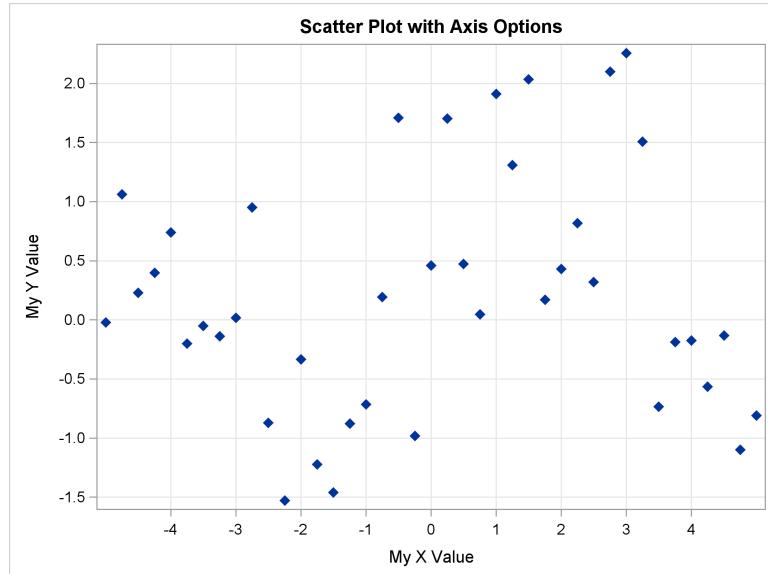
```

Figure 26.363 Data Labels and Diagonal Line

```

title "Scatter Plot with Axis Options";
/* 1. Use the OPTION= option to specify marker attributes
 * 2. Use the GRID= option to add a reference grid
 * 3. Use the LABEL= option to specify axis labels
 * 4. Use the XVALUES= and YVALUES= options to specify tick positions
 */
call Scatter(x,y) option="markerattr=(symbol=DiamondFilled)"
      grid= {X Y}
      label={"My X Value" "My Y Value"}
      xvalues = -4:4
      yvalues = do(-2,2,0.5);

```

Figure 26.364 Marker and Axis Attributes

SEQ, SEQSCALE, and SEQSHIFT Calls

```

CALL SEQ(prob, domain <, TSCALE=tscale> <, EPS=eps> <, DEN=den> );
CALL SEQSCALE(prob, gscale, domain, level <, IGUESS=iguess> <, TSCALE=tscale> <,
              EPS=eps> <, DEN=den> );
CALL SEQSHIFT(prob, shift, domain, plevel <, IGUESS=iguess> <, TSCALE=tscale> <, EPS=eps>
              <, DEN=den> );

```

The SEQ, SEQSCALE, and SEQSHIFT subroutines perform discrete sequential tests.

The SEQSHIFT subroutine returns the following values:

prob is an $(m + 1) \times n$ matrix. The $[i, j]$ entry in the array contains the probability at the $[i, j]$ entry of the argument *domain*. Also, the probability at infinity at every level *j* is returned in the last entry ($[m + 1, j]$) of column *j*. Upon a successful completion of any routine, this variable is always returned.

- gscale* is a numeric variable that returns from the routine SEQSCALE and contains the scaling of the current geometry defined by *domain* that would yield a given significance level *level*.
- shift* is a numeric variable that returns from the routine SEQSHIFT and contains the shift of current geometry defined by *domain* that would yield a given power level *plevel*.

The input arguments to the SEQSHIFT subroutine are as follows:

- domain* specifies an $m \times n$ matrix that contains the boundary points separating the intervals of continuation/stopping of the sequential test. Each column k contains the boundary points at level k sorted in an ascending order. The values .M and .P represent $-\infty$ and $+\infty$, respectively. They must start on the first row, and any remaining entries must be filled with a missing value. Elements that follow the missing value in any column are ignored. The number of columns n is equal to the number of stages present in the sequential test. The row dimension m must be even, and it is equal to the maximum number of boundary points in a level. In fact, *domain* is the tabular form of the finite boundary points. Entries in *domain* with absolute values that exceed a standardized value of 8 at any level are internally reset to a standardized value of 8 or -8, depending on the sign of the entry. This is reflected in the results returned for the probabilities and the densities.
- tscale* specifies an optional $n - 1$ vector that describes the time intervals between two consecutive stages. In the absence of *tscale*, these time intervals are internally set to 1. The keyword for *tscale* is TSCALE.
- eps* specifies an optional numeric parameter for controlling the absolute precision of the computation. In the absence of *eps*, the precision is internally set to 1E-7. The keyword for *eps* is EPS.
- den* specifies an optional character string to describe the name of an $m \times n$ matrix. The $[i, j]$ entry in the matrix returns the density of the distribution at the $[i, j]$ entry of the matrix specified by the *domain* argument. The keyword for *den* is DEN.
- iguess* specifies an optional numeric parameter that contains an initial guess for the variable *gscale* in the SEQSCALE subroutine or for the variable *mean* in the SEQSHIFT subroutine. In general, very good estimates for these initial guesses can be provided by an iterative process, and these estimates become extremely valuable near convergence. The keyword for *iguess* is IGUESS.
- level* specifies a numeric parameter in the SEQSCALE subroutine that contains the required significance level to be achieved through scaling the *domain* (see the description of SEQSCALE).
- plevel* specifies a numeric parameter in the SEQSHIFT subroutine that provides the required power level to be achieved through shifting the *domain* (see the description of SEQSHIFT).

SEQ Call

To compute the probability from a sequential test, you must specify a matrix that contains the boundaries. With the optional additional information concerning the time intervals and the target accuracy, or their default values, the SEQ subroutine returns the matrix that contains the probability and optionally returns the density from a sequential test evaluated at each given point of the boundary. Let C_j denote the continuation set at each level j . C_j is defined to be the union at the j th level of all the intervals bounded from below by the points with even indices $0, 2, 4, \dots$ and from above by the points with odd indices $1, 3, \dots$

The SEQ subroutine computes, with $\mu = 0$, the densities

$$f_j(s, \mu) = \int_{C_{j-1}} \phi(s - y, \mu, t_{j-1}) f_{j-1}(y, \mu) dy, \text{ for } j = 2, 3, \dots$$

with

$$f_1(s, \mu) = \frac{1}{\sqrt{2\pi}} \exp\left[-\frac{(s-\mu)^2}{2}\right]$$

and

$$\phi(s, \mu, t) = \frac{1}{\sqrt{2\pi t}} \exp\left[-\frac{(s-\mu)^2}{2t}\right]$$

with the associated probability at any point a at level j to be

$$P_j(a, \mu) = \int_{C_{j-1}} \Phi(a - y, \mu, t_j) f_{j-1}(y, \mu) dy, \text{ for } j = 2, 3, \dots$$

with

$$\Phi(b, \mu, t) = \int_{-\infty}^b \phi(s, \mu, t) ds$$

The notation τ denotes the vector of time intervals t_1, \dots, t_{n-1} , and $P_j(g, \mu, \tau)$ denotes the probability of continuation at the j th level for a given domain g , a given mean μ , and a given time vector τ . The variance at the j th level can be computed from τ .

$$\begin{aligned} \sigma_1^2 &= 1 \\ \sigma_{j+1}^2 &= \sigma_j^2 + \tau_j, \text{ for } j = 1, 2, \dots \end{aligned}$$

It is important to understand the limitations that are imposed internally on the domain by the numerical method. Any element g_{ij} will always be limited within a symmetric interval with standardized values not to exceed 8. That is,

$$g_{ij} = \max[\min(g_{ij}, 8\sigma_j), -8\sigma_j]$$

SEQSCALE Call

Given a domain g , an optional time vector τ , and a probability level p_s , the SEQSCALE subroutine finds the amount of scaling s that would solve the problem

$$P_n(gs, 0) = p_s$$

The result for the amount of scaling s is returned as the second argument of the SEQSCALE subroutine, *scale*. Note that because of the complexity of the problem, the SEQSCALE subroutine will not attempt to scale a domain with multiple intervals of continuation.

For a significance level of α , set $p_s = 1 - \alpha$.

SEQSHIFT Call

Given a geometry g , an optional time vector τ , and a power level $1 - \beta$, the SEQSHIFT subroutine finds the mean μ that solves $\mu \geq 0$ such that $P_n(g, \mu) = \beta$.

Actually, a simple transformation of the variables in the sequential problem yields the following result:

$$P_j(g^\mu, 0) = P_j(g, \mu), \text{ for } j = 1, 2, \dots, n$$

where g^μ is given by $g_{ij}^\mu = g_{ij} - \mu j$.

Many options are available with the NLP family of optimization routines, which are described in Chapter 4, “Nonlinear Optimization Subroutines.”

Example 1

Consider the following continuation intervals:

$$\begin{aligned} C_1 &= \{-6, 2\} \\ C_2 &= \{-6, 3\} \\ C_3 &= \{-6, 4, 5, 6\} \\ C_4 &= \{-6, 4\} \end{aligned}$$

The following statements computes the probability from the sequential test at each boundary point specified in the geometry.

```
/* function to insert a into the kth column of m */
start table(m,a,k);
  if ncol(m) = 0 then   m = j(nrow(a),k,.);
  if nrow(m) < nrow(a) then  m = m// j(nrow(a)-nrow(m),ncol(m),. );
  if ncol(m) < k  then  m = m || j(nrow(m),k-ncol(m),. );
  m[1:nrow(a),k] = a;
finish;

call table(m, {-6,2}, 1);
call table(m, {-6,3}, 2);
call table(m, {-6,4,5,6}, 3);
call table(m, {-6,4}, 4);
call seq(prob,m) eps = 1.e-8 den="density";
print m, prob, density;
```

Figure 26.365 Sequential Test Probabilities and Densities

m
-6 -6 -6 -6
2 3 4 4
. . 5 .
. . 6 .

Figure 26.365 *continued*

prob			
9.866E-10	0.000011	0.0002592	0.0011748
0.9772499	0.9665354	0.9621691	0.9497676
1	0.9772499	0.9661587	0.9622611
1	0.9772499	0.96651	0.9622611
1	0.9772499	0.9665244	0.9622611

DENSITY			
6.0759E-9	0.0000348	0.0005668	0.0021223
0.053991	0.0226042	0.0092853	0.0194903
0	0	0.0010391	0
0	0	0.0000524	0

Figure 26.365 displays the values returned for m , $prob$ and den , respectively.

The probability at the level $k = 3$ at the point $x = 6$ is $prob[4, 3] = 0.96651$, while the density at the same point is $density[4, 3] = 0.0000524$.

Example 2

Consider the continuation intervals

$$\begin{aligned}C_1 &= \{-20, 2\} \\C_2 &= \{-20, 20\} \\C_3 &= \{-3, 3\}\end{aligned}$$

Note that the continuation at level 2 can be effectively considered infinite, and it does not numerically affect the results of the computation at level 3. The following statements verify this by using the *tscale* parameter to compute this problem.

```
free m;
call table(m, {-20,2}, 1);
call table(m, {-20,20}, 2);
call table(m, {-3, 3}, 3);

/*****************/
/* TSCALE has the default value of 1 */
/*****************/
call seq(prob1,m) eps = 1.e-8 den="density";
print m[format=f5.] prob1[format=e12.5];

call table(mmm,{-20,2},1);
call table(mmm,{ -3,3},2);
/* You can use a 2-step separation between the levels */
/* while dropping the intermediate level at 2           */
tscale = { 2 };
call seq(prob2,mmm) eps = 1.e-8 den="density" TSCALE=tscale;
print mmm[format=f5.] prob2[format=e12.5];
```

Figure 26.366 Sequential Test Probabilities

m
-6 -6 -6 -6
2 3 4 4
. . 5 .
. . 6 .

prob
9.866E-10 0.000011 0.0002592 0.0011748
0.9772499 0.9665354 0.9621691 0.9497676
1 0.9772499 0.9661587 0.9622611
1 0.9772499 0.96651 0.9622611
1 0.9772499 0.9665244 0.9622611

DENSITY
6.0759E-9 0.0000348 0.0005668 0.0021223
0.053991 0.0226042 0.0092853 0.0194903
0 0 0.0010391 0
0 0 0.0000524 0

Figure 26.366 shows the values returned for the variables **m**, **prob1**, **mm** and **prob2**.

Some internal limitations are imposed on the geometry. Consider the three-level case with geometry *m* in the preceding statements. Since the *tscale* variable is not specified, it is set to its default value, (1, 1). The variance at the *j*th level is $\sigma_j^2 = j$ for *j* = 1, 2, 3. The first level has a lower boundary point of -20, as represented by the value of *m*[1, 1]. Since the absolute standardized value is larger than 8, this point is replaced internally by the value -8. Hence, the densities and the probabilities reported for the first level at this point are not for the given value -20; instead, they are for the internal value of -8. For practical purposes, this limitation is not severe since the absolute error introduced is of the order of 10^{-16} .

The computations performed by the first call of the SEQ subroutine can be simplified since the second level is large enough to be considered infinite. The matrix MM contains the first and third columns of the matrix M. However, in order to specify the two-step separation between the levels, you must specify *tscale*=2.

Example 3

This example verifies some of the results published in Table 3 of Pocock (1982). That is, the following statements verify for the given domain that the significance level is 0.05 and that the power is $1 - \beta$ under the alternative hypothesis:

```

proc iml;
/* check whether the numbers yield 0.95 for the alpha level */
bm      ={-3.663  -2.884 -2.573 -2.375 -2.037,
          -2.988  -2.537 -2.407 -2.346 -2.156,
          -2.598  -2.390 -2.390 -2.390 -2.310,
          -2.446  -2.404 -2.404 -2.404 -2.396};

bplevel = { 0.5 0.25 0.1 0.05};
level   = 0.95; /* this the required alpha value */
sigma   = diag(sqrt(1:5)); /* global sigma matrix */

```

```

do i = 1 to 4;
  m      = bm[i,];
  plevel = bplevel[i];
  geom   = (m//(-m))*sigma;

/* Try the null hypothesis */
call seq(prob,geom) eps = 1.e-10;
palpha = (prob[2,]-prob[1,])[5];

/* Try the alternative hypothesis */
call seqshift(prob,mean,geom,plevel);
beta  = (prob[2,] -prob[1,])[5];
P     = prob[3,]-prob[2,]+prob[1,];

/* Number of patients per group */
tn    = 4*mean##2;
maxn = 5*tn;

/* compute the average sample number */
asn  = tn *( 5 - (4:0) * p`);
summary = summary // ( palpha || level || beta ||
                      plevel || tn || maxn || asn);
end;
print summary[format=10.5];

```

Figure 26.367 A Group Sequential Analysis

summary
0.94997 0.95000 0.50000 0.50000 3.18225 15.91123 14.27319
0.95002 0.95000 0.25000 0.25000 6.05489 30.27447 22.64256
0.94998 0.95000 0.10000 0.10000 9.70370 48.51850 28.63182
0.94996 0.95000 0.05000 0.05000 12.29344 61.46720 31.29225

Notice that the variables *eps* and *tscale* have been internally set to their default values. Figure 26.367 shows the computed values, which compare well with the values shown in Table 3 of Pocock (1982). Differences are of the order of 10^{-5} .

Example 4

This example shows how to verify the results in Table 1 of Wang and Tsiatis (1987). For a given δ , the following program finds Γ that yields a symmetric continuation interval given by

$$-\Gamma j^\delta \leq C_j \leq \Gamma j^\delta$$

with a given significance level of α :

```

proc iml;
start func(delta,k) global(level);
  m      = ((1:k))##delta;
  mm     = (-m//m);
  /* meet the significance level by scaling */
  call seqscale(prob,scale,mm,level);
  return(scale);
finish;

```

```

/* alpha levels of 0.05 and 0.01 */
blevel      = {0.95 0.99};
do i = 1 to 2;
  level      = blevel[i];
  free summary;
  do delta   = 0 to .7 by .1;
    free row;
    do k=2 to 5;
      x      = func(delta,k);
      row   = row || x;
    end;
    summary = summary //row;
  end;
  print summary[format=10.5];
end;

```

Figure 26.368 Sequential Analysis

summary
2.79651 3.47109 4.04857 4.56177
2.63138 3.14419 3.56921 3.93711
2.48773 2.86390 3.16426 3.41735
2.36514 2.62969 2.83067 2.99432
2.26248 2.43945 2.56507 2.66243
2.17827 2.28942 2.36129 2.41318
2.11096 2.17504 2.21128 2.23475
2.05897 2.09172 2.10680 2.11495
summary
3.64806 4.49446 5.21782 5.86135
3.41360 4.04953 4.57518 5.03019
3.20589 3.66178 4.02728 4.33492
3.02838 3.33454 3.57007 3.76293
2.88369 3.07085 3.20639 3.31248
2.77170 2.87291 2.93864 2.98659
2.69054 2.73668 2.76152 2.77721
2.63633 2.65284 2.65923 2.66222

Figure 26.368 shows the value of SUMMARY for the 0.95 and 0.99 levels. Notice that since *eps* and *tscale* are not specified, they are internally set to their default values.

Example 5

This example verifies the results in Table 2 of Pocock (1977). The following program finds Γ that yields a symmetric continuation interval given by

$$-\Gamma\sqrt{j} \leq C_j \leq \Gamma\sqrt{j}$$

for five groups. The overall significance level is α (the probability *palpha* = 1 - α), and the power is $1 - \beta$.

```
%let nl = 5;
proc iml;
start func(plevel) global(level,scale,mean,palpha,beta,tn,asn);
  m      = sqrt((1: &nl));
  mm     = -m //m;
  /* meet the significance level by scaling */
  call seqscale(prob,scale,mm,level);
  palpha = (prob[2,]-prob[1,])[&nl];
  mm     = mm *scale;
  /* meet the power condition */
  call seqshift(prob,mean,mm,plevel);
  return(mean);
finish;

/* alpha = 0.95 */
level = 0.95;
bplevel = { 0.5 .25 .1 0.05 0.01};
free summary;
do i = 1 to 5;
  summary = summary || func(bplevel[i]);
end;
print summary[format=10.5];
```

Figure 26.369 Sequential Analysis

summary
0.99359 1.31083 1.59229 1.75953 2.07153

Figure 26.369 shows the results, which agree with Table 2 of Pocock (1977).

Example 6

This example illustrates how to find the optimal boundary of the δ -class of Wang and Tsiatis (1987). The δ -class boundary has the form

$$-\Gamma j^\delta \leq C_j \leq \Gamma j^\delta$$

The δ -class boundary is optimal if it minimizes the average sample number while satisfying the required significance level α and the required power $1 - \beta$. You can use the following program to verify some of the results published in Table 2 and Table 3 of Wang and Tsiatis (1987):

```
%let nl = 5;
proc iml;
start func(delta) global(level,plevel,mean,
                           scale,alpha,beta,tn,asn);
  m      = ((1: &nl))##delta;
  mm     = (-m//m);
  /* meet the significance level */
  call seqscale(prob,scale,mm,level);
  alpha = (prob[2,]-prob[1,])[&nl];
  mm     = mm *scale;
  /* meet the power condition */
  call seqshift(prob,mean,mm,plevel);
```

```

beta      = (prob[2,]-prob[1,])[&nl];
/* compute the average sample number */
p        = prob[3,]-prob[2,]+prob[1];
tn       = 4*mean##2; /* number per group */
asn      = tn *( &nl - p *(&nl-1):0` );
return(asn);
finish;

/* set up the global variables needed by func */
level    = 0.95;
plevel   = 0.01;

/* set up options used to control the optimization routine */
opt      = {0 1 0 1 6};
tc       = repeat(.,1,12);
tc[1]    = 100;
tc[7]    = 1.e-4;
par     = { 1.e-13 . 1.e-10 . . . } || . || epsd;

/* provide the initial guess and call nlpdd */
delta   = 0.5;
ods select IterStop ConvergenceStatus;
call nlpdd(rc,rx,"func",delta) opt=opt tc=tc par=par;

```

Figure 26.370 optimal Boundary

Optimization Results		
Iterations	3 Function Calls	6
Gradient Calls	5 Active Constraints	0
Objective Function	34.877416816	Max Abs Gradient Element 0.0001199191
Slope of Search Direction	-0.000010005	Radius 1

FCONV convergence criterion satisfied.

Figure 26.370 displays the results. The optimal function value of 34.88 agrees with the entry in Table 2 of Wang and Tsiatis (1987) for five groups, $\alpha = 0.05$, and $1 - \beta = 0.99$. Notice that the variables *eps* and *tscale* are internally set to their default values. For more information about the **NLPDD** subroutine, see the section “[NLPDD Call](#)” on page 874. For details about the *opt*, *tc*, and *par* arguments in the **NLPDD** call, see the section “[Options Vector](#)” on page 381, the section “[Termination Criteria](#)” on page 385, and the section “[Control Parameters Vector](#)” on page 392, respectively.

You can replicate other values in Table 2 of Wang and Tsiatis (1987) by changing the values of the variables *NL* and *PLEVEL*. You can obtain values from Table 3 by changing the value of the variable *LEVEL* to 0.99 and specifying *NL* and *PLEVEL* accordingly.

Example 7

This example illustrates how to find the boundaries that minimize ASN given the required significance level and the required power. It replicates some of the results published in Table 3 of Pocock (1982). The program computes the domain that

- minimizes the ASN

- yields a given significance level of 0.05
- yields a given power $1 - \beta$ under the alternative hypothesis

The last two nonlinear conditions on the optimization process can be incorporated as a penalty applied on the error in these nonlinear conditions. The following program does the computations for a power of 0.9.

```
%let nl=5;
proc iml;
start func(m) global(level,plevel,sigma,epss,
                     geometry,stgeom,gscale,mean,alpha,beta,tn,asn);
  m      = abs(m);
  mm     = (-m // m)*sigma;
  /* meet the significance level */
  call seqscale(prob,gscale,mm,level) iguess=gscale eps=epss;
  stgeom = gscale*m;
  geometry= mm*gscale;
  alpha   = (prob[2,]-prob[1,])[&nl];
  /* meet the power condition */
  call seqshift(prob,mean,geometry,plevel) iguess=mean eps=epss;
  beta    = (prob[2,]-prob[1,])[&nl];
  p       = prob[3,] - prob[2,]+prob[1,];
  /* compute the average sample number */
  tn      = 4*mean##2; /* number per group */
  asn    = tn *( &nl - p *((&nl-1):0)` );
  return(asn);
finish;

/* set up the global variables needed by func */
epss   = 1.e-8;
epso   = 1.e-5;
level  = 9.50000E-01;
plevel = 0.05;
sigma  = diag(sqrt(1:5));

/* set up options used to control the optimization routine */
opt    = {0 2 0 1 6};
tc     = repeat(.,1,12);
tc[1]  = 100;
tc[7]  = 1.e-4;
par    = { 1.e-13 . 1.e-10 . . . } || . || epso;

/* provide the constraint matrix to ensure monotonically
   increasing significance levels */
con    = { . . . . . . . . ,
          . . . . . . . . ,
          1 -1 . . . 1 0 ,
          . 1 -1 . . 1 0 ,
          . . 1 -1 . 1 0 ,
          . . . 1 -1 1 0 };

/* provide the initial guess and call nlpdd */
m     = { 1 1 1 1 1 };
call nlpdd(rc,rx,"func",m) opt=opt blc = con tc=tc par=par;
print stgeom;
```

Figure 26.371 Boundaries That Minimize ASN

Optimization Results		
Iterations	3 Function Calls	6
Gradient Calls	5 Active Constraints	0
Objective Function	34.877416816	Max Abs Gradient Element 0.0001199191
Slope of Search Direction	-0.000010005	Radius 1

FCONV convergence criterion satisfied.

Although *eps* has been set to *eps*=10⁻⁸, *tscale* has been internally set to its default value. You can choose to run the program with and without the specification of the keyword IGUESS to see the effect on the execution time.

Notice the following about the optimization process:

- Different levels of precision are imposed on different modules. In this example, *epss*, which is used as the precision for the sequential tests, is 1E-8. The absolute and relative function criteria for the objective function are set to *par*[7]=1E-5 and *tc*[7]=1E-4, respectively. Since finite differences are used to compute the first and second derivatives, the sequential test should be more precise than the optimization routine. Otherwise, the finite difference estimation is worthless. Optimally, if the precision of the function evaluation is $O(\epsilon)$, the first- and second-order derivatives should be estimated with perturbations $O(\epsilon^{\frac{1}{2}})$ and $O(\epsilon^{\frac{1}{3}})$, respectively. For example, if all three precision levels are set to 1E-5, the optimization process does not work properly.
- Line search techniques that do not depend on the computation of the derivative are preferable.
- The amount of printed information from the optimization routines is controlled by *opt*[2] and can be set to any value between 0 and 3. Larger numbers produce more output.

SEQSCALE Call

```
CALL SEQSCALE(prob, gscale, domain, level <, IGUESS=iguess> <, TSCALE=tscale> <,
EPS=eps> <, DEN=den> );
```

The SEQSCALE subroutine computes estimates of scales associated with discrete sequential tests.

See the entry for the **SEQ** subroutine for details.

SEQSHIFT Call

```
CALL SEQSHIFT(prob, shift, domain, plevel <, IGUESS=iguess> <, TSCALE=tscale> <, EPS=eps>
<, DEN=den> );
```

The SEQSHIFT subroutine computes estimates of means associated with discrete sequential tests.

See the entry for the **SEQ** subroutine for details.

SERIES Call

```
CALL SERIES(x,y) <GROUP=GroupVector>
  <OPTION=SeriesOption>
  <GRID={"X" <,"Y" >} >
  <LABEL={XLabel <, YLabel>}>
  <XVALUES=xValues>
  <YVALUES=yValues>
  <PROCOPT=ProcOption>
  <OTHER=Stmts>;
```

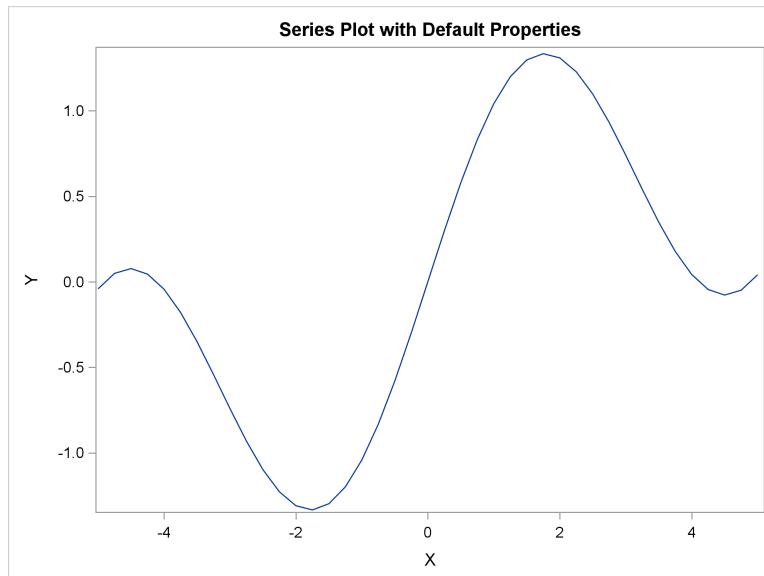
The SERIES subroutine displays a SERIES plot by calling the SGLOT procedure. The arguments *x* and *y* are vectors that contain the data to plot. The SERIES subroutine is not a comprehensive interface to the SGLOT procedure. It is intended for creating simple line plots for exploratory data analysis. The ODS statistical graphics subroutines are described in Chapter 18, “Statistical Graphics.”

A simple example follows:

```
x = do(-5, 5, 0.25);
y = x/5 + sin(x);

title "Series Plot with Default Properties";
run Series(x, y);
```

Figure 26.372 A Series Plot



Specify the *x* vector inside parentheses and specify all options outside the parentheses. Use the global TITLE and FOOTNOTE statements to specify titles and footnotes. Each option corresponds to a statement or option in the SGLOT procedure.

The SERIES subroutine also supports the following options. The **BAR** subroutine documents these options and gives an example of their usage.

- GRID=** specifies whether to display grid lines for the X or Y axis.
- LABEL=** specifies axis labels for the X or Y axis.
- XVALUES=** specifies a vector of values for ticks for the X axis.
- YVALUES=** specifies a vector of values for ticks for the Y axis.
- PROCOPT=** specifies options in the PROC SGLOT statement.
- OTHER=** specifies statements in the SGLOT procedure.

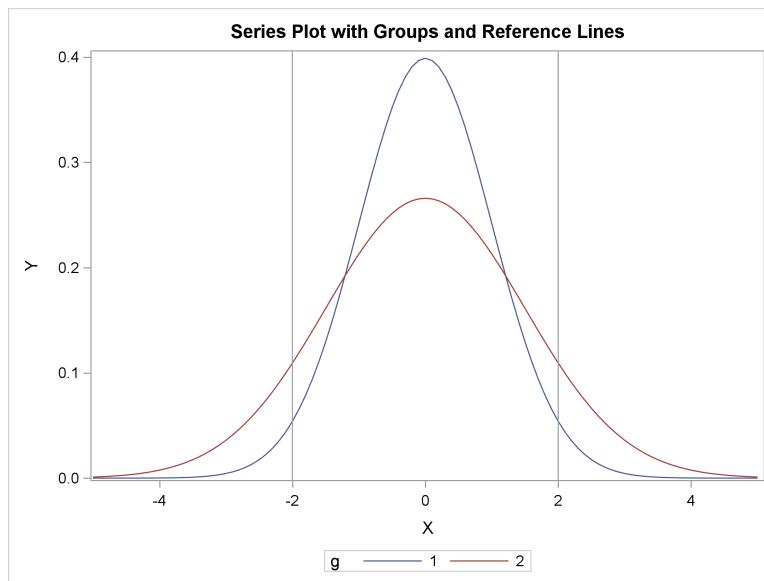
In addition, you can use the OPTION= option to specify a character matrix or string literal. The value is used verbatim to specify options in the SERIES statement.

The following example creates several series plots with various options. Each series plot is documented in the program comments.

```
/* assign a group to each observation */
x = do(-5, 5, 0.1);
y1 = pdf("Normal", x, 0, 1);
y2 = pdf("Normal", x, 0, 1.5);
g = repeat({1,2}, 1, ncol(x));
x = x || x ;
y = y1 || y2;

title "Series Plot with Groups and Reference Lines";
/* 1. Use the GROUP= option to assign a group to each observation
 * 2. Use the OTHER= option to add reference lines to the X axis
 */
call Series(x, y) group=g          /* assign color/marker shape */
      other="refline -2 2 / axis=x"; /* add reference line */
```

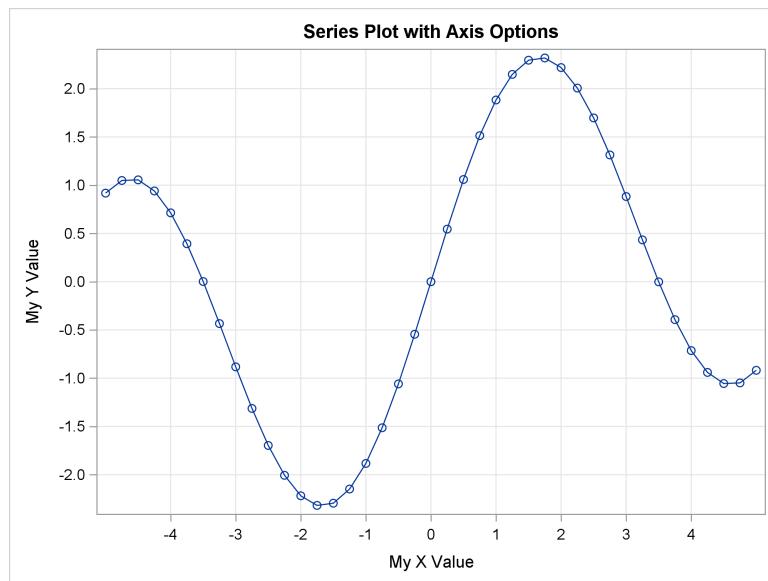
Figure 26.373 Group Attributes and Reference Lines



```

title "Series Plot with Axis Options";
/* 1. Use the OPTION= option to display markers
 * 2. Use the GRID= option to add a reference grid
 * 3. Use the LABEL= option to specify axis labels
 * 4. Use the XVALUES= and YVALUES= options to specify tick positions
 */
x = do(-5, 5, 0.25);
y = x/5 + 2*sin(x);
call Series(x,y) option="markers"
      grid= {X Y}
      label={"My X Value" "My Y Value"}
      xvalues = -4:4
      yvalues = do(-2,2,0.5);

```

Figure 26.374 Marker and Axis Attributes

SETDIF Function

SETDIF(*A*, *B*);

The SETDIF function returns as a row vector the sorted set (without duplicates) of all element values present in *A* but not in *B*. If the resulting set is empty, the SETDIF function returns an empty matrix with zero rows and zero columns.

The arguments to the SETDIF function are as follows:

A is a reference matrix. It can be either numeric or character.

B is the comparison matrix. It must be the same type (numeric or character) as *A*.

For character matrices, the element length of the result is the same as the element length of the *A*. Shorter elements in the second argument are padded on the right with blanks for comparison purposes.

The following statements produce the matrix **C**, which contains the elements of **A** that are not contained in **B**:

```
A = {1 2 4 5};
B = {3 4};
C = setdif(A, B);
print C;
```

Figure 26.375 Difference of Sets

C
1 2 5

SETIN Statement

SETIN SAS-data-set <NOBS name> <POINT value> ;

The SETIN data set makes a data set the current input data set.

The arguments to the SETIN statement are as follows:

- SAS-data-set* can be specified with a one-level name (for example, A) or a two-level name (for example, Sasuser.A). You can also specify an expression (enclosed in parentheses) that resolves to the name of a SAS data set. See the example for the [CLOSE statement](#).
- name* is the name of a variable to contain the number of observations in the data set. The NOBS option is optional.
- value* specifies the current observation. If the POINT option is not specified, the current observation does not change.

The SETIN statement chooses the specified data set from among the data sets that are open for input by the EDIT or USE statement. (The SHOW DATASETS command lists these data sets.) This data set becomes the current input data set for subsequent data management statements.

If specified, the NOBS option returns the number of observations in the data set in the scalar variable *name*. The POINT option points the data set to a particular observation and makes it the current observation.

In the following example, the data set WORK.A has 20 observations. The SETIN statement sets the variable SIZE to 20 and sets the current observation to 10.

```
proc iml;
x = T(1:20);
create A var {x}; append; close A;

use A;
setin A nobs size point 10;
list; /* lists observation 10 */
```

Figure 26.376 Result of SETIN Statement

OBS	X
10	10.0000

SETOUT Statement

SETOUT SAS-data-set <NOBS name> <POINT value> ;

The SETOUT data set makes a data set the current output data set.

The arguments to the SETOUT statement are as follows:

- SAS-data-set* can be specified with a one-level name (for example, A) or a two-level name (for example, Sasuser.A). You can also specify an expression (enclosed in parentheses) that resolves to the name of a SAS data set. See the example for the [CLOSE statement](#).
- name* specifies the name of a variable to contain the number of observations in the data set. The NOBS option is optional.
- value* specifies the observation to be made the current observation. If the POINT option is not specified, the current observation does not change.

The SETOUT statement chooses the specified data set from among those data sets that are already opened for output by the [EDIT](#) or [CREATE](#) statement. (The [SHOW DATASETS](#) command lists these data sets.) This data set becomes the current output data set for subsequent data management statements.

If specified, the NOBS option returns the number of observations currently in the data set in the scalar variable *name*. The POINT option makes the specified observation the current one.

In the following example, the data set WORK.A has 20 observations. The SETOUT statement sets the variable SIZE to 20 and sets the current observation to 5.

```
proc iml;
x = T(1:20);
create A var {x}; append;
setout A nobs size point 5;
list;           /* lists observation 10 */
```

Figure 26.377 Result of SETOUT Statement

OBS	X

5	5.0000

SHAPE Function

SHAPE(*matrix*, *nrow* <, *ncol*> <, *pad-value*>);

The SHAPE function reshapes and repeats values in a matrix.

The arguments to the SHAPE function are as follows:

- matrix* is a numeric or character matrix or literal.
- nrow* specifies the number of rows for the new matrix.
- ncol* specifies the number of columns for the new matrix.
- pad-value* specifies a value to use for elements of the new matrix if the quantity $nrow \times ncol$ is greater than the number of elements in *matrix*.

The SHAPE function creates a new matrix from data in *matrix*. The values *nrow* and *ncol* specify the number of rows and columns, respectively, in the new matrix. The function can reshape both numeric and character matrices.

There are three ways of using the function:

- If only *nrow* is specified, the number of columns is determined as the number of elements in the object matrix divided by *nrow*. The number of elements must be exactly divisible; otherwise, a conformability error occurs.
- If both *nrow* and *ncol* are specified, but not *pad-value*, the result is achieved by moving along the rows until the desired number of elements is obtained. The operation cycles back to the beginning of the object matrix to get more elements, if needed.
- If *pad-value* is specified, the operation first copies the elements of *matrix* into the result. If the number of elements in the result matrix is larger than the number of elements in *matrix*, the *pad-value* value is used for the remaining elements.

If *nrow* or *ncol* is specified as 0, then the number of rows or columns, respectively, becomes the number of values divided by *ncol* or *nrow*.

For example, the following statements create constant matrices of a given size:

```
r = shape(12, 3, 4);      /* 3 x 4 matrix with constant value 12 */
s = shape({99 31}, 3, 3); /* 3 x 3 matrix with alternating values */
print r, s;
```

Figure 26.378 Constant and Repeated Matrices

r
12 12 12 12
12 12 12 12
12 12 12 12

s
99 31 99
31 99 31
99 31 99

The SHAPE function produces the result matrix by traversing the argument matrix in row-major order until the specified number of elements is reached. If necessary, the SHAPE function reuses elements.

You can also use the SHAPE function to reshape an existing matrix, as shown in the following statements:

```
t = shape(1:6, 2);
print t;
```

Figure 26.379 Reshaped Matrix

t
1 2 3
4 5 6

SHAPECOL Function

SHAPECOL(*matrix*, *nrow* < , *ncol* > < , *pad-value* >);

The SHAPECOL function reshapes and repeats values in a matrix. It is similar to the **SHAPE** function except that the SHAPECOL function produces the result matrix by traversing the argument matrix in column-major order.

The following statements demonstrate the SHAPECOL function:

```
A = {1 2 3, 4 5 6};
c = shapecol(A, 3);
v = shapecol(A, 0, 1);
print c v;
```

Figure 26.380 Reshaped Matrices

c	v
1	5 1
4	3 4
2	6 2
	5
	3
	6

The vector **v** in the example is called the “vec of **A**” and is written $\text{vec}(\mathbf{A})$. Uses of the vec operator in matrix algebra are described in Harville (1997). One important property is the relationship between the vec operator and the [direct product operator](#) (Kronecker product operator). If **A**, **B**, and **X** have the appropriate dimensions, then

$$\text{vec}(\mathbf{AXB}) = (\mathbf{B}' \otimes \mathbf{A})\text{vec}(\mathbf{X})$$

There is also a relationship between the SHAPECOL function and the [SHAPE](#) function. If **A** is a matrix, then the following two computations are equivalent:

```
b = shapecol(A, m, n, padVal);
c = T(shape(A`, n, m, padVal));
```

See the [VECH](#) function for a similar function that is useful for computing with symmetric matrices.

SHOW Statement

SHOW *operands* ;

The SHOW statement displays system information. The following *operands* are available:

- | | |
|-------------|---|
| ALL | displays all the information included by the OPTIONS, SPACE, DATASETS, FILES, and MODULES options. |
| ALLNAMES | behaves like NAMES, but also displays names without values. |
| CONTENTS | displays the names and attributes of the variables in the current SAS data set. |
| DATASETS | displays all open SAS data sets. |
| FILES | displays all open files. |
| MEMORY | returns the size of the largest chunk of main memory available. |
| MODULES | displays all modules that exist in the current PROC IML environment. A module already referenced but not yet defined is listed as undefined. |
| <i>name</i> | displays attributes of the specified matrix. If the name of a matrix is one of the SHOW keywords, then both the information for the keyword and the attributes of the matrix are shown. |
| NAMES | displays attributes of all matrices having values. Attributes include number of rows, number of columns, data type, and size. |

OPTIONS	displays current settings of all PROC IML options (see the RESET statement).
PAUSE	displays the status of all paused modules that are waiting to resume.
SPACE	displays the workspace and symbolspace size and their current usage.
STORAGE	displays the modules and matrices in the current PROC IML library storage.

An example of a valid SHOW statement follows:

```
a = {1 2, 3 4};
b = 1:5;
free c;
start MyMod(x);
  return(2*x);
finish;
create Temp;

show modules allnames datasets memory;
```

Figure 26.381 System Information

Modules:

MYMOD

SYMBOL	ROWS	COLS	TYPE	SIZE
--------	------	------	------	------

a	2	2	num	8
b	1	5	num	8
c	0	0	?	0

Number of symbols = 3 (includes those without values)

LIBNAME	MEMNAME	OPEN	MODE	STATUS
---------	---------	------	------	--------

WORK	TEMP	Update	Current Input/Output
------	------	--------	----------------------

Memory Usage (in bytes):

SKEWNESS Function

SKEWNESS(*x*);

The SKEWNESS function is part of the **IMLMLIB library**. The SKEWNESS function returns the sample skewness for each column of a matrix. The sample skewness measures the asymmetry of a data distribution. Observations that are symmetrically distributed should have a skewness near 0.

The SKEWNESS function returns the same sample skewness as the UNIVARIATE procedure. For a formula, see the section “Descriptive Statistics” in the chapter “The UNIVARIATE Procedure” in *Base SAS Procedures Guide: Statistical Procedures*.

The following example computes the skewness for each column of a matrix:

```
x = {1 0,
      2 1,
      4 2,
      8 3,
      16 . };
skew = skewness(x);
print skew;
```

Figure 26.382 Sample Skewness of Two Columns

skew
1.3253147 0

SOLVE Function

SOLVE(*A*, *B*);

The SOLVE function solves a system of linear equations.

The arguments to the SOLVE function are as follows:

A is an $n \times n$ nonsingular matrix.

B is an $n \times p$ matrix.

The SOLVE function solves the set of linear equations $\mathbf{AX} = \mathbf{B}$ for \mathbf{X} . The matrix \mathbf{A} must be square and nonsingular.

The expression **x = SOLVE(A, B)** is mathematically equivalent to using the INV function in the expression **x = INV(A) * B**. However, the SOLVE function is recommended over the INV function because it is more efficient and more accurate.

The following example uses the SOLVE function:

```
A = {0 0 1 0 1,
      1 0 0 1 0,
      0 1 1 0 1,
      1 0 0 0 1,
```

```

0 1 0 1 0};

b = {9, 4, 10, 8, 2};

/* solve linear system */
x = solve(A,b);
print x;

```

Figure 26.383 Solving a Linear System

<u>x</u>
3
1
4
1
5

The solution method that is used is discussed in Forsythe, Malcom, and Moler (1967). The SOLVE function uses a criterion to determine whether the input matrix is singular. See the [INV function](#) for details.

If A is an $n \times n$ matrix, the SOLVE function temporarily allocates an n^2 array in addition to the memory allocated for the return matrix.

SOLVELIN Call

CALL SOLVELIN(*x, status, A, b, method*);

The SOLVELIN subroutine uses direct decomposition to solve sparse symmetric linear systems.

The SOLVELIN subroutine returns the following values:

- x* is the solution to $Ax = b$.
- status* is the final status of the solution.

The input arguments to the SOLVELIN subroutine are as follows:

- A* is the sparse coefficient matrix in the equation $Ax = b$. You can use [SPARSE function](#) to convert a matrix from dense to sparse storage.
- b* is the right side of the equation $Ax = b$.
- method* is the name of the decomposition to be used.

The input matrix A represents the coefficient matrix in sparse format; it is an n by 3 matrix, where n is the number of nonzero elements. The first column contains the nonzero values, while the second and third columns contain the row and column locations for the nonzero elements, respectively. Since A is assumed to be symmetric, only the elements on and below the diagonal should be specified, and it is an error to specify elements above the diagonal.

The solution to the system is returned in *x*. Your program should also check the returned *status* to make sure that a solution was found.

status = 0 indicates success.

status = 1 indicates the matrix A is not positive-definite.

status = 2 indicates the system ran out of memory.

If the SOLVELIN subroutine is unable to solve your system, you can try the iterative method [ITSOLVER subroutine](#).

Two different factorization methods are available from the call, Cholesky and Symbolic LDL, specified as 'CHOL' or 'LDL' with the *method* parameter. Both these factorizations are applicable only to positive-definite symmetric systems; if your system is not positive-definite or not symmetric, you can use an [ITSOLVER call](#).

The following example uses SOLVELIN to solve the system:

$$\begin{bmatrix} 3 & 1.1 & 0 & 0 \\ 1.1 & 4 & 1 & 3.2 \\ 0 & 1 & 10 & 0 \\ 0 & 3.2 & 0 & 3 \end{bmatrix} x = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

```
/* value      row column */
A = { 3          1      1,
      1.1        2      1,
      4          2      2,
      1          3      2,
      3.2        4      2,
      10         3      3,
      3          4      4};

/* right hand side */
b = {1, 1, 1, 1};

call solvelin(x, status, A, b, 'LDL');
print status x;
```

Figure 26.384 Solving a Sparse Linear System

status	x
0	2.68
	-6.4
	0.74
	7.16

SORT Call

CALL SORT(*matrix* <, *by*> <, *descend*>);

The SORT subroutine sorts a matrix by the values of one or more columns.

The arguments to the SORT subroutine are as follows:

- matrix* is the input matrix. It is sorted in place by the call. If you want to preserve the original order of the data, make a copy of *matrix*.
- by* specifies the columns used to sort the matrix. The argument *by* is either a numeric matrix that contains column numbers, or a character matrix that contains the names of columns assigned to *matrix* by a **MATTRIB** statement or **READ** statement. If *by* is not specified, then the first column is used.
- descend* specifies which columns, if any, should be sorted in descending order. Any *by* columns not specified as descending will be ascending. If *descend* = *by*, then all *by* columns will be descending; if *descend* is skipped or is a null matrix, then all *by* columns will be ascending.

The SORT subroutine is used to sort a matrix according to the values in the columns specified by the *by* and *descend* arguments. Because the sort is done in place, very little additional memory space is required. The SORT subroutine is not as fast as the **SORTNDX** call for matrices with a large number of rows. After a matrix has been sorted, the unique combinations of values in the *by* columns can be obtained from the **UNIQUEBY** function.

For example, the following statements sort a matrix:

```
m = { 1 1 0,
      2 2 0,
      1 1 1,
      2 2 2};
call sort(m, {1 3}, 3); /* ascending by col 1; descending by col 3 */
print m;
```

Figure 26.385 Sorted Matrix

<u>m</u>
1 1 1
1 1 0
2 2 2
2 2 0

SORT Statement

SORT <DATA=SAS-data-set> <OUT=SAS-data-set> BY <DESCENDING variables> ;

The SORT statement sorts a SAS data set. You can use the following clauses with the SORT statement:

- DATA=SAS-data-set** names the SAS data set to be sorted. It can be specified with a one-level name (for example, A) or a two-level name (for example, Sasuser.A). You can also specify an expression (enclosed in parentheses) that resolves to the name of a SAS data set. (See the example for the **CLOSE** statement.) Note that the DATA= portion of the specification is optional.
- OUT=SAS-data-set** specifies a name for the output data set. If this clause is omitted, the DATA= data set is replaced by the sorted version.
- BY variables** specifies the variables to be sorted. A BY clause *must* be used with the SORT statement.

DESCENDING specifies the variables are to be sorted in descending order.

The SORT statement sorts the observations in a SAS data set by one or more variables, stores the resulting sorted observations in a new SAS data set, or replaces the original.

In contrast with other data processing statements, it is *mandatory* that the data set to be sorted be closed prior to the execution of the SORT statement. The SORT statement gives an error if you try to sort a data set that is open.

The SORT statement first arranges the observations in the order of the first variable in the BY clause; then it sorts the observations with a given value of the first variable by the second variable, and so forth. Every variable in the BY clause can be preceded by the keyword DESCENDING to denote that the variable that follows is to be sorted in descending order. Note that the SORT statement retains the same relative positions of the observations with identical BY variable values.

For example, the following statement sorts data from the Sashelp.Class data set by the variables Age and Height, where Age is sorted in descending order, and all observations with the same Age value are sorted by Height in ascending order:

```
sort Sashelp.Class out=sortClass by descending age height;
```

The output data set sortClass contains the sorted observations. When a data set is sorted in place (without the OUT= clause) any indexes associated with the data set become invalid and are automatically deleted.

Notice that all the clauses of the SORT statement must be specified in the order given in the syntax.

SORTNDX Call

CALL SORTNDX(index, matrix <, by> <, descend>);

The SORTNDX subroutine creates an index to reorder a matrix by specified columns.

The SORTNDX subroutine returns the following value:

index is a vector such that *index*[*i*] is the row index of the *i*th element of *matrix* when sorted according to *by* and *descend*. Consequently, *matrix*[*index*,] is the sorted matrix.

The arguments to the SORTNDX subroutine are as follows:

matrix is the input matrix, which is not modified by the call.

by specifies the columns used to sort the matrix. The argument *by* is either a numeric matrix that contains column numbers, or a character matrix that contains the names of columns assigned to *matrix* by a **MATTRIB** statement or **READ** statement. If *by* is not specified, then the first column is used.

descend specifies which columns, if any, should be sorted in descending order. Any *by* columns not specified as descending will be ascending. If *descend* = *by*, then all *by* columns will be descending; if *descend* is skipped or is a null matrix, then all *by* columns will be ascending.

The SORTNDX subroutine can be used to process the rows of a matrix in a sorted order, without having to actually modify the matrix.

For example, the following statements return a vector that specifies the order of the rows in a matrix:

```
m = { 1 1 0,
      2 0 0,
      1 3 1,
      2 2 2 };
call sortndx(ndx, m, {1 3}, 3);
print ndx;
```

Figure 26.386 Sort Index

ndx
3
1
4
2

The output is shown in Figure 26.386. The SORTNDX subroutine returns the vector `ndx` that indicates how rows of `m` will appear if you sort `m` in ascending order by column 1 and in descending order by column 3. The values of the vector `ndx` indicate that row 3 of `m` will be the first row in the sorted matrix. Row 1 of `m` will become the second row. Row 4 will become the third row, and row 2 will become the last row.

The matrix can be physically sorted as follows:

```
sorted = m[ndx,];
```

The SORTNDX subroutine can be used with the UNIQUEBY function to extract the unique combinations of values in the *by* columns. If you want to replace a matrix with a sorted copy of itself, use the **SORT** call.

SOUND Call

CALL SOUND(*freq* <, *dur*>);

The SOUND subroutine generates a tone with a frequency (in hertz) given by the *freq* parameter and a duration (in seconds) given by the *dur* parameter.

The arguments to the SOUND subroutine are as follows:

- freq* is a numeric matrix or literal that contains the frequency in hertz.
- dur* is a numeric matrix or literal that contains the duration in seconds. Note that the *dur* argument differs from that in the DATA step.

Matrices can be specified for frequency and duration to produce multiple tones, but if both arguments are nonscalar, then the number of elements must match. The duration argument is optional and defaults to 0.25 (one quarter second).

For example, the following statements produce tones from an ascending musical scale, all with a duration of 0.2 seconds:

```
notes = 400#(2##do(0, 1, 1/12));
call sound(notes, 0.2);
```

SPARSE Function

SPARSE(*x* <, *type* >);

The SPARSE function converts an $n \times p$ matrix that contains many zeros into a matrix stored in a sparse format which suitable for use with the [ITSOLVER call](#) or the [SOLVELIN call](#).

The arguments to the SPARSE function are as follows:

x specifies an $n \times p$ numerical matrix. Typically, *x* contains many zeros and only *k* nonzeros, where *k* is much smaller than np .

type specifies whether the *x* matrix is symmetric. The following values are valid:

“symmetric” specifies that only the lower triangular nonzero values of the *x* matrix are used.

“unsymmetric” specifies that all nonzero values of the *x* matrix are used. This is the default value.

The *type* argument is not case-sensitive. The first three characters are used to determine the value. For example, “SYM” and “symmetric” specify the same option.

The matrix returned by the SPARSE function is a $k \times 3$ matrix that contains the following values:

- The first column contains the nonzero values of the *x* matrix.
- The second column contains the row numbers for each value.
- The third column contains the column numbers for each value.

For example, the following statements compute a sparse representation of a dense matrix with many zeros:

```
x = {3 1.1 0 0 ,
      1.1 4 0 3.2,
      0 1 10 0 ,
      0 3.2 0 3 };
a = sparse(x, "sym");
print a[colname={"Value" "Row" "Col"}];
```

Figure 26.387 Sparse Data Representation

a		
Value	Row	Col
3	1	1
1.1	2	1
4	2	2
1	3	2
10	3	3
3.2	4	2
3	4	4

SPLINE and SPLINEC Calls

CALL SPLINE(*fitted*, *data* <, *smooth* > <, *delta* > <, *nout* > <, *type* > <, *slope* >);

CALL SPLINEC(*fitted*, *coeff*, *endSlopes*, *data* <, *smooth* > <, *delta* > <, *nout* > <, *type* > <, *slope* >);

The SPLINE and SPLINEC subroutines fit cubic splines to data. The SPLINE subroutine is the same as SPLINEC but does not return the matrix of spline coefficients needed to call SPLINEV, nor does it return the slopes at the endpoints of the curve.

The SPLINEC subroutine returns the following values:

fitted is an $n \times 2$ matrix of fitted values.

coeff is an $n \times 5$ (or $n \times 9$) matrix of spline coefficients. The matrix contains the cubic polynomial coefficients for the spline for each interval. Column 1 is the left endpoint of the x -interval for the regular (nonparametric) spline or the left endpoint of the parameter for the parametric spline. Columns 2 – 5 are the constant, linear, quadratic, and cubic coefficients, respectively, for the x -component. If a parametric spline is used, then columns 6 – 9 are the constant, linear, quadratic, and cubic coefficients, respectively, for the y -component. The coefficients for each interval are with respect to the variable $x - x_i$ where x_i is the left endpoint of the interval and x is the point of interest. The matrix *coeff* can be processed to yield the integral or the derivative of the spline. This, in turn, can be used with the SPLINEV function to evaluate the resulting curves. The SPLINEC subroutine returns *coeff*.

endSlopes is a 1×2 matrix that contains the slopes of the two ends of the curve expressed as angles in degrees. The SPLINEC subroutine returns the *endSlopes* argument.

The input arguments to the SPLINEC subroutine are as follows:

data specifies a $n \times 2$ (or $n \times 3$) matrix of (x, y) points on which the spline is to be fit. The optional third column is used to specify a weight for each data point. If *smooth* > 0, the weight column is used in calculations. A weight ≤ 0 causes the data point to be ignored in calculations.

smooth is an optional scalar that specifies the degree of smoothing to be used. If *smooth* is omitted or set equal to 0, then a cubic interpolating spline is fit to the data. If *smooth* > 0, then a cubic spline is used. Larger values of *smooth* generate more smoothing.

delta is an optional scalar that specifies the resolution constant. If *delta* is specified, the fitted points are spaced by the amount *delta* on the scale of the first column of *data* if a regular spline is used or on the scale of the curve length if a parametric spline is used. If both *nout* and *delta* are specified, *nout* is used and *delta* is ignored.

nout is an optional scalar that specifies the number of fitted points to be computed. The default is *nout*=200. If *nout* is specified, then *nout* equally spaced points are returned. The *nout* argument overrides the *delta* argument.

type is an optional 1×1 (or 1×2) character matrix or quoted literal that contains the type of spline to be used. The first element of *type* should be one of the following:

- “periodic”, which requests periodic endpoints
- “zero”, which sets second derivatives at endpoints to 0

The *type* argument controls the endpoint constraints unless the *slope* argument is specified. If “periodic” is specified, the response values at the beginning and end of column 2 of *data* must be the same unless the smoothing spline is being used. If the values are not the same, an error message is printed and no spline is fit. The default value is “zero”. The second element of *type* should be one of the following.

- “nonparametric”, which requests a nonparametric spline
- “parametric”, which requests a parametric spline

If “parametric” is specified, a parameter sequence $\{t_i\}$ is formed as follows: $t_1 = 0$ and

$$t_i = t_{i-1} + \sqrt{(x_i - x_{i-1})^2 + (y_i - y_{i-1})^2}$$

Splines are then fit to both the first and second columns of *data*. The resulting splined values are paired to form the output. Changing the relative scaling of the first two columns of *data* changes the output because the sequence $\{t_i\}$ assumes Euclidean distance.

Note that if the points are not arranged in strictly ascending order by the first columns of *data*, then a parametric method must be used. An error message results if the nonparametric spline is requested.

slope is an optional 1×2 matrix of endpoint slopes given as angles in degrees. If a parametric spline is used, the angle values are used modulo 360. If a nonparametric spline is used, the tangent of the angles is used to set the slopes (that is, the effective angles range from -90 to 90 degrees).

See Stoer and Bulirsch (1980), Reinsch (1967), and Pizer (1975) for descriptions of the methods used to fit the spline. For simplicity, the following explanation assumes that the *data* matrix does not contain a weighting column.

Nonparametric splines can be used to fit data for which you believe there is a functional relationship between the X and Y variables. The unique values of X (stored in the first column of *data*) form a partition $\{a = x_1 < x_2 < \dots < x_n = b\}$ of the interval $[a, b]$. You can use a spline to interpolate the data (produce a curve that passes through each data point) provided that there is a single Y value for each X value. The spline is created by constructing cubic polynomials on each subinterval $[x_i, x_{i+1}]$ so that the value of the cubic polynomials and their first two derivatives coincide at each x_i .

Interpolating Splines

An interpolating spline is not uniquely determined by the set of Y values. To achieve a unique interpolant, S , you must specify two constraints on the endpoints of the interval $[a, b]$. You can achieve uniqueness by specifying one of the following conditions:

- $S''(a) = 0, S''(b) = 0$. The second derivative at both endpoints is zero. This is the default condition, but can be explicitly set by using `type='zero'`.
- Periodic conditions. If your data are periodic so that x_1 can be identified with x_n , and if $y_1 = y_n$, then the interpolating spline already satisfies $S(a) = S(b)$. Setting `type='periodic'` further requires that $S'(a) = S'(b)$ and $S''(a) = S''(b)$.
- Fixed slopes at endpoints. Setting `slope={y'_1, y'_n}` requires that $S'(a) = y'_1$ and $S'(b) = y'_n$.

The following statements give three examples of computing an interpolating spline for data. Note that the first and last Y values are the same, so you can ask for a periodic spline.

```

proc iml;
data = { 0 5, 1 3, 2 5, 3 4, 4 6, 5 7, 6 6, 7 5 };

/* Compute three spline interpolants of the data */
/* (1) a cubic spline with type=zero (the default) */
call spline(fitted,data);

/* (2) A periodic spline */
call spline(periodicFitted,data) type='periodic';

/* (3) A spline with specific slopes at endpoints */
call spline(slopeFitted,data) slope={45 30};

/* write data */
create SplineData from data[colname={"x" "y"}];
append from data;
close SplineData;

/* write fitted interpolants */
fit = fitted || periodicFitted[,2] || slopeFitted[,2];
varNames = {"t" "Interpolant" "Periodic" "EndSlopes"};
create SplineFit from fit[colname=varNames];
append from fit;
close SplineFit;
quit;

/* merge data and plot */
data Spline;
merge SplineData SplineFit;
run;

title "Spline Interpolation";
proc sgplot data=Spline;
scatter x=x y=y;
series x=t y=Interpolant;

```

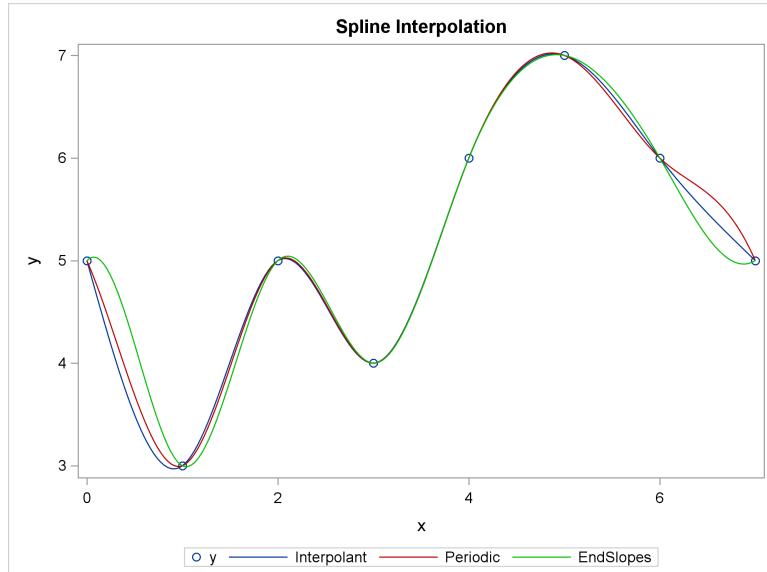
```

series x=t y=Periodic / lineattrs=(color="dark red");
series x=t y=EndSlopes / lineattrs=(color="dark green");
run;

```

As shown in Figure 26.388, the interpolants pass through each point of the data. They differ from each other by the derivatives at the boundary points, $x = 0$ and $x = 7$. The generic interpolant has second derivatives that vanish at the boundary points. The periodic curve has a derivative at $x = 0$ that matches the derivative at $x = 7$. The third curve has derivatives that match the given slopes at the boundary points.

Figure 26.388 Three Spline Interpolants with Different Boundary Conditions



Smoothing Splines

You can also use a spline to smooth data. In general, a smoothing spline does not pass through any data pair exactly. A very small value of the *smooth* smoothing parameter approximates an interpolating polynomial for data in which each unique X value is assigned the mean of the Y values that correspond to that X value. As the *smooth* parameter gets very large, the spline approximates a linear regression.

The following statements compute two smoothing splines for the same data as in the previous example. The spline coefficients are passed to the SPLINEV function, which evaluates the smoothing spline at the original X values. The smoothing spline does not pass through the original Y values. Also, the smoothing parameter for the periodic spline is smaller, so the periodic spline has more “wiggles” than the corresponding spline with the larger smoothing parameter.

```

proc iml;
data = { 0 5, 1 3, 2 5, 3 4, 4 6, 5 7, 6 6, 7 5 };

/* Compute spline smoothers of the data. */
call splinec(fitted,coeff,endSlopes,data) smooth=1;

/* Evaluate the smoother at the original X positions */
smoothFit = splinev(coeff, data[,1]);

```

```

/* Compute periodic spline smoother of the data. */
call splinec(periodicFitted,coeff,endSlopesP,data)
    smooth=0.1 type="periodic";

/* Evaluate the smoother at the original X positions */
smoothPeriodicFit = splinev(coeff, data[,1]);

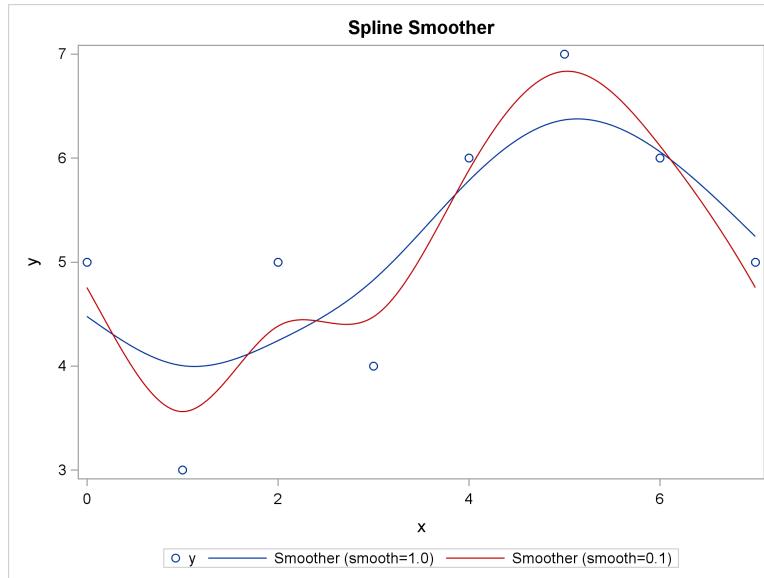
/* Compare the two fits */
print smoothFit smoothPeriodicFit;

```

Figure 26.389 Two Spline Smoothers

smoothFit	smoothPeriodicFit
0 4.4761214	0 4.7536432
1 4.002489	1 3.5603915
2 4.2424509	2 4.3820561
3 4.8254655	3 4.47148
4 5.7817386	4 5.8811872
5 6.3661254	5 6.8331581
6 6.0606327	6 6.1180839
7 5.2449764	7 4.7536432

You can write the smoothers to a SAS data set and merge them with the data, as shown in the previous example. Figure 26.390 shows the resulting graph.

Figure 26.390 Graph of Two Spline Smoothers

Parametric Splines

A parametric spline can be used to interpolate or smooth data for which there does not seem to be a functional relationship between the X and Y variables. A partition $\{t_i\}$ is formed as explained in the documentation for the *type* parameter. Splines are then used to fit the X and Y values independently.

The following program fits a parametric curve to data that are shaped like an “S.” The variable *fitted* is returned as a $numParam \times 2$ matrix that contains the ordered pairs that correspond to the parametric spline. These ordered pairs correspond to *numParam* evenly spaced points in the domain of the parameter *t*.

The purpose of the SPLINEV function is to evaluate (*score*) an interpolating or smoothing spline at an arbitrary set of points. The following program shows how to construct the parameters that correspond to the original data by using the formula specified in the documentation for the *type* argument. These parameters are used to construct the evenly spaced parameters that correspond to the data in the *fitted* matrix.

```

proc iml;
data = {3 7, 2 7, 1 6, 1 5, 2 4, 3 3, 3 2, 2 1, 1 1};

/* Compute parametric spline interpolant */
numParam = 40;
call splinec(fitted,coeff,endSlopes,data)
    nout=numParam type={"zero" "parametric"};

/* write data */
create SplineData from data[colname={"x" "y"}];
append from data;
close SplineData;

/* write parametric spline values */
create SplineFit from fitted[colname={"xt" "yt"}];
append from fitted;
close SplineFit;

/* Manually reproduce/verify the "fitted" values */
/* (1) Form the parameters mapped onto the data */
t = j(nrow(data),1,0); /* first parameter is zero */
do i = 2 to nrow(t);
    t[i] = t[i-1] + sqrt( (data[i,1]-data[i-1,1])##2 +
                           (data[i,2]-data[i-1,2])##2 );
end;

/* (2) Construct numParam evenly spaced parameters
   between 0 and t[nrow(t)] */
params = do(0, t[nrow(t)], t[nrow(t)]/(numParam-1))`;

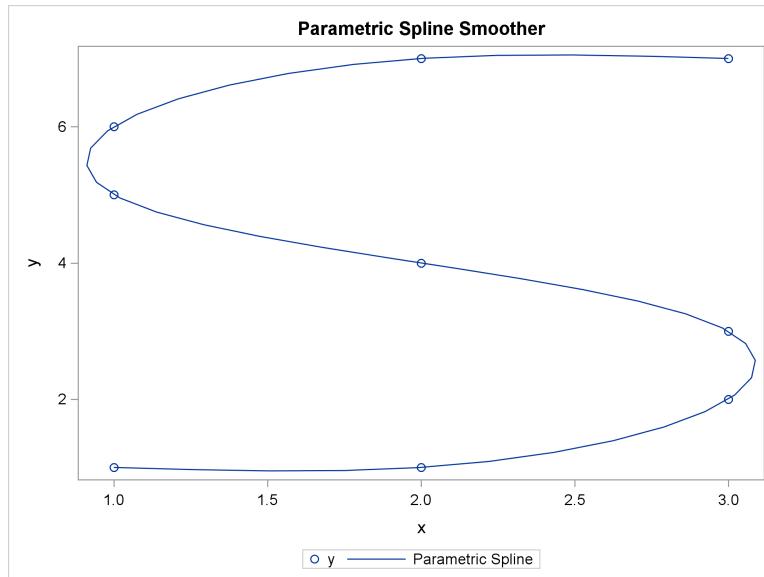
/* (3) Evaluate the parametric spline at these points */
fit = splinev(coeff, params);
maxDiff = max(abs(fitted-fit));
print maxDiff; /* should be very small or zero */
quit;

/* merge data and plot */
data Spline;
merge SplineData SplineFit;
run;

title "Parametric Spline Smoother";
proc sgplot data=Spline;
    scatter x=x y=y;
    series x=xt y=yt / legendlabel="Parametric Spline";
run;
```

Figure 26.391 Verification of Parametric Spline Properties

maxDiff
0

Figure 26.392 Parametric Smoothing Spline

The Domain of the Spline Functions

Attempting to evaluate a spline outside its domain of definition results in a missing value. For example, the following statements define a spline on the interval [0, 7]. Attempting to evaluate the spline at points outside this interval (-1 or 20) results in missing values.

```
proc iml;
data = { 0 5, 1 3, 2 5, 3 4, 4 6, 5 7, 6 6, 7 5 };
call splinec(fitted,coeff,endSlopes,data) slope={45 45};
v = splinev(coeff,{-1 1 2 3 3.5 4 20});
print v;
```

Figure 26.393 Extrapolation of a Spline

v	
-1	.
1	3
2	5
3	4
3.5	4.7073171
4	6
20	.

Integration of Spline Functions

One use of splines is to estimate the integral of a function that is known only by its value at a discrete set of points. Many people are familiar with elementary methods of numerical integration such as the left-hand rule, the trapezoid rule, and Simpson's rule. In the left-hand rule, the integral of discrete data is estimated by the exact integral of a piecewise constant function between the data points. In the trapezoid rule, the integral is estimated by the exact integral of a piecewise linear function that connects the data points. In Simpson's rule, the integral is estimated as the exact integral of a piecewise quadratic function between the data points.

Because a cubic spline is a sequence of cubic polynomials, it is possible to compute the exact integral of the cubic spline and use this as an estimate for the integral of the discrete data. The next example takes a function defined by discrete data and finds the integral and the first moment of the function.

The implementation of the integrand function (**SplineEval**) uses a helpful trick to evaluate a spline at a single point. If you pass in a scalar argument to the SPLINEV function, you get back a vector that represents the evaluation of the spline along evenly spaced points, rather than the spline evaluated at the argument. To avoid this, the following statements evaluate the spline at the vector **x // x** and then extract the entry in the first row, second column. This number is the value of the spline evaluated at **x**.

```

proc iml;
x = { 0, 2, 5, 7, 8, 10 };
y = x + 0.1*sin(x);
a = x || y;
call splinec(fit,coeff,endSlopes,a);

start SplineEval(x) global(coeff,power);
/* The first column of v contains the points of evaluation;
   the second column contains the evaluation. */
v = x##power # splinev(coeff, x//x);
return(v[1,2]); /* return spline(x) */
finish;

/* Evaluate the "moment" of a function.
moment(0) = integral of f(x) dx
moment(1) = integral of x*f(x) dx
moment(2) = integral of x##2 *f(x) dx, etc
Use QUAD to integrate */
start moment(pow) global(coeff,power);
power = pow;
intervals = coeff[,1]; /* left endpts of x intervals */
call quad(z,"SplineEval", intervals) eps = 1.e-10;
return( sum(z) );
finish;

mass = moment(0); /* to compute the mass */
m = mass //
(moment(1)/mass) // /* to compute the mean */
(moment(2)/mass); /* to compute the meansquare */
print m;

/* Check the previous computation by using Gauss-Legendre
   integration, which is valid for moments up to maxng. */

```

```

gauss = {
  -9.3246951420315205e-01      -6.6120938646626448e-01
  -2.3861918608319743e-01      2.3861918608319713e-01
  6.6120938646626459e-01      9.3246951420315183e-01,
  1.713244923791701e-01      3.607615730481388e-01
  4.679139345726905e-01      4.679139345726904e-01
  3.607615730481389e-01      1.713244923791707e-01  };

ngauss = ncol(gauss); /* = 6 */
maxng = 2*ngauss-4;

start momentGL(pow) global(coeff,gauss,ngauss,maxng);
  if pow >= maxng then return(.);
  nrow = nrow(coeff);
  left = coeff[1:nrow-1,1]; /* left endpt of interval */
  right = coeff[2:nrow,1]; /* right endpt */
  mid = 0.5*(left+right);
  interv = 0.5*(right - left);
  /* scale the weights on each interval */
  wgts = rowvec( interv*gauss[2,] );
  /* scale the points on each interval */
  pts = rowvec( interv*gauss[1,] + mid );
  /* evaluate the function */
  eval = splinev(coeff,pts)[,2];
  return( sum( wgts#pts##pow # eval) );
finish;

mass = momentGL(0); /* to compute the mass */
m2 = mass // (momentGL(1)/mass) // (momentGL(2)/mass) ;
print m2; /* should agree with earlier result */

```

Figure 26.394 Integral and Other Moments of the Spline Function

m
50.204224
6.658133
49.953307

m2
50.204224
6.658133
49.953307

SPLINEV Function

SPLINEV(*coeff*<, *delta*><, *nout*>);

The SPLINEV function evaluates a cubic spline at a set of points. The function returns a two-column matrix that contains the points of evaluation in the first column and the corresponding fitted values of the spline in the second column.

The arguments to the SPLINEV function are as follows:

- coeff* is an $n \times 5$ (or $n \times 9$) matrix of spline coefficients, as returned by the SPLINEC call. The *coeff* argument should not contain missing values.
- delta* is an optional vector that specifies evaluation points. If *delta* is a scalar, the spline is evaluated at equally spaced points *delta* apart. If *delta* is a vector arranged in ascending order, the spline is evaluated at each of these values. Evaluation at a point outside the support of the spline results in a missing value in the output. If you specify the *delta* argument, you cannot specify the *nout* argument.
- nout* is an optional scalar that specifies the desired number of fitted points. The default is *nout*=200. If you specify the *nout* argument, you cannot specify the *delta* argument.

If you want to evaluate a spline at a single point, you need to use a trick. The trick is to evaluate the spline at *two* points but use only the fitted value at the first point. For example, if *x* is a scalar value, then the following statement evaluates the spline fit at *x*:

```
y = splinev(coeff, x//x) [1, 2]; /* first row is (x, spline(x)) */
```

See the section “[SPLINE and SPLINEC Calls](#)” on page 1052 for details and examples.

SPOT Function

SPOT(*times*, *forward_rates*);

The SPOT function returns an $n \times 1$ vector of (per-period) spot rates, given vectors of forward rates and times.

The arguments to the SPOT function are as follows:

- times* is an $n \times 1$ column vector of times in consistent units. Elements should be nonnegative.
- forward_rates* is an $n \times 1$ column vector of corresponding (per-period) forward rates. Elements should be positive.

The SPOT function transforms the given spot rates as

$$s_1 = f_1$$

$$s_i = \left(\prod_{j=1}^{j=i} (1 + f_j)^{t_j - t_{j-1}} \right)^{\frac{1}{t_i}} - 1; \quad i = 2, \dots, n$$

where, by convention, $t_0 = 0$.

For example, the following statements produce the output shown in [Figure 26.395](#):

```
time = T(do(1, 5, 1));
forward = T(do(0.05, 0.09, 0.01));
spot = spot(time, forward);
print spot;
```

Figure 26.395 Spot Rates

spot
0.05
0.0549882
0.0599686
0.0649413
0.0699065

SQRSYM Function

SQRSYM(*matrix*);

The SQRSYM function takes a packed-symmetric matrix (such as generated by the SYMSQR function) and transforms it back into a dense square matrix.

The argument to the SQRSYM function is a symmetric matrix. The elements of the argument are unpacked (in row-major order) into the lower triangle of the result and reflected across the diagonal into the upper triangle. If you want the lower-triangular elements to be stacked in column-major order, use the VECH function.

For example, the following statements return a symmetric matrix:

```
v = T(1:6);
sqr = sqrsym(v);
print sqr;
```

Figure 26.396 Symmetric Matrix

sqr
1 2 4
2 3 5
4 5 6

The SQRSYM function and the SYMSQR function are inverse operations on the set of symmetric matrices. See also the SQRVECH function, which unpacks elements in column-major order.

SQRT Function

SQRT(*matrix*);

The SQRT function returns the positive square roots of each element of the argument matrix.

An example of a valid statement follows:

```
a = {1 2 3 4};
c = sqrt(a);
print c;
```

Figure 26.397 Square Roots

c
1 1.4142136 1.7320508 2

SQRVECH Function

SQRVECH(*matrix*);

The SQRVECH function transforms a packed-symmetric matrix into a dense square matrix.

The elements of the argument are unpacked (columnwise) into the lower triangle of the result and reflected across the diagonal into the upper triangle. The argument *matrix* should be a column-stacked, packed-symmetric matrix, such as generated by the VECH function.

For example, the following statements return a symmetric matrix:

```
v = T(1:6);
sqr = sqrvech(v);
print sqr;
```

Figure 26.398 Symmetric Matrix

sqr
1 2 3
2 4 5
3 5 6

The SQRVECH function and the VECH function are inverse operations on the set of symmetric matrices. See also the SQRSYM function, which unpacks elements in row-major order.

SSQ Function

SSQ(*matrix1* <, *matrix2*, ..., *matrix15* >);

The SSQ function returns as a single numeric value the (uncorrected) sum of squares for all the elements of all arguments. You can specify as many as 15 numeric argument matrices.

The SSQ function checks for missing arguments and does not include them in the accumulation. If all arguments are missing, the result is 0.

An example of a valid statement follows:

```
a = {1 2 3, 4 5 6};
x = ssq(a);
print x;
```

Figure 26.399 Sums of Squares

x
91

STANDARD Function

STANDARD(*matrix*);

The STANDARD function is part of the **IMLMLIB** library. The STANDARD function standardizes each column of an $n \times m$ matrix. Each column of the input matrix is standardized to have a mean of zero and unit standard deviation, as shown in the following example:

```
use Sashelp.Class;
read all var _NUM_ into X[colname=varNames];
close Sashelp.Class;
stdx = standard( x );
print "Standardized Data", stdx[colname=varnames];
```

Figure 26.400 Standardized Data

Standardized Data

	stdx		
	Age	Height	Weight
0.4583796	1.2996021	0.5477176	
-0.21156	-1.138435	-0.703713	
-0.21156	0.5779431	-0.088975	
0.4583796	0.0903357	0.1086191	
0.4583796	0.2268658	0.1086191	
-0.881499	-0.982401	-0.747623	
-0.881499	-0.494793	-0.681758	
1.1283191	0.0318228	0.5477176	
-0.21156	0.0318228	-0.703713	
-0.881499	-0.650828	-0.02311	
-1.551439	-2.152658	-2.174693	
0.4583796	0.3829002	-0.440254	
-0.881499	-1.177444	-1.011082	
1.1283191	0.8119947	0.5257627	
1.7982586	1.884731	2.194337	
-0.881499	0.4804216	1.2283203	
1.1283191	0.9095162	1.4478695	
-1.551439	-0.943392	-0.659803	
1.1283191	0.8119947	0.5257627	

START Statement

START <*name*> <(*arguments*)> <**GLOBAL**(*arguments*)> ;

language statements

FINISH <*name*> ;

The START statement defines the beginning of a module definition. Subsequent statements are not executed immediately, but are instead parsed for later execution. The FINISH statement signals the end of a module definition.

The arguments to the START statement are as follows:

- name* is the name of a user-defined module.
- arguments* are names of variable arguments to the module. Arguments can be either input variables or output (returned) variables. Arguments listed in the GLOBAL clause are treated as global variables. Otherwise, the arguments are local.
- language statements* are statements making up the body of the module.

If a parsing error occurs during module compilation, the module is not defined. See [Chapter 6](#) for details.

The following example defines a function module that has one argument. It returns a matrix that is the same dimensions as the input argument. Each element of the output matrix is twice as large as the corresponding element of the input matrix:

```
start MyFunc(x);
    return(2*x);
finish;

c = {1 2, 3 4};
d = MyFunc(c);
print d;
```

Figure 26.401 A Function Module

d
2 4
6 8

The next example defines a module subroutine that has two input arguments (A and B) and two output arguments (X and Y). Notice that the arguments sent into the module are changed by the module:

```
start MyMod(x, y, a, b);
    x = a + b;
    y = a - b;
finish;

a = 1:3;
b = {1 0 -3};
run MyMod(p, q, a, b);
print p, q;
```

Figure 26.402 A Module Subroutine

p
2 2 0
q
0 2 6

The last example defines a module that has a GLOBAL clause. The global variables Z and W can be read and modified by the module:

```
start MyGlobal(a,b) global(z,w);
  z = a*w + b;
finish;

w = 1:4;
call MyGlobal(2, 1);
print z;
```

Figure 26.403 Results of Calling a Module with a GLOBAL Statement

z
3 5 7 9

STD Function

STD(*x*);

The STD function computes a sample standard deviation of data. The sample standard deviation of a column vector is computed as the square root of the sample variance. See the [VAR function](#) for details.

When *x* is a matrix, the sample variance is computed for each column, as the following example shows:

```
x = {5 1 10,
      6 2 3,
      6 8 .,
      6 7 9,
      7 2 13};

std = std(x);
print std;
```

Figure 26.404 Standard Deviation of Columns

std
0.7071068 3.2403703 4.1932485

The STD function returns a missing value for columns with fewer than two nonmissing observations.

STOP Statement

STOP <error-message>;

The STOP statement stops the program, and no further matrix statements are executed. However, PROC IML does not exit, and continues to execute if more statements are submitted. See also the descriptions of the [RETURN statement](#) and the [ABORT statement](#).

If execution was interrupted by a **PAUSE** statement or by a break, the **STOP** statement clears all the paused states and returns to immediate mode. For more information, see the section “[Termination Statements](#)” on page 77.

If you specify the optional *error-message*, the message is written to the SAS Log.

STORAGE Function

STORAGE();

The **STORAGE** function returns a matrix of the names of all the matrices and modules in the current storage library. The result is a character vector in which each matrix or module name occupies a row. Matrices are listed before modules. The **SHOW STORAGE** command separately lists all the modules and matrices in storage.

For example, the following statements print a list of the matrices and modules in the current storage library. Use the **RESET STORAGE** statement to change the current storage directory.

```
x = 1:5;
y = {A B C};
start MyMod(x);
  return(2*x);
finish;
store x y module=MyMod;

a = storage();
print a;
```

Figure 26.405 Contents of Storage Library

a
X
Y
<u>MYMOD</u>

STORE Statement

STORE <MODULE=(*module-list*)> <*matrix-list*> ;

The **STORE** statement stores matrices and modules in a storage library.

The arguments to the **STORE** statement are as follows:

module-list is a list of module names. You can use the **_ALL_** keyword to store all modules.

matrix-list is a list of matrix names. You can use the **_ALL_** keyword to store all matrices.

See the **STORAGE function** for an example of the **STORE** statement.

The following statement stores the modules A, B, and C and the matrix X:

```
store module=(A B C) X;
```

To store all matrices or all modules, use the `_ALL_` keyword, as follows:

```
store _all_ module=_all_;
```

Similarly, the following statement stores all matrices:

```
store;
```

The storage library can be specified by using the **RESET STORAGE** statement and defaults to **WORK.ILMLSTOR**. The **SHOW STORAGE** statement lists the current contents of the storage library, and the **STORAGE** function returns the names of all stored items.

See Chapter 20, “Storage Features,” and the descriptions of the **LOAD**, **REMOVE**, **RESET**, and **SHOW** statements for related information.

SUB2NDX Function

```
SUB2NDX(dim, subscripts );
```

The **SUB2NDX** function is part of the **IMLMLIB** library. The **SUB2NDX** function module converts subscripts of a matrix into indices for the matrix. The arguments are as follows:

- | | |
|-------------------|---|
| <i>dim</i> | specifies the dimensions of the matrix. For example, the value of this argument might be the 1×2 vector that is returned from the DIMENSION function. |
| <i>subscripts</i> | is a matrix with k columns that specifies the elements of a matrix. The first column of <i>subscripts</i> specifies the first subscript dimension, the second column specifies the second subscript dimension, and so forth. When $k = 2$, the first column of <i>subscripts</i> specifies the row subscripts and the second column specifies the column subscripts. |

The **SUB2NDX** function converts subscripts to indices. For a two-dimensional matrix, subscripts are pairs (i, j) such that $1 \leq i \leq n$ and $1 \leq j \leq p$. The indices of an $n \times p$ matrix are the elements $1, 2, \dots, np$. The indices enumerate the elements in row-major order: the first p indices enumerate the first row, the next p indices enumerate the second row, and so forth.

The following statements construct a tridiagonal matrix that contains 2s on the diagonal and 1s on the sub- and superdiagonals. The **DIAG** function is used to construct a diagonal matrix. The subscripts of the superdiagonal (which, for this example, are $(1,2)$, $(2,3)$, and $(3,4)$) and the subdiagonal (which are $(2,1)$, $(3,2)$, and $(4,3)$) are then enumerated. The **SUB2IND** module converts these subscripts to indices, and the value 1 is assigned to all off-diagonal elements of the matrix.

```
/* construct a tridiagonal matrix */
y = diag({2,2,2,2}); /* assign diagonal */
p = ncol(y);
supDiag = T(1:p-1) || T(2:p); /* subscripts for superdiagonal */
subDiag = T(2:p) || T(1:p-1); /* subscripts for subdiagonal */
/* find index of all super- and subdiagonal elements */
dim = dimension(y);
idx = sub2ndx(dim, supDiag//subDiag);
```

```
y[idx] = 1; /* assign sub- and superdiagonal to 1 */
print y;
```

Figure 26.406 Subscripts That Correspond to Indices

<u>y</u>
2 1 0 0
1 2 1 0
0 1 2 1
<u>0 0 1 2</u>

You can also use the SUB2NDX function to store the results of a multidimensional array in a matrix. For an array with d dimensions, a subscript is a d -dimensional vector (i_1, i_2, \dots, i_k) , where $1 \leq i_j \leq d_j$ for $j = 1 \dots k$. For example, suppose you store the values of a $4 \times 3 \times 3$ array in a 12×3 matrix. The following program computes the indices that correspond to the first, middle, and last elements in the matrix:

```
dim = {4 3 3};/* a 12x3 matrix can store values from 4x3x3 array */
s = {1 1 1,
      2 3 3,
      4 3 3};
ndx = sub2ndx(dim, s);
print ndx;
```

To convert from indices to subscripts, see the [NDX2SUB](#) function.

SUBMIT Statement

SUBMIT <*parameters*> </ *options*> ;

language statements

ENDSUBMIT ;

The SUBMIT statement enables you to submit SAS statements for processing from within a SAS/IML program. You can use the SUBMIT statement to call SAS procedures, DATA steps, and macros. All text between the SUBMIT statement and the [ENDSUBMIT](#) statement are referred to as a *SUBMIT block*. The SUBMIT block is processed by the SAS language processor.

If you use the R option, the SUBMIT statement enables you to submit statements to the R language for processing.

The SUBMIT statement must appear on a line by itself. All SAS/IML matrices that are defined prior to the SUBMIT statement remain defined after the ENDSUBMIT statement.

parameters specifies one or more optional SAS/IML matrices whose values are substituted into the language statements in the SUBMIT block. To reference a parameter in the SUBMIT block, prefix the name of the parameter with an ampersand (&). If you do not specify the *parameters* argument, the SUBMIT block is sent without modification to the SAS (or R) language processor.

The following options are available in the SUBMIT statement after a slash (/).

OK=ok-matrix specifies the name of a matrix. The matrix is set to 1 if the SUBMIT block executes without error, and to 0 otherwise.

R specifies that statements in the SUBMIT block are processed by the R statistical software. You can use the R option to call functions in the R language, provided that the following statements are true:

1. the R statistical software is installed on the SAS workspace server.
2. The SAS system administrator at your site has enabled the RLANG SAS system option. (See the section “[The RLANG System Option](#)” on page 234.)

The following example calls a SAS procedure from a PROC IML program. The example passes in a parameter which is used by the FREQ procedure:

```
proc iml;
  VarName = "Sex";
  submit VarName;
  proc freq data=Sashelp.Class;
    table &VarName / out=OutFreq;
  run;
  endsubmit;
```

Prior to the SUBMIT statement, the program defines the **VarName** matrix. The matrix contains the name of a variable in the Sashelp.Class data set. The **VarName** matrix is listed in the SUBMIT statement, which means that the contents of the matrix is available for substitution into the SUBMIT block. The SUBMIT block references the contents of the matrix by preceding the matrix name by an ampersand (&). Consequently, the FREQ procedure carries out a one-way frequency analysis for the Sex variable. The output from PROC FREQ is shown in [Figure 26.407](#).

Figure 26.407 Result of Calling a SAS Procedure

The FREQ Procedure

Sex			Cumulative	
	Frequency	Percent	Frequency	Percent
F	9	47.37	9	47.37
M	10	52.63	19	100.00

The preceding statements also create output data set, OutFreq. The following statements read the data into SAS/IML matrices:

```
use OutFreq;
read all var VarName into Levels;
read all var {Count};
close OutFreq;

print Count [rowname=Levels];
```

Notice that the **VarName** matrix is still defined, even after the FREQ procedure has finished execution. The statements read portions of the PROC FREQ output data set into two SAS/IML vectors. The output from the program is shown in [Figure 26.408](#).

Figure 26.408 Result of Calling a SAS Procedure

COUNT	
F	9
M	10

Chapter 13, “Submitting SAS Statements,” provides details and further examples of submitting SAS statements. Chapter 14, “Calling Functions in the R Language,” describes how to submit R statements and provides examples.

You cannot use the SUBMIT statement in code that is pushed to the input command queue with the EXECUTE, PUSH, or QUEUE subroutines. A SUBMIT block cannot be executed from a SAS macro.

SUBSTR Function

SUBSTR(*matrix*, *position* <, *length* >);

The SUBSTR function takes a character matrix as an argument (along with starting positions and lengths) and produces a character matrix with the same dimensions as the argument. Elements of the result matrix are substrings of the corresponding argument elements.

The arguments to the SUBSTR function are as follows:

- matrix* is a character matrix or quoted literal.
- position* is a numeric matrix or scalar that contains the starting position.
- length* is a numeric matrix or scalar that contains the length of the substring.

Each substring is constructed by using the starting *position* supplied. If a *length* is supplied, this length is the length of the substring. If no *length* is supplied, the remainder of the argument string is the substring.

The arguments can be scalars or numeric matrices. If more than one argument is a matrix, all matrix arguments must have the same dimensions. If *matrix* is a matrix, its dimensions determine the dimensions of the output of the function. If *matrix* is a scalar, the dimensions of the *position* or *length* determine the dimensions of the output of the function.

If *length* is supplied, the element length of the result is MAX(*length*); otherwise, the element length of the result is

$$\text{NLENG}(\text{matrix}) - \text{MIN}(\text{position}) + 1$$

The following statements return the output shown:

```
m = {abc def ghi, jkl mno pqr};
a = substr(m, 3, 2);
print a;

s = "ABCDE";
b = substr(s, 1:4, 5:2);
print b;
```

Figure 26.409 Substrings of a Character Matrix and String

<hr/> a <hr/> C F I
L O R <hr/>
<hr/> b <hr/> ABCDE BCDE CDE DE <hr/>

In the example output, the element size of matrix **a** is 2; the elements are padded with blanks. Matrix **b** is a 1×4 matrix that contains various substrings of the string **s**.

SUM Function

SUM(*matrix1* <, *matrix2*, ..., *matrix15*>);

The SUM function returns as a single numeric value the sum of all the elements in all arguments. There can be as many as 15 argument matrices. The SUM function checks for missing values and does not include them in the summation. It returns 0 if all values are missing.

For example, following statements compute the sum of all elements in the matrix A:

```
a = {2 1 ., 0 -1 0};
b = sum(a);
print b;
```

Figure 26.410 Sum of Matrix Elements

<hr/> b <hr/> 2 <hr/>

If you want to compute the sum for each row or for each column of a matrix, you can use the subscript reduction operator, as follows:

- **a[+,]** computes a 1×3 row vector that contains the sum of each column.
- **a[, +]** computes a 2×1 column vector that contains the sum of each row.
- **a[+]** computes a scalar value that is equivalent to **sum(a)**.

See the section “[Subscript Reduction Operators](#)” on page 53 for more information about subscript reduction operators.

SUMMARY Statement

SUMMARY <**CLASS** *operand*> <**VAR** *operand*> <**WEIGHT** *operand*> <**STAT** *operand*> <**OPT** *operand*> <**WHERE**(*expression*)> ;

The SUMMARY statement computes statistics for numeric variables for an entire data set or a subset of observations in the data set. The statistics can be stratified by the use of CLASS variables. The computed statistics are displayed in tabular form and optionally can be saved in matrices. Like most other data processing statements, the SUMMARY statement works on the current data set.

You can specify the following options:

CLASS *operand*

specifies the variables in the current input SAS data set to be used to group the summaries. The *operand* is a character matrix that contains the names of the variables. For example:

```
summary class {age sex} ;
```

Both numeric and character variables can be used as CLASS variables.

VAR *operand*

computes statistics for a set of numeric variables from the current input data set. The *operand* is a character matrix that contains the names of the variables. Also, the special keyword _NUM_ can be used as a VAR operand to specify all numeric variables. If the VAR clause is missing, the SUMMARY statement produces only the number of observations in each classification group.

WEIGHT *operand*

specifies a character value that contains the name of a numeric variable in the current data set whose values are to be used to weight each observation. Only one variable can be specified.

STAT *operand*

computes the specified statistics. The *operand* is a character matrix that contains the names of statistics. For example, to get the mean and standard deviation, specify the following:

```
summary stat{mean std};
```

You can specify the following keywords as the STAT *operand*:

CSS	computes the corrected sum of squares.
MAX	computes the maximum value.
MEAN	computes the mean.
MIN	computes the minimum value.
N	computes the number of observations in the subgroup that are used in the computation of the various statistics for the corresponding analysis variable.
NMISS	computes the number of observations in the subgroup that have missing values for the analysis variable.
STD	computes the standard deviation.
SUM	computes the sum.
SUMWGT	computes the sum of the WEIGHT variable values if WEIGHT is specified; otherwise, computes the number of observations used in the computation of statistics.
USS	computes the uncorrected sum of squares.

VAR computes the variance.

When the STAT clause is omitted, the SUMMARY statement computes the MIN, MEAN, MAX, and STD statistics for each variable in the VAR clause.

NOBS, the number of observations in each CLASS group, is always displayed.

OPT *operand*

sets the PRINT or NOPRINT and SAVE or NOSAVE options. The NOPRINT option suppresses the printing of the results from the SUMMARY statement. The SAVE option requests that the SUMMARY statement save the resultant statistics in matrices. The *operand* is a character matrix that contains one or more of the options.

When the SAVE option is set, the SUMMARY statement creates a CLASS vector for each CLASS variable, a statistic matrix for each analysis variable, and a column vector named _NOBS_. The CLASS vectors are named by the corresponding CLASS variable and have an equal number of rows. There are as many rows as there are subgroups defined by the interaction of all CLASS variables. The statistic matrices are named by the corresponding analysis variable. Each column of the statistic matrix corresponds to a requested statistic, and each row corresponds to the statistics of the subgroup that is defined by the CLASS variables. If no CLASS variable is specified, each matrix has one row that contains the statistics. The _NOBS_ vector contains the number of observations for each subgroup.

The default is PRINT NOSAVE.

WHERE *expression*

conditionally selects observations according to conditions given in *expression*. For details about the WHERE clause, see the section “[Process Data by Using the WHERE Clause](#)” on page 104.

The following example demonstrates the use of the SUMMARY statement:

```
proc iml;
use Sashelp.Class;
summary class {sex}
    var {height weight}
    opt {noprint save};

/* print vectors that contain the stats */
print sex _NOBS_;
print height[r=sex c={Min Max Mean Std}],
    weight[r=sex c={Min Max Mean Std}];
```

Figure 26.411 Summary Statistics

Sex _NOBS_	
F	9
M	10

Height				
	MIN	MAX	MEAN	STD
F	51.3	66.5	60.588889	5.0183275
M	57.3	72	63.91	4.937937

Figure 26.411 *continued*

Weight				
	MIN	MAX	MEAN	STD
F	50.5	112.5	90.111111	19.383914
M	83	150	108.95	22.727186

See Chapter 7 for further details.

SVD Call

CALL SVD(*u*, *q*, *v*, *a*);

The SVD subroutine computes the singular value decomposition for a numerical matrix.

The input to the SVD subroutine is as follows:

- a* is the $m \times n$ input matrix that is factored as described in the following discussion.
- The SVD subroutine returns the following output arguments:
- u* is an $m \times n$ orthonormal matrix
- q* is an $n \times 1$ vector that contains the singular values
- v* is an $n \times n$ orthonormal matrix

If $m \geq n$, the SVD subroutine factors a real $m \times n$ matrix **A** into the form

$$\mathbf{A} = \mathbf{U}\text{diag}(\mathbf{Q})\mathbf{V}'$$

where

$$\mathbf{U}'\mathbf{U} = \mathbf{V}'\mathbf{V} = \mathbf{V}\mathbf{V}' = \mathbf{I}_n$$

and **Q** contains the singular values of **A**. The columns of **U** contain the orthonormal eigenvectors of **AA'**, and **V** contains the orthonormal eigenvectors of **A'A**. **Q** contains the square roots of the eigenvalues of **A'A** and **AA'**, except for some zeros.

If $m < n$, a corresponding decomposition is done where **U** and **V** switch roles:

$$\mathbf{A} = \mathbf{U}\text{diag}(\mathbf{Q})\mathbf{V}'$$

where

$$\mathbf{U}'\mathbf{U} = \mathbf{U}\mathbf{U}' = \mathbf{V}'\mathbf{V} = \mathbf{I}_w$$

The singular values are sorted in descending order.

For information about the method used in the SVD subroutine, see Wilkinson and Reinsch (1971).

The following example is taken from Wilkinson and Reinsch (1971):

```

a = {22 10 2 3 7,
      14 7 10 0 8,
     -1 13 -1 -11 3,
    -3 -2 13 -2 4,
     9 8 1 -2 4,
     9 1 -7 5 -1,
    2 -6 6 5 1,
     4 5 0 -2 2};
call svd(u, q, v, a);
print u, q, v;

/* check correctness of factors */
zero = ssq(a - u*diag(q)*v`);
reset fuzz;           /* print small numbers as zero */
print zero;

```

The matrix is rank-3 with exact singular values $\sqrt{1248}$, 20, $\sqrt{384}$, 0, and 0. Because of the repeated singular values, the last two columns of the **U** matrix are not uniquely determined. A valid result is shown in Figure 26.412:

Figure 26.412 Singular Value Decomposition

u
0.7071068 0.1581139 -0.176777 -0.328209 -0.328056
0.5303301 0.1581139 0.3535534 0.5309976 0.0489362
0.1767767 -0.790569 0.1767767 -0.413567 0.1307398
0 0.1581139 0.7071068 -0.266418 0.0321656
0.3535534 -0.158114 0 0.0253566 -0.041441
0.1767767 0.1581139 -0.53033 -0.19666 0.3666144
0 0.4743416 0.1767767 -0.500944 0.4145131
0.1767767 -0.158114 0 0.2793571 0.7509412

q
35.327043
20
19.595918
1.1E-15
5.501E-16

v
0.8006408 0.3162278 -0.288675 -0.419095 0
0.4803845 -0.632456 0 0.4405091 0.4185481
0.1601282 0.3162278 0.8660254 -0.052005 0.3487901
0 0.6324555 -0.288675 0.6760591 0.244153
0.3202563 0 0.2886751 0.4129773 -0.802217

zero
0

The SVD routine performs most of its computations in the memory allocated for returning the singular value decomposition.

SWEEP Function

SWEEP(*matrix*, *index-vector*);

The SWEEP function sweeps *matrix* on the pivots indicated in *index-vector* to produce a new matrix.

The arguments the SWEEP function are as follows:

matrix is a numeric matrix or literal.

index-vector is a numeric vector that indicates the pivots.

The values of the index vector must be less than or equal to the number of rows or the number of columns in *matrix*, whichever is smaller.

For example, suppose that **A** is partitioned into

$$\begin{bmatrix} \mathbf{R} & \mathbf{S} \\ \mathbf{T} & \mathbf{U} \end{bmatrix}$$

such that **R** is $q \times q$ and **U** is $(m - q) \times (n - q)$. Let $I = \{123 \dots q\}$. Then, the statement **B=sweep(A, I)** becomes

$$\begin{bmatrix} \mathbf{R}^{-1} & \mathbf{R}^{-1}\mathbf{S} \\ -\mathbf{T}\mathbf{R}^{-1} & \mathbf{U} - \mathbf{T}\mathbf{R}^{-1}\mathbf{S} \end{bmatrix}$$

The index vector can be omitted. In this case, the function sweeps the matrix on all pivots on the main diagonal 1:MIN(*nrow*,*ncol*).

The SWEEP function has sequential and reversibility properties when the submatrix swept is positive definite:

- SWEEP(SWEEP(**A**,1),2)=SWEEP(**A**,{ 1 2 })
- SWEEP(SWEEP(**A**,I),I)=**A**

See Beaton (1964) for more information about these properties.

To use the SWEEP function for regression, suppose the matrix **A** contains

$$\begin{bmatrix} \mathbf{X}'\mathbf{X} & \mathbf{X}'\mathbf{Y} \\ \mathbf{Y}'\mathbf{X} & \mathbf{Y}'\mathbf{Y} \end{bmatrix}$$

where $\mathbf{X}'\mathbf{X}$ is $k \times k$.

Then **B** = SWEEP(**A**, 1 … *k*) contains

$$\begin{bmatrix} (\mathbf{X}'\mathbf{X})^{-1} & (\mathbf{X}'\mathbf{X})^{-1}\mathbf{X}'\mathbf{Y} \\ -\mathbf{Y}'\mathbf{X}(\mathbf{X}'\mathbf{X})^{-1} & \mathbf{Y}'(\mathbf{I} - \mathbf{X}(\mathbf{X}'\mathbf{X})^{-1}\mathbf{X}')\mathbf{Y} \end{bmatrix}$$

The partitions of **B** form the beta values, SSE, and a matrix proportional to the covariance of the beta values for the least squares estimates of **B** in the linear model

$$\mathbf{Y} = \mathbf{X}\mathbf{B} + \epsilon$$

If any pivot becomes very close to zero (less than or equal to 1E-12), the row and column for that pivot are zeroed. See Goodnight (1979) for more information.

The following example uses the SWEEP function for regression:

```

x = { 1 1 1,
      1 2 4,
      1 3 9,
      1 4 16,
      1 5 25,
      1 6 36,
      1 7 49,
      1 8 64 };

y = { 3.929,
      5.308,
      7.239,
      9.638,
      12.866,
      17.069,
      23.191,
      31.443 };

n = nrow(x);           /* number of observations */
k = ncol(x);           /* number of variables */
xy = x||y;              /* augment design matrix */
A = xy` * xy;          /* form cross products */
S = sweep( A, 1:k );

beta = S[1:k, 4];       /* parameter estimates */
sse = S[4, 4];           /* sum of squared errors */
mse = sse / (n-k);      /* mean squared error */
cov = S[1:k, 1:k] # mse; /* covariance of estimates */
print cov, beta, sse;

```

Figure 26.413 Results of a Linear Regression

cov
0.9323716 -0.436247 0.0427693
-0.436247 0.2423596 -0.025662
0.0427693 -0.025662 0.0028513

beta
5.0693393
-1.109935
0.5396369

sse
2.395083

The SWEEP function performs most of its computations in the memory allocated for the result matrix.

SYMSQR Function

SYMSQR(*matrix*);

The SYMSQR function takes an $n \times n$ matrix and packs the elements from the lower triangular portion into a column vector that contains $n(n + 1)/2$ rows. The matrix is not checked for symmetry, but usually *matrix* is a symmetric numeric matrix. Character matrices are also supported.

The following statement produces the output shown in Figure 26.414:

```
sym = symsqr({1 2, 3 4});
print sym;
```

Figure 26.414 Elements of Lower Triangular Matrix

<u>sym</u>
1
3
4

Notice that the (1, 2) element is lost since it is only present in the upper triangular portion of the input matrix.

The SYMSQR function and the SQRSYM function are inverse operations on the set of symmetric matrices. See also the VECH function, which unpacks elements in column-major order.

T Function

T(*matrix*);

The T (transpose) function returns the transpose of its argument. You can also use the transpose operator ('') to transpose a matrix.

For example, the following statements transpose a matrix:

```
x = {1 2, 3 4, 5 6};
y = t(x);
print y;
```

Figure 26.415 Matrix Transpose

<u>y</u>
1 3 5
2 4 6

TABLEADDVAR Call

CALL TABLEADDVAR(*table*, *colnames*, *matrix*);

CALL TABLEADDVAR(*table1*, *table2*);

The TableAddVar subroutine adds new columns to an existing table. The source of the columns can be a numeric or character matrix. The new columns are appended after the existing columns.

You can use the TableAddVar subroutine to horizontally concatenate two tables. The columns of the second table are appended to the first table. The second table is unchanged.

The subroutine takes the following input arguments:

<i>table</i>	specifies an existing table.
<i>colnames</i>	specifies a character vector that contains <i>p</i> strings. The strings specify the names for the new columns in the table. It is an error to specify a column name that already exists in the table.
<i>matrix</i>	specifies a numeric or character matrix that has <i>p</i> columns.

The following example calls the TableCreate function to create an empty table and then calls the TableAddVar subroutine twice: first to add character columns, and then to add numeric columns. Each row in the table contains data about historic hurricanes that struck the United States. Figure 26.416 shows the names and types of the columns of the table.

```
tbl = TableCreate(); /* create empty table */

Hurr = {"Katrina", "Ike", "Andrew", "Wilma"};
Month = {"August", "September", "August", "October"};
call TableAddVar(tbl, {"Name" "Month"}, Hurr||Month); /* add char cols */

Yr      = {2005, 2008, 1992, 2005};
Wind = { 175, 145, 175, 185}; /* mph */
call TableAddVar(tbl, {"Year" "MaxWind"}, Yr||Wind); /* add numeric cols */

colNames = TableGetVarName(tbl);
colTypes = TableGetVarType(tbl);
print colTypes[c=colNames L="Table Names and Types"];
```

Figure 26.416 Names and Types of Table Columns

Table Names and Types			
Name	Month	Year	MaxWind
C	C	N	N

You can use the TableAddVar subroutine to horizontally concatenate two tables. You can also use the horizontal concatenation operator (`||`) to horizontally concatenate two or more tables. The following statements show two ways to concatenate tables. The number of rows in the tables do not have to be equal, although usually they will be.

```
/* Method 1: Concatenation operator */
tbl1 = TableCreate("Letters", {"A", "B", "C"}); /* create a character table */
tbl2 = TableCreate("x1": "x2", {1 2, 3 4, 5 6}); /* create a numeric table */
concatTbl = tbl1 || tbl2;

/* Method 2: Copy the first table; append columns of the second table */
concatTbl = tbl1;
call TableAddVar(concatTbl, tbl2);
```

TABLECREATE Function

```
TABLECREATE();
TABLECREATE(matrix);
TABLECREATE(colnames, matrix);
```

The TableCreate function creates a table from a matrix. Each column of the matrix becomes a new column in the table.

The function takes the following input arguments:

<i>colnames</i>	specifies a character vector that contains p strings. The strings specify the names for the columns in the table. If this argument is omitted, the names Col1 through Col p are used.
<i>matrix</i>	specifies a numeric or character matrix that has p columns.

If no arguments are supplied, an empty table is created. An empty table has no variables and no observations.

The following example creates three tables. The first is an empty table. The next table has one column that contains character data. The third table contains three numeric columns named Col1, Col2, and Col3. Figure 26.416 shows the dimensions of each table.

```
tbl0 = TableCreate();                                /* create an empty table */
tbl1 = TableCreate("Letters", T("A":"Z"));          /* create a character table */
tbl2 = TableCreate( {1 2 3, 4 5 6} );               /* create a numeric table */

dim = dimension(tbl0) // 
      dimension(tbl1) // 
      dimension(tbl2);
print dim[c={"nrow" "ncol"} r={"tbl0" "tbl1" "tbl2"}];
```

Figure 26.417 Dimensions of Three Tables

dim		
nrow	ncol	
tbl0	0	0
tbl1	26	1
tbl2	2	3

TABLECREATEFROMDATASET Function

```
TABLECREATEFROMDATASET(member);
TABLECREATEFROMDATASET(libref, member);
TABLECREATEFROMDATASET(libref, member, dsOptions);
```

The TableCreateFromDataSet function creates a table from a SAS data set. Each variable in the data set becomes a new column in the table.

The function takes the following input arguments, which are all character strings:

<i>libref</i>	specifies the name of a SAS libref. If this argument is omitted, the default libref is used. You can use the DEFLIB= option in the RESET statement to specify the default libref.
<i>member</i>	specifies the name of a SAS data set.
<i>dsOptions</i>	specifies data set options, such as DROP=, KEEP=, and WHERE= options.

The function returns a table. If you omit the *dsOptions* argument, the table contains all the variables and all the observations in the *member* data set.

The following program creates a table from the Sashelp.Class data set. It also creates a table from a data set (Cars) in the Work library.

```
data work.cars;
  set Sashelp.Cars;
run;

proc iml;
tbl1 = TableCreateFromDataSet("Sashelp", "Class");
reset deflib=work;
tbl2 = TableCreateFromDataSet("Cars"); /* read from WORK */
dsOpt = "drop=Invoice rename=(Wheelbase=Width) " +
       "obs=100 where=(Origin='Asia')";
tbl3 = TableCreateFromDataSet("work", "Cars", dsOpt);
```

TABLEGETVARDATA Function

TABLEGETVARDATA(*table*, *cols*);

The TableGetVarData function creates a matrix from the columns of a table. The specified columns must be the same type: either all numeric or all character.

The function takes the following input arguments:

<i>table</i>	specifies an existing table.
<i>cols</i>	specifies the columns of the table. The <i>cols</i> argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}).

The following statements create a table. The Name and Sex variables are extracted to a character matrix, and the third and fifth variables are extracted to a numeric matrix.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
c = TableGetVarData(tbl, {"Name" "Sex"});
m = TableGetVarData(tbl, {3 5}); /* 3rd and 5th col are numeric */
```

TABLEGETVARFORMAT Function

TABLEGETVARFORMAT(*table* <, *cols*>);

The TableGetVarFormat function returns a row vector that contains the formats of the specified columns. Blank strings are returned for columns that do not have formats.

The function takes the following input arguments:

- table* specifies an existing table.
- cols* specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). If this argument is omitted, the formats for all columns are returned.

The following statements create a table from the Sashelp.Cars data. The TableGetVarFormat function retrieves the formats for four columns, and the names are shown in Figure 26.418. A blank space is displayed for each variable that does not have a format.

```
tbl = TableCreateFromDataSet("Sashelp", "Cars");
colNames = {"MSRP" "Invoice" "EngineSize" "Weight"};
formats = TableGetVarFormat(tbl, colNames);
print formats[colname=colNames];
```

Figure 26.418 Column Formats

formats			
MSRP	Invoice	EngineSize	Weight
DOLLAR8.	DOLLAR8.		

TABLEGETVARINDEX Function

TABLEGETVARINDEX(*table*, *colnames*);

The TableGetVarIndex function returns a row vector that contains the column numbers (indices) for the specified column names.

The function takes the following input arguments:

- table* specifies an existing table.
- colnames* specifies a character vector of names (such as {"X" "Y"}).

The following statements obtain the column numbers of the Sex and Height variables. Figure 26.419 shows that Sex is the second variable and Height is the fourth variable.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
colNames = {"Sex" "Height"};
idx = TableGetVarIndex(tbl, colNames);
print idx[colname=colNames];
```

Figure 26.419 Indices of Column Names

idx	
Sex	Height
2	4

TABLEGETVARINFORMAT Function

TABLEGETVARINFORMAT(*table* <, *cols*>);

The TableGetVarInformat function returns a row vector that contains the informats of the specified columns. Blank strings are returned for columns that do not have informats.

The function takes the following input arguments:

- table* specifies an existing table.
- cols* specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). If this argument is omitted, the informats for all columns are returned.

The following statements create a SAS data set whose variables contain informats. The subsequent PROC IML statements create a table from the data set. The TableGetVarInformat retrieves the informats, which are displayed in Figure 26.420.

```
data Statisticians;
informat First $8. Last $CHAR10. BirthDate YYMMDD8.;
format BirthDate DATE10.;
input First $ Last $ BirthDate;
datalines;
Karl Pearson 18570327
William Gossett 18760613
Ronald Fisher 18900217
;

proc iml;
tbl = TableCreateFromDataSet("Statisticians");
Name = TableGetVarName(tbl);
informats = TableGetVarInformat(tbl);
All = Name` || informats`;
cnames = {"VarName" "Informats" "Length(informat)"};
print All[L="All Informats" c=cnames];
```

Figure 26.420 Column Informats

All Informats	
VarName	Informats
First	\$8.
Last	\$CHAR10.
BirthDate	YYMMDD8.

TABLEGETVARLABEL Function

TABLEGETVARLABEL(*table* <, *cols*>);

The TableGetVarLabel function returns a row vector that contains the labels of the specified columns.

The function takes the following input arguments:

- table* specifies an existing table.
- cols* specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). If this argument is omitted, the labels for all columns are returned.

The following statements create a table from the Sashelp.Cars data. Figure 26.421 shows the labels for the specified columns.

```
tbl = TableCreateFromDataSet("Sashelp", "Cars");
colNames = {"Length" "MPG_City" "MPG_Highway"};
labels = TableGetVarLabel(tbl, colNames);
print labels[byname=colNames];
```

Figure 26.421 Column Labels

labels		
Length	MPG_City	MPG_Highway
Length (IN)	MPG (City)	MPG (Highway)

TABLEGETVARNAME Function

TABLEGETVARNAME(*table* <, *cols*>);

The TableGetVarName function returns a row vector that contains the names of the specified columns.

The function takes the following input arguments:

- table* specifies an existing table.
- cols* specifies the columns of the table. The *cols* argument is a numeric vector of column numbers such as {2 4 7}. If this value argument is not specified, all column names are returned.

The following statements create a table from the Sashelp.Class data set. Figure 26.422 shows the names of the first and fifth columns.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
names = TableGetVarName(tbl, {1 5});
print names;
```

Figure 26.422 Column Names for Indices

names	
Name	Weight

TABLEGETVARTYPE Function

TABLEGETVARTYPE(*table* < , *cols*>);

The TableGetVarType function returns a row vector that contains the types (numeric or character) of the specified columns.

The function takes the following input arguments:

table specifies an existing table.

cols specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). If this argument is omitted, the types for all columns are returned.

The following statements obtain the types of the Sex and Height variables. Figure 26.423 shows that the Sex variable is character and the Height variable is numeric.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
colNames = {"Sex" "Height"};
types = TableGetVarType(tbl, colNames);
print types[c=colNames];
```

Figure 26.423 Types of Columns

types	
Sex	Height
C	N

TABLEISEXISTINGVAR Function

TABLEISEXISTINGVAR(*table*, *colnames*);

The TableIsExistingVar function returns a binary row vector that indicates whether the specified column names exist in a table. The return value is 1 for each variable that exists and 0 for each variable that does not exist.

The function takes the following input arguments:

table specifies an existing table.

colnames specifies a character vector of names (such as {"X" "Y"}).

The following statements indicate whether the specified column names are in the table. Figure 26.424 shows that the table contains columns that are named Sex and Height. Figure 26.424 displays a 1 for the Sex and Height variables and 0 for the variables that do not exist.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
colNames = {"Sex" "ABC" "Height" "X"};
isVar = TableIsExistingVar(tbl, colNames);
print isVar[colname=colNames];
```

Figure 26.424 Indicator Variable for Column Names

				isVar
Sex	ABC	Height	X	
1	0	1	0	

TABLEISVARNUMERIC Function

TABLEISVARNUMERIC(*table* < , *cols*>);

The TableIsVarNumeric function returns a binary row vector that indicates whether the specified columns are numeric. The value 1 indicates a numeric variable; the value 0 indicates that a variable is not numeric.

The function takes the following input arguments:

table specifies an existing table.

cols specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). If this argument is omitted, a binary vector is returned that indicates whether each variable is numeric.

The following statements indicate whether the Sex and Height variables are numeric. Figure 26.425 shows that the Sex variable is not numeric and the Height variable is numeric.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
colNames = {"Sex" "Height"};
isNumeric = TableIsVarNumeric(tbl, colNames);
print isNumeric[c=colNames];
```

Figure 26.425 Numeric and Character Columns

		isNumeric
Sex	Height	
0	1	

TABLEPRINT Call

```
CALL TABLEPRINT(table) <VAR=cols>
  <ID=IDName>
  <LABEL=label>
  <FIRSTOBS=firstObs>
  <NUMOBS=numObs>
  <COLHEADER="Names" | "Labels" | "None">
  <JUSTIFY=just>
  <TEMPLATE=template>
  <COLTEMPLATE=colTemplates>
  <DYNAMIC=dynValues>
```

```
< COLDYNAMIC=colDynValues >
;
```

The TablePrint subroutine displays a table in the open ODS destinations. The subroutine takes the following required input argument:

table specifies an existing table.

You can also specify the following optional arguments as keyword-value pairs. Specify these options outside the parentheses, as shown in the example in this section.

VAR=cols

specifies the columns of the table, where *cols* can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). If you omit this option, all variables appear in the table.

ID=IDName

specifies the name of a column. The column (sometimes called a *row header*) appears on the left side of the table. You can specify a blank string to suppress the row headers. If you omit this argument or specify the special string "#", then row numbers are used for the row headers.

LABEL=label

specifies a string for the name of the table. If you omit this option, the symbol name is used as the label. You can specify a blank string to suppress the label.

FIRSTOBS=firstObs

specifies the first row of the table to display. If you omit this option, the table is displayed beginning with the first row.

NUMOBS=numObs

specifies the total number of rows to display. If you omit this option, all rows of the table are displayed.

COLHEADER="Names" | "Labels" | "None"

specifies the form of the *column headers* that appear above columns. If you omit this option or specify the string "Names", then the column names are displayed. The string "Labels" displays column labels, if they exist. Column headers are not displayed if you specify the string "None" or a blank string.

JUSTIFY=just

specifies the horizontal alignment for each column in a table, where *just* is a character vector with *p* elements that specifies the alignment for the first *p* columns. Each element of *just* is one of the following:

- To center a column, use "C" or "Center".
- To left-align a column, use "L" or "Left".
- To right-align a column, use "R" or "Right".
- To use the default alignment, use a space character (" "), "D", or "Default". By default, character columns are left-aligned and numeric columns are right-aligned.

If you specify a vector that has fewer elements than the number of columns, default values are used for the unspecified columns.

TEMPLATE=*template*

specifies the name of an ODS table template to be used to display the SAS/IML table. For example, TEMPLATE=MyTemplate causes ODS to search for a template named MyTemplate and use that template to display the table.

COLTEMPLATE=*colTemplates*

specifies the name of column templates that are used to display columns in the SAS/IML table. The *colTemplates* argument is a character vector with p elements that specifies template names for the first p columns. You can use the same template for multiple columns provided that the template has the GENERIC attribute. If you specify a vector that has fewer elements than the number of columns, default attributes are used to display the remaining columns. For example, the syntax COLTEMPLATE={CT1 CT2} looks for column templates named CT1 and CT2. It uses the CT1 definition to format the first column in the table and uses the CT2 definition to format the second column.

DYNAMIC=*dynValues*

specifies values for dynamic variables in a template, where *dynValues* is a character matrix with k elements that specifies the values of k dynamic variables. Each element has the form “*DynVar*=*IMLSym*”, where *DynVar* is the name of a dynamic variable in the template and *IMLSym* is the name of a SAS/IML scalar matrix that contains the value to use for the dynamic variable. The *IMLSym* symbol can be a character matrix or a numeric matrix. If the SAS/IML symbol has the same name as the dynamic variable, then you can use an alternate syntax in which an element has the form “*DynVar*”. For examples, see Chapter 9, “[Mixed-Type Tables](#).”

COLDYNAMIC=*colDynValues*

specifies values for dynamic variables in a column template, where *dynValues* is a character matrix with k elements that specifies the values for k columns. One template can have multiple dynamic variables, so each element has the form “*DynVar1*=*IMLSym1* *DynVar2*=*IMLSym2* ...”. For more information, see the DYNAMIC= option. For examples, see Chapter 9, “[Mixed-Type Tables](#).”

The following statements show how to print a table. The first call displays the table by using default options. The result is shown in [Figure 26.426](#). The second call specifies several options. The result is shown in [Figure 26.427](#).

```
proc iml;
tbl = TableCreateFromDataSet("Sashelp", "Class", "WHERE=(sex='M')");
call TablePrint(tbl);
call TablePrint(tbl) VAR={"Height" "Age"}
      ID="Name"
      LABEL="Heights and Ages for Five Boys"
      FIRSTOBS=3
      NUMOBS=5
      JUSTIFY={C L};
```

Figure 26.426 Display a Table by Using Default Options

tbl					
Obs	Name	Sex	Age	Height	Weight
1	Alfred	M	14	69	112.5
2	Henry	M	14	63.5	102.5
3	James	M	12	57.3	83
4	Jeffrey	M	13	62.5	84
5	John	M	12	59	99.5
6	Philip	M	16	72	150
7	Robert	M	12	64.8	128
8	Ronald	M	15	67	133
9	Thomas	M	11	57.5	85
10	William	M	15	66.5	112

Figure 26.427 Display a Table

Heights and Ages for Five Boys		
Name	Height	Age
James	57.3	12
Jeffrey	62.5	13
John	59	12
Philip	72	16
Robert	64.8	12

The section “Advanced Printing of Tables” on page 134 contains advanced examples of using the TABLEPRINT subroutine. Examples include the following:

- Using a custom template to display a table
- Headers that span multiple columns
- Cells that are colored according to data values (traffic lighting)
- Dynamic variables in templates whose values are specified at run time.

TABLERENAMEVAR Call

CALL TABLERENAMEVAR(*table*, *cols*, *newNames*);

The TableRenameVar subroutine changes the names of specified columns. The subroutine takes the following input arguments:

- | | |
|--------------|--|
| <i>table</i> | specifies an existing table. |
| <i>cols</i> | specifies the columns of the table. The <i>cols</i> argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}). |

newNames specifies a character vector of valid SAS variable names, which will become the new names for the specified columns.

The following statements rename the Sex and Height variables of the Sashelp.Class data. Figure 26.428 shows the original and the new names for the columns.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
oldNames = TableGetVarName(tbl);
call TableRenameVar(tbl, {"Sex" "Height"}, /* old names */
                     {"Gender" "Hgt"}); /* new names */
newNames = TableGetVarName(tbl);
print (oldNames // newNames)[rowname={"Old" "New"}];
```

Figure 26.428 Old and New Column Names

Old	Name	Sex	Age	Height	Weight
New	Name	Gender	Age	Hgt	Weight

TABLESETVARFORMAT Call

CALL TABLESETVARFORMAT(*table*, *cols*, *formats*);

The TableSetVarFormat subroutine sets the formats of the specified columns. You can use a blank string to remove a format.

The subroutine takes the following input arguments:

table specifies an existing table.
cols specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}).
formats specifies a character vector that contains formats for the specified columns.

The following statements set formats for three columns of a table. The blank cells in Figure 26.429 show that the columns did not originally have formats.

```
tbl = TableCreateFromDataSet("Sashelp", "Cars");
varNames = {"Model" "EngineSize" "Weight"};
OldFormats = TableGetVarFormat(tbl, varNames);

formats = {"$25." "4.1" "COMMA9.2"};
call TableSetVarFormat(tbl, varNames, formats);
NewFormats = TableGetVarFormat(tbl, varNames);

cnames = {"VarName" "OrigFormats" "NewFormats"};
All = varNames` || OldFormats` || NewFormats`;
print All[L="New Formats" c=cnames];
```

Figure 26.429 Column Formats

New Formats		
VarName	OrigFormats	NewFormats
Model	\$25.	
EngineSize	4.1	
Weight		COMMA9.2

TABLESETVARINFORMAT Call

CALL TABLESETVARINFORMAT(*table*, *cols*, *formats*);

The TableSetVarInformat subroutine sets the informats of the specified columns. You can use a blank string to remove an informat.

The subroutine takes the following input arguments:

- table* specifies an existing table.
cols specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}).
formats specifies a character vector that contains informats for the specified columns.

The following statements set informats for two columns of a table:

```
tbl = TableCreateFromDataSet("Sashelp", "Class");
varNames = {"Height" "Weight"};
formats = {"4.1" "5.1"};
call TableSetVarInformat(tbl, varNames, formats);
```

TABLESETVARLABEL Call

CALL TABLESETVARLABEL(*table*, *cols*, *labels*);

The TableSetVarLabel subroutine sets the labels of the specified columns.

The subroutine takes the following input arguments:

- table* specifies an existing table.
cols specifies the columns of the table. The *cols* argument can be a numeric vector of column numbers (such as {2 4 7}) or a character vector of names (such as {"X" "Y"}).
labels specifies a character vector that contains labels for the specified columns.

The following statements set the labels for two columns of a table. The new labels are shown in Figure 26.430.

```
/* the Sashelp.Class data set does not contain labels */
tbl = TableCreateFromDataSet("Sashelp", "Class");
colNames = {"Height" "Weight"};
call TableSetVarLabel(tbl, colNames,
                     {"Height (in)" "Weight (lbs)"});
newLabels = TableGetVarLabel(tbl, colNames);
print newLabels[colname=colNames];
```

Figure 26.430 Column Labels

newLabels	
Height	Weight
Height (in)	Weight (lbs)

TABLEWritetodataset Call

CALL TABLEWritetodataset(*table*, *member*);
CALL TABLEWritetodataset(*table*, *libref*, *member*);
CALL TABLEWritetodataset(*table*, *libref*, *member*, *dsOptions*);

The TableWriteToDataSet subroutine creates a SAS data set from a table. Each column in the table becomes a new variable in the data set.

The subroutine takes the following input arguments, which are all character strings:

- | | |
|------------------|--|
| <i>table</i> | specifies an existing table. |
| <i>libref</i> | specifies the name of a SAS libref. If this argument is omitted, the default libref is used. You can use the DEFLIB= option in the RESET statement to specify the default libref. |
| <i>member</i> | specifies the name of a SAS data set. |
| <i>dsOptions</i> | specifies data set options, such as DROP=, KEEP=, and WHERE= options. |

The subroutine creates a data set. The location of the data set is determined by the value of the *libref* argument; the name of the data set is determined by the value of the *member* argument. If you do not specify the *dsOptions* argument, the data set contains all the variables and all the observations in the *member* data set.

The following program creates a table from the Sashelp.Class data set. The table is written to the default libref, which is usually Work. A second call to the TableWriteToDataSet subroutine writes a subset of the data to Work.Boys.

```
tbl = TableCreateFromDataSet("Sashelp", "Class");

call TableWriteToDataSet(tbl, "Class"); /* write to default libref */
dsOpt = "drop=Weight where=(Sex='M')";
call TableWriteToDataSet(tbl, "work", "Boys", dsOpt); /* work.Boys */
```

TABULATE Call

CALL TABULATE(*levels*, *freq*, *x* <, *method*>);

The TABULATE subroutine counts the number of elements in each of the unique categories of the *x* argument.

The output arguments are as follows:

- levels* contains the unique sorted elements of the *x* argument. See also the [UNIQUE](#) function.
freq contains the number of elements of *x* that match each element of *levels*.

The input arguments are as follows:

- x* specifies a vector of values.
method specifies whether missing values are included in the analysis. The following values are valid:
 “nomissing” specifies that missing values are excluded from the analysis. This is the default value for the option.
 “missing” specifies that missing values are counted as a valid separate level.

The *method* argument is not case-sensitive. The first two characters are used to determine the value. For example, “MISS” and “missing” specify the same option.

The following statements demonstrate the TABULATE subroutine:

```
x = {C, A, B, A, C, A};
call tabulate(labels, freq, x);
print freq[colname=labels];

x = {C, A, B, " ", A, C, A, " "};
call tabulate(labels, freq, x, "Missing");
labels = "Missing" || remove(labels, 1);
print freq[colname=labels];
```

Figure 26.431 Frequencies of Levels

freq		
A	B	C
3	1	2

freq			
Missing	A	B	C
2	3	1	2

TOEPLITZ Function

TOEPLITZ(*a*);

The TOEPLITZ function generates a Toeplitz matrix from a vector, or a block Toeplitz matrix from a matrix. A block Toeplitz matrix has the property that all matrices on the diagonals are the same. The argument a is an $(np) \times p$ or $p \times (np)$ matrix; the value returned is the $(np) \times (np)$ result.

The TOEPLITZ function uses the first $p \times p$ submatrix, \mathbf{A}_1 , of the argument matrix as the blocks of the main diagonal. The second $p \times p$ submatrix, \mathbf{A}_2 , of the argument matrix forms one secondary diagonal, with the transpose \mathbf{A}'_2 forming the other. The remaining diagonals are formed accordingly. If the first $p \times p$ submatrix of the argument matrix is symmetric, the result is also symmetric. If \mathbf{A} is $(np) \times p$, the first p columns of the returned matrix, \mathbf{R} , are the same as \mathbf{A} . If \mathbf{A} is $p \times (np)$, the first p rows of \mathbf{R} are the same as \mathbf{A} .

The TOEPLITZ function is especially useful in time series applications, where the covariance matrix of a set of variables with its lagged set of variables is often assumed to be a block Toeplitz matrix.

If

$$\mathbf{A} = [\mathbf{A}_1 | \mathbf{A}_2 | \mathbf{A}_3 | \cdots | \mathbf{A}_n]$$

and if \mathbf{R} is the matrix formed by the TOEPLITZ function, then

$$\mathbf{R} = \begin{bmatrix} \mathbf{A}_1 & | & \mathbf{A}_2 & | & \mathbf{A}_3 & | & \cdots & | & \mathbf{A}_n \\ \mathbf{A}'_2 & | & \mathbf{A}_1 & | & \mathbf{A}_2 & | & \cdots & | & \mathbf{A}_{n-1} \\ \mathbf{A}'_3 & | & \mathbf{A}'_2 & | & \mathbf{A}_1 & | & \cdots & | & \mathbf{A}_{n-2} \\ \vdots & & & & & & & & \\ \mathbf{A}'_n & | & \mathbf{A}'_{n-1} & | & \mathbf{A}'_{n-2} & | & \cdots & | & \mathbf{A}_1 \end{bmatrix}$$

If

$$\mathbf{A} = \begin{bmatrix} \mathbf{A}_1 \\ \mathbf{A}_2 \\ \vdots \\ \mathbf{A}_n \end{bmatrix}$$

and if \mathbf{R} is the matrix formed by the TOEPLITZ function, then

$$\mathbf{R} = \begin{bmatrix} \mathbf{A}_1 & | & \mathbf{A}'_2 & | & \mathbf{A}'_3 & | & \cdots & | & \mathbf{A}'_n \\ \mathbf{A}_2 & | & \mathbf{A}_1 & | & \mathbf{A}'_2 & | & \cdots & | & \mathbf{A}'_{n-1} \\ \vdots & & & & & & & & \\ \mathbf{A}_n & | & \mathbf{A}_{n-1} & | & \mathbf{A}_{n-2} & | & \cdots & | & \mathbf{A}_1 \end{bmatrix}$$

Three examples follow:

```
r1 = toeplitz(1:5);
r2 = toeplitz({1 2 ,
               3 4 ,
               5 6 ,
               7 8});
r3 = toeplitz({1 2 3 4,
               5 6 7 8});
print r1, r2, r3;
```

Figure 26.432 Toeplitz Matrices

r1
1 2 3 4 5
2 1 2 3 4
3 2 1 2 3
4 3 2 1 2
5 4 3 2 1

r2
1 2 5 7
3 4 6 8
5 6 1 2
7 8 3 4

r3
1 2 3 4
5 6 7 8
3 7 1 2
4 8 5 6

TPSPLINE Call

CALL TPSPLINE(*fitted*, *coeff*, *adiag*, *gcv*, *x*, *y* <, *lambda* >);

The TSPLINE subroutine fits a thin-plate smoothing spline (TPSS) to data. The generalized cross validation (GCV) function is used to select the smoothing parameter.

The TPSPLINE subroutine returns the following values:

- | | |
|---------------|---|
| <i>fitted</i> | is an $n \times 1$ vector of fitted values of the TPSS fit evaluated at the design points <i>x</i> . The <i>n</i> is the number of observations. The final TPSS fit depends on the optional <i>lambda</i> . |
| <i>coeff</i> | is a vector of spline coefficients. The vector contains the coefficients for basis functions in the null space and the representer of evaluation functions at unique design points. (see Wahba (1990) for more detail on reproducing kernel Hilbert space and representer of evaluation functions.) The length of <i>coeff</i> vector depends on the number of unique design points and the number of variables in the spline model. In general, let <i>nuobs</i> and <i>k</i> be the number of unique rows and the number of columns of <i>x</i> respectively. The length of <i>coeff</i> equals to <i>k</i> + <i>nuobs</i> + 1. The <i>coeff</i> vector can be used as an input to the TPSPLNEV subroutine to evaluate the resulting TPSS fit at new data points. |
| <i>adiag</i> | is an $n \times 1$ vector of diagonal elements of the “hat” matrix. See the “Details” section. |
| <i>gcv</i> | If <i>lambda</i> is not specified, then <i>gcv</i> is the minimum value of the GCV function. If <i>lambda</i> is specified, then <i>gcv</i> is a vector (or scalar if <i>lambda</i> is a scalar) of GCV values evaluated at the <i>lambda</i> points. It provides you with both the ability to study the GCV curves by plotting <i>gcv</i> against <i>lambda</i> and the chance to identify a possible local minimum. |

The input arguments to the TPSPLINE subroutine are as follows:

x	is an $n \times k$ matrix of design points on which the TPSS is to be fit. The k is the number of variables in the spline model. The columns of x need to be linearly independent and contain no constant column.
y	is the $n \times 1$ vector of observations.
λ	is a optional $q \times 1$ vector that contains λ values in $\log_{10}(n\lambda)$ scale. If λ is not specified (or λ is specified and $q > 1$) the GCV function is used to choose the “best” λ and the returning <i>fitted</i> values are based on the λ that minimizes the GCV function. If λ is specified and $q = 1$, no minimization of the GCV function is involved and the <i>fitted</i> , <i>coeff</i> and <i>adiag</i> values are all based on the TPSS fit that uses this particular λ .

Aside from the values returned, the TPSPLINE subroutine also prints other useful information such as the number of unique observations, the dimensions of the null space, the number of parameters in the model, a GCV estimate of λ , the smoothing penalty, the residual sum of square, the trace of $(I - A(\lambda))$, an estimate of σ^2 , and the sum of squares for replication.

No missing values are accepted within the input arguments. Also, you should use caution if you want to specify small λ values. Since the true $\lambda = (10^{\log_{10} \lambda})/n$, a very small value for λ can cause λ to be smaller than the magnitude of machine error and usually the returned *gcv* values from such a λ cannot be trusted. Finally, when using TPSPLINE be aware that TPSS is a computationally intensive method. Therefore a large data set (that is, a large number of unique design points) will take a lot of computer memory and time.

For convenience, the TPSS method is illustrated with a two-dimensional independent variable $\mathbf{X} = (x^1, x^2)$. More details can be found in Wahba (1990), or in Bates et al. (1987).

Assume that the data are from the model

$$y_i = f(x_i) + \epsilon_i,$$

where $(x_i, y_i), i = 1, \dots, n$ are the observations. The function f is unknown and you assume that it is reasonably smooth. The error terms $\epsilon_i, i = 1, \dots, n$ are independent zero-mean random variables.

You measure the smoothness of f by the integral over the entire plane of the square of the partial derivatives of f of total order 2, that is

$$J_2(f) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} \left[\frac{\partial^2 f}{\partial x_1^2} \right]^2 + 2 \left[\frac{\partial^2 f}{\partial x_1 \partial x_2} \right]^2 + \left[\frac{\partial^2 f}{\partial x_2^2} \right]^2 dx_1 dx_2$$

Using this as a smoothness penalty, the thin-plate smoothing spline estimate f_λ of f is the minimizer of

$$S_\lambda(f) = \frac{1}{n} \sum_{i=1}^n (y_i - f(x_i))^2 + \lambda J_2(f).$$

Duchon (1976) derived that the minimizer f_λ can be represented as

$$f_\lambda(x) = \sum_{i=1}^3 \beta_i \phi_i(x) + \sum_{i=1}^n \delta_i E_2(x - x_i),$$

where $(\phi_1(x), \phi_2(x), \phi_3(x)) = (1, x^1, x^2)$ and $E_2(s) = \frac{1}{2^3 \pi} \|s\|^2 \ln(\|s\|)$.

Let matrix \mathbf{K} have entries $(\mathbf{K})_{ij} = E_2(x_i - x_j)$ and matrix \mathbf{T} have entries $(\mathbf{T})_{ij} = \phi_j(x_i)$. Then the minimization problem can be rewritten as finding coefficients β and δ to minimize

$$S_\lambda(\beta, \delta) = \frac{1}{n} \|y - \mathbf{T}\beta - \mathbf{K}\delta\|^2 + \lambda \delta^T \mathbf{K}\delta$$

The final TPSS fits can be viewed as a type of generalized ridge regression estimator. The λ is called the smoothing parameter, which controls the balance between the goodness of fit and the smoothness of the final estimate. The smoothing parameter can be chosen by minimizing the generalized cross validation function (GCV). If you write

$$\hat{y} = \mathbf{A}(\lambda)y$$

and call the $\mathbf{A}(\lambda)$ as the “hat” matrix, the GCV function $V(\lambda)$ is defined as

$$V(\lambda) = \frac{(1/n)\|(\mathbf{I} - \mathbf{A}(\lambda))y\|^2}{[(1/n)\text{tr}(\mathbf{I} - \mathbf{A}(\lambda))]^2}$$

The returned values from this function call provide the \hat{y} as *fitted*, the (β, δ) as *coeff*, and *diag(A(λ))* as *addiag*.

To evaluate the TPSS fit $f_\lambda(x)$ at new data points, you can use the TPSPLNEV call.

Suppose \mathbf{X}^{new} , a $m \times k$ matrix, contains the m new data points at which you want to evaluate f_λ . Let $(\mathbf{T}^{\text{new}})_{ij} = \phi_j(x_i^{\text{new}})$ and $(\mathbf{K}^{\text{new}})_{ij} = E_2(x_i^{\text{new}} - x_j)$ be the (i, j) elements of \mathbf{T}^{new} and \mathbf{K}^{new} respectively. The prediction at new data points \mathbf{X}^{new} is

$$y_{\text{pred}} = \mathbf{T}^{\text{new}}\beta + \mathbf{K}^{\text{new}}\delta$$

Therefore, the y_{pred} can be easily evaluated by using the coefficient (β, δ) obtained from the TPSPLINE call.

An example is given in the documentation for the [TPSPLNEV](#) call.

TPSPLNEV Call

CALL TPSPLNEV(*pred*, *xpred*, *x*, *coeff*);

The TPSPLNEV subroutine evaluates the thin-plate smoothing spline (TPSS) at new data points. It is used after the [TPSPLINE](#) subroutine fits a thin-plate spline model to data.

The TPSPLNEV subroutine returns the following value:

pred is an $m \times 1$ vector of the predicated values of the TPSS fit evaluated at m new data points.

The input arguments to the TPSPLNEV subroutine are as follows:

xpred is an $m \times k$ matrix of data points at which the f_λ is evaluated, where m is the number of new data points and k is the number of variables in the spline model.

x is an $n \times k$ matrix of design points that is used as an input of [TPSPLINE](#) call.

coeff is the coefficient vector returned from the [TPSPLINE](#) call.

See the previous section on the [TPSPLINE call](#) for details about the TSPLNEV subroutine.

The following example contains two independent variables and one response variable. The first panel of [Figure 26.434](#) shows a plot of the data. The following statements define the data and a sequence of λ values within the interval $(-3.8, -3.3)$. The TPSPLINE call fits the thin-plate smoothing spline on those design points and computes the GCV function for each value of λ within the interval.

```

x={ -1.0 -1.0,      -1.0 -1.0,      -0.5 -1.0,      -0.5 -1.0,
    0.0 -1.0,      0.0 -1.0,      0.5 -1.0,      0.5 -1.0,
    1.0 -1.0,      1.0 -1.0,      -1.0 -0.5,      -1.0 -0.5,
   -0.5 -0.5,      -0.5 -0.5,      0.0 -0.5,      0.0 -0.5,
    0.5 -0.5,      0.5 -0.5,      1.0 -0.5,      1.0 -0.5,
   -1.0  0.0,      -1.0  0.0,      -0.5  0.0,      -0.5  0.0,
    0.0  0.0,      0.0  0.0,      0.5  0.0,      0.5  0.0,
    1.0  0.0,      1.0  0.0,      -1.0  0.5,      -1.0  0.5,
   -0.5  0.5,      -0.5  0.5,      0.0  0.5,      0.0  0.5,
    0.5  0.5,      0.5  0.5,      1.0  0.5,      1.0  0.5,
   -1.0  1.0,      -1.0  1.0,      -0.5  1.0,      -0.5  1.0,
    0.0  1.0,      0.0  1.0,      0.5  1.0,      0.5  1.0,
    1.0  1.0,      1.0  1.0 };

y = {15.54, 15.76, 18.67, 18.50, 19.66, 19.80, 18.60, 18.52,
     15.87, 16.04, 10.92, 11.14, 14.81, 14.83, 16.56, 16.44,
     14.91, 15.06, 10.92, 10.94, 9.61, 9.65, 14.03, 14.03,
     15.77, 16.00, 14.00, 14.03, 9.56, 9.58, 11.21, 11.09,
     14.84, 14.99, 16.55, 16.51, 14.98, 14.72, 11.15, 11.17,
     15.83, 15.96, 18.64, 18.56, 19.54, 19.81, 18.57, 18.61,
     15.87, 15.90 };

lambda = T( do(-3.8, -3.3, 0.1) );
call tpspline(fit, coef, adiag, gcv, x, y, lambda);

```

Figure 26.433 Output from the TPSPLINE Subroutine

SUMMARY OF TPSPLINE CALL

Summary of Tpspline Call	
Number of Observations	50
Number of Unique Design Points	25
Dimension of Polynomial Space	3
Number of Parameters	28
GCV Estimate of Lambda	6.6006258E-6
Smoothing Penalty	2558.7692018
Residual Sum of Squares	0.2434454154
Trace of (I-A)	25.402044412
Sigma^2 Estimate	0.0095836938
Sum of Squares for Replication	0.23965

The TPSPLINE call returns the fitted values at each design point. The fitted surface is plotted in the second panel of [Figure 26.434](#). The fourth panel shows a plot of the GCV function values against λ .

You can use the TPSPLNEV call to score the thin-plate spline at a new set of points. The following statements generate a dense grid on $[-1, 1] \times [-1, 1]$. The **x** and **coef** matrices are used to evaluate the thin-plate spline on the new grid of points:

```

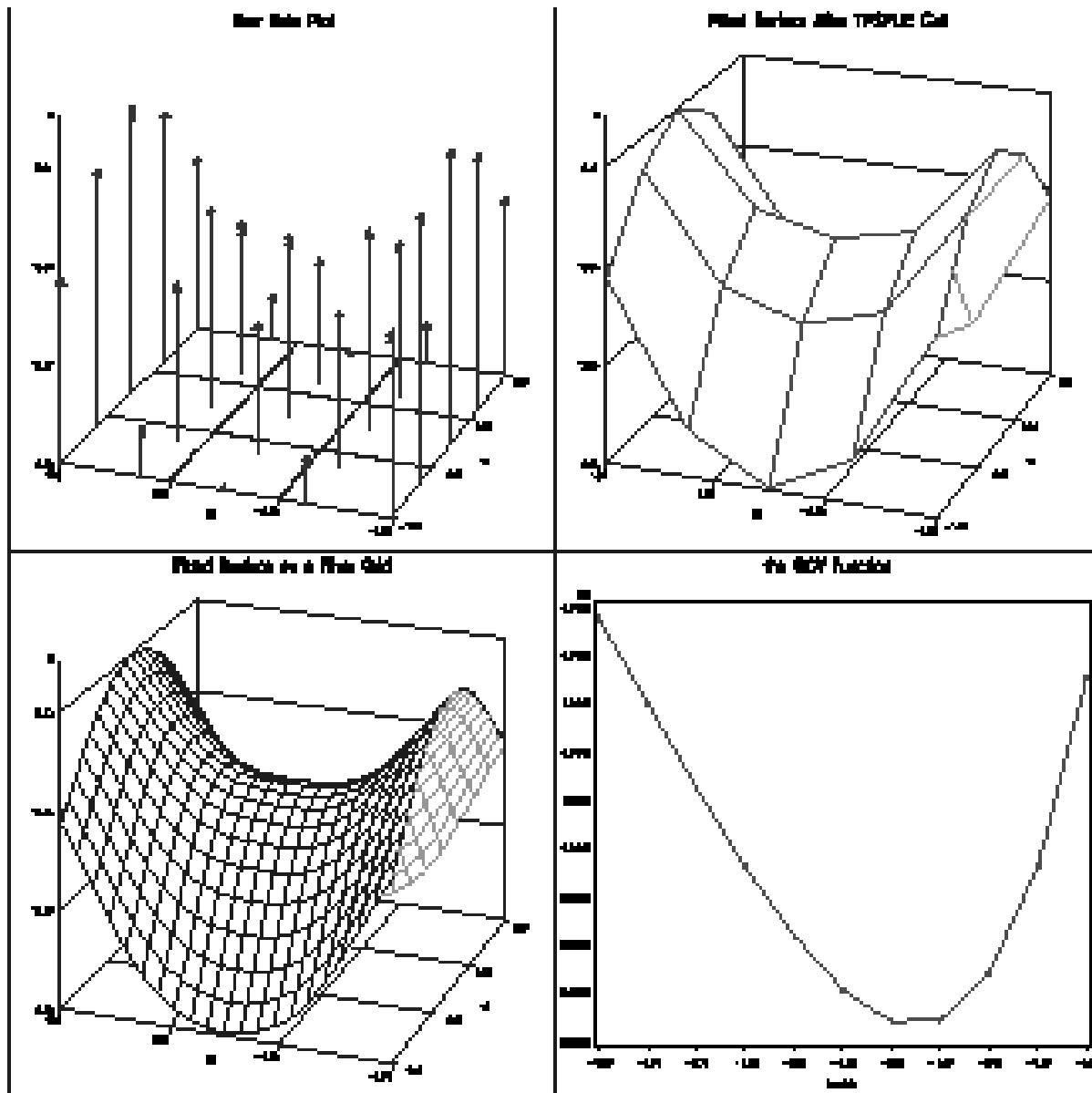
xGrid = T( do(-1, 1, 0.1) );
yGrid = T( do(-1, 1, 0.1) );
do i = 1 to nrow(xGrid);
  x1 = x1 // repeat(xGrid[i], nrow(yGrid));
  x2 = x2 // yGrid;
end;
xpred = x1 || x2;

call tpsplnev(pred, xpred, x, coef);

```

The third panel of Figure 26.434 shows the thin-plate spline evaluated on the grid of points.

Figure 26.434 Plots of Fitted Surface



TRACE Function

TRACE(*matrix*);

The TRACE function returns the sum of the diagonal elements of *matrix*, as shown in the following example:

```
a = trace({5 2,
           1 3});
print a;
```

Figure 26.435 Trace of a Matrix



TRISOLV Function

TRISOLV(*form*, *R*, *b* <, *piv* >);

The TRISOLV function efficiently solves linear systems that involve a triangular matrix.

The TRISOLV function returns the $n \times p$ matrix **X** that contains p solutions of the p linear systems specified by *form*, *R*, and *b*.

The arguments to the TRISOLV function are as follows:

form specifies which of the following form of a triangular linear system is to be solved:

<i>form</i> =1	solve $\mathbf{R}x = b$, R upper triangular
<i>form</i> =2	solve $\mathbf{R}'x = b$, R upper triangular
<i>form</i> =3	solve $\mathbf{R}'x = b$, R lower triangular
<i>form</i> =4	solve $\mathbf{R}x = b$, R lower triangular

R specifies the $n \times n$ nonsingular upper (*form*=1,2) or lower (*form*=3,4) triangular coefficient matrix **R**. Only the upper or lower triangle of argument matrix *R* is used; the other triangle can contain any information.

b specifies the $n \times p$ matrix, **B**, of p right-hand sides b_k , $k = 1 \dots p$.

piv specifies an optional n vector that relates the order of the columns of matrix **R** to the order of the columns of an original coefficient matrix **A** for which matrix **R** has been computed as a factor. For example, the vector *piv* can be the result of the QR decomposition of a matrix **A** whose columns were permuted in the order $\mathbf{A}_{piv[1]}, \dots, \mathbf{A}_{piv[n]}$.

For *form*=1 and *form*=3, the solution is obtained by backward elimination. For *form*=2 and *form*=4, the solution is obtained by forward substitution.

If TRISOLV recognizes the upper or lower triangular matrix **R** as a singular matrix (that is, one that contains at least one zero diagonal element), it exits with an error message.

Consider the following example:

```
R = { 1 0 0 0,
      3 2 0 0,
      1 -3 5 0,
      2 7 9 -1 };

b = {1, 1, 4, -6};
x = trisolv(4, R, b);
print x;
```

Figure 26.436 Solution of a Triangular System

$$\begin{array}{r} \overline{x} \\ \hline 1 \\ -1 \\ 0 \\ 1 \end{array}$$

Also see the example in section “The Full-Rank Linear Least Squares Problem” on page 950.

TSBAYSEA Call

```
CALL TSBAYSEA(trend, season, series, adjust, abic, data <, order> <, sorder> <, rigid> <, npred>
<, opt> <, cntl> <, print>);
```

The TSBAYSEA subroutine performs Bayesian seasonal adjustment modeling.

The input arguments to the TSBAYSEA subroutine are as follows:

- data* specifies a $T \times 1$ (or $1 \times T$) data vector.
- order* specifies the order of trend differencing. The default is *order*=2.
- sorder* specifies the order of seasonal differencing. The default is *sorder*=1.
- rigid* specifies the rigidity of the seasonal pattern. The default is *rigid*=1.
- npred* specifies the length of the forecast beyond the available observations. The default is *npred*=0.
- opt* specifies the options vector.
 - opt[1]* specifies the number of seasonal periods (*speriod*). By default, *opt[1]*=12.
 - opt[2]* specifies the year when the series starts (*year*). If *opt[2]*=0, there will be no trading day adjustment. By default, *opt[2]*=0.
 - opt[3]* specifies the month when the series starts (*month*). If *opt[2]*=0, this option is ignored. By default, *opt[3]*=1.
 - opt[4]* specifies the upper limit value for outlier determination (*rlim*). Outliers are considered as missing values. If this value is less than or equal to 0, TSBAYSEA assumes that the input data does not contain outliers. The default is *rlim*=0. See the section “Missing Values” on page 347.
 - opt[5]* refers to the number of time periods processed at one time (*span*). The default is *opt[5]*=4.

- opt[6]* specifies the number of time periods to be shifted (*shift*). By default, *opt[6]*=1.
- opt[7]* controls the transformation of the original series (*logt*). If *opt[7]*=1, log transformation is requested. No transformation (*opt[7]*=0) is the default.
- cntl* specifies control values for the TSBAYSEA subroutine. These values are automatically set. Be careful if you change these values.
 - cntl[1]* controls the adaptivity of the trading day adjustment component (*wtd*). The default is *cntl[1]*=1.0.
 - cntl[2]* controls the sum of seasonal components within a period (*zerosum*). The larger the value of *cntl[2]*, the closer to zero this sum is. By default, *cntl[2]*=1.0.
 - cntl[3]* controls the leap year effect (*delta*). The default is *cntl[3]*=7.0.
 - cntl[4]* specifies the prior variance of the initial trend (*alpha*). The default is *cntl[4]*=0.01.
 - cntl[5]* specifies the prior variance of the initial seasonal component (*beta*). The default is *cntl[5]*=0.01.
 - cntl[6]* specifies the prior variance of the initial sum of seasonal components (*gamma*). The default is *cntl[6]*=0.01.
- print* requests the power spectrum and the estimated and forecast values of time series components. If *print*=2, the spectra of irregular, differenced trend and seasonal series are printed, together with estimates and forecast values. If *print*=1, only the estimates and forecast values of time series components are printed.
If *print*=0, printed output is suppressed. The default is *print*=0.

The TSBAYSEA subroutine returns the following values:

- trend* refers to the estimate and forecast of the trend component.
- season* refers to the estimate and forecast of the seasonal component.
- series* refers to the smoothed and forecast values of the time series.
- adjust* refers to the seasonally adjusted series.
- abic* refers to the value of ABIC from the final estimates.

The TSBAYSEA subroutine performs Bayesian seasonal adjustments. The smoothness of the trend and seasonal components is controlled by the prior distribution. The Akaike Bayesian information criterion (ABIC) is defined to compare with alternative models. The basic TSBAYSEA procedure processes the block of data in which the length is SPAN*SPERIOD, while the first block of data consists of length (2*SPAN-1)*SPERIOD. The block of data is shifted successively by SHIFT*SPERIOD.

The TSBAYSEA subroutine decomposes the series y_t into the following form:

$$y_t = T_t + S_t + \epsilon_t$$

where T_t is a trend component, S_t denotes a seasonal component, and ϵ_t is an irregular component. To estimate the seasonal and trend components, some constraints are imposed such that the sum of squares of

$\nabla^k T_t$, $\nabla_L^l S_t$, and $\sum_{i=0}^{L-1} S_{t-i}$ is small, where ∇ and ∇_L are difference operators. Then the solution can be obtained by minimizing

$$\sum_{t=1}^N \left\{ (y_t - T_t - S_t)^2 + d^2 \left[s^2 (\nabla^k T_t)^2 + (\nabla_L^l S_t)^2 + z^2 (S_t + \dots + S_{t-L+1})^2 \right] \right\}$$

where d measures the smoothness of the trend and seasonality, s measures the smoothness of the trend, and z is a smoothness constant for the sum of the seasonal variability. The value of d is estimated while the constants, s and z , are chosen *a priori*. The value of s is equal to $\frac{1}{RIGID}$, and the constant z is determined as $ZERSUM * RIGID / SPERIOD^{1/2}$. The larger the constant RIGID, the more rigid the seasonal pattern is. See the section “[Bayesian Constrained Least Squares](#)” on page 343 for more information.

To analyze the monthly data with rigidity 0.5, you can specify either of the following two equivalent statements:

```
call tsbaysea(trend, season, series, adj, abic) data=z order=2
      sorder=1 rigid=0.5 npred=10 print=2;

call tsbaysea(trend, season, series, adj, abic, z, 2, 1, 0.5, 10, , , 2);
```

The TREND, SEASON, and SERIES components contain 10-period-ahead forecast values in addition to the smoothed estimates. The detailed result is also printed since the PRINT=2 option is specified.

TSDECOMP Call

```
CALL TSDECOMP(comp, est, aic, data, <, xdata> <, order> <, sorder> <, nar> <, npred> <, init>
      <, opt> <, icmp> <, print> );
```

The TSDECOMP subroutine analyzes nonstationary time series by using smoothness priors modeling.

The input arguments to the TSDECOMP subroutine are as follows:

- data* specifies a $T \times 1$ (or $1 \times T$) data vector.
- xdata* specifies a $T \times K$ explanatory data matrix.
- order* specifies the order of trend differencing (0, 1, 2, or 3). The default is 2.
- sorder* specifies the order of seasonal differencing (0, 1, or 2). The default is 1.
- nar* specifies the order of the AR process. The default is 0.
- npred* specifies the length of the forecast beyond the available observations. The default is 0.
- init* specifies the initial values of parameters. The initial values are specified as variances for trend difference equation, AR process, seasonal difference equation, regression equation, and partial AR coefficients. The corresponding default variance values are 0.005, 0.8, 1E-5, and 1E-5. The default partial AR coefficient values are determined as

$$\psi_i = 0.88 \times (-0.6)^{i-1} i = 1, 2, \dots, nar$$

- opt* specifies the options vector.

<i>opt[1]</i>	specifies the mean deletion option. The mean of the original series is subtracted from the series if <i>opt[1]</i> =−1. By default, the original series is processed (<i>opt[1]</i> =0). When regressors are specified, only the <i>opt[1]</i> =0 option is accepted.
<i>opt[2]</i>	specifies the trading day adjustment. The default is <i>opt[2]</i> =0.
<i>opt[3]</i>	specifies the year (≥ 1900) when the series starts. If <i>opt[3]</i> =0, there is no trading day adjustment. By default, <i>opt[3]</i> =0.
<i>opt[4]</i>	specifies the number of seasons within a period (<i>speriod</i>). By default, <i>opt[4]</i> =12.
<i>opt[5]</i>	controls the transformation of the original series. If <i>opt[5]</i> =1, log transformation is requested. By default, there is no transformation (<i>opt[5]</i> =0).
<i>opt[6]</i>	specifies the maximum number of iterations allowed. The default is <i>opt[6]</i> = 200.
<i>opt[7]</i>	specifies the update technique for the quasi-Newton optimization technique. If <i>opt[7]</i> =1 is specified, the dual Broyden, Fletcher, Goldfarb, and Shanno (BFGS) update method is used. If <i>opt[7]</i> =2 is specified, the dual Davidon, Fletcher, and Powell (DFP) update method is used. The default is <i>opt[7]</i> =1.
<i>opt[8]</i>	specifies the line search technique for the quasi-Newton optimization method. The default is <i>opt[8]</i> = 2. 1 specifies a line search method that requires the same number of objective function and gradient calls for cubic interpolation and extrapolation. 2 specifies a line search method that requires more objective function calls than gradient calls for cubic interpolation and extrapolation. 3 specifies a line search method that requires the same number of objective function and gradient calls for cubic interpolation and extrapolation. 4 specifies a line search method that requires the same number of objective function and gradient calls for cubic interpolation and stepwise extrapolation. 5 specifies a line search method that is a modified version of <i>opt[8]</i> =4. 6 specifies the golden section line search method that uses only function values for linear approximation. 7 specifies the bisection line search method that uses only function values for linear approximation. 8 specifies the Armijo line search method that uses only function values for linear approximation.
<i>opt[9]</i>	specifies the upper bound of the variance estimates. If you specify <i>opt[9]</i> = <i>value</i> , the variances are estimated with the constraint that $\sigma \leq \text{value}$. When you specify the <i>opt[9]</i> =0 option, the upper bound is not imposed. The default is <i>opt[9]</i> =0.
<i>opt[10]</i>	specifies the length of data used in backward filtering for the Kalman filter initialization. The default value of <i>opt[10]</i> is 100 if the number of observations is greater than 100; otherwise, the default value is the number of observations.
<i>icmp</i>	specifies which component is computed.

- 1 requests the estimate and forecast of trend component.
- 2 requests the estimate and forecast of seasonal component.
- 3 requests the estimate and forecast of AR component.
- 4 requests the trading day adjustment component.
- 5 requests the regression component.
- 6 requests the time-varying regression coefficients.

You can compute multiple components by specifying a vector. For example, you can specify *icmp*={1 2 3 5}.

print specifies the print option. By default, printed output is suppressed (*print*=0). If you specify *print*=1, the subroutine prints the final estimates. The iteration history is printed if you specify *print*=2.

The TSDECOMP subroutine returns the following values:

- | | |
|-------------|---|
| <i>comp</i> | refers to the estimate and forecast of the trend component. |
| <i>est</i> | refers to the parameter estimates including coefficients of the AR process. |
| <i>aic</i> | refers to the AIC statistic obtained from the final estimates. |

The TSDECOMP subroutine analyzes nonstationary time series by using smoothness priors modeling (see the section “Smoothness Priors Modeling” on page 332 for more details). The likelihood function is maximized with respect to hyperparameters. The Kalman filter algorithm is used for filtering, smoothing, and forecasting. The TSDECOMP subroutine decomposes the time series y_t as follows:

$$y_t = T_t + S_t + TD_t + u_t + R_t + \epsilon_t$$

where T_t represents the trend component, S_t denotes the seasonal component, TD_t represents the trading day adjustment component, u_t denotes the autoregressive process component, R_t denotes regression effect components, and ϵ_t represents the irregular term with zero mean and constant variance.

The trend components are constrained as follows:

$$\nabla^k T_t = w_{1t}, w_{1t} \sim N(0, \tau_1^2)$$

When you specify the ORDER=0 option, the trend component is not estimated. The maximum order of differencing is 3 ($k = 0, \dots, 3$).

The seasonal components are denoted as a stochastically perturbed equation:

$$\left(1 + \sum_{i=1}^{L-1} \mathbf{B}^i\right)^l S_t = w_{2t}, w_{2t} \sim N(0, \tau_2^2)$$

When you specify SORDER=0, the seasonal component is not estimated. The maximum value of l is 2 ($l = 0, 1$, or 2).

The stationary autoregressive (AR) process is denoted as a stochastically perturbed equation:

$$u_t = \sum_{i=1}^p \alpha_i u_{t-i} + w_{3t}, w_{3t} \sim N(0, \tau_3^2)$$

where p is the order of AR process. When NAR=0 is specified, the AR process component is not estimated. The time-varying regression coefficients are estimated if you include exogenous variables:

$$R_t = \mathbf{X}_t \beta_t$$

where \mathbf{X}_t contains m regressors except the constant term and $\beta'_t = (\beta_{1t}, \dots, \beta_{mt})$. The time-varying coefficients β_t follow the random walk process:

$$\beta_{jt} = \beta_{jt-1} + v_{jt}, v_{jt} \sim N(0, \sigma_j^2)$$

where β_{jt} is an element of the coefficient vector β_t .

The trading day adjustment component TD_t is deterministically restricted. See the section “State Space and Kalman Filter Method” on page 345, for more information.

You can estimate the time-varying coefficient model as follows:

```
call tsdecomp COMP=beta ORDER=0 SORDER=0 NAR=0
      DATA=y XDATA=x ICMP=6;
```

The output matrix BETA contains time-varying regression coefficients.

TSMLOCAR Call

CALL TSMLOCAR(arcoef, ev, nar, aic, start, finish, data <, maxlag> <, opt> <, missing> <, print>);

The TSMLOCAR subroutine analyzes nonstationary or locally stationary time series by using the minimum AIC procedure.

The input arguments to the TSMLOCAR subroutine are as follows:

- data** specifies a $T \times 1$ (or $1 \times T$) data vector.
- maxlag** specifies the maximum lag of the AR process. This value should be less than half the length of locally stationary spans. The default is $maxlag=10$.
- opt** specifies an options vector.
 - opt[1]** specifies the mean deletion option. The mean of the original data is deleted if $opt[1]=-1$. An intercept coefficient is estimated if $opt[1]=1$. If $opt[1]=0$, the original input data are processed assuming that the mean value of the input series is 0. The default is $opt[1]=0$.
 - opt[2]** specifies the span length to be used when breaking up the time series into separate blocks. By default, $opt[2] = 0$, which forces all of the time series values into a single span.
 - opt[3]** specifies the minimum AIC option. If $opt[3]=0$, the *maximum lag* AR process is estimated. If $opt[3]=1$, the minimum AIC procedure is performed. The default is $opt[3]=1$.
- missing** specifies the missing value option. By default, only the first contiguous observations with no missing values are used ($missing=0$). The $missing=1$ option ignores observations with missing values. If you specify the $missing=2$ option, the missing values are replaced with the sample mean.

print] specifies the print option. By default, printed output is suppressed (*print*=0). The *print*=1 option prints the AR estimation result, while the *print*=2 option plots the power spectral density in addition to the AR estimates.

The TSMLOCAR subroutine returns the following values:

- arcoef* refers to an $nar \times 1$ AR coefficient vector of the final model if the intercept estimate is not included. If *opt*[1]=1, the first element of the *arcoef* vector is an intercept estimate.
- ev* refers to the error variance.
- nar* is the selected AR order of the final model. If *opt*[3]=0, *nar*=*maxlag*.
- aic* refers to the minimum AIC value of the final model.
- start* refers to the starting position of the input series, which corresponds to the first observation of the final model.
- finish* refers to the ending position of the input series, which corresponds to the last observation of the final model.

The TSMLOCAR subroutine analyzes nonstationary (or locally stationary) time series by using the minimum AIC procedure. The data of length T is divided into J locally stationary subseries, which consist of $\frac{T}{J}$ observations. See the section “Nonstationary Time Series” on page 334 for details.

TSMLOMAR Call

CALL TSMLOMAR(*arcoef*, *ev*, *nar*, *aic*, *start*, *finish*, *data* <, *maxlag* > <, *opt* > <, *missing* > <, *print* >);

The TSMLOMAR subroutine analyzes nonstationary or locally stationary multivariate time series by using the minimum AIC procedure.

The input arguments to the TSMLOMAR subroutine are as follows:

- data* specifies a $T \times M$ data matrix, where T is the number of observations and M is the number of variables to be analyzed.
- maxlag* specifies the maximum lag of the vector AR (VAR) process. This value should be less than $\frac{1}{2M}$ of the length of locally stationary spans. The default is *maxlag*=10.
- opt* specifies an options vector.
 - opt*[1] specifies the mean deletion option. The mean of the original data is deleted if *opt*[1]=-1. An intercept coefficient is estimated if *opt*[1]=1. If *opt*[1]=0, the original input data are processed assuming that the mean values of input series are zeros. The default is *opt*[1]=0.
 - opt*[2] specifies the span length to be used when breaking up the time series into separate blocks. By default, *opt*[2] = 0, which forces all of the time series values into a single span.
 - opt*[3] specifies the minimum AIC option. If *opt*[3]=0, the *maximum lag* VAR process is estimated. If *opt*[3]=1, a minimum AIC procedure is used. The default is *opt*[3]=1.

- missing* specifies the missing value option. By default, only the first contiguous observations with no missing values are used (*missing*=0). The *missing*=1 option ignores observations with missing values. If you specify the *missing*=2 option, the missing values are replaced with the sample mean.
- print* specifies the print option. By default, printed output is suppressed (*print*=0). The *print*=1 option prints the AR estimates, minimum AIC, minimum AIC order, and innovation variance matrix.

The TSMLOMAR subroutine returns the following values.

- arcoef* refers to an $M \times (M * \text{nar})$ VAR coefficient vector of the final model if the intercept vector is not included. If *opt*[1]=1, the first column of the *arcoef* matrix is an intercept estimate vector.
- ev* refers to the error variance matrix.
- nar* is the selected VAR order of the final model. If *opt*[3]=0, *nar*=*maxlag*.
- aic* refers to the minimum AIC value of the final model.
- start* refers to the starting position of the input series *data*, which corresponds to the first observation of the final model.
- finish* refers to the ending position of the input series *data*, which corresponds to the last observation of the final model.

The TSMLOMAR subroutine analyzes nonstationary (or locally stationary) multivariate time series by using the minimum AIC procedure. The data of length T is divided into J locally stationary subsamples. See “Nonstationary Time Series” in the section “Nonstationary Time Series” on page 334 for details.

TSMULMAR Call

```
CALL TSMULMAR(arcoef, ev, nar, aic, data <, maxlag> <, opt> <, missing> <, print> );
```

The TSMULMAR subroutine estimates VAR processes by using the minimum AIC procedure.

The input arguments to the TSMULMAR subroutine are as follows:

- data* specifies a $T \times M$ data matrix, where T is the number of observations and M is the number of variables to be analyzed.
- maxlag* specifies the maximum lag of the VAR process. This value should be less than $\frac{1}{2M}$ of the length of input data. The default is *maxlag*=10.
- opt* specifies an options vector.
- opt*[1] specifies the mean deletion option. The mean of the original data is deleted if *opt*[1]=−1. An $M \times 1$ intercept vector is estimated if *opt*[1]=1. If *opt*[1]=0, the original input data are processed assuming that the mean value of the input data is 0. The default is *opt*[1]=0.
 - opt*[2] specifies the minimum AIC option. If *opt*[2]=0, the *maximum lag* AR process is estimated. If *opt*[2]=1, the minimum AIC procedure is used, while the *opt*[2]=2 option specifies the VAR order selection method based on the AIC. The default is *opt*[2]=1.
 - opt*[3] specifies instantaneous response modeling if *opt*[3]=1. The default is *opt*[3]=0. See the section “Multivariate Time Series Analysis” on page 338 for more information.

missing specifies the missing value option. By default, only the first contiguous observations with no missing values are used (*missing*=0). The *missing*=1 option ignores observations with missing values. If you specify the *missing*=2 option, the missing values are replaced with the sample mean.

print specifies the print option. By default, printed output is suppressed (*print*=0). The *print*=1 option prints the final estimation result, while the *print*=2 option prints intermediate and final results.

The TSMULMAR subroutine returns the following values:

arcoef refers to an $M \times (M * nar)$ AR coefficient matrix if the intercept is not included. If *opt[1]*=1, the first column of the *arcoef* matrix is an intercept vector estimate.

ev refers to the error variance matrix.

nar is the selected VAR order of the minimum AIC procedure. If *opt[2]*=0, *nar*=*maxlag*.

aic refers to the minimum AIC value.

The TSMULMAR subroutine estimates the VAR process by using the minimum AIC method. The widely used VAR order selection method is added to the original TIMSAC program, which considers only the possibilities of zero coefficients at the beginning and end of the model. The TSMULMAR subroutine can also estimate the instantaneous response model. See the section “[Multivariate Time Series Analysis](#)” on page 338 for details.

TSPEARS Call

```
CALL TSPEARS(arcoef, ev, nar, aic, data <, maxlag> <, opt> <, missing> <, print> );
```

The TSPEARS subroutine analyzes periodic AR models with the minimum AIC procedure.

The input arguments to the TSPEARS subroutine are as follows:

data specifies a $T \times 1$ (or $1 \times T$) data matrix.

maxlag specifies the maximum lag of the periodic AR process. This value should be less than $\frac{1}{2J}$ of the input series. The default is *maxlag*=10.

opt specifies an options vector.

opt[1] specifies the mean deletion option. The mean of the original data is deleted if *opt[1]*=−1. An intercept coefficient is estimated if *opt[1]*=1. If *opt[1]*=0, the original input data are processed assuming that the mean values of input series are zeros. The default is *opt[1]*=0.

opt[2] specifies the number of instants per period. By default, *opt[2]*=1.

opt[3] specifies the minimum AIC option. If *opt[3]*=0, the *maximum lag* AR process is estimated. If *opt[3]*=1, the minimum AIC procedure is used. The default is *opt[3]*=1.

missing specifies the missing value option. By default, only the first contiguous observations with no missing values are used (*missing*=0). The *missing*=1 option ignores observations with missing values. If you specify the *missing*=2 option, the missing values are replaced with the sample mean.

print specifies the print option. By default, printed output is suppressed (*print*=0). The *print*=1 option prints the periodic AR estimates and intermediate process.

The TSPEARS subroutine returns the following values:

- arcoef* refers to a periodic AR coefficient matrix of the periodic AR model. If *opt[1]*=1, the first column of the *arcoef* matrix is an intercept estimate vector.
- ev* refers to the error variance.
- nar* refers to the selected AR order vector of the periodic AR model.
- aic* refers to the minimum AIC values of the periodic AR model.

The TSPEARS subroutine analyzes the periodic AR model by using the minimum AIC procedure. The data of length T are divided into d periods. There are J instants in one period. See the section “[Multivariate Time Series Analysis](#)” on page 338 for details.

TSPRED Call

```
CALL TSPRED(forecast, impulse, mse, data, coef, nar, nma <, ev> <, npred> <, start> <, constant> );
```

The TSPRED subroutine provides predicted values of univariate and multivariate ARMA processes when the ARMA coefficients are input.

The input arguments to the TSPRED subroutine are as follows:

- data* specifies a $T \times M$ data matrix if the intercept is not included, where T denotes the length of the time series and M is the number of variables to be analyzed. If the univariate time series is analyzed, the input data should be a column vector.
- coef* refers to the $M(P + Q) \times M$ ARMA coefficient matrix, where P is an AR order and Q is an MA order. If the intercept term is included (*constant*=1), the first row of the coefficient matrix is considered as the intercept term and the coefficient matrix is an $M(P + Q + 1) \times M$ matrix. If there are missing values in the *coef* matrix, these are converted to zero.
- nar* specifies the order of the AR process. If the subset AR process is requested, *nar* should be a row or column vector. The default is *nar*=0.
- nma* specifies the order of the MA process. If the subset MA process is requested, *nma* should be a vector. The default is *nma*=0.
- ev* specifies the error variance matrix. If the *ev* matrix is not provided, the prediction error covariance will not be computed.
- npred* specifies the maximum length of multistep forecasting. The default is *npred*=0.
- start* specifies the position where the multistep forecast starts. The default is *start*= T .
- constant* specifies the intercept option. No intercept estimate is included if *constant*=0; otherwise, the intercept estimate is included in the first row of the coefficient matrix. If *constant*=-1, the coefficient matrix is estimated by using mean deleted series. By default, *constant*=0.

The TSPRED subroutine returns the following values:

- forecast* refers to predicted values.
- impulse* refers to the impulse response function.
- mse* refers to the mean square error of s -step-ahead forecast. A scalar missing value is returned if the error variance (*ev*) is not provided.

TSROOT Call

CALL TSROOT(*matout*, *matin*, *nar*, *nma*, <, *qcoef*> <, *print*>);

The TSROOT subroutine computes AR and MA coefficients from the characteristic roots of the model or computes the characteristic roots of the model from the AR and MA coefficients.

The input arguments to the TSROOT subroutine are as follows:

- matin* refers to the $(\text{nar} + \text{nma}) \times 2$ characteristic root matrix if the polynomial (ARMA) coefficients are requested (*qcoef*=1), where the first column of the *matin* matrix contains the real part of the root and the second column of the *matin* matrix contains the imaginary part of the root. When the characteristic roots are requested (*qcoef*=0), the first *nar* rows are complex AR coefficients and the last *nma* rows are complex MA coefficients. The default is *qcoef*=0.
- nar* specifies the order of the AR process. If you specify the subset AR model, the input *nar* should be a row or column vector.
- nma* specifies the order of the MA process. If you specify the subset MA model, the input *nma* should be a row or column vector.
- qcoef* requests the ARMA coefficients when the characteristic roots are provided (*qcoef*=1). By default, the characteristic roots of the polynomial are computed (*qcoef*=0).
- print* specifies the print option if *print*=1. By default, printed output is suppressed (*print*=0).

The TSROOT subroutine returns the following values

- matout* refers to the characteristic root matrix if *qcoef*=0; otherwise, the *matout* matrix contains the AR and MA coefficients.

TSTVCAR Call

CALL TSTVCAR(*arcoef*, *variance*, *est*, *aic*, *data* <, *nar*> <, *init*> <, *opt*> <, *outlier*> <, *print*>);

The TSTVCAR subroutine analyzes time series that are nonstationary in the covariance function.

The input arguments to the TSTVCAR subroutine are as follows:

- data* specifies a $T \times 1$ (or $1 \times T$) data vector.
- nar* specifies the order of the AR process. The default is *nar*=8.
- init* specifies the initial values of the parameter estimates. The default is (1E-4, 0.3, 1E-5, 0).
- opt* specifies an options vector.

- opt[1]* specifies the mean deletion option. The mean of the original series is subtracted from the series if $opt[1]=-1$. By default, the original series is processed ($opt[1]=0$).
- opt[2]* specifies the filtering period ($nfilter$). The number of state vectors is determined by $\frac{T}{nfilter}$. The default is $opt[2]=10$.
- opt[3]* specifies the numerical differentiation method. If $opt[3]=1$, the one-sided (forward) differencing method is used. The two-sided (or central) differencing method is used if $opt[3]=2$. The default is $opt[3]=1$.
- outlier* specifies the vector of outlier observations. The value should be less than or equal to the maximum number of observations. The default is $outlier=0$.
- print* specifies the print option. By default, printed output is suppressed ($print=0$). The $print=1$ option prints the final estimates. The iteration history is printed if $print=2$.

The TSTVCAR subroutine returns the following values:

- arcoef* refers to the time-varying AR coefficients.
- variance* refers to the time-varying error variances. See the section “Smoothness Priors Modeling” on page 332 for details.
- est* refers to the parameter estimates.
- aic* refers to the value of AIC from the final estimates.

Nonstationary time series modeling usually deals with nonstationarity in the mean. The TSTVCAR subroutine analyzes the model that is nonstationary in the covariance. Smoothness priors are imposed on each time-varying AR coefficient and frequency response function. See the section “Nonstationary Time Series” on page 334 for details.

TSUNIMAR Call

CALL TSUNIMAR(arcoef, ev, nar, aic, data <, maxlag> <, opt> <, missing> <, print>);

The TSUNIMAR subroutine determines the order of an AR process with the minimum AIC procedure and estimates the AR coefficients.

The input arguments to the TSUNIMAR subroutine are as follows:

- data* specifies a $T \times 1$ (or $1 \times T$) data vector, where T is the number of observations.
- maxlag* specifies the maximum lag of the AR process. This value should be less than half the number of observations. The default is $maxlag=10$.
- opt* specifies an options vector.
 - opt[1]* specifies the mean deletion option. The mean of the original data is deleted if $opt[1]=-1$. An intercept term is estimated if $opt[1]=1$. If $opt[1]=0$, the original input data are processed assuming that the mean value of the input data is 0. The default is $opt[1]=0$.
 - opt[2]* specifies the minimum AIC option. If $opt[2]=0$, the *maximum lag* AR process is estimated. The minimum AIC option, $opt[2]=1$, is the default.

missing specifies the missing value option. By default, only the first contiguous observations with no missing values are used (*missing*=0). The *missing*=1 option ignores observations with missing values. If you specify the *missing*=2 option, the missing values are replaced with the sample mean.

print specifies the print option. By default, printed output is suppressed (*print*=0). The *print*=1 option prints the final estimation result, while the *print*=2 option prints intermediate and final results.

The TSUNIMAR subroutine returns the following values.

arcoef refers to an *nar* × 1 AR coefficient vector if the intercept is not included. If *opt*[1]=1, the first element of the *arcoef* vector is an intercept estimate.

ev refers to the error variance.

nar refers to the selected AR order by minimum AIC procedure. If *opt*[2]=0, then *nar* = maximum lag.

aic refers to the minimum AIC value.

The TSUNIMAR subroutine determines the order of the AR process by using the minimum AIC procedure and estimates the AR coefficients. All AR coefficient estimates up to maximum lag are printed if you specify the print option. See the section “[Least Squares and Householder Transformation](#)” on page 342 for more information.

TYPE Function

TYPE(*matrix*);

The TYPE function returns a single character value that represents the type of a matrix. The value is ‘N’ if the type of the matrix is numeric; it is ‘C’ if the type of the matrix is character; it is ‘U’ if the matrix does not have a value.

The following statements determine the type for three different matrices:

```
cMat = {"Rick" "Nancy"};
t1 = type(cMat);
nMat = {3.14159 2.71828};
t2 = type(nMat);
free uMat;
t3 = type(uMat);
print t1 t2 t3;
```

Figure 26.437 The Types of Matrices

t1	t2	t3
C	N	U

UNIFORM Function

UNIFORM(*seed*);

This function is deprecated. Instead, you should use the [RANDGEN](#) subroutine to generate random values.

UNION Function

UNION(*matrix1* <, *matrix2*, ..., *matrix15*>);

The UNION function returns a row vector that contains the sorted set of unique values of the arguments. If the matrices are thought of as sets, the return value is the union of the sets. If you call the UNION function with a single argument, the function returns the sorted elements with no duplicates.

There can be up to 15 arguments, which can be either all character or all numeric. For character arguments, the element length of the result is the longest element length of the arguments. Shorter character elements are padded on the right with blanks.

This function is identical to the UNIQUE function.

The following statements compute the union of the elements in two matrices:

```
a = {1 2 4 5};
b = {3 4};
c = union(a, b);
print c;
```

Figure 26.438 Union of Elements

c
1 2 3 4 5

UNIQUE Function

UNIQUE(*matrix1* <, *matrix2*, ..., *matrix15*>);

The UNIQUE function returns a row vector that contains the sorted set of unique values of the arguments. If you call the UNIQUE function with a single argument, the function returns the sorted elements with no duplicates.

This function is identical to the UNION function, the description of which includes an example.

UNIQUEBY Function

UNIQUEBY(*matrix* <, *by*> <, *index*>);

The UNIQUEBY function returns the locations of the unique BY-group combinations for a sorted or indexed matrix. The arguments to the UNIQUEBY function are as follows:

- matrix* is the input matrix, which must be sorted or indexed according to the *by* columns.
- by* is either a numeric matrix of column numbers, or a character matrix that contains the names of columns that correspond to column labels assigned to *matrix* by a **MATTRIB** statement or **READ** statement. If *by* is not specified, then the first column is used.
- index* is a vector such that *index*[*i*] is the row index of the *i*th element of *matrix* when sorted according to *by*. Consequently, *matrix*[*index*,] is the sorted matrix. *index* can be computed for a matrix and a given set of *by* columns with the **SORTNDX** call. If the matrix is known to be sorted according to the *by* columns already, then *index* should be 1:nrow(*matrix*). In this case, you can also omit the *index* argument.

The **UNIQUEBY** function returns a column vector whose *i*th row is the row in *index* whose value is the row in *matrix* of the *i*th unique combination of values in the *by* columns.

For example, the following statements use the **SORTNDX** subroutine to create a sort index for a matrix. The **UNIQUEBY** function is then used to determine the unique combinations of the columns of the matrix:

```
m = { 1 0,
      2 0,
      2 2,
      2 0,
      1 0,
      2 0,
      1 1 };
cols = 1:2;
call sortndx(ndx, m, cols);

sorted = m[ndx,];
unique_rows = uniqueby(m, cols, ndx);
unique_vals = m[ndx[unique_rows], cols ];
print sorted, unique_rows unique_vals;
```

Figure 26.439 Unique Values of the Sort Variables

<u>sorted</u>	
1	0
1	0
1	1
2	0
2	0
2	0
2	2

unique_rows	unique_vals
1	1 0
3	1 1
4	2 0
7	2 2

In addition, the following statements compute the number of unique values and the number of elements in each BY-group:

```

n = nrow(unique_rows);
size = j(n,1);
do i = 1 to n-1;
  size[i] = unique_rows[i+1] - unique_rows[i];
end;
size[n] = nrow(m) - unique_rows[n] + 1;
print n, size;

```

Figure 26.440 Number of BY Groups and Number of Elements in Each Group

n
4

size
2
1
3
1

If *matrix* is already sorted according to the *by* columns (see the [SORT call](#)), then [UNIQUEBY](#) can be called with 1:nrow(*matrix*) for the *index* argument, or the last argument can be omitted as shown in the following statement:

```

unique_loc = uniqueby(sorted, cols);
print unique_loc;

```

Figure 26.441 Position of Unique Rows for a Sorted Matrix

unique_loc
1
3
4
7

USE Statement

USE *SAS-data-set* <**VAR** *operand*> <**WHERE**(*expression*)> <**NOBS** *name*> ;

The USE statement opens a SAS data set for reading.

The arguments to the USE statement are as follows:

SAS-data-set can be specified with a one-level name (for example, A) or a two-level name (for example, Sasuser.A). You can also specify an expression (enclosed in parentheses) that resolves to the name of a SAS data set.

operand specifies a set of variables. As described in the section “[Select Variables with the VAR Clause](#)” on page 103, you can specify variable names by using a matrix literal, a character matrix, an expression, or the _ALL_, _CHAR_, or _NUM_ keywords.

expression specifies a criterion by which certain observations are selected. If the WHERE clause is omitted, no subsetting occurs. The optional WHERE clause conditionally selects observations that are contained within the *range* specification. For details about the WHERE clause, see the section “Process Data by Using the WHERE Clause” on page 104.

name specifies a variable to contain the number of observations. The NOBS clause returns the total number of observations in the data set in the variable *name*.

If the data set has not already been opened, the USE statement opens the data set for read access. The USE statement also makes the data set the current input data set so that subsequent statements act on it. The USE statement optionally can define selection criteria that are used to control access.

The VAR and WHERE clauses are optional, and you can specify them in any order. If a data set was previously open, all the data set options are still in effect. To override any old options, the new USE statement must explicitly specify new options.

The following examples demonstrate various options of the USE statement:

```
use Sashelp.Class;
use Sashelp.Class var{name sex age};
use Sashelp.Class var{name sex age} where(age>10);
```

The data sets can be specified with a literal value as in the previous example, or with an expression (enclosed in parentheses) that resolves to the name of a SAS data set, as shown in the following statements:

```
f = "Sashelp.Class";
use (f); /* expression */
read all var _NUM_ into x;
close (f);
```

VALSET Call

CALL VALSET(*name*, *value*);

The VALSET subroutine performs indirect assignment. The subroutine takes the name of a matrix and assigns a value to that matrix. Calling the VALSET subroutine is useful for assigning values to a matrix whose name is not known until run time.

The C programming language has the concept of a “pointer,” which enables you to assign values to preallocated memory. The VALSET subroutine is similar. The *matrix* argument contains the name of the matrix to which the *value* is to be assigned.

The arguments to the VALSET subroutine are as follows:

matrix is a character matrix or literal that specifies the name of a matrix.

value is a value to which the matrix is set.

For example, the following statements assign the string “A” to the value of the matrix **B**. The VALSET subroutine assigns a vector to the matrix **A**.

```
B = "A";
call valset(B, 1:5);
print A;
```

Figure 26.442 Indirect Assignment

A
1 2 3 4 5

The following statement redefines the contents of **B**; it does not change the value of **A**.

```
b = 99;
```

See also the **VALUE** function, which retrieves the value that is contained in a matrix.

VALUE Function

VALUE(*name*);

The **VALUE** function assigns values by indirect reference. The function takes the name of a matrix and returns the value of that matrix. The **VALUE** function is useful for retrieving values from a matrix whose name is not known until run time.

The C programming language has the concept of a “pointer,” which enables you to assign values to preallocated memory. The **VALUE** function is similar. The *name* argument contains the name of the matrix from which the *value* is to be retrieved.

For example, the following statements return the values that are contained in the variable **A**:

```
a = {1 2 3};
b = "A";      /* points to A */
c = value(b); /* returns the value of A */
print c;
```

Figure 26.443 Value of an Indirect Reference

c
1 2 3

You can use the **VALUE** function in a loop to extract the values of several matrices that have different sizes and shapes, as shown in the following example:

```
x = {1 2 3};
y = {9 6 10 5};
z = {5 5, 10 0};
name = {"x" "y" "z"};
sums = j(1, ncol(name)); /* allocate space for result */
do i = 1 to ncol(name);
  sums[i] = sum( value(name[i]) ); /* sum(x), sum(y), and sum(z) */
end;
print sums;
```

Figure 26.444 Sums of Matrices

sums
6 30 20

See also the **VALSET** subroutine, which performs indirect assignment of matrices.

VAR Function

VAR(*x*);

The VAR function computes a sample variance of data.

The arguments to the VAR function are as follows:

- *x* specifies an $n \times p$ numerical matrix. The VAR function computes the variance of the p columns of this matrix.

The VAR function computes the sample variance of a column vector *x* as $\sum_{i=1}^n (x_i - \bar{x})^2 / (n - 1)$ where n is the number of nonmissing values of *x* and any missing values have been excluded. When *x* is a matrix, the sample variance is computed for each column, as the following example shows:

```
x = {5 1 10,
      6 2 3,
      6 8 5,
      6 7 9,
      7 2 13};
var = var(x);
print var;
```

Figure 26.445 Variance of Columns

var
0.5 10.5 16

The following statement computes the standard deviation of each column:

```
sd = sqrt(var(x));
```

The VAR function returns a missing value for columns with fewer than two nonmissing observations.

VARMACOV Call

CALL VARMACOV(*cov*, *phi*, *theta*, *sigma* <, *p*> <, *q*> <, *lag*>);

The VARMACOV subroutine computes the theoretical cross-covariance matrices for a stationary VARMA(*p*, *q*) model.

The input arguments to the VARMACOV subroutine are as follows:

- phi* specifies a $km_p \times k$ matrix, Φ , that contains the autoregressive coefficient matrices, where m_p is the number of elements in the subset of the AR order and $k \geq 2$ is the number of variables. All the roots of $|\Phi(B)| = 0$ should be greater than one in absolute value, where $\Phi(B)$ is the finite order matrix polynomial in the backshift operator B , such that $B^j y_t = y_{t-j}$. You must specify either *phi* or *theta*.
- theta* specifies a $km_q \times k$ matrix that contains the moving average coefficient matrices, where m_q is the number of the elements in the subset of the MA order. You must specify either *phi* or *theta*.
- sigma* specifies a $k \times k$ symmetric positive-definite covariance matrix of the innovation series. If *sigma* is not specified, then an identity matrix is used.
- p* specifies the subset of the AR order. The quantity m_p is defined as

$$m_p = \text{nrow}(\text{phi})/\text{ncol}(\text{phi})$$

where *nrow(phi)* is the number of rows of the matrix *phi* and *ncol(phi)* is the number of columns of the matrix *phi*.

If you do not specify *p*, the default subset is $p = \{1, 2, \dots, m_p\}$.

For example, consider a 4-dimensional vector time series, and *phi* is a 4×4 matrix. If you specify *p=1* (the default, since $m_p = 4/4 = 1$), the VARMACOV subroutine computes the theoretical cross-covariance matrices of VAR(1) as $y_t = \Phi y_{t-1} + \epsilon_t$.

If you specify *p=2*, the VARMACOV subroutine computes the cross-covariance matrices of VAR(2) as $y_t = \Phi y_{t-2} + \epsilon_t$.

Let *phi* = $[\Phi'_1, \Phi'_2]'$ be an 8×4 matrix. If you specify *p= {1, 3}*, the VARMACOV subroutine computes the cross-covariance matrices of VAR(3) as $y_t = \Phi_1 y_{t-1} + \Phi_2 y_{t-3} + \epsilon_t$. If you do not specify *p*, the VARMACOV subroutine computes the cross-covariance matrices of VAR(2) as $y_t = \Phi_1 y_{t-1} + \Phi_2 y_{t-2} + \epsilon_t$.

- q* specifies the subset of the MA order. The quantity m_q is defined as

$$m_q = \text{nrow}(\text{theta})/\text{ncol}(\text{theta})$$

where *nrow(theta)* is the number of rows of matrix *theta* and *ncol(theta)* is the number of columns of matrix *theta*.

If you do not specify *q*, the default subset is $q = \{1, 2, \dots, m_q\}$.

The usage of *q* is the same as that of *p*.

- lag* specifies the length of lags, which must be a positive number. If *lag* = *h*, the VARMACOV computes the cross-covariance matrices from lag zero to lag *h*. By default, *lag* = 12.

The VARMACOV subroutine returns the following value:

- cov* is a $k(lag + 1) \times k$ matrix that contains the theoretical cross-covariance matrices of the VARMA(*p, q*) model.

Consider the following bivariate ($k = 2$) VARMA(1,1) model:

$$y_t = \Phi y_{t-1} + \epsilon_t - \Theta \epsilon_{t-1}$$

$$\Phi = \begin{bmatrix} 1.2 & -0.5 \\ 0.6 & 0.3 \end{bmatrix} \quad \Theta = \begin{bmatrix} -0.6 & 0.3 \\ 0.3 & 0.6 \end{bmatrix} \quad \Sigma = \begin{bmatrix} 1.0 & 0.5 \\ 0.5 & 1.25 \end{bmatrix}$$

To compute the cross-covariance matrices of this model, you can use the following statements:

```

phi = { 1.2 -0.5, 0.6 0.3 };
theta= {-0.6 0.3, 0.3 0.6 };
sigma= { 1.0 0.5, 0.5 1.25};
call varmacov(cov, phi, theta, sigma) lag=3;
Lag = {"0", "", "1", "", "2", "", "3", ""};
print Lag cov;

```

Figure 26.446 Cross-Covariance Matrix

Lag	cov	
0	12.403036	8.4702334
	8.4702334	9.0377769
1	11.098527	9.3828916
	5.5703916	6.8934731
2	8.626786	9.4739834
	3.2377334	5.4102769
3	5.6151515	8.0182666
	1.1801416	3.5657231

VARMALIK Call

CALL VARMALIK(*Inl*, *series*, *phi*, *theta*, *sigma* <, *p*> <, *q*> <, *opt*>);

The VARMALIK subroutine computes the log-likelihood function for a VARMA(*p*, *q*) model.

The input arguments to the VARMALIK subroutine are as follows:

- series* specifies an $n \times k$ matrix that contains the vector time series (assuming mean zero), where n is the number of observations and $k \geq 2$ is the number of variables.
- phi* specifies a $km_p \times k$ matrix that contains the autoregressive coefficient matrices, where m_p is the number of the elements in the subset of the AR order. You must specify either *phi* or *theta*.
- theta* specifies a $km_q \times k$ matrix that contains the moving average coefficient matrices, where m_q is the number of the elements in the subset of the MA order. You must specify either *phi* or *theta*.
- sigma* specifies a $k \times k$ covariance matrix of the innovation series. If you do not specify *sigma*, an identity matrix is used.
- p* specifies the subset of the AR order. See the VARMACOV subroutine.
- q* specifies the subset of the MA order. See the VARMACOV subroutine.
- opt* specifies the method of computing the log-likelihood function:
 - opt=0* requests the multivariate innovations algorithm. This algorithm requires that the time series is stationary and does not contain missing observations.
 - opt=1* requests the conditional log-likelihood function. This algorithm requires that the number of the observations in the time series must be greater than $p+q$ and that the series does not contain missing observations.
 - opt=2* requests the Kalman filtering algorithm. This is the default and is used if the required conditions in *opt=0* and *opt=1* are not satisfied.

The VARMALIK subroutine returns the following value:

Inl is a 3×1 matrix that contains the log-likelihood function, the sum of log determinant of the innovation variance, and the weighted sum of squares of residuals. The log-likelihood function is computed as $-0.5 \times (\text{the sum of last two terms})$.

The options *opt=0* and *opt=2* are equivalent for stationary time series without missing values. Setting *opt=0* is useful for a small number of the observations and a high order of *p* and *q*; *opt=1* is useful for a high order of *P* and *q*; *opt=2* is useful for a low order of *p* and *q*, or for missing values in the observations.

Consider the following bivariate ($k = 2$) VARMA(1,1) model:

$$y_t = \Phi y_{t-1} + \epsilon_t - \Theta \epsilon_{t-1}$$

$$\Phi = \begin{bmatrix} 1.2 & -0.5 \\ 0.6 & 0.3 \end{bmatrix} \quad \Theta = \begin{bmatrix} -0.6 & 0.3 \\ 0.3 & 0.6 \end{bmatrix} \quad \Sigma = \begin{bmatrix} 1.0 & 0.5 \\ 0.5 & 1.25 \end{bmatrix}$$

To compute the log-likelihood function of this model, you can use the following statements:

```
phi = { 1.2 -0.5, 0.6 0.3 };
theta= {-0.6 0.3, 0.3 0.6 };
sigma= { 1.0 0.5, 0.5 1.25};
call varmasim(yt, phi, theta) sigma=sigma seed=123;
call varmalik(lnl, yt, phi, theta, sigma);
labl = {"LogLik", "SumLogDet", "SSE"};
print lnl[rowname=labl];
```

Figure 26.447 Log-Likelihood Components

Inl	
LogLik	-85.50804
SumLogDet	4.8529601
SSE	166.16313

VARMASIM Call

CALL VARMASIM(series, phi, theta, mu, sigma, n <, p> <, q> <, initial> <, seed>);

The VARMASIM subroutine generates a VARMA(*p,q*) time series.

The input arguments to the VARMASIM subroutine are as follows:

phi specifies a $km_p \times k$ matrix that contains the autoregressive coefficient matrices, where m_p is the number of the elements in the subset of the AR order and $k \geq 2$ is the number of variables. You must specify either *phi* or *theta*.

theta specifies a $km_q \times k$ matrix that contains the moving average coefficient matrices, where m_q is the number of the elements in the subset of the MA order. You must specify either *phi* or *theta*.

mu specifies a $k \times 1$ (or $1 \times k$) mean vector of the series. If *mu* is not specified, a zero vector is used.

- sigma* specifies a $k \times k$ covariance matrix of the innovation series. If *sigma* is not specified, an identity matrix is used.
- n* specifies the length of the series. If *n* is not specified, *n* = 100 is used.
- p* specifies the subset of the AR order. See the VARMACOV subroutine.
- q* specifies the subset of the MA order. See the VARMACOV subroutine.
- initial* specifies the initial values of random variables. If *initial* = a_0 , then y_{-p+1}, \dots, y_0 and $\epsilon_{-q+1}, \dots, \epsilon_0$ all take the same value a_0 . If the *initial* option is not specified, the initial values are estimated for the stationary vector time series; the initial values are assumed as zero for the nonstationary vector time series.
- seed* is a scalar that contains the random number seed. At the first execution of the subroutine, the seed variable is used as follows:
- If *seed* > 0, the input seed is used for generating the series.
 - If *seed* = 0, the system clock is used to generate the seed.
 - If *seed* < 0, the value $(-1) \times (\text{seed})$ is used for generating the series.
 - If the seed is not supplied, the system clock is used to generate the seed.
- On subsequent calls of the subroutine in the DO loop like environment the seed variable is used as follows: If *seed* > 0, the seed remains unchanged. In other cases, after each execution of the subroutine, the current seed is updated internally.

The VARMASIM subroutine returns the following value:

- series* is an $n \times k$ matrix that contains the generated VARMA(*p*, *q*) time series. When either the *initial* option is specified or zero initial values are used, these initial values are not included in *series*.

Consider the following bivariate ($k = 2$) stationary VARMA(1,1) time series:

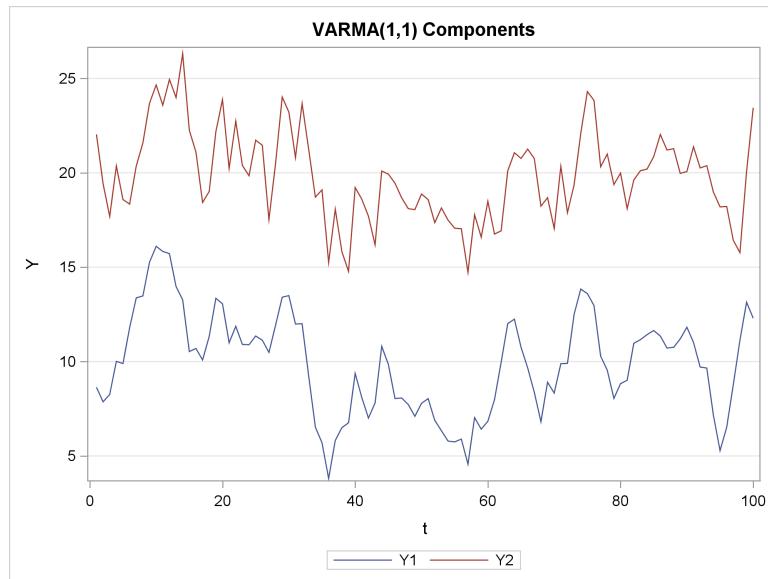
$$\mathbf{y}_t - \boldsymbol{\mu} = \Phi(\mathbf{y}_{t-1} - \boldsymbol{\mu}) + \boldsymbol{\epsilon}_t - \Theta\boldsymbol{\epsilon}_{t-1}$$

$$\Phi = \begin{bmatrix} 1.2 & -0.5 \\ 0.6 & 0.3 \end{bmatrix} \quad \Theta = \begin{bmatrix} -0.6 & 0.3 \\ 0.3 & 0.6 \end{bmatrix} \quad \boldsymbol{\mu} = \begin{bmatrix} 10 \\ 20 \end{bmatrix} \quad \Sigma = \begin{bmatrix} 1.0 & 0.5 \\ 0.5 & 1.25 \end{bmatrix}$$

To generate this series, you can use the following statements:

```
phi = { 1.2 -0.5, 0.6 0.3 };
theta= {-0.6 0.3, 0.3 0.6 };
mu = { 10, 20 };
sigma= { 1.0 0.5, 0.5 1.25};
call varmasim(yt, phi, theta, mu, sigma, 100) seed=123;
```

Each column of the matrix **yt** is plotted in Figure 26.448. The first series oscillates about a mean value of 10; the second series oscillates about a mean value of 20.

Figure 26.448 Time Series Components

You can also simulate a nonstationary VARMA(1,1) time series with the same μ , Σ , and Θ as in the previous example and with the following AR coefficient:

$$\Phi = \begin{bmatrix} 1.0 & 0 \\ 0 & 0.3 \end{bmatrix}$$

To generate this series, you can use the following statements:

```
phi = { 1.0 0.0, 0.0 0.3 };
call varmasim(yt, phi, theta, mu, sigma, 100) initial=3 seed=123;
```

VECDIAG Function

VECDIAG(*matrix*);

The VECDIAG function creates a column vector whose elements are the elements on the main diagonal of *matrix*. For example, the following statements produce the column vector shown in Figure 26.449:

```
a = {2 1, 0 -1};
d = vecdiag(a);
print d;
```

Figure 26.449 Diagonal of a Matrix

<u>d</u>
2
-1

VECH Function

VECH(*matrix*);

The VECH function creates a column vector whose elements are the stacked columns of the lower triangular elements of *matrix*. Often, the argument is a symmetric matrix, in which case the VECH function has the effect of discarding the “duplicate” elements that are above the matrix diagonal. Notice that the lower triangular elements are returned in column-major order; use the SYMSQR function if you want the elements in row-major order.

Uses of the VECH function in matrix algebra are described in Harville (1997). “Vech” is an abbreviation for “vector-half.”

The following statements produce the column vector shown in Figure 26.450:

```
a = {1 2 3, 4 5 6, 7 8 9};
v = vech(a);
print v;
```

Figure 26.450 Stacked Columns of Lower Triangular Matrix

<u>v</u>
1
4
7
5
8
9

The SQRVECH function and the VECH function are inverse operations on the set of symmetric matrices.

VNORMAL Call

CALL VNORMAL(*series*, *mu*, *sigma*, *n* <, *seed* >);

The VNORMAL subroutine generates a multivariate normal random series.

This function is deprecated. Instead, you should use the RANDNORMAL function to generate random values. The RANDNORMAL function calls the RANDGEN subroutine, which has excellent statistical properties. Consequently, the RANDNORMAL function is preferred when you need to generate millions of random numbers.

The input arguments to the VNORMAL subroutine are as follows:

mu specifies a $k \times 1$ (or $1 \times k$) mean vector, where $k \geq 2$ is the number of variables. You must specify either *mu* or *sigma*. If *mu* is not specified, a zero vector is used.

sigma specifies a $k \times k$ symmetric positive-definite covariance matrix. By default, *sigma* is an identity matrix with dimension k . You must specify either *mu* or *sigma*. If *sigma* is not specified, an identity matrix is used.

n specifies the length of the series. If *n* is not specified, *n* = 100 is used.

seed is a scalar that contains the random number seed. At the first execution of the subroutine, the seed variable is used as follows:

- If *seed* > 0, the input seed is used for generating the series.
- If *seed* = 0, the system clock is used to generate the seed.
- If *seed* < 0, the value $(-1) \times (\text{seed})$ is used for generating the series.
- If the seed is not supplied, the system clock is used to generate the seed.

On subsequent calls of the subroutine in the DO loop like environment the seed variable is used as follows: If seed > 0, the seed remains unchanged. In other cases, after each execution of the subroutine, the current seed is updated internally.

The VNORMAL subroutine returns the following value:

series is an $n \times k$ matrix that contains the generated normal random series.

Consider a bivariate ($k = 2$) normal random series with mean μ and covariance matrix Σ , where

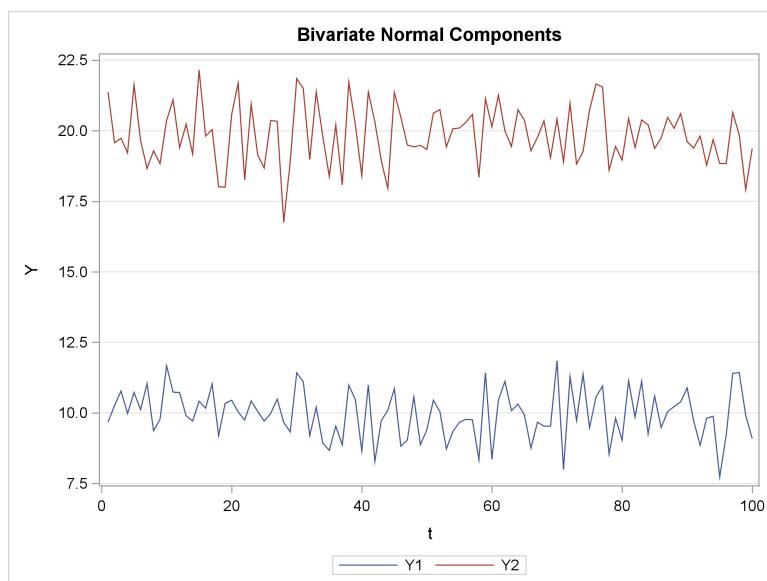
$$\mu = \begin{bmatrix} 10 \\ 20 \end{bmatrix} \text{ and } \Sigma = \begin{bmatrix} 1.0 & 0.5 \\ 0.5 & 1.25 \end{bmatrix}$$

To generate this series, you can use the following statements:

```
mu = { 10, 20 };
sigma= { 1.0 0.5, 0.5 1.25};
call vnormal(et, mu, sigma, 100) seed=123;
```

Each column of the matrix *et* is plotted in Figure 26.451. The first series oscillates about a mean value of 10; the second series oscillates about a mean value of 20.

Figure 26.451 Bivariate Normal Series



VTSROOT Call

```
CALL VTSROOT(root, phi, theta <, p> <, q> );
```

The VTSROOT subroutine computes the characteristic roots of the model from AR and MA characteristic functions.

The input arguments to the VTSROOT subroutine are as follows:

- phi* specifies a $km_p \times k$ matrix that contains the autoregressive coefficient matrices, where m_p is the number of the elements in the subset of the AR order and $k \geq 2$ is the number of variables. You must specify either *phi* or *theta*.
- theta* specifies a $km_q \times k$ matrix that contains the moving average coefficient matrices, where m_q is the number of the elements in the subset of the MA order. You must specify either *phi* or *theta*.
- p* specifies the subset of the AR order. See the VARMACOV subroutine.
- q* specifies the subset of the MA order. See the VARMACOV subroutine.

The VTSROOT subroutine returns the following value:

- root* is a $k(p_{max} + q_{max}) \times 5$ matrix, where p_{max} is the maximum order of the AR characteristic function and q_{max} is the maximum order of the MA characteristic function. The first kp_{max} rows refer to the results of the AR characteristic function; the last kq_{max} rows refer to the results of the MA characteristic function.

The first column contains the real parts, x , of eigenvalues of companion matrix associated with the AR(p_{max}) or MA(q_{max}) characteristic function; the second column contains the imaginary parts, y , of the eigenvalues; the third column contains the moduli of the eigenvalues, $\sqrt{x^2 + y^2}$; the fourth column contains the arguments ($\arctan(y/x)$) of the eigenvalues, measured in radians from the positive real axis. The fifth column contains the arguments expressed in degrees rather than radians.

Consider the roots of the characteristic functions, $\Phi(B) = I - \Phi B$ and $\Theta(B) = I - \Theta B$, where I is an identity matrix with dimension 2 and

$$\Phi = \begin{bmatrix} 1.2 & -0.5 \\ 0.6 & 0.3 \end{bmatrix} \quad \Theta = \begin{bmatrix} -0.6 & 0.3 \\ 0.3 & 0.6 \end{bmatrix}$$

To compute these roots, you can use the following statements:

```
phi = { 1.2 -0.5, 0.6 0.3 };
theta= {-0.6 0.3, 0.3 0.6 };
call vtsroot(root, phi, theta);
cols = {"Real" "Imag" "Modulus" "Radians" "Degrees"};
print root[colname=cols];
```

Figure 26.452 Characteristic Roots

root				
Real	Imag	Modulus	Radians	Degrees
0.75	0.3122499	0.8124038	0.3945069	22.603583
0.75	-0.31225	0.8124038	-0.394507	-22.60358
0.6708204	0	0.6708204	0	0
-0.67082	0	0.6708204	3.1415927	180

WAVFT Call

CALL WAVFT(*decomp*, *data*, *opt* <, *levels* >);

The fast wavelet transform (WAVFT) subroutine computes a specified discrete wavelet transform of the input data by using the algorithm of Mallat (1989). This transform decomposes the input data into sets of detail and scaling coefficients defined at a number of scales or “levels.”

The input data are used as scaling coefficients at the top level in the decomposition. The fast wavelet transform then recursively computes a set of detail and a set of scaling coefficients at the next lower level by respectively applying “low pass” and “high pass” conjugate mirror filters to the scaling coefficients at the current level. The number of coefficients in each of these new sets is approximately half the number of scaling coefficients at the level above them. Depending on the filters being used, a number of additional scaling coefficients, known as boundary coefficients, can be involved. These boundary coefficients are obtained by using a specified method to extend the sequence of interior scaling coefficients.

Details of the discrete wavelet transform and the fast wavelet transformation algorithm are available in many references, including Mallat (1989), Daubechies (1992), and Ogden (1997).

The input arguments to the WAVFT subroutine are as follows:

data specifies the data to transform. These data must be in either a row or column vector.

opt refers to an options vector with the following components:

opt[1] specifies the boundary handling used in computing the wavelet transform. At each level of the wavelet decomposition, necessary boundary scaling coefficients are obtained by extending the interior scaling coefficients at that level as follows:

- 0 specifies extension by zero.
- 1 specifies periodic extension.
- 2 specifies polynomial extension.
- 3 specifies extension by reflection.
- 4 specifies extension by anti-symmetric reflection.

opt[2] specifies the polynomial degree that is used for polynomial extension. (The value of *opt[2]* is ignored if *opt[1] ≠ 2*.)

0 specifies constant extension.

1 specifies linear extension.

2 specifies quadratic extension.

opt[3] specifies the wavelet family.

1 specifies the Daubechies Extremal phase family (Daubechies 1992).

2 specifies the Daubechies Least Asymmetric family (also known as the Symmlet family) (Daubechies 1992).

opt[4] specifies the wavelet family member. Valid values are

1 through 10, if *opt[3]*=1

4 through 10, if *opt[3]*=2

Some examples of wavelet specifications are

opt={1 . 1 1}; specifies the first member (more commonly known as the Haar system) of the Daubechies extremal phase family with periodic boundary handling.

opt={2 1 2 5}; specifies the fifth member of the Symmlet family with linear extension boundary handling.

levels is an optional scalar argument that specifies the number of levels from the top level to be computed in the decomposition. If you do not specify this argument, then the decomposition terminates at level 0. Usually, you do not need to specify this optional argument. You use this option to avoid unneeded computations in situations where you are interested in only the higher level detail and scaling coefficients.

The WAVFT subroutine returns

decomp a row vector that encapsulates the specified wavelet transform. The information that is encoded in this vector includes:

- the options specified for computing the transform
- the number of detail coefficients at each level of the decomposition
- all detail coefficients
- the scaling coefficients at the bottom level of the decomposition
- boundary scaling coefficients at all levels of the decomposition

NOTE: *decomp* is a private representation of the specified wavelet transform and is not intended to be interpreted in its raw form. Rather, you should use this vector as an input argument to the **WAVIFT**, **WAVPRINT**, **WAVGET**, and **WAVTHRSH** subroutines

The following program shows an example that uses wavelet calls to estimate and reconstruct a piecewise constant function:

```

/* define a piecewise constant step function */
start blocky(t);
  /* positions (p) and magnitudes (h) of jumps */
  p = {0.1 0.13 0.15 0.23 0.25 0.4 0.44 0.65 0.76 0.78 0.81};
  h = {4 -5 3 -4 5 -4.2 2.1 4.3 -3.1 2.1 -4.2};

  y=j(1, ncol(t), 0);
  do i=1 to ncol(p);
    diff = ( (t-p[i])>=0 );
    y = y + h[i]*diff;
  end;
  return (y);
finish blocky;

n = 2##8;
x = 1:n;
x = (x-1)/n;
y = blocky(x);

opt = { 2, /* polynomial extension at boundary */
        1, /* using linear polynominal */
        1, /* Daubechies Extremal phase */
        3 /* family member 3 */
      };

call wavft(decomp, y, opt);
call wavprint(decomp,1); /* print summary information */

/* perform permanent thresholding */
threshOpt = { 2, /* soft thresholding */
              2, /* global threshold */
              ., /* ignored */
              -1 /* apply to all levels */
            };
call wavthrsh(decomp, threshOpt);

/* request detail coefficients at level 4 */
call wavget(detail4,decomp,2,4);

/* reconstruct function by using wavelets */
call wavift(estimate,decomp);

errorSS=ssq(y-estimate);
print errorSS;

```

Figure 26.453 Summary of Wavelet Analysis

Decomposition Summary	
Decomposition Name	decomp
Wavelet Family	Daubechies Extremal Phase
Family Member	3
Boundary Treatment	Recursive Linear Extension
Number of Data Points	256
Start Level	0

errorSS
1.737E-25

WAVGET Call

CALL WAVGET(result, decomp, request <, options>);

The WAVGET subroutine is used to return information that is encoded in a wavelet decomposition.

The required input arguments are as follows:

decomp specifies a wavelet decomposition that has been computed by using a call to the **WAVFT** subroutine.

request specifies a scalar that indicates what information is to be returned.

You can specify different optional arguments depending on the value of *request*:

request=1 requests the number of points in the input data vector.

result returns as a scalar that contains this number.

request=2 requests the detail coefficients at a specified level. Valid syntax is

CALL WAVGET(result, decomp, 2, level <, opt>);

The arguments are as follows:

level is the level at which the detail coefficients are requested.

opt is an optional vector which specifies the thresholding to be applied to the returned detail coefficients. See the **WAVIFT** subroutine for details. If you omit this argument, no thresholding is applied.

result returns as a column vector that contains the specified detail coefficients.

request=3 requests the scaling coefficients at a specified level. Valid syntax is

CALL WAVGET(result, decomp, 3, level <, opt>);

The arguments are as follows:

level is the level at which the scaling coefficients are requested.

- opt* is an optional vector that specifies the thresholding to be applied. See the **WAVIFT** subroutine for a description of this vector. The scaling coefficients at the requested level are obtained by using the inverse wavelet transform, after applying the specified thresholding. If you omit this argument, no thresholding is applied.
- result* returns as a column vector that contains the specified scaling coefficients.
- request*=4 requests the thresholding status of the detail coefficients in *decomp*.
- result* returns as a scalar whose value is
- | | |
|----|--|
| 0, | if the detail coefficients have not been thresholded |
| 1, | otherwise |
- request*=5 requests the wavelet options vector that you specified in the **WAVFT** subroutine to compute *decomp*.
- result* returns as a column vector with 4 elements that contains the specified options vector. See the **WAVFT** subroutine for the interpretation of the vector entries.
- request*=6 requests the index of the top level in *decomp*.
- result* returns as a scalar that contains this number.
- request*=7 requests the index of the lowest level in *decomp*.
- result* returns as a scalar that contains this number.
- request*=8 requests a vector evaluating the father wavelet used in *decomp*, at an equally spaced grid spanning the support of the father wavelet. The number of points in the grid is specified as a power of 2 times the support width of the father wavelet. For wavelets in the Daubechies extremal phase and least asymmetric families, the support width of the father wavelet is $2m - 1$, where m is the family member. Valid syntax is
- ```
CALL WAVGET(result, decomp, 8<, power>);
```
- The optional argument has the following meaning:
- power* is the exponent of 2 that determines the number of grid points used. *power* defaults to 8 if you do not specify this argument.
- result* returns as a column vector that contains the specified evaluation of the father wavelet.

An example is available in the documentation for the **WAVFT** subroutine.

---

## WAVIFT Call

**CALL WAVIFT(result, decomp <, opt> <, level> );**

The Inverse Fast Wavelet Transform (WAVIFT) subroutine computes the inverse wavelet transform of a wavelet decomposition computed by using the **WAVFT** subroutine. Details of this algorithm are available in many references, including Mallat (1989), Daubechies (1992), and Ogden (1997).

The inverse transform yields an exact reconstruction of the original input data, provided that no smoothing is specified. Alternatively, a smooth reconstruction of the input data can be obtained by thresholding the detail coefficients in the decomposition prior to applying the inverse transformation. Thresholding, also known as shrinkage, replaces the detail coefficient  $d_j^{(i)}$  at level  $i$  by  $\delta_{T_i}(d_j^{(i)})$ , where the  $\delta_T(x)$  is a shrinkage function and  $T_i$  is the threshold value used at level  $i$ . The wavelet subroutines support hard and soft shrinkage functions (Donoho and Johnstone 1994) and the nonnegative garrote shrinkage function (Breiman 1995). These functions are defined as follows:

$$\begin{aligned}\delta_T^{\text{hard}}(x) &= \begin{cases} 0 & |x| \leq T \\ x & |x| > T \end{cases} \\ \delta_T^{\text{soft}}(x) &= \begin{cases} 0 & |x| \leq T \\ x - T & x > T \\ x + T & x < -T \end{cases} \\ \delta_T^{\text{garrote}}(x) &= \begin{cases} 0 & |x| \leq T \\ x - T^2/x & |x| > T \end{cases}\end{aligned}$$

You can specify several methods for choosing the threshold values. Methods in which the threshold  $T_i$  varies with the level  $i$  are called adaptive. Methods where the same threshold is used at all levels are called global.

The input arguments to the WAVIFT subroutine are as follows:

*decomp* specifies a wavelet decomposition that has been computed by using a call to the **WAVFT** subroutine.

*opt* refers to an options vector that specifies the thresholding algorithm. If this optional argument is not specified, then no thresholding is applied.

The options vector has the following components:

*opt[1]* specifies the thresholding policy.

- 0 specifies that no thresholding be done. If *opt[1]*=0 then all other entries in the options vector are ignored.
- 1 specifies hard thresholding.
- 2 specifies soft thresholding.
- 3 specifies garrote thresholding.

*opt[2]* specifies the method for selecting the threshold.

- 0 specifies a global user-supplied threshold.
  - 1 specifies a global threshold chosen by using the minimax criterion of Donoho and Johnstone (1994).
  - 2 specifies a global threshold defined by using the universal criterion of Donoho and Johnstone (1994).
  - 3 specifies an adaptive method where the thresholds at each level  $i$  are chosen to minimize an approximation of the  $L^2$  risk in estimating the true data values by using the reconstruction with thresholded coefficients (Donoho and Johnstone 1995).
  - 4 specifies a hybrid method of Donoho and Johnstone (1995). The universal threshold as specified by  $opt[2]=2$  is used at levels where most of the detail coefficients are essentially zero. The risk minimization method as specified by  $opt[2]=4$  is used at all other levels.
- $opt[3]$  specifies the value of the global user-supplied threshold if  $opt[2]=1$ . It is ignored if  $opt[2] \neq 1$ .
- $opt[4]$  specifies the number of levels starting at the highest detail coefficient level at which thresholding is to be applied. If this value is negative or missing, thresholding is applied at all levels in  $decomp$ .

Some common examples of threshold options specifications are:

- $opt=\{1\ 3\ .\ -1\}$ ; specifies hard thresholding with a minimax threshold applied at all levels in the decomposition. This threshold is named “*RiskShrink*” in Donoho and Johnstone (1994).
- $opt=\{2\ 2\ .\ -1\}$ ; specifies soft thresholding with a universal threshold applied at all levels in the decomposition. This threshold is named “*VisuShrink*” in Donoho and Johnstone (1994).
- $opt=\{2\ 4\ .\ -1\}$ ; specifies soft thresholding with level dependent thresholds which minimize the Stein Unbiased Estimate of Risk (SURE). This threshold is named “*SureShrink*” in Donoho and Johnstone (1995).

*level* is an optional scalar argument that specifies the level at which the reconstructed data are to be returned. If this argument is not specified then the reconstructed data are returned at the top level defined in  $decomp$ .

The WAVIFT subroutine returns

*result* a vector obtained by inverting, after thresholding the detail coefficients, the discrete wavelet transform encoded in  $decomp$ . The row or column orientation of *result* is the same as that of the input data specified in the corresponding WAVFT subroutine. If you specify the optional *level* argument, *result* contains the reconstruction at the specified level, otherwise the reconstruction corresponds to the top level in the decomposition.

An example is available in the documentation for the WAVFT subroutine.

---

## WAVPRINT Call

**CALL WAVPRINT(*decomp*, *request* <, *options*> );**

The WAVPRINT subroutine is used to display the information that is encoded in a wavelet decomposition.

The required input arguments are as follows:

*decomp* specifies a wavelet decomposition that has been computed by using a call to the [WAVFT](#) subroutine.

*request* specifies a scalar that indicates what information is to be displayed.

You can specify different optional arguments depending on the value of *request*:

*request*=1 displays information about the wavelet family used to perform the wavelet transform.  
No additional arguments need to be specified.

*request*=2 displays the detail coefficients by level. Valid syntax is

**CALL WAVPRINT(*decomp*, 2 <, *lower*> <, *upper*> );**

The optional arguments are as follows:

*lower* specifies the lowest level to be displayed. The default value of *lower* is the lowest level in *decomp*.

*upper* specifies the upper level to be displayed. The default value of *upper* is the highest detail level in *decomp*.

*request*=3 displays the scaling coefficients by level. Valid syntax is

**CALL WAVPRINT(*decomp*, 3 <, *lower*> <, *upper*> );**

The optional arguments are as follows:

*lower* and specifies the lowest level to be displayed. The default value of *lower* is the lowest level in *decomp*.

*upper* specifies the upper level to be displayed. The default value of *upper* is the top level in *decomp*.

*request*=4 displays thresholded detail coefficients by level. Valid syntax is

**CALL WAVPRINT(*decomp*, 4 <, *opt*> <, *lower*> <, *upper*> );**

The optional arguments are as follows:

*opt* specifies the thresholding to be applied to the displayed detail coefficients. See the [WAVIFT](#) subroutine for details. If you omit this argument, no thresholding is applied.

*lower* specifies the lowest level to be displayed. The default value of *lower* is the lowest level in *decomp*.

*upper* specifies the upper level to be displayed. The default value of *upper* is the highest detail level in *decomp*.

An example is available in the documentation for the [WAVFT](#) subroutine.

---

## WAVTHRSH Call

**CALL WAVTHRSH(*decomp*, *opt* );**

The wavelet threshold (WAVTHRSH) subroutine thresholds the detail coefficients in a wavelet decomposition.

The required input arguments are as follows:

*decomp* specifies a wavelet decomposition that has been computed by using a call to the **WAVFT** subroutine.  
*opt* refers to an options vector that specifies the thresholding algorithm used. See the **WAVIFT** subroutine for a description of this options vector.

On return, the detail coefficients encoded in *decomp* are replaced by their thresholded values. Note that this action is not reversible. If you want to retain the original detail coefficients, you should not use the WAVTHRSH subroutine to do thresholding. Rather, you should supply the thresholding argument where appropriate in the **WAVIFT**, **WAVGET**, and **WAVPRINT** subroutines.

An example is available in the documentation for the **WAVFT** subroutine.

---

## XMULT Function

**XMULT(*matrix1*, *matrix2*);**

The XMULT function computes a matrix product by using extended-precision calculations. For most matrices, the XMULT function is numerically equivalent to the matrix multiplication operator (\*). You should use the XMULT function on pathological examples for which extended-precision calculations are required to obtain an accurate product.

The following program demonstrates the use of the XMULT function:

```
a = 1e13;
b = 1e13;
c = 100*a;
a = a+1;
x = c || a || b || c;
y = c || a || (-b) || (-c);

z = xmult(x,y`); /* correct answer */
print z [format=16.0];

wrong = x * y`; /* loss of precision */
print wrong [format=16.0];
```

**Figure 26.454** Extended-Precision Multiplication

|                |
|----------------|
| <b>z</b>       |
| 20000000000001 |

|              |
|--------------|
| <b>wrong</b> |
| 0            |

---

## XSECT Function

**XSECT(*matrix1* <, *matrix2*, ..., *matrix15*)**;

The XSECT function returns as a row vector the sorted set (without duplicates) of the element values that are present in all of its arguments. This set is the intersection of the sets of values in its argument matrices. When the intersection is empty, the XSECT function returns an empty matrix with zero rows and zero columns. There can be up to 15 arguments, which must all be either character or numeric.

For characters, the element length of the result is the same as the shortest of the element lengths of the arguments. For comparison purposes, shorter elements are padded on the right with blanks.

For example, the following statements computes the intersection of two sets:

```
a = {1 2 4 5};
b = {3 4};
c = xsect(a,b);
print c;
```

**Figure 26.455** Set Intersection




---

## YIELD Function

**YIELD(*times*, *flows*, *freq*, *value*)**;

The YIELD function returns a scalar that contains yield-to-maturity of a cash-flow stream based on frequency and value specified.

The arguments to the YIELD function are as follows:

- |       |                                                                                                                                                                                                                                                                               |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| times | is an <i>n</i> -dimensional column vector of times. Elements should be nonnegative.                                                                                                                                                                                           |
| flows | is an <i>n</i> -dimensional column vector of cash flows.                                                                                                                                                                                                                      |
| freq  | is a scalar that represents the base of the rates to be used for discounting the cash flows. If positive, it represents discrete compounding as the reciprocal of the number of compoundings. If zero, it represents continuous compounding. No negative values are accepted. |
| value | is a scalar that is the discounted present value of the cash flows.                                                                                                                                                                                                           |

The present value relationship can be written as

$$P = \sum_{k=1}^K c(k)D(t_k)$$

where *P* is the present value of the asset,  $\{c(k)\}_{k=1}^K$  is the sequence of cash flows from the asset,  $t_k$  is the time to the *k*th cash flow in periods from the present, and *D(t)* is the discount function for time *t*.

With continuous compounding:

$$D(t) = e^{-yt}$$

With discrete compounding:

$$D(t) = (1 + fy)^{-t/f}$$

where  $f > 0$  is the frequency, the reciprocal of the number of compoundings per unit time period, and  $y$  is the yield-to-maturity. The YIELD function solves for  $y$ .

For example, the following statements produce the output shown in Figure 26.456:

```
timesn = T(do(1, 100, 1));
flows = repeat(10, 100);
freq = 50;
value = 682.31027;
yield = yield(timesn, flows, freq, value);
print yield;
```

**Figure 26.456** Yield to Maturity

|       |
|-------|
| yield |
| 0.01  |

## Base SAS Functions Accessible from SAS/IML Software

You can call most functions available in Base SAS software from SAS/IML programs. If you call a Base SAS function with a matrix argument, the function will usually act elementwise on each element of the matrix.

Some DATA step functions are not applicable or not useful in the SAS/IML environment. For example, Base SAS functions that take a list of scalar arguments are often not very useful to the SAS/IML programmer. (The SAS/IML language does not support the OF keyword.) However, it is usually possible to use SAS/IML built-in functions to obtain the same results. For example, the SUMABS, EUCLID, and LPNORM functions in Base SAS are used to compute the vector norm of a list of arguments. Instead of using those functions, you should use the SAS/IML NORM function.

The following Base SAS functions are either not available from SAS/IML software, or behave differently from the Base SAS function of the same name.

| Function  | Comment                                                                  |
|-----------|--------------------------------------------------------------------------|
| CHAR      | conflicts with the SAS/IML CHAR function                                 |
| CALL CATS | return variable must be preinitialized                                   |
| DIF $n$   | not supported; use the SAS/IML DIF function instead.                     |
| DIM       | not supported, but see the DIMENSION function for similar functionality. |
| HBOUND    | not supported                                                            |
| LAG $n$   | not supported; use the SAS/IML LAG function instead.                     |

|                |                                                                 |
|----------------|-----------------------------------------------------------------|
| LBOUND         | not supported                                                   |
| MOD            | base function performs “fuzzing”; the SAS/IML function does not |
| PUT            | Use the PRINT statement instead                                 |
| CALL PRXNEXT   | return variables must be preinitialized                         |
| CALL PRXPOSN   | return variables must be preinitialized                         |
| CALL PRXSUBSTR | return variables must be preinitialized                         |
| CALL SCAN      | return variables must be preinitialized                         |
| VVALUE         | not applicable: interrogates DATA step variables                |
| VVALUEEX       | not applicable: interrogates DATA step variables                |
| VNEXT          | not applicable: interrogates DATA step variables                |

There are also some Base SAS features that are not supported by the SAS/IML language. For example, the DATA step permits N-literals (strings that end with 'N') to be interpreted as the name of a variable, but the SAS/IML language does not.

The following Base SAS functions can be called from SAS/IML. The functions are documented in the *SAS Language Reference: Dictionary*. In some cases, SAS/IML does not accept all variations in the syntax. For example, SAS/IML does not accept the OF keyword as a way to generate an argument list in a function.

The functions displayed in italics are documented elsewhere in this user’s guide. These functions operate on matrices in addition to scalar values, as do many of the mathematical and statistical functions.

---

## Bitwise Logical Operation Functions

|         |                                                                             |
|---------|-----------------------------------------------------------------------------|
| BAND    | returns the bitwise logical AND of two arguments                            |
| BLSHIFT | performs a bitwise logical left shift of an argument by a specified amount  |
| BNOT    | returns the bitwise logical NOT of an argument                              |
| BOR     | returns the bitwise logical OR of two arguments                             |
| BRSHIFT | performs a bitwise logical right shift of an argument by a specified amount |
| BXOR    | returns the bitwise logical EXCLUSIVE OR of two arguments                   |

---

## Character and Formatting Functions

|          |                                                                                                               |
|----------|---------------------------------------------------------------------------------------------------------------|
| ANYALNUM | searches a character string for an alphanumeric character and returns the first position at which it is found |
| ANYALPHA | searches a character string for an alphabetic character and returns the first position at which it is found   |
| ANYCNTRL | searches a character string for a control character and returns the first position at which it is found       |

|             |                                                                                                                                                                                                |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ANYDIGIT    | searches a character string for a digit and returns the first position at which it is found                                                                                                    |
| ANYFIRST    | searches a character string for a character that is valid as the first character in a SAS variable name under VALIDVARNAME=V7, and returns the first position at which that character is found |
| ANYGRAPH    | searches a character string for a graphical character and returns the first position at which it is found                                                                                      |
| ANYLOWER    | searches a character string for a lowercase letter and returns the first position at which it is found                                                                                         |
| ANYNAME     | searches a character string for a character that is valid in a SAS variable name under VALIDVARNAME=V7, and returns the first position at which that character is found                        |
| ANYPRINT    | searches a character string for a printable character and returns the first position at which it is found                                                                                      |
| ANYPUNCT    | searches a character string for a punctuation character and returns the first position at which it is found                                                                                    |
| ANYSPACE    | searches a character string for a white-space character (blank, horizontal and vertical tab, carriage return, line feed, form feed) and returns the first position at which it is found        |
| ANYUPPER    | searches a character string for an uppercase letter and returns the first position at which it is found                                                                                        |
| ANYXDIGIT   | searches a character string for a hexadecimal character that represents a digit and returns the first position at which that character is found                                                |
| <b>BYTE</b> | returns one character in the ASCII or EBCDIC collating sequence                                                                                                                                |
| CAT         | concatenates character strings without removing leading or trailing blanks                                                                                                                     |
| CATQ        | concatenates character or numeric values by using a delimiter to separate items and by adding quotation marks to strings that contain the delimiter                                            |
| CATS        | concatenates character strings and removes leading and trailing blanks                                                                                                                         |
| CALL CATS   | concatenates character strings and removes leading and trailing blanks                                                                                                                         |
| CATT        | concatenates character strings and removes trailing blanks                                                                                                                                     |
| CALL CATT   | concatenates character strings and removes trailing blanks                                                                                                                                     |
| CATX        | concatenates character strings, removes leading and trailing blanks, and inserts separators                                                                                                    |
| CALL CATX   | concatenates character strings, removes leading and trailing blanks, and inserts separators                                                                                                    |
| CHOOSEC     | returns a character value that represents the results of choosing from a list of arguments                                                                                                     |
| CHOOSEN     | returns a numeric value that represents the results of choosing from a list of arguments                                                                                                       |
| COLLATE     | returns an ASCII or EBCDIC collating sequence character string                                                                                                                                 |
| COMPARE     | returns the position of the left-most character by which two strings differ, or returns 0 if there is no difference                                                                            |
| COMPBL      | removes multiple blanks from a character string                                                                                                                                                |

|               |                                                                                                                                                                          |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CALL COMPCOST | sets the costs of operations for later use by the COMPGED function                                                                                                       |
| COMPGED       | compares two strings by computing the generalized edit distance                                                                                                          |
| COMPLEV       | compares two strings by computing the Levenshtein edit distance                                                                                                          |
| COMPRESS      | removes specific characters from a character string                                                                                                                      |
| COUNT         | counts the number of times that a specific substring of characters appears within a character string that you specify                                                    |
| COUNTC        | counts the number of specific characters that either appear or do not appear within a character string that you specify                                                  |
| COUNTW        | counts the number of words in a character expression                                                                                                                     |
| FIND          | searches for a specific substring of characters within a character string that you specify                                                                               |
| FINDC         | searches for specific characters that either appear or do not appear within a character string that you specify                                                          |
| FINDW         | returns the character position of a word in a string, or returns the number of the word in a string                                                                      |
| FIRST         | returns the first character in a character string                                                                                                                        |
| IFC           | returns a character value that matches an expression                                                                                                                     |
| IFN           | returns a numeric value that matches an expression                                                                                                                       |
| INDEX         | searches a character expression for a string of characters                                                                                                               |
| INDEXC        | searches a character expression for specific characters                                                                                                                  |
| INDEXW        | searches a character expression for a specified string as a word                                                                                                         |
| INPUTC        | applies a character informat at run time                                                                                                                                 |
| INPUTN        | applies a numeric informat at run time                                                                                                                                   |
| LEFT          | left aligns a character expression                                                                                                                                       |
| LENGTH        | returns the length of a character string                                                                                                                                 |
| LENGTHC       | returns the length of a character string, including trailing blanks                                                                                                      |
| LENGTHM       | returns the amount of memory (in bytes) that is allocated for a character string                                                                                         |
| LENGTHN       | returns the length of a nonblank character string, excluding trailing blanks, and returns 0 for a blank character string                                                 |
| LOWCASE       | converts all letters in an argument to lowercase                                                                                                                         |
| CALL MISSING  | assigns a missing value to the specified character or numeric variable                                                                                                   |
| NLITERAL      | converts a character string that you specify to a SAS name literal (N-literal)                                                                                           |
| NOTALNUM      | searches a character string for a nonalphanumeric character and returns the first position at which it is found                                                          |
| NOTALPHA      | searches a character string for a nonalphabetic character and returns the first position at which it is found                                                            |
| NOTCNTRL      | searches a character string for a character that is not a control character and returns the first position at which it is found                                          |
| NOTDIGIT      | searches a character string for any character that is not a digit and returns the first position at which that character is found                                        |
| NOTFIRST      | searches a character string for an invalid first character in a SAS variable name under VALIDVARNAME=V7, and returns the first position at which that character is found |
| NOTGRAPH      | searches a character string for a nongraphical character and returns the first position at which it is found                                                             |

|           |                                                                                                                                                                                                                 |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NOTLOWER  | searches a character string for a character that is not a lowercase letter and returns the first position at which that character is found                                                                      |
| NOTNAME   | searches a character string for an invalid character in a SAS variable name under VALIDVARNAME=V7, and returns the first position at which that character is found                                              |
| NOTPRINT  | searches a character string for a nonprintable character and returns the first position at which it is found                                                                                                    |
| NOTPUNCT  | searches a character string for a character that is not a punctuation character and returns the first position at which it is found                                                                             |
| NOTSPACE  | searches a character string for a character that is not a white-space character (blank, horizontal and vertical tab, carriage return, line feed, form feed) and returns the first position at which it is found |
| NOTUPPER  | searches a character string for a character that is not an uppercase letter and returns the first position at which that character is found                                                                     |
| NOTXDIGIT | searches a character string for a character that is not a hexadecimal digit and returns the first position at which that character is found                                                                     |
| NVALID    | checks a character string for validity for use as a SAS variable name in a SAS statement                                                                                                                        |
| PROPCASE  | converts all words in an argument to proper case                                                                                                                                                                |
| PUTC      | applies a character format at run time                                                                                                                                                                          |
| PUTN      | applies a numeric format at run time                                                                                                                                                                            |
| REPEAT    | repeats a character expression                                                                                                                                                                                  |
| REVERSE   | reverses a character expression                                                                                                                                                                                 |
| RIGHT     | right aligns a character expression                                                                                                                                                                             |
| SCAN      | selects a given word from a character expression                                                                                                                                                                |
| CALL SCAN | returns the position and length of a given word from a character expression                                                                                                                                     |
| ROUNDEX   | encodes a string to facilitate searching                                                                                                                                                                        |
| SPEDIS    | determines the likelihood of two words matching, expressed as the asymmetric spelling distance between the two words                                                                                            |
| STRIP     | returns a character string with all leading and trailing blanks removed                                                                                                                                         |
| SUBPAD    | returns a substring that has specified length and is padded with blanks, if necessary                                                                                                                           |
| SUBSTRN   | returns a substring, allowing a result with a length of zero                                                                                                                                                    |
| SUBSTR    | extracts substrings of character expressions                                                                                                                                                                    |
| TRANSLATE | replaces specific characters in a character expression                                                                                                                                                          |
| TRANSTRN  | replaces or removes all occurrences of a substring in a character string                                                                                                                                        |
| TRANWRD   | replaces or removes all occurrences of a word in a character string                                                                                                                                             |
| TRIM      | removes trailing blanks from character expressions and returns one blank if the expression is missing                                                                                                           |
| TRIMN     | removes trailing blanks from character expressions and returns a null string (zero blanks) if the expression is missing                                                                                         |
| UPCASE    | converts all letters in an argument to uppercase                                                                                                                                                                |
| UUIDGEN   | returns the short or binary form of a Universal Unique Identifier (UUID)                                                                                                                                        |

|        |                                                                                                                       |
|--------|-----------------------------------------------------------------------------------------------------------------------|
| VERIFY | returns the position of the first character that is unique to an expression                                           |
| WHICHC | searches for a character value that is equal to the first argument, and returns the index of the first matching value |
| WHICHN | searches for a numeric value that is equal to the first argument, and returns the index of the first matching value   |

## Character String Matching Functions and Subroutines

|                |                                                                                                                            |
|----------------|----------------------------------------------------------------------------------------------------------------------------|
| CALL PRXCHANGE | performs a pattern matching substitution                                                                                   |
| CALL PRXDEBUG  | enables Perl regular expressions in a DATA step to send debug output to the SAS log                                        |
| CALL PRXFREE   | frees unneeded memory that was allocated for a Perl regular expression                                                     |
| PRXMATCH       | searches for a pattern match and returns the position at which the pattern is found                                        |
| CALL PRXNEXT   | returns the position and length of a substring that matches a pattern and iterates over multiple matches within one string |
| PRXPAREN       | returns the last bracket match for which there is a match in a pattern                                                     |
| PRXPARSE       | compiles a Perl regular expression that can be used for pattern matching of a character value                              |
| CALL PRXPOSN   | returns the start position and length for a capture buffer                                                                 |
| CALL PRXSUBSTR | returns the position and length of a substring that matches a pattern                                                      |

## Combinatorial Functions

|          |                                                                                               |
|----------|-----------------------------------------------------------------------------------------------|
| ALLCOMB  | generates all combinations of $n$ elements taken $k$ at a time                                |
| ALLCOMBI | see the <a href="#">ALLCOMB</a> function                                                      |
| ALLPERM  | generates all permutations of $n$ elements                                                    |
| COMB     | returns the number of combinations of $n$ items taken $r$ at a time                           |
| FACT     | returns the factorial of an integer                                                           |
| GRAYCODE | returns all subsets in a minimal change order                                                 |
| LCOMB    | returns the logarithm of the COMB function                                                    |
| LEXCOMB  | returns distinct combinations of $n$ variables taken $k$ at a time in lexicographic order     |
| LEXCOMBI | returns combinations of the indices of $n$ objects taken $k$ at a time in lexicographic order |
| LEXPERK  | returns distinct permutations $n$ variables taken $k$ at a time in lexicographic order        |
| LEXPERM  | returns distinct permutations of several variables in lexicographic order                     |
| LFACT    | returns the logarithm of the FACT (factorial) function                                        |
| LPERM    | returns the logarithm of the PERM function                                                    |
| PERM     | returns the number of permutations of $n$ items taken $r$ at a time                           |

|                |                                                                                                             |
|----------------|-------------------------------------------------------------------------------------------------------------|
| <b>RANCOMB</b> | returns random combinations of <i>n</i> elements taken <i>k</i> at a time                                   |
| <b>RANPERK</b> | randomly permutes the values of the arguments, and returns a permutation of <i>k</i> out of <i>n</i> values |
| <b>RANPERM</b> | returns random permutations of <i>n</i> elements                                                            |

## Date and Time Functions

|                  |                                                                                                                                          |
|------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DATDIF</b>    | returns the number of days between two dates                                                                                             |
| <b>DATE</b>      | returns the current date as a SAS date value                                                                                             |
| <b>DATEJUL</b>   | converts a Julian date to a SAS date value                                                                                               |
| <b>DATEPART</b>  | extracts the date from a SAS datetime value                                                                                              |
| <b>DATETIME</b>  | returns the current date and time of day as a SAS datetime value                                                                         |
| <b>DAY</b>       | returns the day of the month from a SAS date value                                                                                       |
| <b>DHMS</b>      | returns a SAS datetime value from date, hour, minute, and seconds                                                                        |
| <b>HMS</b>       | returns a SAS time value from hour, minute, and seconds                                                                                  |
| <b>HOLIDAY</b>   | returns the date of the specified holiday for the specified year. Other functions that begin with the HOLIDAY prefix are also supported. |
| <b>HOUR</b>      | returns the hour from a SAS time or datetime value                                                                                       |
| <b>INTCINDEX</b> | returns the cycle index when a date, time, or datetime interval and value are specified                                                  |
| <b>INTCK</b>     | returns the integer number of time intervals in a given time span                                                                        |
| <b>INTCYCLE</b>  | returns the date, time, or datetime interval at the next higher seasonal cycle                                                           |
| <b>INTFIT</b>    | returns a time interval that is aligned between two dates                                                                                |
| <b>INTFMT</b>    | returns a recommended SAS format when a date, time, or datetime interval is specified                                                    |
| <b>INTGET</b>    | returns a time interval based on three date or datetime values                                                                           |
| <b>INTINDEX</b>  | returns the seasonal index when a date, time, or datetime interval and value are specified                                               |
| <b>INTNX</b>     | advances a date, time, or datetime value by a given interval, and returns a date, time, or datetime value                                |
| <b>INTSEAS</b>   | returns the length of the seasonal cycle when a date, time, or datetime interval is specified                                            |
| <b>INTSHIFT</b>  | returns the shift interval that corresponds to the base interval                                                                         |
| <b>INTEST</b>    | returns 1 if a time interval is valid, and returns 0 if a time interval is invalid                                                       |
| <b>JULDATE</b>   | returns the Julian date from a SAS date value                                                                                            |
| <b>JULDATE7</b>  | returns a seven-digit Julian date from a SAS date value                                                                                  |
| <b>MDY</b>       | returns a SAS date value from month, day, and year values                                                                                |
| <b>MINUTE</b>    | returns the minute from a SAS time or datetime value                                                                                     |
| <b>MONTH</b>     | returns the month from a SAS date value                                                                                                  |
| <b>NWKDOM</b>    | returns the date for the <i>n</i> th occurrence of a weekday for the specified month and year                                            |
| <b>QTR</b>       | returns the quarter of the year from a SAS date value                                                                                    |
| <b>SECOND</b>    | returns the second from a SAS time or datetime value                                                                                     |
| <b>TIME</b>      | returns the current time of day                                                                                                          |

|          |                                                    |
|----------|----------------------------------------------------|
| TIMEPART | extracts a time value from a SAS datetime value    |
| TODAY    | returns the current date as a SAS date value       |
| WEEKDAY  | returns the day of the week from a SAS date value  |
| YEAR     | returns the year from a SAS date value             |
| YRDIF    | returns the difference in years between two dates  |
| YYQ      | returns a SAS date value from the year and quarter |

## Descriptive Statistics Functions and Subroutines

|             |                                                                                                 |
|-------------|-------------------------------------------------------------------------------------------------|
| CMISS       | returns the number of nonmissing values                                                         |
| CSS         | returns the corrected sum of squares                                                            |
| CV          | returns the coefficient of variation                                                            |
| DIVIDE      | returns the result of a division that handles special missing values for ODS output             |
| GEOMEAN     | returns the geometric mean                                                                      |
| GEOMEANZ    | returns the geometric mean without fuzzing the values of the arguments that are approximately 0 |
| HARMEAN     | returns the harmonic mean                                                                       |
| HARMEANZ    | returns the harmonic mean without fuzzing the values of the arguments that are approximately 0  |
| IQR         | returns the interquartile range                                                                 |
| KURTOSIS    | returns the kurtosis                                                                            |
| LARGEST     | returns the $k$ th largest nonmissing value                                                     |
| MAX         | returns the largest value                                                                       |
| MAD         | returns the median absolute deviation from the median                                           |
| MEDIAN      | computes median values                                                                          |
| MEAN        | returns the arithmetic mean (average)                                                           |
| MIN         | returns the smallest value                                                                      |
| N           | returns the number of nonmissing values                                                         |
| ORDINAL     | returns any specified order statistic                                                           |
| PCTL        | computes percentiles                                                                            |
| RANGE       | returns the range of values                                                                     |
| RMS         | returns the root mean square                                                                    |
| SKEWNESS    | returns the skewness                                                                            |
| SMALLEST    | returns the $k$ th smallest nonmissing value                                                    |
| SUM         | returns the sum of the nonmissing arguments                                                     |
| STD         | returns the standard deviation                                                                  |
| CALL STDIZE | standardizes the values of one or more variables                                                |
| STDERR      | returns the standard error of the mean                                                          |
| USS         | returns the uncorrected sum of squares                                                          |
| VAR         | returns the variance                                                                            |

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## Double-Byte Character String Functions

Many of the Base SAS character functions have analogous companion functions that take double-byte character strings (DBCS) as arguments. These functions (for example, KCOMPARE, KCVT, KINDEX, and KSUBSTR) are accessible from SAS/IML. See the *SAS Language Reference: Dictionary* for a complete list of DBCS functions.

---

## External Files Functions

|           |                                                                                                                                  |
|-----------|----------------------------------------------------------------------------------------------------------------------------------|
| DROPNOTE  | deletes a note marker from a SAS data set or an external file and returns a value                                                |
| ENVLEN    | returns the length of an environment variable                                                                                    |
| EXIST     | verifies the existence of a SAS data library member                                                                              |
| FAPPEND   | appends the current record to the end of an external file and returns a value                                                    |
| FCLOSE    | closes an external file, directory, or directory member, and returns a value                                                     |
| FCOL      | returns the current column position in the File Data Buffer (FDB)                                                                |
| FDELETE   | deletes an external file or an empty directory                                                                                   |
| FEXIST    | verifies the existence of an external file associated with a fileref and returns a value                                         |
| FGET      | copies data from the File Data Buffer (FDB) into a variable and returns a value                                                  |
| FILEEXIST | verifies the existence of an external file by its physical name and returns a value                                              |
| FILENAME  | assigns or deassigns a fileref for an external file, directory, or output device and returns a value                             |
| FILEREF   | verifies that a fileref has been assigned for the current SAS session and returns a value                                        |
| FINFO     | returns the value of a file information item                                                                                     |
| FNOTE     | identifies the last record that was read and returns a value that FPOINT can use                                                 |
| FOPEN     | opens an external file and returns a file identifier value                                                                       |
| FOPTNAME  | returns the name of an item of information about a file                                                                          |
| FOPTNUM   | returns the number of information items that are available for an external file                                                  |
| FPOINT    | positions the read pointer on the next record to be read and returns a value                                                     |
| FPOS      | sets the position of the column pointer in the File Data Buffer (FDB) and returns a value                                        |
| FPUT      | moves data to the File Data Buffer (FDB) of an external file, starting at the FDB's current column position, and returns a value |
| FREAD     | reads a record from an external file into the File Data Buffer (FDB) and returns a value                                         |
| FREWIND   | positions the file pointer to the start of the file and returns a value                                                          |

|           |                                                                                                                   |
|-----------|-------------------------------------------------------------------------------------------------------------------|
| FRLEN     | returns the size of the last record read, or, if the file is opened for output, returns the current record size   |
| FSEP      | sets the token delimiters for the FGET function and returns a value                                               |
| FWRITE    | writes a record to an external file and returns a value                                                           |
| MODEEXIST | returns whether a software image exists in the version of SAS that you have installed                             |
| MOPEN     | opens a file by directory identifier and member name, and returns the file identifier or a 0                      |
| MVALID    | returns whether a character string is valid for use as a SAS member name                                          |
| PATHNAME  | returns the physical name of a SAS data library or of an external file, or returns a blank                        |
| SYMSG     | returns the text of error messages or warning messages from the last data set or external file function execution |
| SYSPROD   | returns whether a product is licensed                                                                             |
| SYSRC     | returns a system error number                                                                                     |

## File I/O Functions

|          |                                                                                                                   |
|----------|-------------------------------------------------------------------------------------------------------------------|
| ATTRC    | returns the value of a character attribute for a SAS data set                                                     |
| ATTRN    | returns the value of a numeric attribute for the specified SAS data set                                           |
| CEXIST   | verifies the existence of a SAS catalog or SAS catalog entry and returns a value                                  |
| CLOSE    | closes a SAS data set and returns a value                                                                         |
| CUROBS   | returns the observation number of the current observation                                                         |
| DROPNOTE | deletes a note marker from a SAS data set or an external file and returns a value                                 |
| DSNAME   | returns the SAS data set name that is associated with a data set identifier                                       |
| EXIST    | verifies the existence of a SAS data library member                                                               |
| FETCH    | reads the next nondeleted observation from a SAS data set into the Data Set Data Vector (DDV) and returns a value |
| FETCHOBS | reads a specified observation from a SAS data set into the Data Set Data Vector (DDV) and returns a value         |
| GETVARC  | returns the value of a SAS data set character variable                                                            |
| GETVARN  | returns the value of a SAS data set numeric variable                                                              |
| LIBNAME  | assigns or deassigns a libref for a SAS data library and returns a value                                          |
| LIBREF   | verifies that a libref has been assigned and returns a value                                                      |
| NOTE     | returns an observation ID for the current observation of a SAS data set                                           |
| OPEN     | opens a SAS data set and returns a value                                                                          |
| PATHNAME | returns the physical name of a SAS data library or of an external file, or returns a blank                        |

|          |                                                                                                                   |
|----------|-------------------------------------------------------------------------------------------------------------------|
| POINT    | locates an observation identified by the NOTE function and returns a value                                        |
| REWIND   | positions the data set pointer at the beginning of a SAS data set and returns a value                             |
| SYMSG    | returns the text of error messages or warning messages from the last data set or external file function execution |
| SYSRC    | returns a system error number                                                                                     |
| VARFMT   | returns the format assigned to a SAS data set variable                                                            |
| VARINFMT | returns the informat assigned to a SAS data set variable                                                          |
| VARLABEL | returns the label assigned to a SAS data set variable                                                             |
| VARLEN   | returns the length of a SAS data set variable                                                                     |
| VARNAME  | returns the name of a SAS data set variable                                                                       |
| VARNUM   | returns the number of a variable's position in a SAS data set                                                     |
| VARTYPE  | returns the data type of a SAS data set variable                                                                  |

---

## Financial Functions

The SAS/IML language supports more than 50 functions in Base SAS that are applicable to finance, including the following:

|             |                                                                                                                                                       |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| BLACKCLPRC  | calculates the call price for European options on futures, based on the Black model                                                                   |
| BLACKPTPRC  | calculates the put price for European options on futures, based on the Black model                                                                    |
| BLKSCHCLPRT | calculates the call price for European options, based on the Black-Scholes model                                                                      |
| BLKSHPPTPRT | calculates the put price for European options, based on the Black-Scholes model                                                                       |
| COMPOUND    | returns compound interest parameters                                                                                                                  |
| CONVX       | returns the convexity for an enumerated cash flow                                                                                                     |
| CONVXP      | returns the convexity for a periodic cash flow stream                                                                                                 |
| DACCDB      | returns the accumulated declining balance depreciation                                                                                                |
| DACCDBSL    | returns the accumulated declining balance with conversion to a straight-line depreciation                                                             |
| DACCSL      | returns the accumulated straight-line depreciation                                                                                                    |
| DACCSYD     | returns the accumulated sum-of-years-digits depreciation                                                                                              |
| DACCTAB     | returns the accumulated depreciation from specified tables                                                                                            |
| DEPDB       | returns the declining balance depreciation                                                                                                            |
| DEPDBSL     | returns the declining balance with conversion to a straight-line depreciation                                                                         |
| DEPSL       | returns the straight-line depreciation                                                                                                                |
| DEPSYD      | returns the sum-of-years-digits depreciation                                                                                                          |
| DEPTAB      | returns the depreciation from specified tables                                                                                                        |
| DUR         | returns the modified duration for an enumerated cash flow                                                                                             |
| FINANCE     | computes financial calculations such as depreciation, maturation, accrued interest, net present value, periodic savings, and internal rates of return |

|            |                                                                                               |
|------------|-----------------------------------------------------------------------------------------------|
| GARKHCLPRC | calculates the call price for European options on stocks, based on the Garman-Kohlhagen model |
| GARKHPTPRC | calculates the put price for European options on stocks, based on the Garman-Kohlhagen model  |
| INTRR      | returns the internal rate of return as a decimal                                              |
| IRR        | returns the internal rate of return as a percentage                                           |
| MARGRCLPRC | calculates the call price for European options on stocks, based on the Margrabe model         |
| MAGRPTPRC  | calculates the put price for European options on stocks, based on the Margrabe model          |
| MORT       | returns amortization parameters                                                               |
| NETPV      | returns the net present value as a decimal                                                    |
| NPV        | returns the net present value as a percentage                                                 |
| PVP        | returns the present value for a periodic cash flow stream                                     |
| SAVING     | returns the future value of a periodic saving                                                 |
| YIELDP     | returns the yield-to-maturity for a periodic cash flow stream                                 |

## Macro Functions and Subroutines

|              |                                                                                  |
|--------------|----------------------------------------------------------------------------------|
| DOSUBL       | Executes SAS code and exports macro variables                                    |
| CALL RESOLVE | resolves the value of a text expression at execution time                        |
| SYMGET       | returns the character value of a macro variable                                  |
| SYMGETN      | returns the numeric value of a macro variable                                    |
| SYMEXIST     | indicates the existence of a macro variable                                      |
| CALL SYMPUT  | sets the character value of a macro variable                                     |
| CALL SYMPUTX | assigns a value to a macro variable and removes both leading and trailing blanks |

## Mathematical Functions and Subroutines

|           |                                                                        |
|-----------|------------------------------------------------------------------------|
| ABS       | returns the absolute value                                             |
| AIRY      | returns the Airy function                                              |
| BETA      | returns the value of the beta function.                                |
| COALESCE  | returns the first non-missing value from a list of numeric arguments   |
| COALESCEC | returns the first non-missing value from a list of character arguments |
| COMPFUZZ  | returns the result of a fuzzy comparison of numeric values             |
| CONSTANT  | returns some machine and mathematical constants                        |
| CNONCT    | returns the noncentrality parameter from a chi-squared distribution    |
| DAIRY     | returns the derivative of the Airy function                            |
| DEVIANCE  | returns the deviance from a specified distribution                     |
| DIGAMMA   | returns the DIGAMMA function                                           |
| ERF       | returns the normal error function                                      |
| ERFC      | returns the complementary normal error function                        |
| EXP       | returns the exponential function                                       |

|              |                                                                                      |
|--------------|--------------------------------------------------------------------------------------|
| FNONCT       | returns the noncentrality parameter of an F distribution                             |
| GAMMA        | returns the gamma function                                                           |
| IBESSEL      | returns a modified Bessel function                                                   |
| JBESSEL      | returns a Bessel function                                                            |
| LOGBETA      | returns the logarithm of the beta function                                           |
| LGAMMA       | returns the natural logarithm of the gamma function                                  |
| <b>LOG</b>   | returns the natural (base $e$ ) logarithm                                            |
| LOG1PX       | returns the log of 1 plus the argument                                               |
| LOG2         | returns the logarithm base 2                                                         |
| LOG10        | returns the logarithm base 10                                                        |
| LOGISTIC     | returns the logistic value of each argument                                          |
| <b>MOD</b>   | returns the remainder value                                                          |
| MSPLINT      | returns the ordinate of a monotonicity-preserving interpolating spline               |
| SIGN         | returns the sign of a value                                                          |
| CALL SOFTMAX | returns the softmax value for each argument                                          |
| <b>SQRT</b>  | returns the square root of a value                                                   |
| TNONCT       | returns the value of the noncentrality parameter from the Student's $t$ distribution |
| TRIGAMMA     | returns the value of the TRIGAMMA function                                           |

## Probability Functions

You can call the following Base SAS functions for computing probabilities that are associated with statistical distributions. The functions that are indicated with an asterisk (\*) are deprecated. You should use the CDF function instead.

|           |                                                                                                  |
|-----------|--------------------------------------------------------------------------------------------------|
| CDF       | computes cumulative distribution functions                                                       |
| LOGCDF    | returns the logarithm of a left cumulative distribution function                                 |
| LOGPDF    | computes the logarithm of a probability function                                                 |
| LOGSDF    | computes the logarithm of a survival function                                                    |
| PDF       | computes probability density functions                                                           |
| POISSON*  | returns the probability from a Poisson distribution                                              |
| PROBBETA* | returns the probability from a beta distribution                                                 |
| PROBBNML* | returns the probability from a binomial distribution                                             |
| PROBBNRM  | returns the probability from the bivariate normal distribution                                   |
| PROBCHI*  | returns the probability from a chi-squared distribution                                          |
| PROBF*    | returns the probability from an F distribution                                                   |
| PROBGAM*  | returns the probability from a gamma distribution                                                |
| PROBHYP*  | returns the probability from a hypergeometric distribution                                       |
| PROBMC    | returns a probability or a quantile from various distributions for multiple comparisons of means |
| PROBNEGB* | returns the probability from a negative binomial distribution                                    |
| PROBNORM* | returns the probability from the standard normal distribution                                    |
| PROBT*    | returns the probability from a $t$ distribution                                                  |
| SDF       | computes a survival function                                                                     |

---

## Quantile Functions

You can call the following Base SAS functions for computing quantiles of statistical distributions. The functions that are indicated with an asterisk (\*) are deprecated. You should use the QUANTILE function instead.

|           |                                                                   |
|-----------|-------------------------------------------------------------------|
| BETAINV*  | returns a quantile from the beta distribution                     |
| CINV*     | returns a quantile from the chi-squared distribution              |
| FINV*     | returns a quantile from the F distribution                        |
| GAMINV*   | returns a quantile from the gamma distribution                    |
| PROBIT*   | returns a quantile from the standard normal distribution          |
| QUANTILE  | returns the quantile from the specified distribution              |
| SQUANTILE | returns the quantile when you specify the right probability (SDF) |
| TINV*     | returns a quantile from the <i>t</i> distribution                 |

---

## Random Number Functions and Subroutines

You can call the following Base SAS functions to simulate random values from statistical distributions. However, the SAS/IML language supports the [RANDGEN subroutine](#), which is a more efficient way to generate random values.

The functions that are indicated with an asterisk (\*) are deprecated. You should use the RAND function instead.

|                 |                                                                                                                                             |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| NORMAL*         | returns a random variate from a normal distribution                                                                                         |
| RANBIN*         | returns a random variate from a binomial distribution                                                                                       |
| RANCAU*         | returns a random variate from a Cauchy distribution                                                                                         |
| RAND            | returns a random variate from a specified distribution. (See the <a href="#">RANDGEN subroutine</a> .)                                      |
| RANEXP*         | returns a random variate from an exponential distribution                                                                                   |
| RANGAM*         | returns a random variate from a gamma distribution                                                                                          |
| RANNOR*         | returns a random variate from a normal distribution                                                                                         |
| RANPOI*         | returns a random variate from a Poisson distribution                                                                                        |
| RANTBL*         | returns a random variate from a tabled probability                                                                                          |
| RANTRI*         | returns a random variate from a triangular distribution                                                                                     |
| RANUNI*         | returns a random variate from a uniform distribution                                                                                        |
| CALL STREAMINIT | specifies a seed value to use for subsequent random number generation by the RAND function. (See the <a href="#">RANDSEED subroutine</a> .) |
| UNIFORM*        | returns a random variate from a uniform distribution                                                                                        |

---

## State and Zip Code Functions

|         |                                              |
|---------|----------------------------------------------|
| FIPNAME | converts FIPS codes to uppercase state names |
|---------|----------------------------------------------|

|                 |                                                                                      |
|-----------------|--------------------------------------------------------------------------------------|
| FIPNAMEL        | converts FIPS codes to mixed-case state names                                        |
| FIPSTATE        | converts FIPS codes to two-character postal codes                                    |
| GEODISTANCE     | returns the geodetic distance between two latitude and longitude coordinates         |
| STFIPS          | converts state postal codes to FIPS state codes                                      |
| STNAME          | converts state postal codes to uppercase state names                                 |
| STNAMEL         | converts state postal codes to mixed-case state names                                |
| ZIPCITY         | returns a city name and the two-character postal code that corresponds to a zip code |
| ZIPCITYDISTANCE | returns the geodetic distance between two zip code locations                         |
| ZIPFIPS         | converts zip codes to FIPS state codes                                               |
| ZIPNAME         | converts zip codes to uppercase state names                                          |
| ZIPNAMEL        | converts zip codes to mixed-case state names                                         |
| ZIPSTATE        | converts zip codes to state postal codes                                             |

## Time Zone Functions

|           |                                                                              |
|-----------|------------------------------------------------------------------------------|
| TZONEID   | returns the current time zone ID                                             |
| TZONENAME | returns the current standard or daylight savings time and the time zone name |
| TZONEOFF  | returns the user time zone offset                                            |
| TZONES2U  | converts a SAS datetime value to a UTC datetime value                        |
| TZONEU2S  | converts a UTC datetime value to a SAS datetime value                        |

## Trigonometric and Hyperbolic Functions

|           |                                                  |
|-----------|--------------------------------------------------|
| ARCOS     | returns the arccosine                            |
| ARCOSH    | returns the inverse hyperbolic cosine            |
| ARSIN     | returns the arcsine                              |
| ARSINH    | returns the inverse hyperbolic sine              |
| ATAN      | returns the arctangent                           |
| ARTANH    | returns the inverse hyperbolic tangent           |
| ATAN2     | returns the arc tangent of two numeric variables |
| COS       | returns the cosine                               |
| COSH      | returns the hyperbolic cosine                    |
| COT       | returns the cotangent                            |
| CSC       | returns the cosecant                             |
| SIN       | returns the sine                                 |
| SINH      | returns the hyperbolic sine                      |
| SEC       | returns the secant                               |
| TAN       | returns the tangent                              |
| CALL TANH | returns the hyperbolic tangent of each argument  |
| TANH      | returns the hyperbolic tangent                   |

---

## Truncation Functions

|        |                                                                                                                                                                             |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CEIL   | returns the smallest integer $\geq$ the argument                                                                                                                            |
| CEILZ  | returns the smallest integer that is greater than or equal to the argument, using zero fuzzing                                                                              |
| FLOOR  | returns the largest integer $\leq$ the argument                                                                                                                             |
| FLOORZ | returns the largest integer that is less than or equal to the argument, using zero fuzzing                                                                                  |
| FUZZ   | returns the nearest integer if the argument is within 1E-12                                                                                                                 |
| INT    | returns the integer portion of a value                                                                                                                                      |
| INTZ   | returns the integer portion of the argument, using zero fuzzing                                                                                                             |
| MODZ   | returns the remainder from the division of the first argument by the second argument, using zero fuzzing                                                                    |
| ROUND  | rounds a value to the nearest round-off unit                                                                                                                                |
| ROUNDE | rounds the first argument to the nearest multiple of the second argument, and returns an even multiple when the first argument is halfway between the two nearest multiples |
| ROUNDZ | rounds the first argument to the nearest multiple of the second argument, with zero fuzzing                                                                                 |
| TRUNC  | returns a truncated numeric value of a specified length                                                                                                                     |

---

## Web Tools

|            |                                                                                                                                     |
|------------|-------------------------------------------------------------------------------------------------------------------------------------|
| HTMLDECODE | decodes a string that contains HTML numeric character references or HTML character entity references and returns the decoded string |
| HTMLENCODE | encodes characters by using HTML character entity references and returns the encoded string                                         |
| URLDECODE  | returns a string that was decoded by using the URL escape syntax                                                                    |
| URLENCODE  | returns a string that was encoded by using the URL escape syntax                                                                    |

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# Chapter 27

## Module Library

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### Overview

The IMLMLIB library contains modules written in the SAS/IML language. The library contains both functions and subroutines. You do not have to explicitly load these modules: they are automatically loaded at run time when they are called by a SAS/IML program.

---

### Contents of the IMLMLIB Library

The IMLMLIB library contains the following computational modules:

- CORR2COV function scales a correlation matrix into a covariance matrix
- COV2CORR function scales a covariance matrix into a correlation matrix
- EXPMATRIX function computes the exponential of a matrix
- ISEMPTY function returns 1 if the argument is an empty matrix (zero rows and columns) and 1 otherwise
- MAGIC function returns a magic square of a given size

|                             |                                    |
|-----------------------------|------------------------------------|
| <b>MAHALANOBIS</b> function | computes Mahalanobis distance      |
| <b>MEDIAN</b> function      | returns the median of numeric data |
| <b>QUADREG</b> call         | performs quadratic regression      |
| <b>QUARTILE</b> function    | computes quartiles                 |
| <b>REGRESS</b> call         | performs regression analysis       |
| <b>STANDARD</b> function    | standardizes numeric data          |

The IMLMLIB library contains the following utility modules:

|                            |                                                                                                 |
|----------------------------|-------------------------------------------------------------------------------------------------|
| <b>BLANKSTR</b> function   | returns a blank string of a specified length.                                                   |
| <b>COL</b> function        | returns a matrix, $M$ , that is the same size as the input matrix and such that $M[i, j] = i$ . |
| <b>COLVEC</b> function     | converts a matrix into a column vector                                                          |
| <b>EXPANDGRID</b> function | returns a matrix that contains all combinations of elements from specified vectors              |
| <b>NDX2SUB</b> function    | converts matrix indices to subscripts                                                           |
| <b>PALETTE</b> function    | returns a discrete color palette that is suitable for visualizing categorical data              |
| <b>ROW</b> function        | returns a matrix, $M$ , that is the same size as the input matrix and such that $M[i, j] = j$ . |
| <b>ROWVEC</b> function     | converts a matrix into a row vector                                                             |
| <b>RSUBSTR</b> function    | replaces substrings                                                                             |
| <b>SUB2NDX</b> function    | converts matrix subscripts to indices                                                           |
| <b>TABPRT</b> call         | prints matrices in tabular format                                                               |

The library contains the following functions for generating random samples from statistical distributions:

|                                 |                                                                          |
|---------------------------------|--------------------------------------------------------------------------|
| <b>RANDDIRICHLET</b> function   | generates a random sample from a Dirichlet distribution                  |
| <b>RANDFUN</b> function         | returns a matrix of random numbers from a specified distribution         |
| <b>RANDMULTINOMIAL</b> function | generates a random sample from a multinomial distribution                |
| <b>RANDMVT</b> function         | generates a random sample from a multivariate Student's $t$ distribution |
| <b>RANDNORMAL</b> function      | generates a random sample from a multivariate normal distribution        |
| <b>RANDWISHART</b> function     | generates a random sample from a Wishart distribution                    |

The library contains the following graphical subroutines that produce ODS graphics:

|                         |                                                 |
|-------------------------|-------------------------------------------------|
| <b>BAR</b> call         | creates a bar chart                             |
| <b>BOX</b> call         | creates a box plot                              |
| <b>HEATMAPCONT</b> call | creates a heat map with a continuous color ramp |
| <b>HEATMAPDISC</b> call | creates a heat map with a discrete color ramp   |
| <b>HISTOGRAM</b> call   | creates a histogram                             |
| <b>SCATTER</b> call     | creates a scatter plot                          |
| <b>SERIES</b> call      | creates a series plot                           |

For compatibility with previous releases, the IMLMLIB library contains the following graphical subroutines that produce legacy graphics:

|               |                                                                 |
|---------------|-----------------------------------------------------------------|
| GBXWHSKR call | draws a box-and-whiskers plot                                   |
| GPROBCNT call | draws a scatter plot with bivariate normal probability contours |
| GXYPLOT call  | draws scatter plots of $x$ - $y$ data                           |

## IMLMLIB and the STORAGE library

As described in Chapter 20, SAS/IML enables you to store and load matrices and modules in your own STORAGE library. The STORE, LOAD, REMOVE, and RESET STORAGE commands apply to the STORAGE library and enable you to store and load user-defined matrices and modules.

In contrast, the IMLMLIB library contains predefined read-only modules. You cannot store additional modules in IMLMLIB.

You can use the SHOW command to obtain information about both the IMLMLIB and the STORAGE libraries, as described in the following list:

- SHOW OPTIONS displays the settings of the STORAGE and IMLMLIB libraries and shows whether the libraries are open.
- SHOW STORAGE displays the contents of the STORAGE library.
- SHOW IMLMLIB displays the contents of the IMLMLIB library.
- SHOW MODULES displays the names of the modules that are loaded in the current environment. These include modules loaded from either library and modules defined in the current session.

## Accessing the IMLMLIB Source Code

The IMLMLIB library is a catalog in the SASHELP directory. The catalog contains an entry of type IMOD for each module. Each entry is a module stored in its compiled form.

The SAS/IML source code that defines a modules is available in the catalog SASHELP.ILM. There is an entry of type SOURCE for each module. You can view the source code in the program editor window under the SAS windowing environment by using the COPY command and specifying the four-level name SASHELP.ILM.*modulename*.SOURCE

The source code can be edited for customization or enhancements, and can be included in other SAS/IML applications. The modules also illustrate a variety of language features that can be used to solve statistical problems.

---

## Order of Resolution for Functions and Subroutines

The SAS/IML language resolves functions in the following order:

1. User-defined SAS/IML modules that exist in the current environment
2. Function in the STORAGE library, if it is open
3. Functions in the IMLMLIB library
4. Functions built into SAS/IML software
5. SAS DATA step functions

Prior to SAS/IML 13.1, the order of resolution was different. The order was changed in order to make it easier for programmers to call user-defined functions.

When you call a module by using the [CALL statement](#), the SAS/IML language resolves subroutines in the following order:

1. Subroutines built into SAS/IML software
2. User-defined SAS/IML modules that exist in the current environment
3. Subroutines in the STORAGE library, if it is open
4. Subroutines in the IMLMLIB library
5. SAS DATA step subroutines

If you want to be sure that user-defined subroutines take precedence over built-in subroutines, use the [RUN statement](#). When you call a module by using the [RUN statement](#), the SAS/IML language resolves subroutines in the following order:

1. User-defined SAS/IML modules that exist in the current environment
2. Subroutines in the STORAGE library, if it is open
3. Subroutines in the IMLMLIB library
4. Subroutines that are built into SAS/IML software
5. SAS DATA step subroutines

---

## Error Diagnostics

When a run-time error occurs in a SAS/IML module, the program execution pauses inside the module environment. The SAS Log contains error diagnostics with a full traceback that can help to locate the problem. In the case of a loaded module, the traceback includes line offsets instead of the absolute SAS Log line numbers. The offsets can be used to track the problem into the source code that defined the module. The START statement at the beginning of the module definition always has an offset value of 1.

Offsets apply only to loaded modules. For modules that are explicitly defined in any given session, absolute line numbers are used in the traceback.

---

## Modules for Multivariate Random Sampling

SAS/IML software includes pre-defined modules that generate random samples from common multivariate distributions. For univariate distributions, you can generate random samples from many distributions by using the [RANDGEN subroutine](#).

**RANDDIRICHLET** generates a random sample from a Dirichlet distribution, which is a multivariate generalization of the beta distribution.

**RANDFUN** function returns a matrix of random numbers from a specified distribution

**RANDMULTINOMIAL** generates a random sample from a multinomial distribution, which is a multivariate generalization of the binomial distribution.

**RANDMVNT** generates a random sample from a multivariate Student's *t* distribution

**RANDNORMAL** generates a random sample from a multivariate normal distribution

**RANDWISHART** generates a random sample from a Wishart distribution, which is a multivariate generalization of the gamma distribution.

All of the modules compute their results by using transformations of univariate random samples generated by the [RANDGEN subroutine](#). Thus you can use the [RANDSEED subroutine](#) to set the seed for the modules.

Although you can sample from a multivariate normal distribution by using the built-in **VNORMAL** subroutine, the **VNORMAL** subroutine implements does not use the random number seed set in [RANDSEED](#). To ensure independence and reproducibility of random number streams, the [RANDNORMAL](#) function is recommended.

For an overview of multivariate sampling, see Gentle (2003).

---

## Syntax for Demonstration Modules

A few modules in the IMLMLIB are intended for demonstration purposes, rather than for serious analysis. Those modules, along with modules that produce legacy graphics, are documented in this section. The remaining modules in the IMLMLIB are described in the “[Statements, Functions, and Subroutines](#)” on page 602

## GBXWHSKR Call

**RUN GBXWHSKR(*matrix*);**

**This subroutine is deprecated.**

The GBXWHSKR module draws a box-and-whiskers plot for univariate numeric data contained in the specified  $n \times m$  matrix. The box outlines the quartile range, and the minimum, median, and maximum points are labeled on the plot. You cannot produce graphics until you invoke the CALL GSTART statement. The plot created by the GBXWHSKR module remains open for further additions until you specify the CALL GCLOSE statement, which terminates the current graphics segment. You can edit the module source code in order to add viewports, text, or colors.

## GPROBCNT Call

**RUN GPROBCNT(*x, y*<,*p*>);**

**This subroutine is deprecated.**

The GPROBCNT module draws probability contours for the bivariate normal distribution. One contour is drawn for each value in the matrix *p*, which must contain entries between zero and one.

The inputs to the GPROBCNT subroutine are as follows:

- x* is any  $n \times m$  matrix of *x* values.
- y* is a corresponding  $n \times m$  matrix of *y* values.
- p* is an optional probability value matrix.

If you do not specify the matrix *p*, contours for the probability values of 0.5, 0.8, and 0.9 are drawn. You cannot produce graphics until you specify the CALL GSTART statement. The contour plot remains open for further additions until you specify the CALL GCLOSE statement, which terminates the current graphics segment.

## GXYPLOT Call

**RUN GXYPLOT(*x, y*);**

**This subroutine is deprecated.**

The GXYPLOT draws a scatter plot of the data in the *x* and *y* arguments. The inputs to the GXYPLOT subroutine are as follows:

- x* is any  $n \times m$  matrix of *x* values.
- y* is a corresponding  $n \times m$  matrix of *y* values.

The GXYPLOT module draws a simple scatter plot of bivariate data, including axes with labeled tickmarks. You cannot produce graphics until you specify the CALL GSTART statement. The plot remains open for

further additions (such as a title and axis labels) until you specify the CALL GCLOSE statement, which terminates the current graphics segment. The module uses the GPOINT, GXAXIS, and GYAXIS calls to plot the points. The module source code can be edited to specify many of the options available for these calls.

## QUADREG Call

**RUN QUADREG(*xopt*, *yopt*, *type*, *parms*, *x*, *y*);**

The QUADREG module fits a quadratic response surface to data. It is primarily used for demonstration purposes. The inputs to the QUADREG subroutine are as follows:

- xopt* is a returned value that contains  $m \times 1$  critical factor values.
- yopt* is a returned value that contains the critical response value.
- type* is a returned character string that contains the solution type (maximum or minimum).
- parms* is a returned value that contains the parameter estimates for the quadratic model.
- x* is an  $n \times m$  data matrix, where  $m$  is the number of factor variables and  $n$  is the number of data points.
- y* is an  $n \times 1$  response vector.

The QUADREG module fits a regression model with a complete quadratic set of regressions across several factors. The estimated model parameters are divided into a vector of linear coefficients and a matrix of quadratic coefficients to obtain critical factor values that optimize the response. It further determines the type of the optima (maximum, minimum, or saddle point) by computing the eigenvalues of the estimated parameters.

```

x = { -1 -1, -1 0, -1 1, 0 -1,
 0 0, 0 1, 1 -1, 1 0, 1 1 };
y = { 71.7, 75.2, 76.3, 79.2, 81.5, 80.2, 80.1, 79.1, 75.8 };
run quadreg(xopt, yopt, nature, parms, x, y);
print parms[rownames={c b1 b2 a11 a12 a22} label="Parameter Estimates",
 xopt[rownames={x1 x2} label="Critical Factor Values"],
 nature[label=""] "Response" yopt [label=""];

```

**Figure 27.1** Parameter Estimates and Optima

| Parameter Estimates |           |
|---------------------|-----------|
| C                   | 81.222222 |
| B1                  | 1.9666667 |
| B2                  | 0.2166667 |
| A11                 | -3.933333 |
| A12                 | -2.225    |
| A22                 | -1.383333 |

| Critical Factor Values |           |
|------------------------|-----------|
| X1                     | 0.2949376 |
| X2                     | -0.158881 |

**Figure 27.1** *continued*


---

 Maximum Response 81.495032
 

---



---

## REGRESS Call

**RUN REGRESS(*x*, *y*, *name*, <*tval*>, <*l1*>, <*l2*>, <*l3*>);**

The REGRESS module performs ordinary least squares regression. It is primarily used for demonstration purposes.

The inputs to the REGRESS subroutine are as follows:

- x* is an  $n \times m$  numeric matrix, where  $m$  is the number of variables and  $n$  is the number of data points.
- y* is an  $n \times 1$  response vector.
- name* is an  $m \times 1$  matrix of variable names.
- tval* is an optional  $t$ -value.
- l1*, *l2*, *l3* are optional  $1 \times m$  vectors that specify linear combinations of coefficients for hypothesis testing.

The design matrix is given by *x*, and *y* is the response vector. The *name* vector identifies each of the variables. If you specify a *t*-value, the module prints a table of observed and predicted values, residuals, hat diagonal, and confidence limits for the mean and predicted values. If you also specify linear combinations with *l1*, *l2*, and *l3*, the module performs the hypothesis test  $\mathbf{H} : \mathbf{l}'\mathbf{b} = 0$ , where *b* is the vector of parameter estimates. An example follows:

```
/* U.S. Population for decades beginning 1790, in millions */
name = { "Intercept", "Decade", "Decade**2" };
x = { 1 1 1, 1 2 4, 1 3 9, 1 4 16,
 1 5 25, 1 6 36, 1 7 49, 1 8 64 };
y = { 3.929, 5.308, 7.239, 9.638,
 12.866, 17.069, 23.191, 31.443 };
/* 5 dof at 0.025 level to get 95% confidence interval */
tval = quantile("T", 1-0.025, 5);
l1 = { 0 1 0 }; /* test hypothesis l1b=0 for linear coef */
l2 = { 0 1 0, /* test hypothesis l1b=0 for linear,quad */
 0 0 1 };
l3 = { 0 1 1 }; /* test hypothesis l1b=0 for linear+quad */
run regress(x, y, name, tval, l1, l2, l3);
```

**Figure 27.2** Regression Analysis

| name      | b         | stdb      | t         | prob      |
|-----------|-----------|-----------|-----------|-----------|
| Intercept | 5.0693393 | 0.9655939 | 5.2499702 | 0.0033263 |
| Decade    | -1.109935 | 0.4923003 | -2.254588 | 0.0738509 |
| Decade**2 | 0.5396369 | 0.0533975 | 10.10604  | 0.0001625 |

**Figure 27.2** *continued*

| Covariance of Estimates                 |           |           |           |        |        |        |        |
|-----------------------------------------|-----------|-----------|-----------|--------|--------|--------|--------|
|                                         | Intercept | Decade    | Decade**2 |        |        |        |        |
| Intercept                               | 0.9324    | -0.436    | 0.0428    |        |        |        |        |
| Decade                                  | -0.436    | 0.2424    | -0.026    |        |        |        |        |
| Decade**2                               | 0.0428    | -0.026    | 0.0029    |        |        |        |        |
| Correlation of Estimates                |           |           |           |        |        |        |        |
|                                         | Intercept | Decade    | Decade**2 |        |        |        |        |
| Intercept                               | 1         | -0.918    | 0.8295    |        |        |        |        |
| Decade                                  | -0.918    | 1         | -0.976    |        |        |        |        |
| Decade**2                               | 0.8295    | -0.976    | 1         |        |        |        |        |
| Predicted values, Residuals, and Limits |           |           |           |        |        |        |        |
| y                                       | yhat      | resid     | h         | lowerm | upperm | lower  | upper  |
| 3.929                                   | 4.499     | -0.57     | 0.7083    | 3.0017 | 5.9964 | 2.1737 | 6.8244 |
| 5.308                                   | 5.008     | 0.3       | 0.2798    | 4.067  | 5.949  | 2.9954 | 7.0207 |
| 7.239                                   | 6.5963    | 0.6427    | 0.2321    | 5.7391 | 7.4535 | 4.6214 | 8.5711 |
| 9.638                                   | 9.2638    | 0.3742    | 0.2798    | 8.3228 | 10.205 | 7.2511 | 11.276 |
| 12.866                                  | 13.011    | -0.145    | 0.2798    | 12.07  | 13.952 | 10.998 | 15.023 |
| 17.069                                  | 17.837    | -0.768    | 0.2321    | 16.979 | 18.694 | 15.862 | 19.812 |
| 23.191                                  | 23.742    | -0.551    | 0.2798    | 22.801 | 24.683 | 21.729 | 25.755 |
| 31.443                                  | 30.727    | 0.7164    | 0.7083    | 29.229 | 32.224 | 28.401 | 33.052 |
| Test Hypothesis that $\beta = 0$        |           |           |           |        |        |        |        |
|                                         | f         | dfn       | dfe       | prob   |        |        |        |
| for Linear                              | Coef      | 5.0831686 | 1         | 5      | 0.0739 |        |        |
|                                         | f         | dfn       | dfe       | prob   |        |        |        |
| for Linear,Quad                         | Coef      | 666.51095 | 2         | 5      | <.0001 |        |        |
|                                         | f         | dfn       | dfe       | prob   |        |        |        |
| for Linear+Quad                         | Coef      | 1.6774629 | 1         | 5      | 0.2518 |        |        |

---

## TABPRT Call

**RUN TABPRT(*matrix*);**

The TABPRT module is part of the **IMLMLIB library**. It is included for demonstration purposes. The TABPRT module prints a matrix in a tabular format. The module can be useful for printing large matrices. The module source code can be edited for further cosmetic changes, such as alternative format or field width, or for assigning specific row and column labels.

```
r = uniform(j(5,10)); /* a 5 x 10 numeric matrix */
run tabprt(r);
```

**Figure 27.3** Tabular Display

|      | X     |       |       |       |       |       |
|------|-------|-------|-------|-------|-------|-------|
|      | COL1  | COL2  | COL3  | COL4  | COL5  | COL6  |
| ROW1 | 0.185 | 0.970 | 0.400 | 0.259 | 0.922 | 0.969 |
| ROW2 | 0.819 | 0.524 | 0.853 | 0.067 | 0.957 | 0.297 |
| ROW3 | 0.688 | 0.413 | 0.559 | 0.287 | 0.476 | 0.845 |
| ROW4 | 0.728 | 0.507 | 0.931 | 0.929 | 0.590 | 0.297 |
| ROW5 | 0.167 | 0.871 | 0.299 | 0.935 | 0.900 | 0.569 |

|      | X     |       |       |       |
|------|-------|-------|-------|-------|
|      | COL7  | COL8  | COL9  | COL10 |
| ROW1 | 0.543 | 0.532 | 0.050 | 0.067 |
| ROW2 | 0.273 | 0.690 | 0.977 | 0.227 |
| ROW3 | 0.635 | 0.590 | 0.583 | 0.377 |
| ROW4 | 0.391 | 0.472 | 0.680 | 0.168 |
| ROW5 | 0.050 | 0.136 | 0.511 | 0.433 |

---

## References

Gentle, J. E. (2003). *Random Number Generation and Monte Carlo Methods*. 2nd ed. Berlin: Springer-Verlag.

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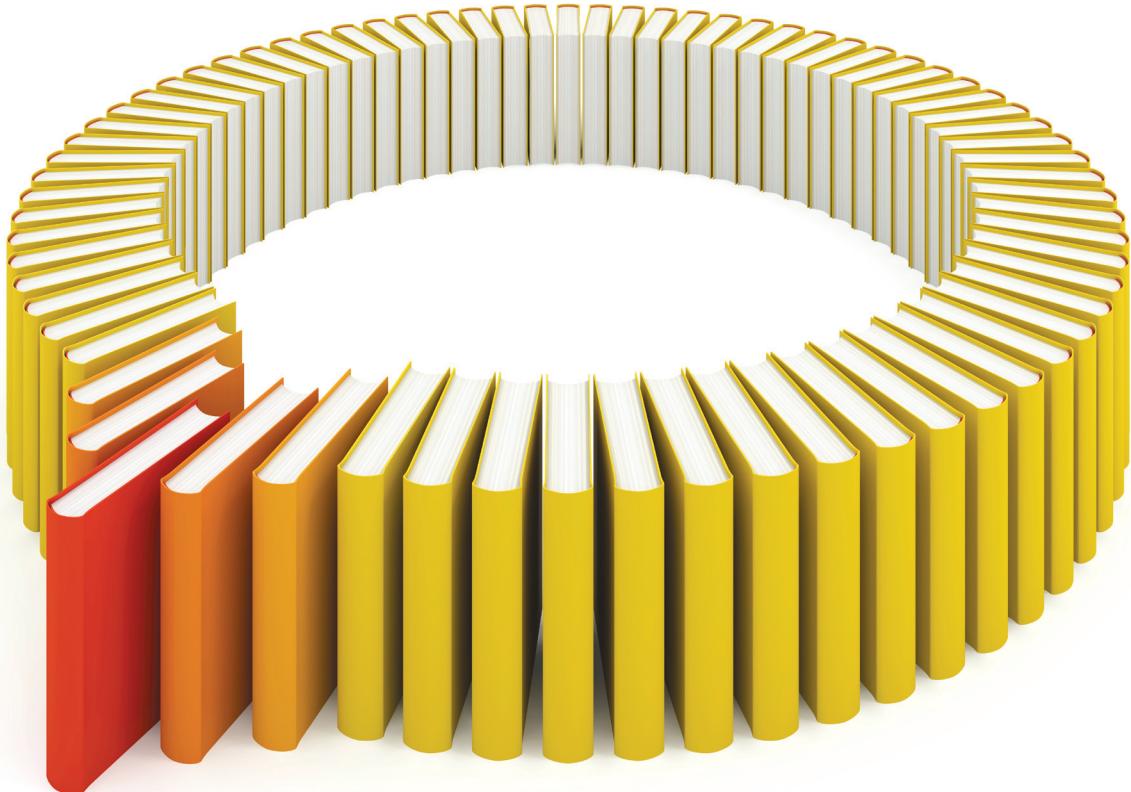
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