

HARVEST REPORT #12

Subject: Use of Table Lookup in Statistical  
Evaluations of Frequency Counts

By: G. F. Cramer

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Making a frequency count of  $N$  characters consists of finding the number of times each of the possible characters,  $C_1, C_2, C_3, \dots, C_n$  occurs among the  $N$  characters. It is customary to denote the frequency of occurrence of the character  $C_i$  by the symbol  $f_i$ .

We are interested in statistics of the form

$$(1) \quad S = F(f_1, f_2, f_3, \dots, f_n, N)$$

where the function  $F$  may also involve fixed constants in addition to the quantities  $f_i$  and  $N$  which depend upon the size of the sample being counted. It seems that most of the commonly used statistics can be written in the form

$$(2) \quad F = E(N) \sum G(f_i) + H(N).$$

Some of these can be reduced to the still simpler form

$$(3) \quad F = \sum G(f_i).$$

The summations are to be taken from  $i = 1$  to  $i = n$ . This suggests the possibility of combining the processes of "counting in memory", table lookup, and accumulation of summands in the accumulator to evaluate  $F$  while a stream of characters is passing through a continuous stream register. To do this, it would be necessary to take each character  $C_i$  whenever it occurs and use it in a bit assembly unit to form the address of the memory location where  $f_i$  is being stored. The  $f_i$  would need to be brought out to a bit assembly and used to build up the address of the memory location where  $G(f_i + 1) - G(f_i)$  is stored. Finally,  $G(f_i + 1) - G(f_i)$  would be fed into the accumulator while  $f_i$  would be increased by one and stored in the same memory location from which it came. This assumes

that  $n$  memory locations are used to store the  $f_i$ 's while  $nm$  memory locations are used for the  $[G(f_i + 1) - G(f_i)]$ 's,  $m$  being the maximum value any  $f_i$  is allowed to assume. This might allow the calculation of  $F$  and a comparison of  $F$  with a threshold value to occur everytime a character  $C_i$  is counted if this is desired, but it seems unlikely that it would be necessary to do this comparison so often in most applications.

If  $F$  is of the form (2), we could merely form  $\sum G(f_i)$  as each character presents itself but only evaluate  $E(N)$ ,  $H(N)$ , and  $F$  from time to time, stopping the streaming while these calculations and the comparison of  $F$  with the threshold value are carried out.

There are useful statistics whose evaluation is fundamentally simpler than that of (3). For example, if  $F$  has the form

(4)  $F = \sum f_i W_i$

*weighted sum*

where  $W_i$  is a constant, we can express it as

(4.1)  $F = W_1 + W_1 + \dots + W_1 + W_2 + W_2 + \dots + W_2 + \dots + W_n + W_n + \dots + W_n$

where  $W_i$  occurs  $f_i$  times. Thus it is possible to evaluate  $F$  very simply by sending  $W_i$  to the accumulator each time the character  $C_i$  occurs. This does not require that  $f_i$  be available in the memory and so involves only a single table lookup instead of both a counting-in-memory process and a table lookup. The somewhat more general statistic

$F = \sum f_i \text{Log}(nf_i/N)$

*small sample*

reduces to the form (4) whenever  $N$  is large enough so that  $nf_i/N$  "stabilizes" or becomes essentially constant with increasing  $N$ .

Another statistic which is simple to evaluate is

(5)  $F = 1/2 \sum f_i(f_i - 1) = 1/2 \sum (f_i^2 - f_i)$

This can be handled by counting in memory combined with the sending of  $f_i$  to the accumulator each time  $f_i$  is called out of the memory by the appearance of character  $C_i$  in the stream. The reason this works is that

$(f_i + 1)^2 = f_i^2 + 2f_i + 1 = f_i^2 + f_i + (f_i + 1)$  so that

$1/2 [(f_i + 1)^2 - (f_i + 1)] = 1/2 (f_i^2 - f_i) + f_i$ . Finally  $f_i + 1$

is sent back to the memory location from which  $f_i$  was obtained.

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Another simple statistic is

$$(6) \quad F = \sum f_i^2$$

This can be evaluated each time a character is counted by sending both  $f_i$  and  $f_i + 1$  to the accumulator while replacing  $f_i$  by  $f_i + 1$  in the memory.

One should bear in mind that the more general statistic (3) requires both counting and table lookup if it is to be evaluated on a character by character basis while (4), (5), and (6) can be handled more simply only because of the special form of the  $G(f_i)$  in each of these cases.

GFC/jh

G. F. Cramer