

Maintenance Library

SUPPLEMENTED BY SN 31 - 0301

**IBM System /3
5410 Processing Unit
Diagrams**

**IBM System/3
5410 Processing Unit
Field Engineering Diagrams Manuals**

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This Technical Newsletter provides replacement pages for the subject publication. These replacement pages remain in effect unless specifically altered. Pages to be inserted and/or removed are:

Front Cover
Title Page, Preface
2-040, 2-050
3-010, 3-020
4-076-4-082
4-100, 4-105
6-010-Index
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Back Cover

Summary of Amendments

This change adds 48K storage and +6V replacement bulk supply information to the diagrams. It also adds new covers in compliance with recent specification changes. This changes the title to:

IBM Maintenance Library
IBM System/3
5410 Processing Unit
Diagrams

Note: Please file this cover letter at the back of the manual to provide a record of changes.



Maintenance Library

**IBM System /3
5410 Processing Unit
Diagrams**

Preface

Diagrams and flowcharts in this manual are at engineering change level 816614.

The diagrams in this manual are organized by operation. Thus, the details of machine operations are presented in operational flowcharts, most of which are *two-level*. The general flow path of the two-level charts (heavy line) shows the major objectives of an operation or instruction. Detailed flow paths of major objectives are located to the right of the general flow path.

Positive-logic diagrams support the operational flowcharts. They show logical circuit operation without regard to signal levels. Most of the logic diagrams in this manual are not block for block representations of Automated Logic Diagrams. Rather, only blocks necessary for a logical understanding of the operation are shown.

Other manuals needed to understand and service the 5410 are:

1. *The IBM 5410 Processing Unit, Field Engineering Theory of Operations Manual.*
2. *The IBM 5410 Processing Unit, Field Engineering Maintenance Manual.*

Second Edition

This is a major revision of, and obsoletes, SY 31-0202-0.

Changes are continually made to the specifications herein; any such change will be reported in subsequent revisions or TNLS.

A form for reader's comments is provided at the back of this publication. If the form has been removed, comments may be addressed to IBM Corporation, Product Publications, Department 245, Rochester, Minnesota 55901.

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Abbreviations

AAR	A field Address Register
ALD	Automated Logic Diagram
ALU	Arithmetic and Logic Unit
ARR	Address Recall Register
BAR	B field Address Register
BSM	Basic Storage Module
CPU	Central Processing Unit
CR	Condition Register
CRR	Condition Recall Register
DA	Device Address
DBI	Data Bus In
DBO	Data Bus Out
DFCR	Disk File Control Address Register
DFDR	Disk File Data Address Register
DPF	Dual Program Feature
DRR	Data Recall Register
EBCDIC	Extended Binary Coded Decimal Interchange Code
IAR	Instruction Address Register
I/O	Input-Output
K	Thousand
LCR	Length Count Register
LCRR	Length Count Recall Register
LPDAR	Line Printer Data Address Register
LPIAR	Line Printer Image Address Register
LSR	Local Store Registers
MAP	Maintenance Analysis Procedure
MFCU	Multi-Function Card Unit
MPCAR	MFCU Punch Data Address Register
MPTAR	MFCU Print Data Address Register
MRDAR	MFCU Read Data Address Register
MST	Monolithic System Technology
PC	Parity Check
PG	Parity Generate
POR	Power on Reset
PSR	Program Status Register
SAR	Storage Address Register
SDR	Storage Data Register
XR	Index Register

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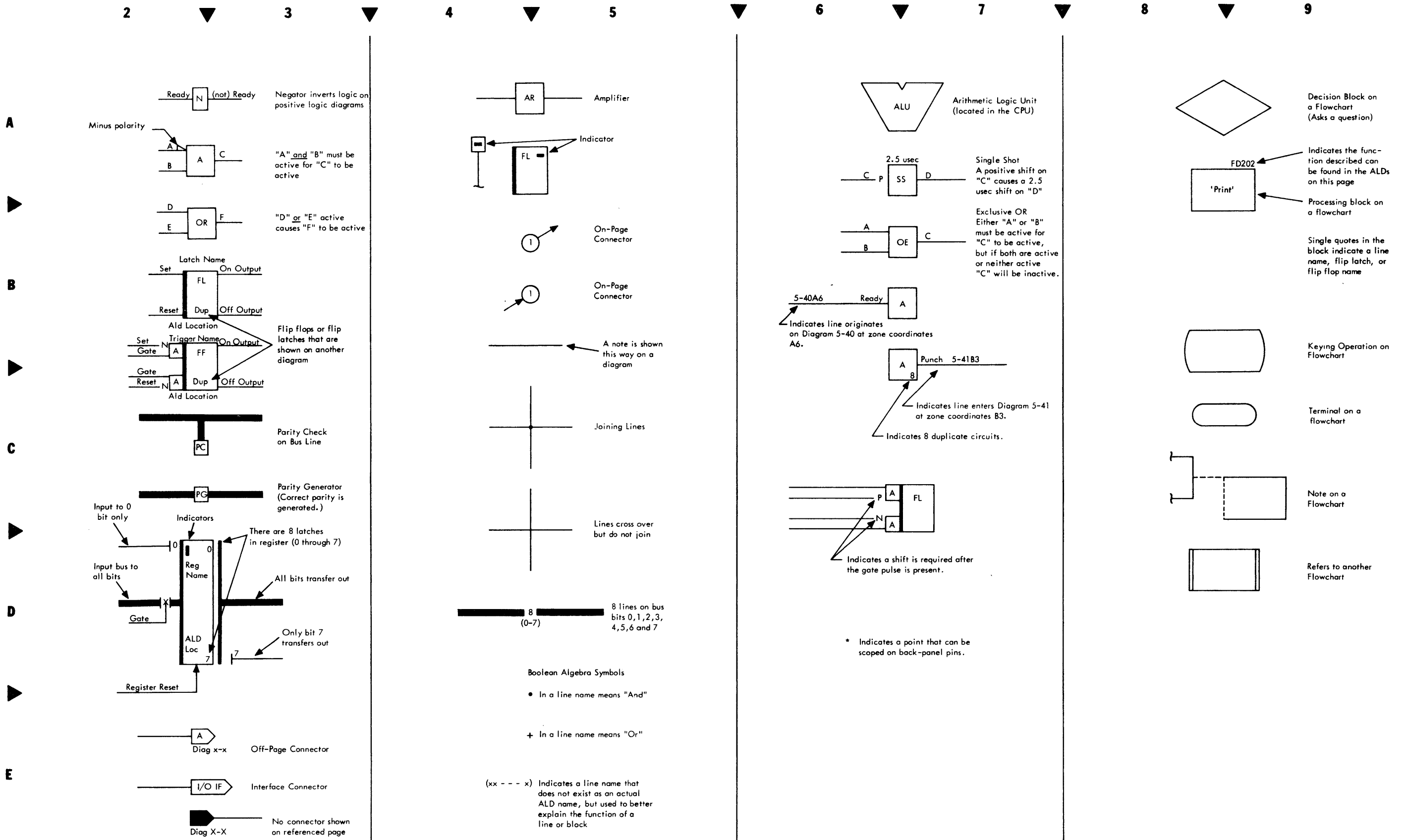
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2



3



4



5



6



7



8



9

A



B



C

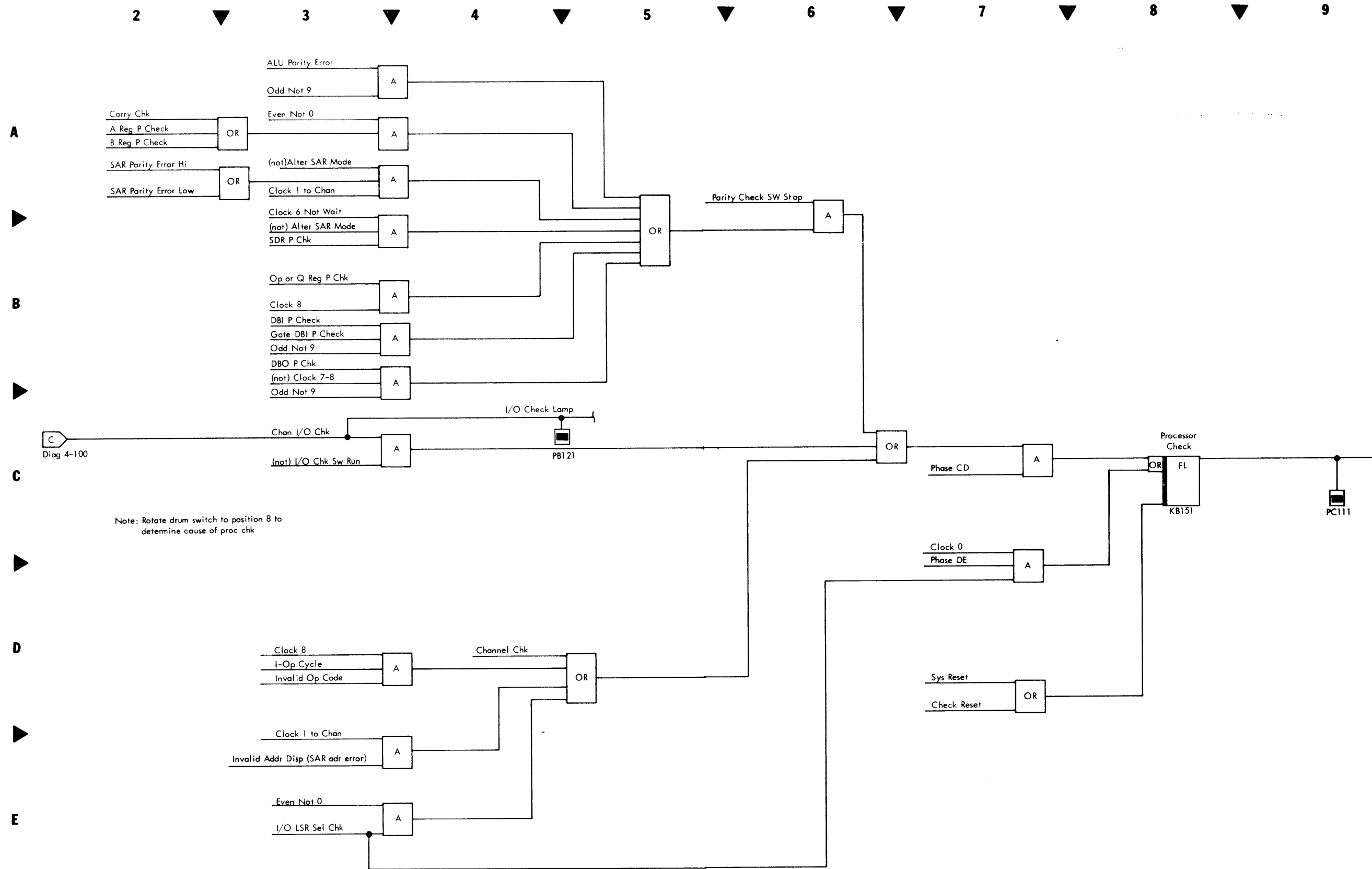


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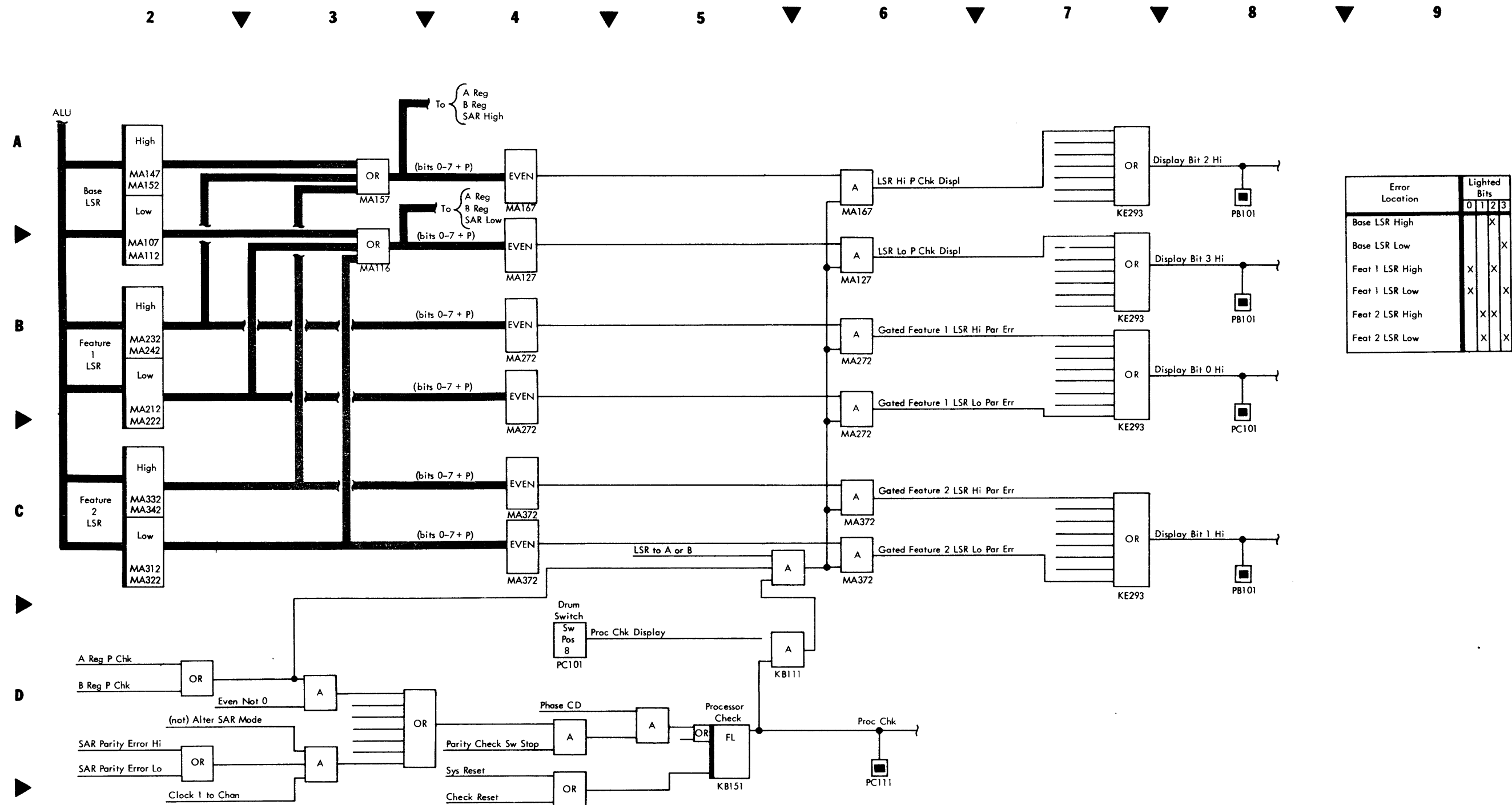
E

Refer to MAP charts
for system diagnostics



Note: Rotate drum switch to position 8 to determine cause of proc chk

Diagram 2-030. LSR Parity



Error Location	Lighted Bits			
	0	1	2	3
Base LSR High		X		
Base LSR Low				X
Feat 1 LSR High	X	X		
Feat 1 LSR Low	X			X
Feat 2 LSR High		X	X	
Feat 2 LSR Low		X		X

E Note: Machine is stopped by either A register, B register or SAR parity error. Drum switch position 1 displays SAR contents, 2 displays LSR contents, 4 displays B register contents, and 5 displays A register contents

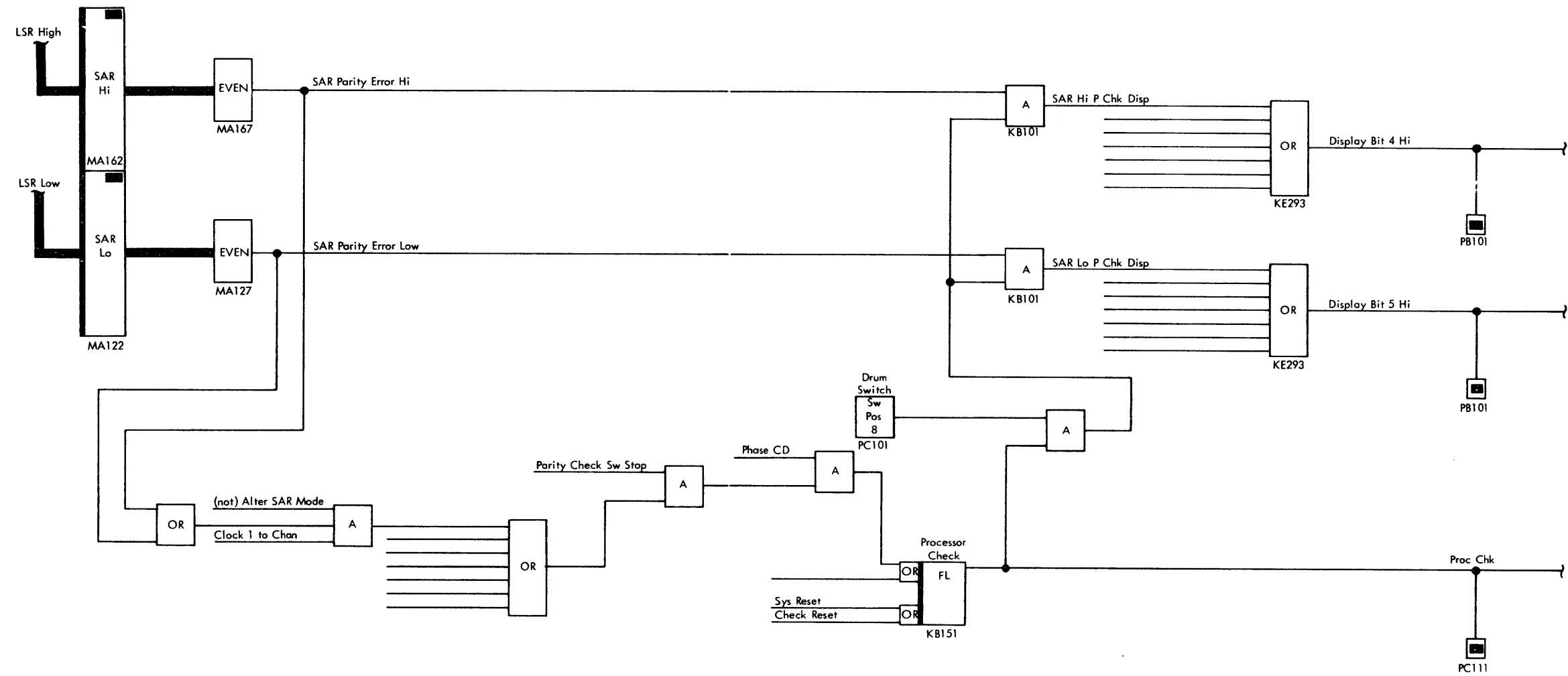
A

B

C

D

E



Note: Rotate drum switch to position 1 to display SAR contents

2

3

4

5

6

7

8

9

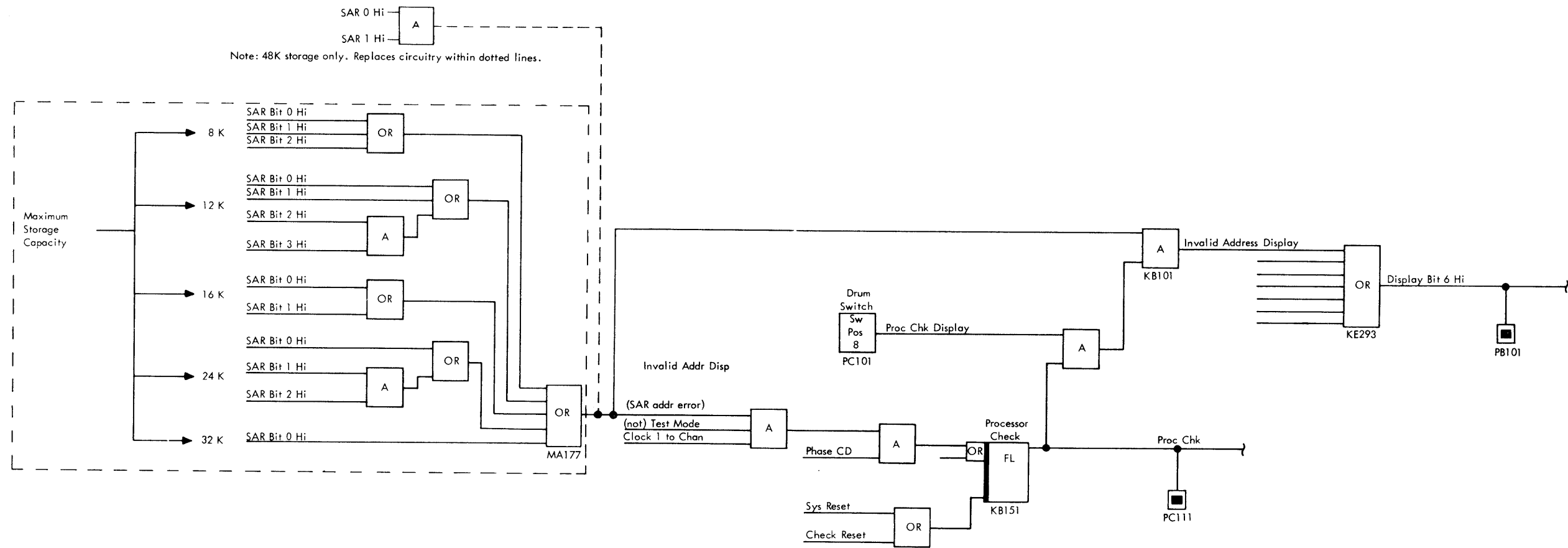
A

B

C

D

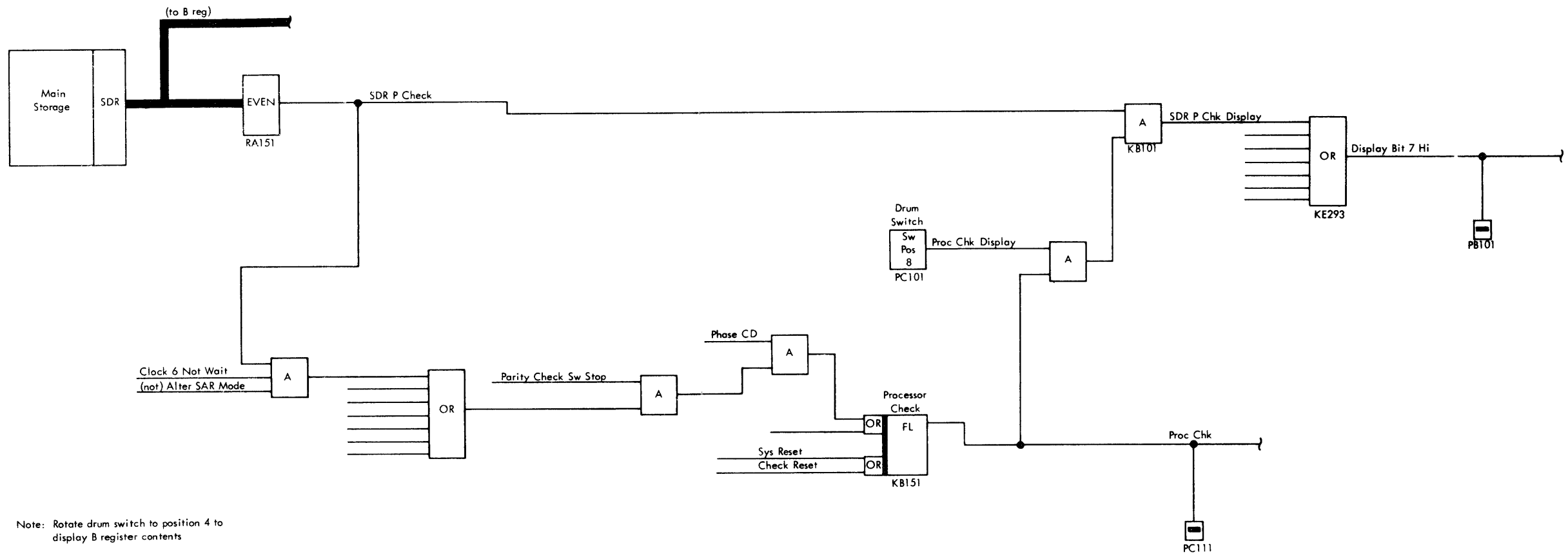
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Note: Rotate drum switch to position 1 to display SAR contents

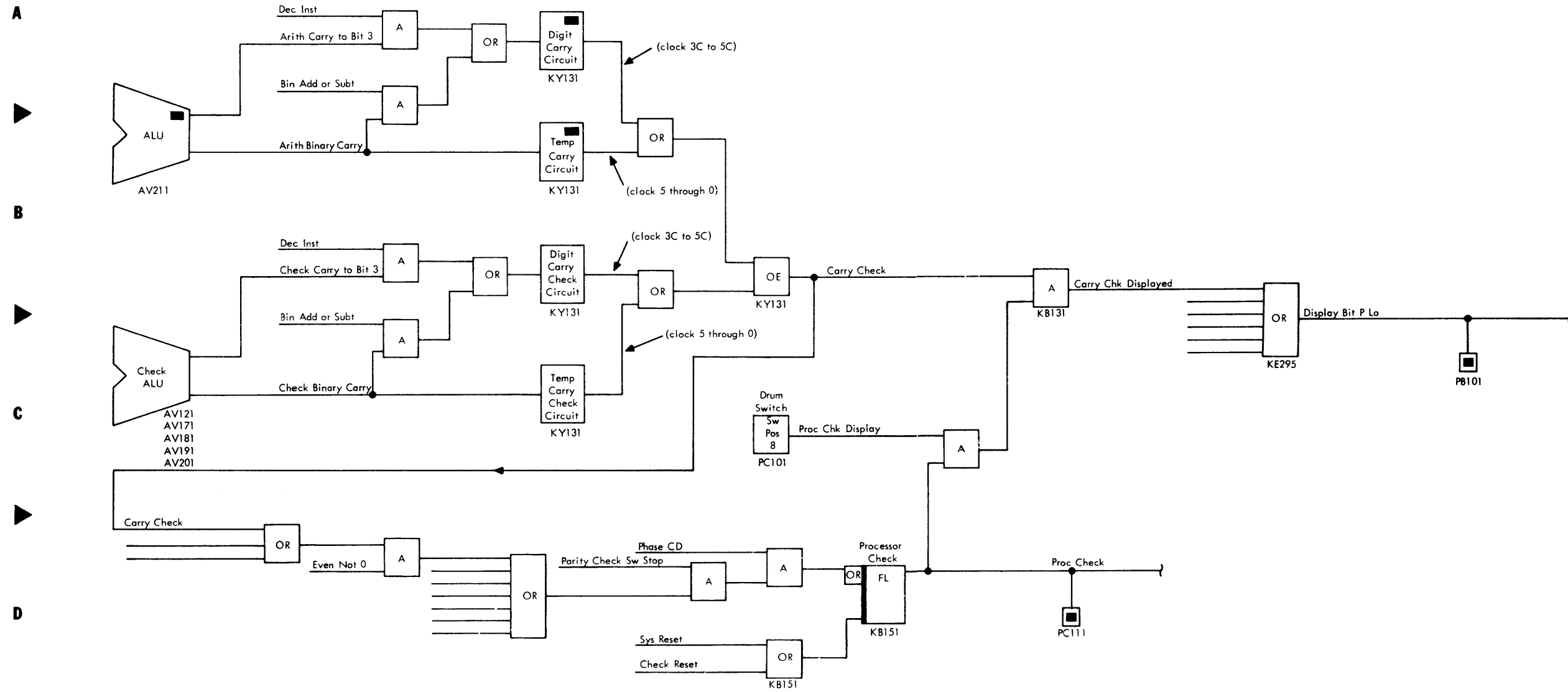
2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A
▶
B
▶
C
▶
D
▶
E



Note: Rotate drum switch to position 4 to display B register contents

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

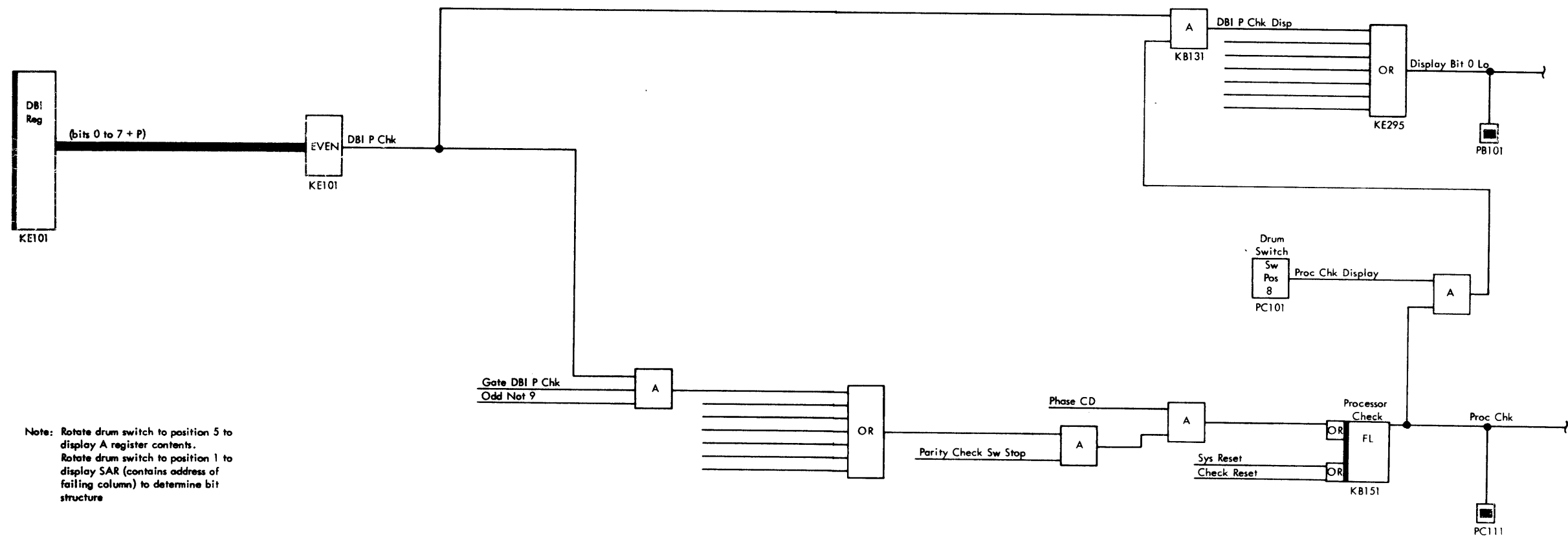


Note: Rotate drum switch to position 5 to display ALU output, position 4 to display ALU controls and carries

E

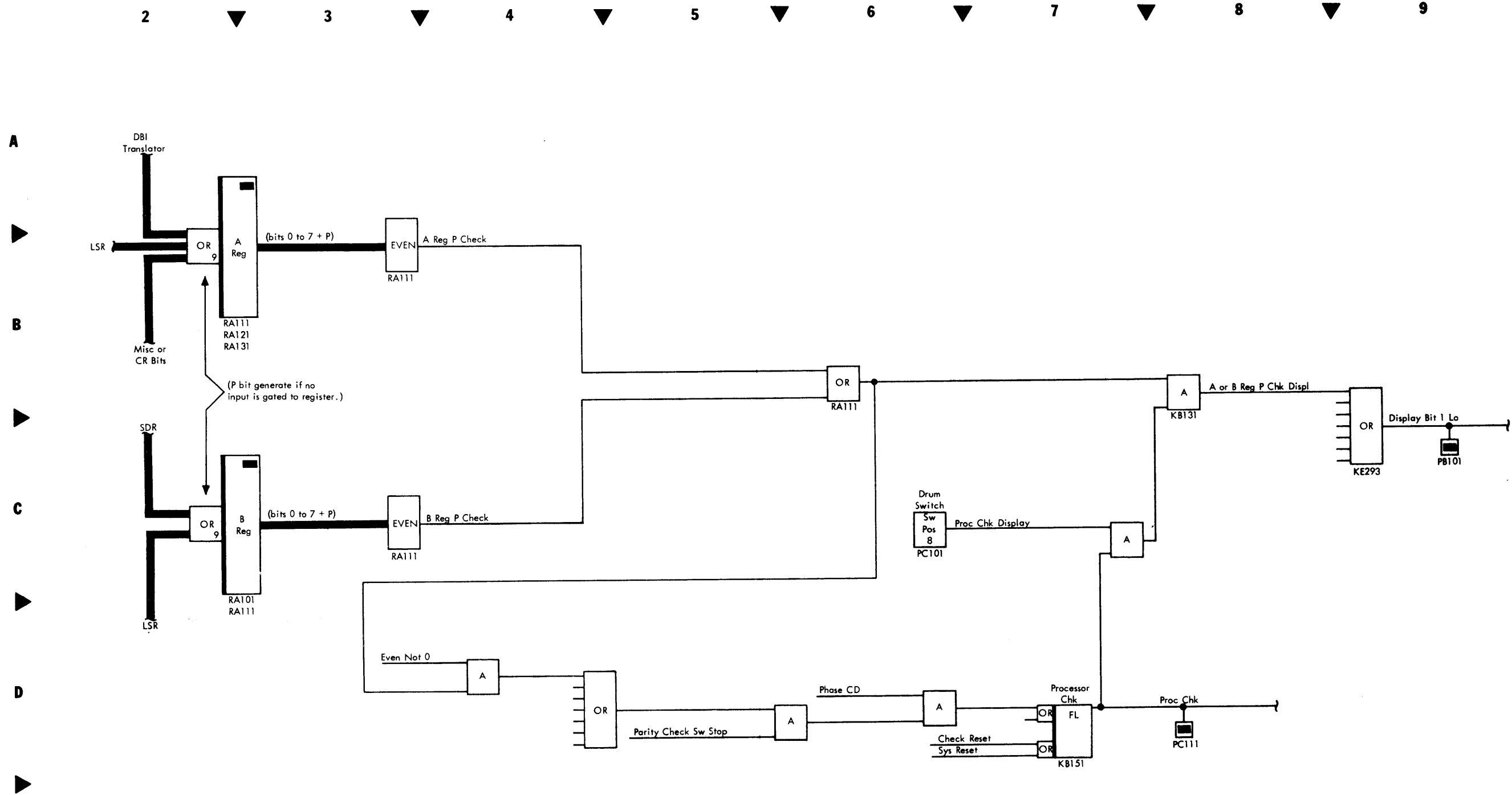
2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A
▶
B
▶
C
▶
D
▶
E



Note: Rotate drum switch to position 5 to display A register contents.
Rotate drum switch to position 1 to display SAR (contains address of failing column) to determine bit structure

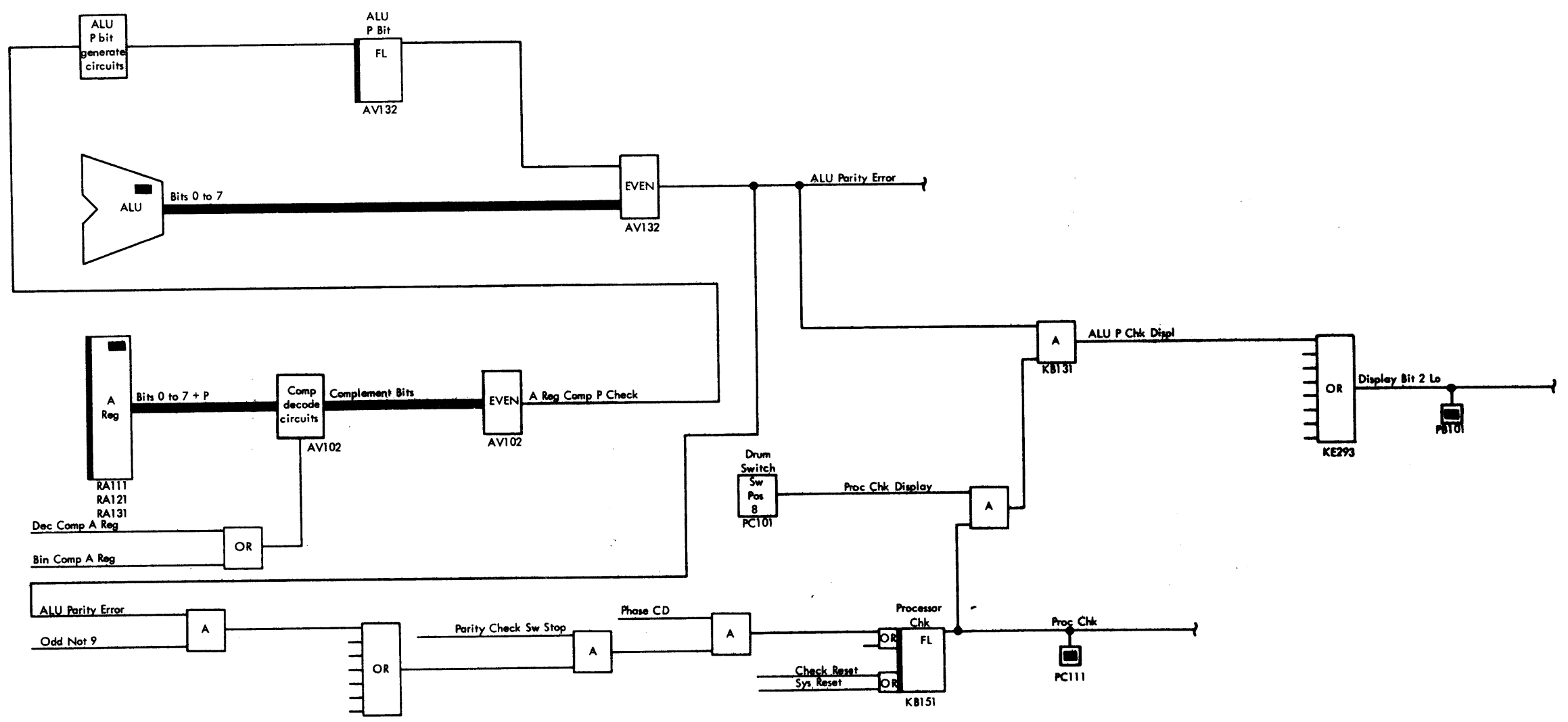
Diagram 2-080. DBI Parity



Note: Rotate drum switch to position 5 to display A register contents, position 4 to display B register contents

E

A
B
C
D
E



Note: Rotate drum switch to position 5 to display ALU and A register contents

Diagram 2-100. ALU Parity

2

3

4

5

6

7

8

9

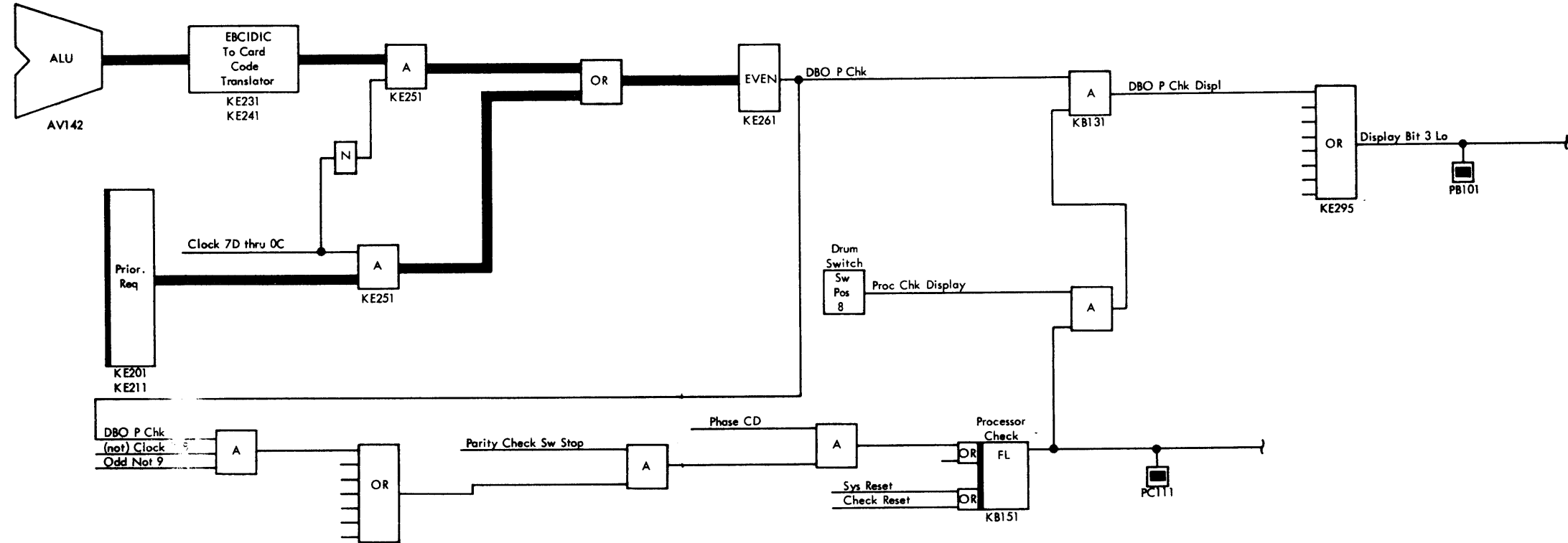
A

B

C

D

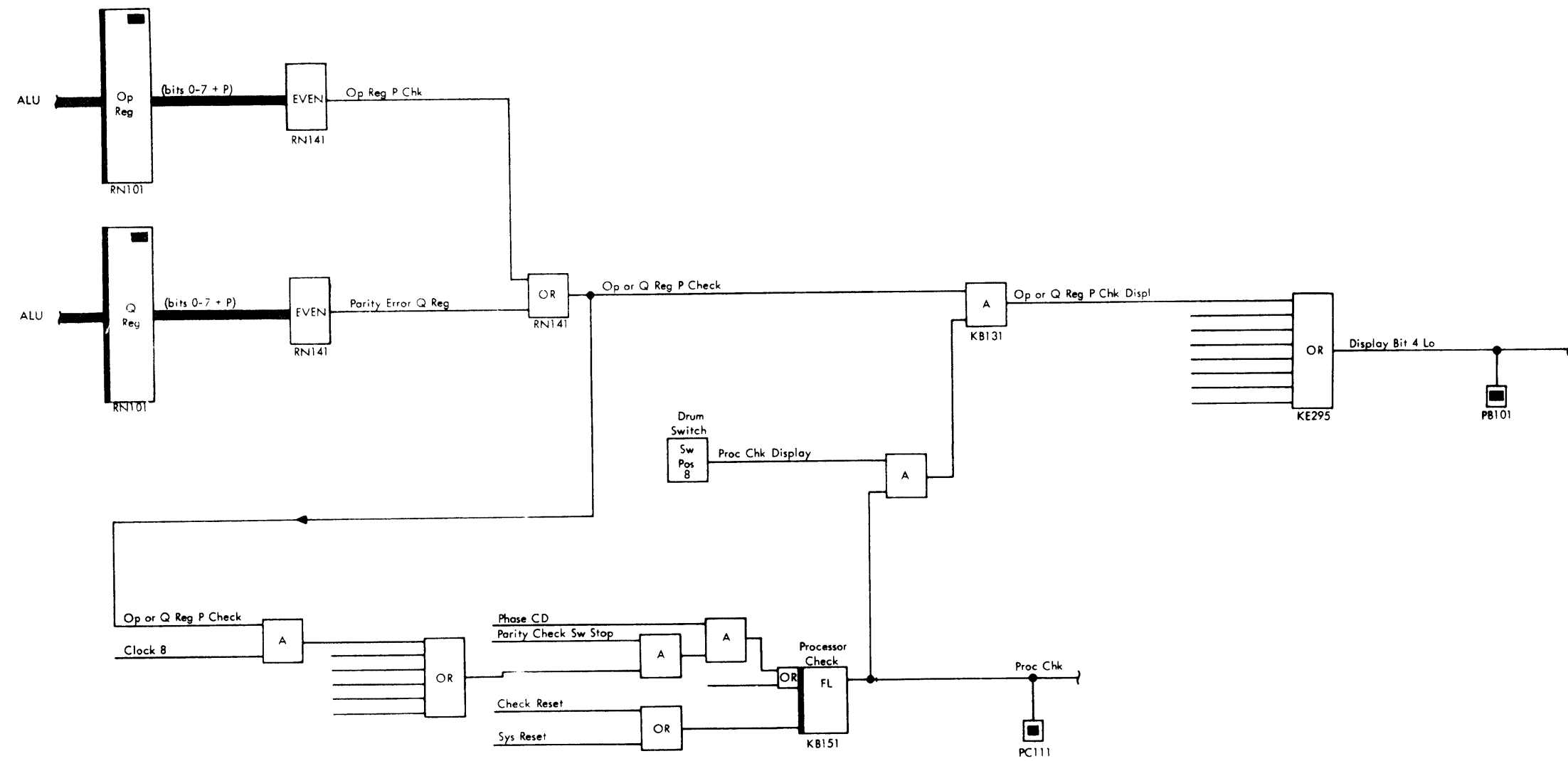
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Note: Rotate drum switch to position 7 to display CS priority bits, position 5 to display ALU output

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

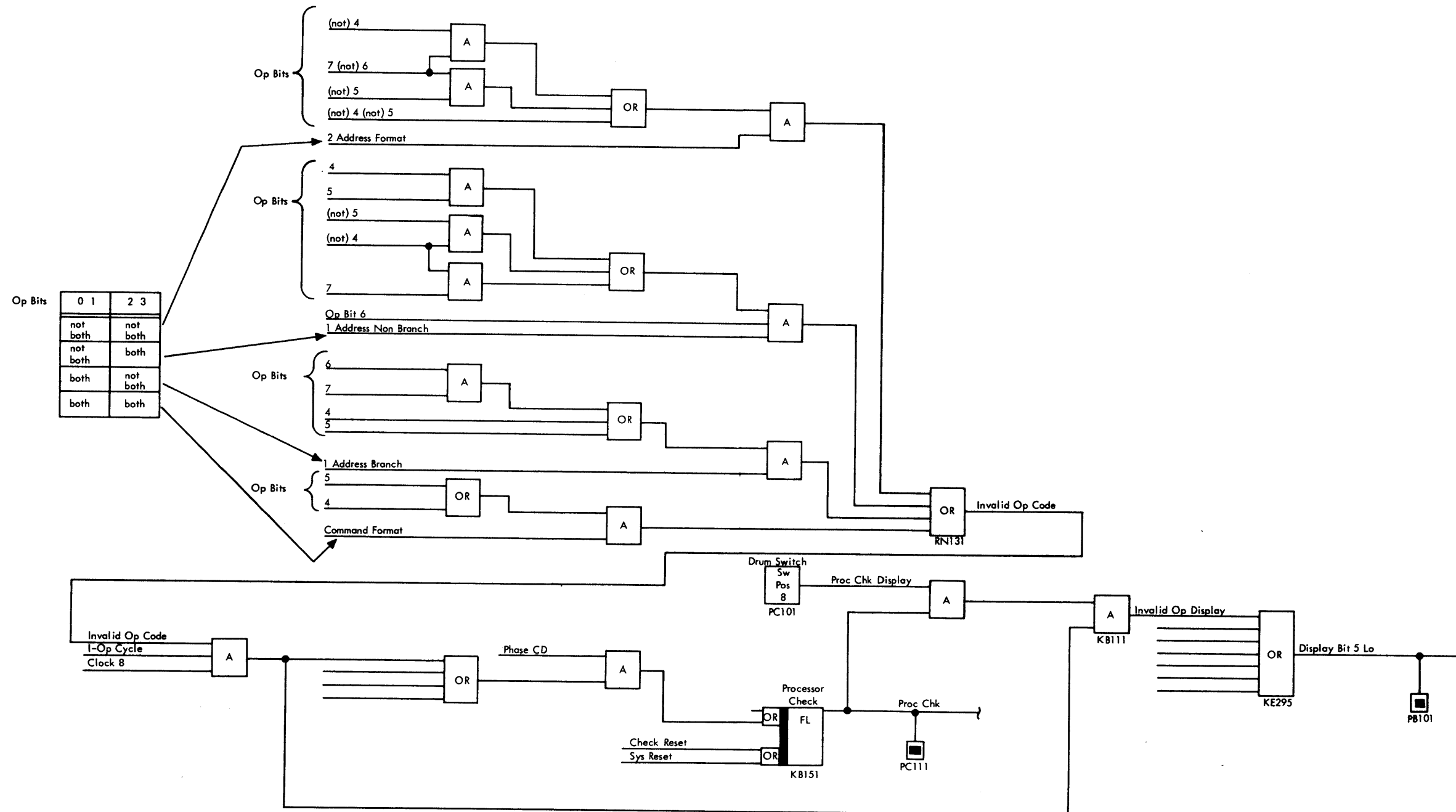
A
B
C
D
E



Note: Rotate drum switch to position 3 to display Op and Q registers contents

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A
B
C
D
E



Note: Rotate drum switch to position 3 to display Op register contents

A

▶

B

▶

C

▶

D

▶

E

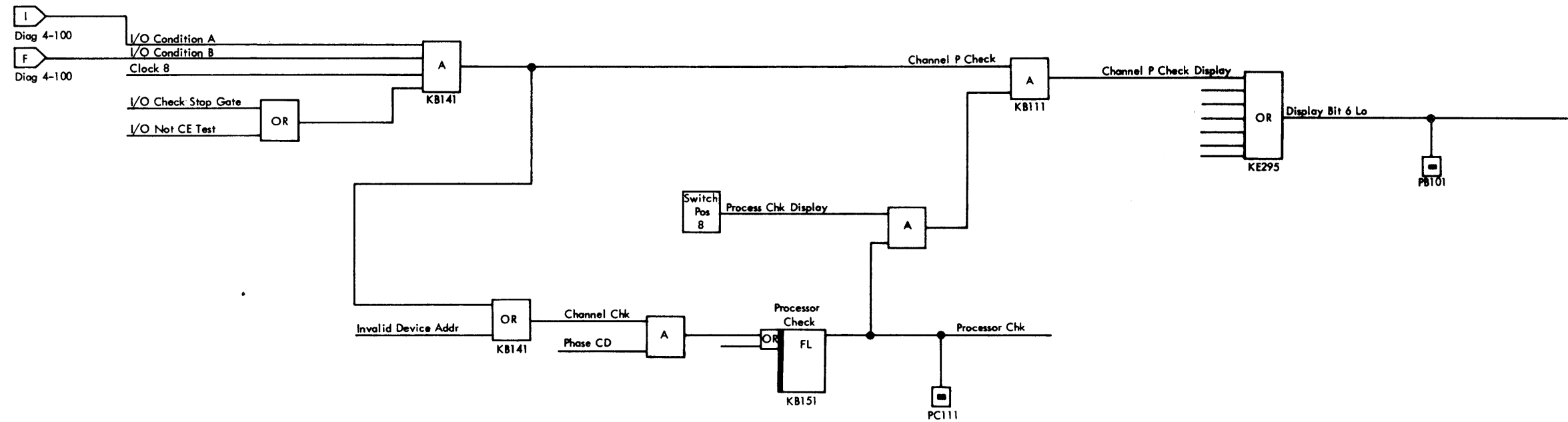


Diagram 2-140. Channel P Check

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A



B



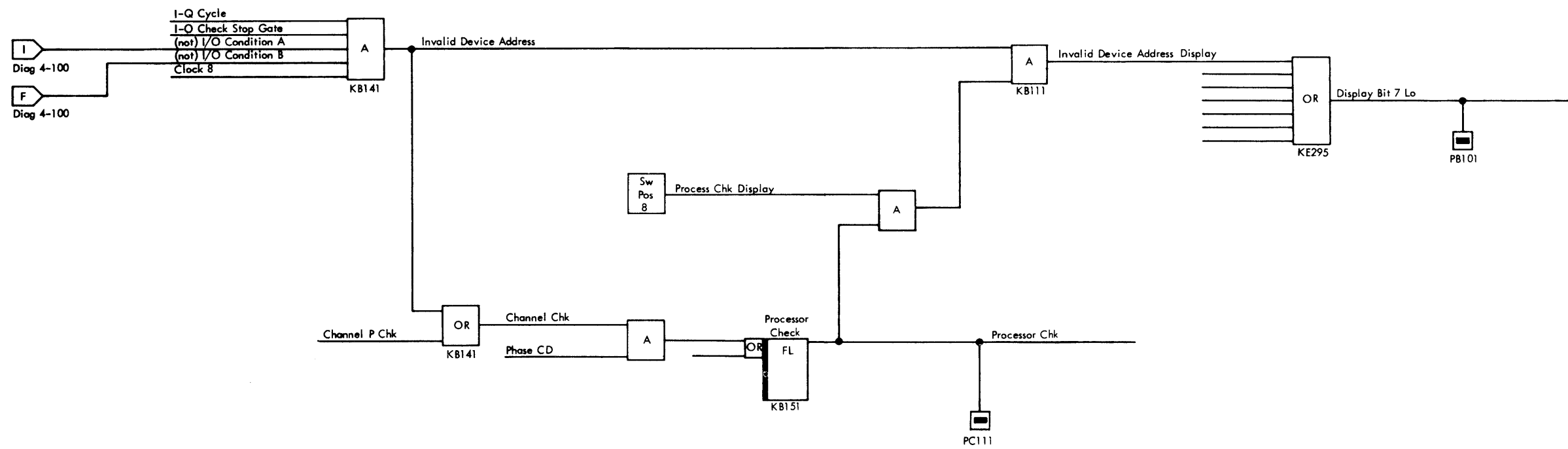
C



D



E



2

3

4

5

6

7

8

9

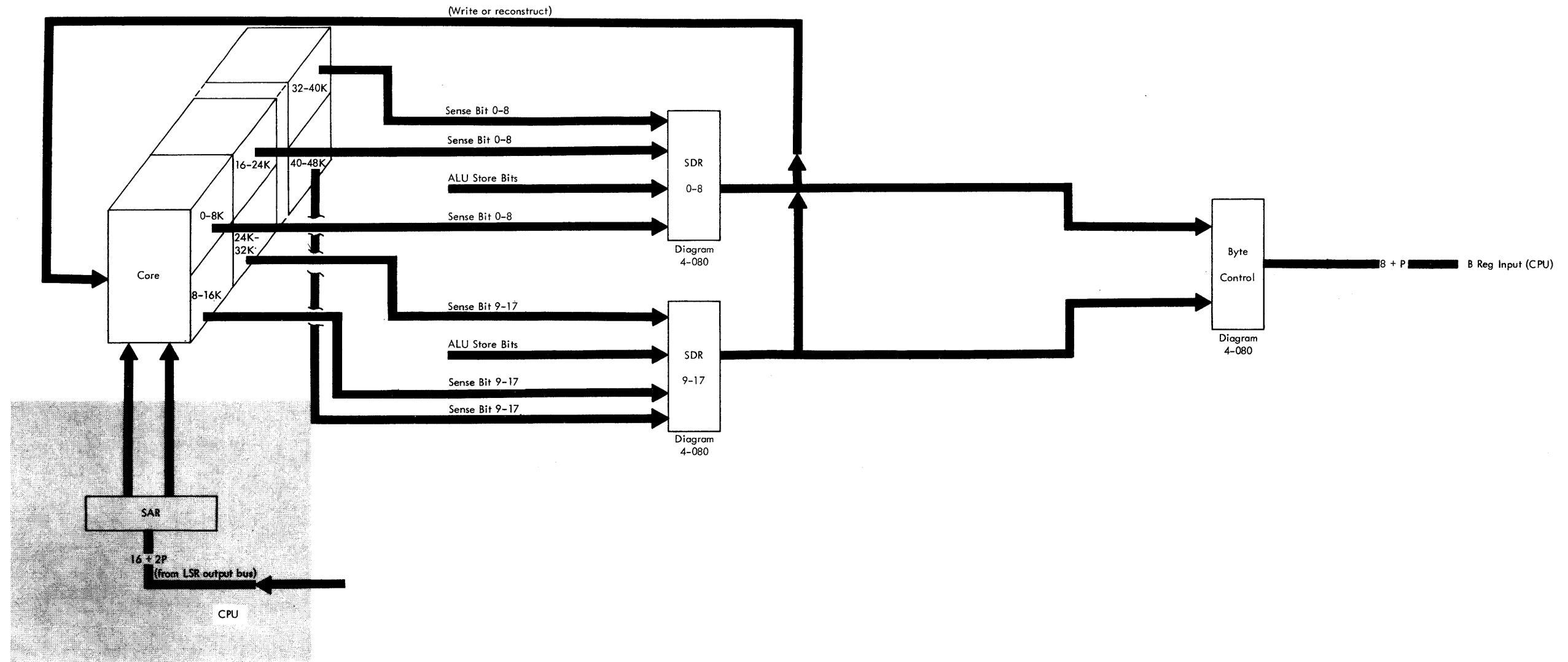
A

B

C

D

E



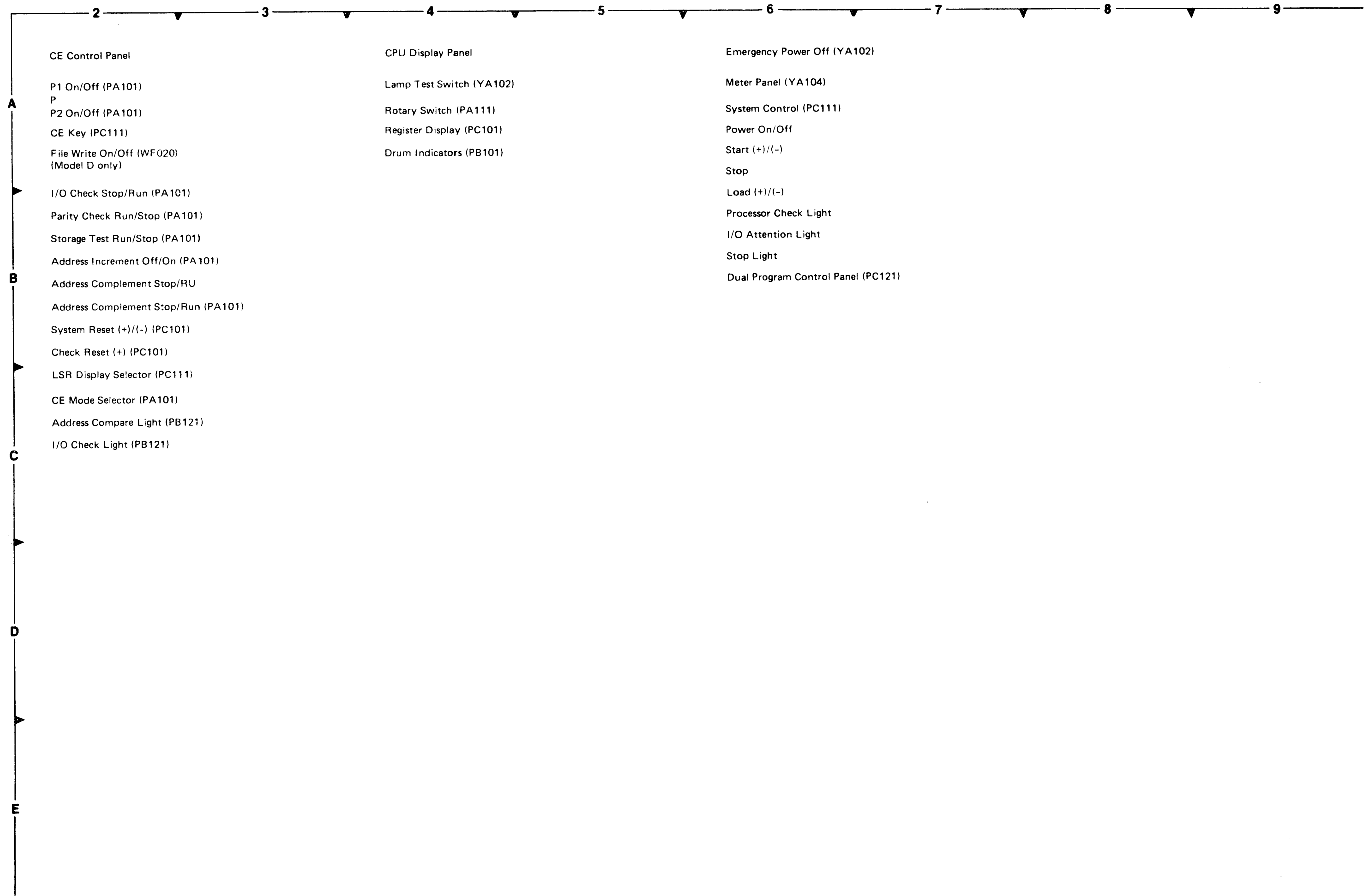
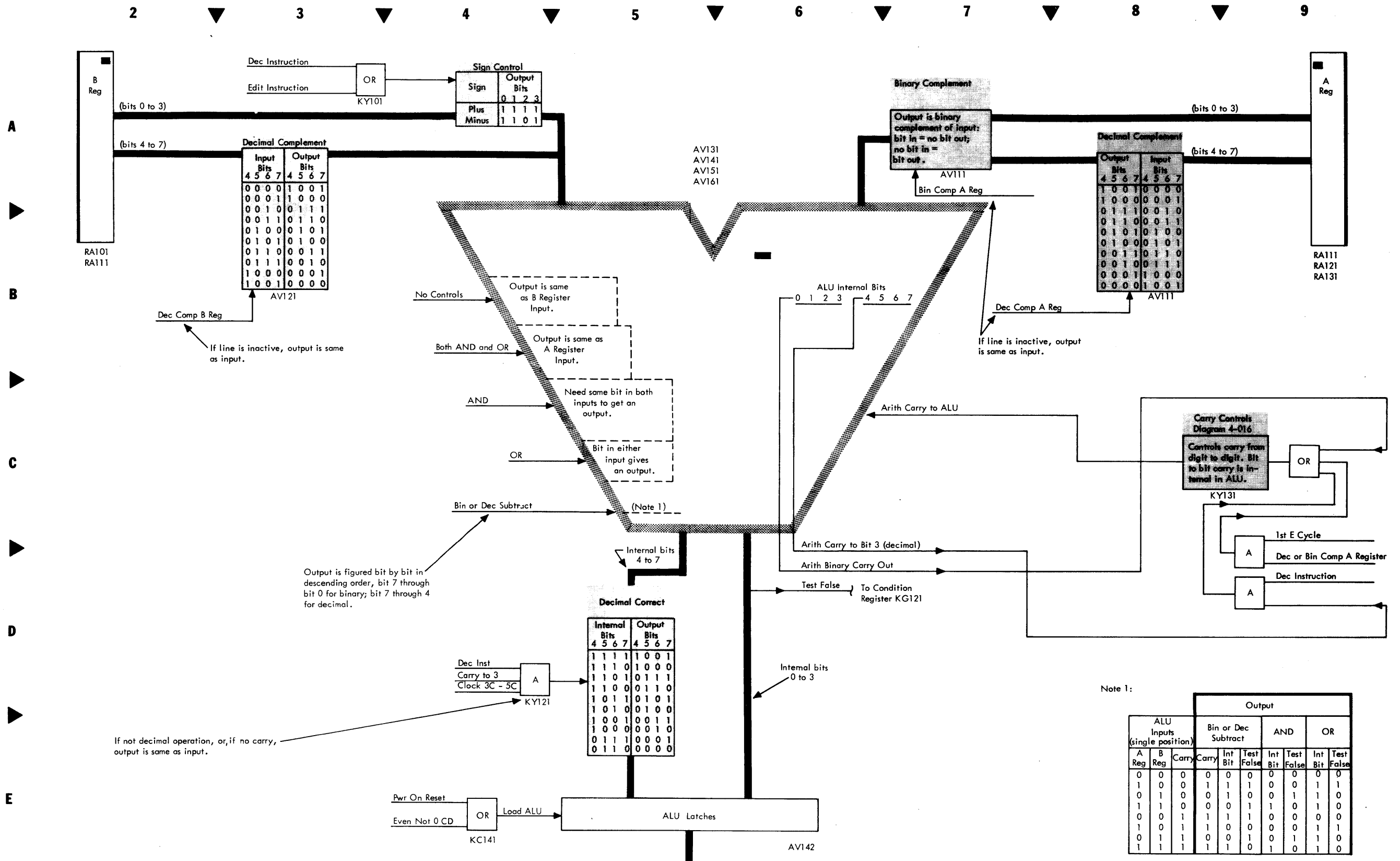


Diagram 4-005. CPU Control Panel



Note 1:

ALU Inputs (single position)			Output			
A Reg	B Reg	Carry	Bin or Dec Subtract		AND OR	
			Int Bit	Test False	Int Bit	Test False
0	0	0	0	0	0	0
1	0	0	1	1	0	1
0	1	0	0	1	0	1
1	1	0	0	1	1	1
0	0	1	1	1	0	0
1	0	1	1	0	0	1
0	1	1	0	0	1	1
1	1	1	1	1	0	1

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

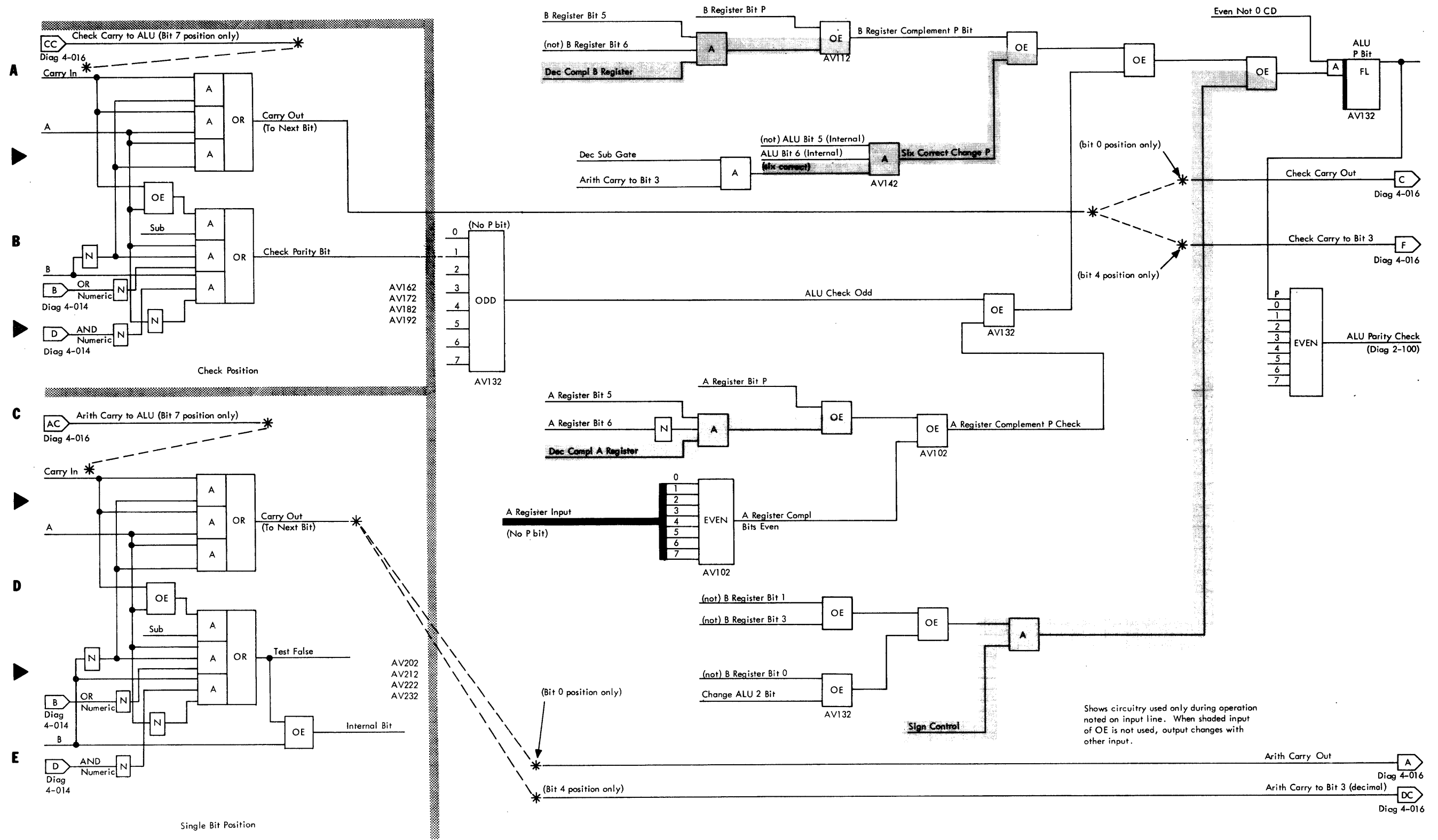
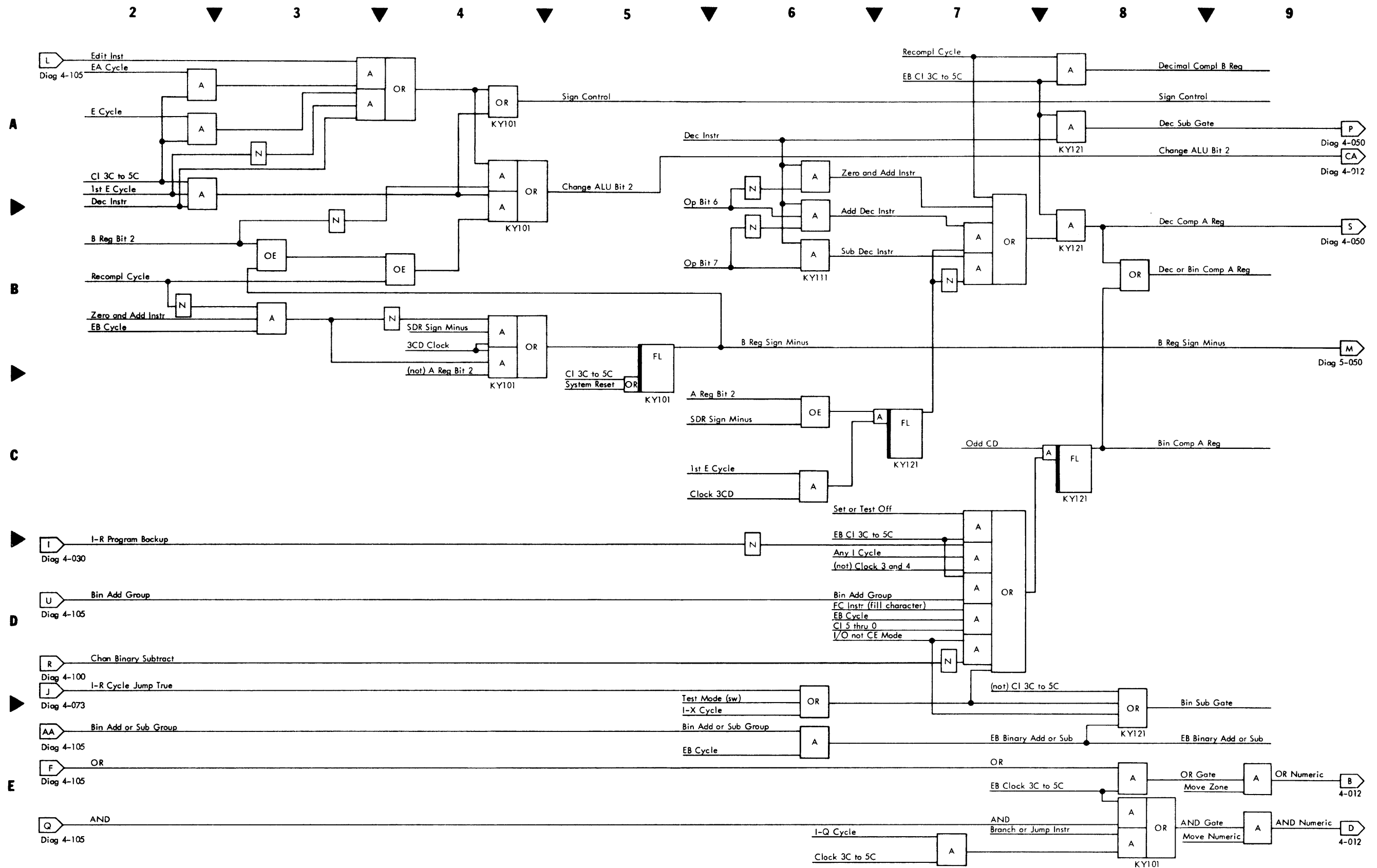


Diagram 4-012. ALU P Bit Generation



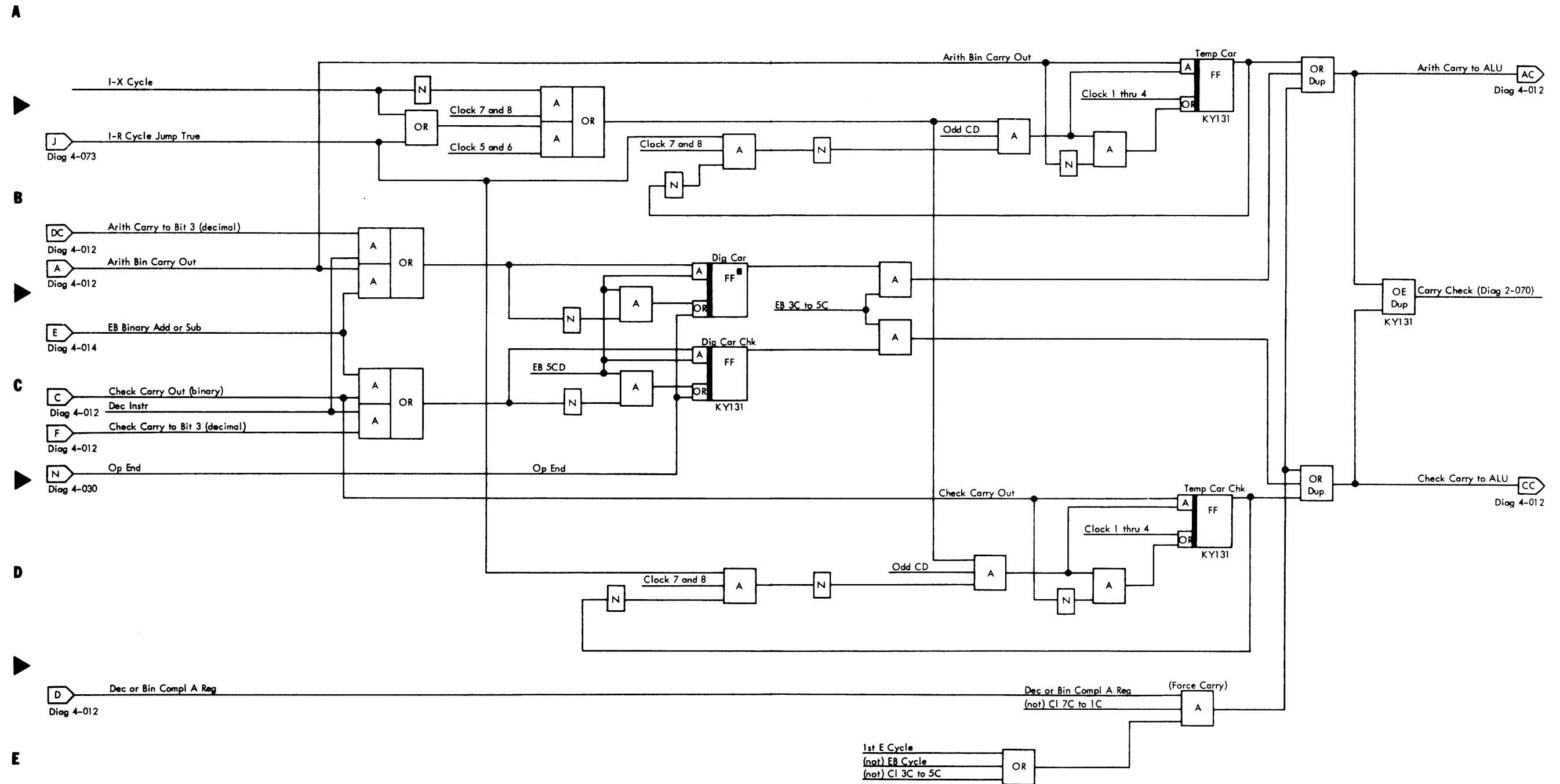
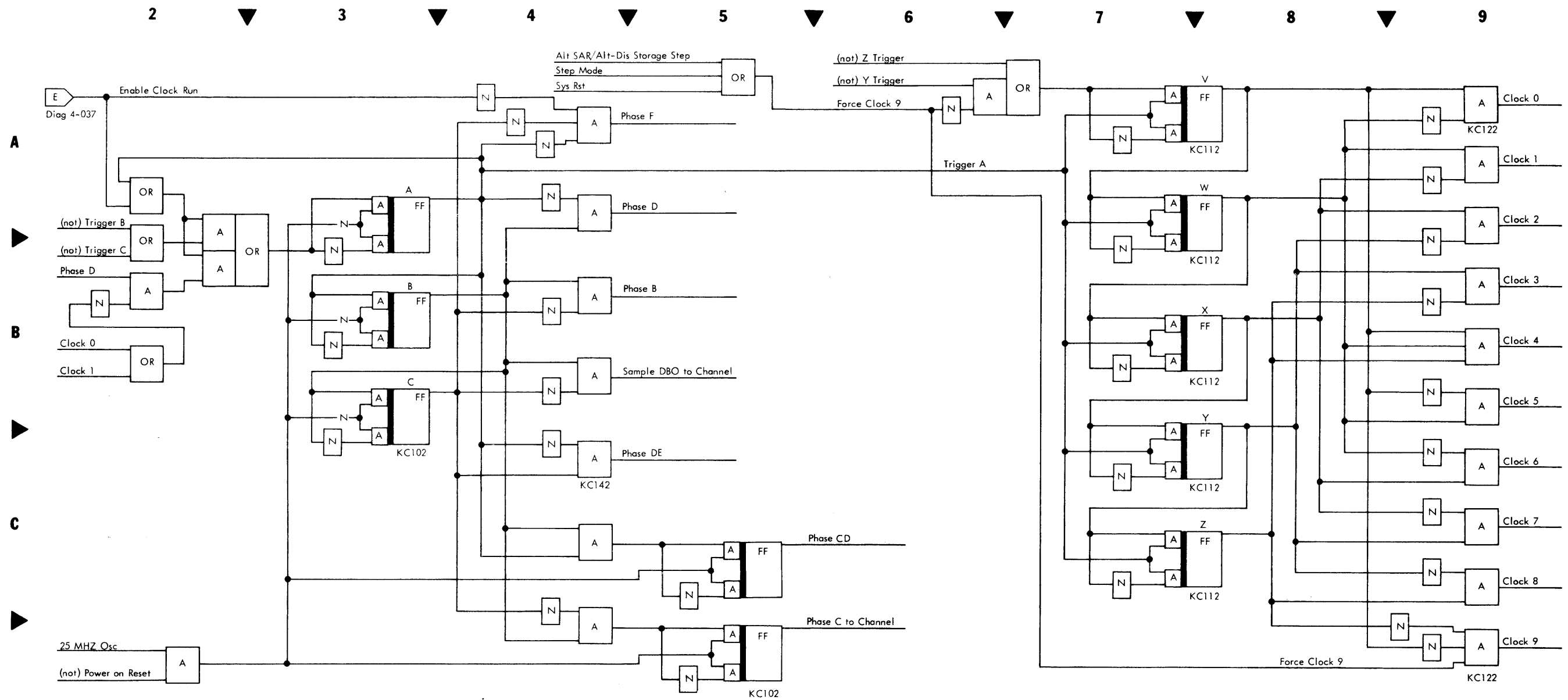
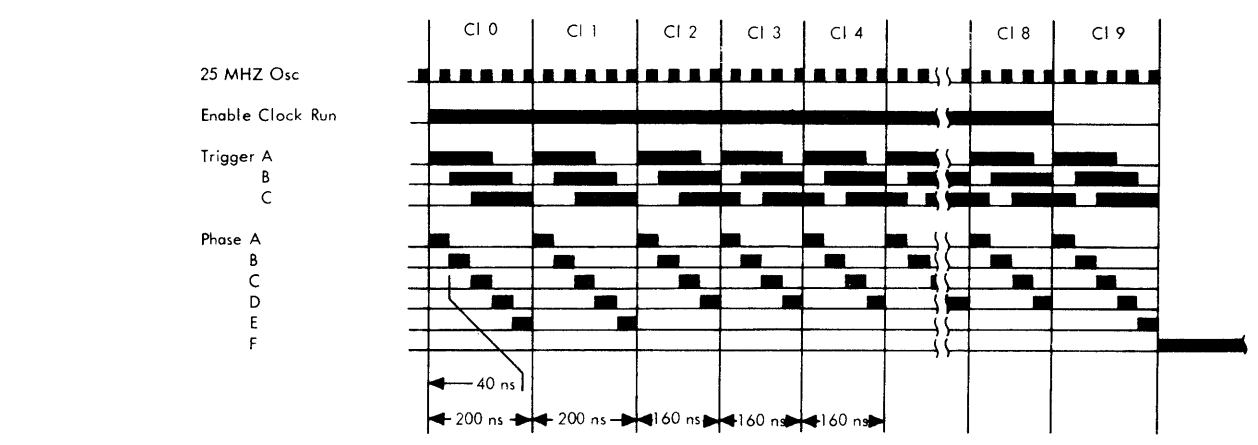


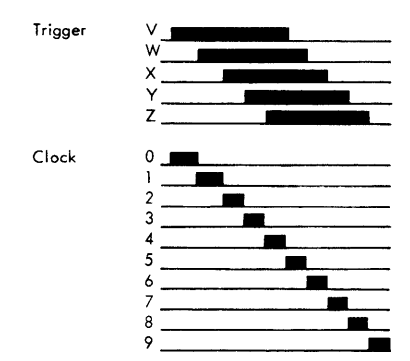
Diagram 4-016. ALU Controls (Part 2 of 2)



D



E



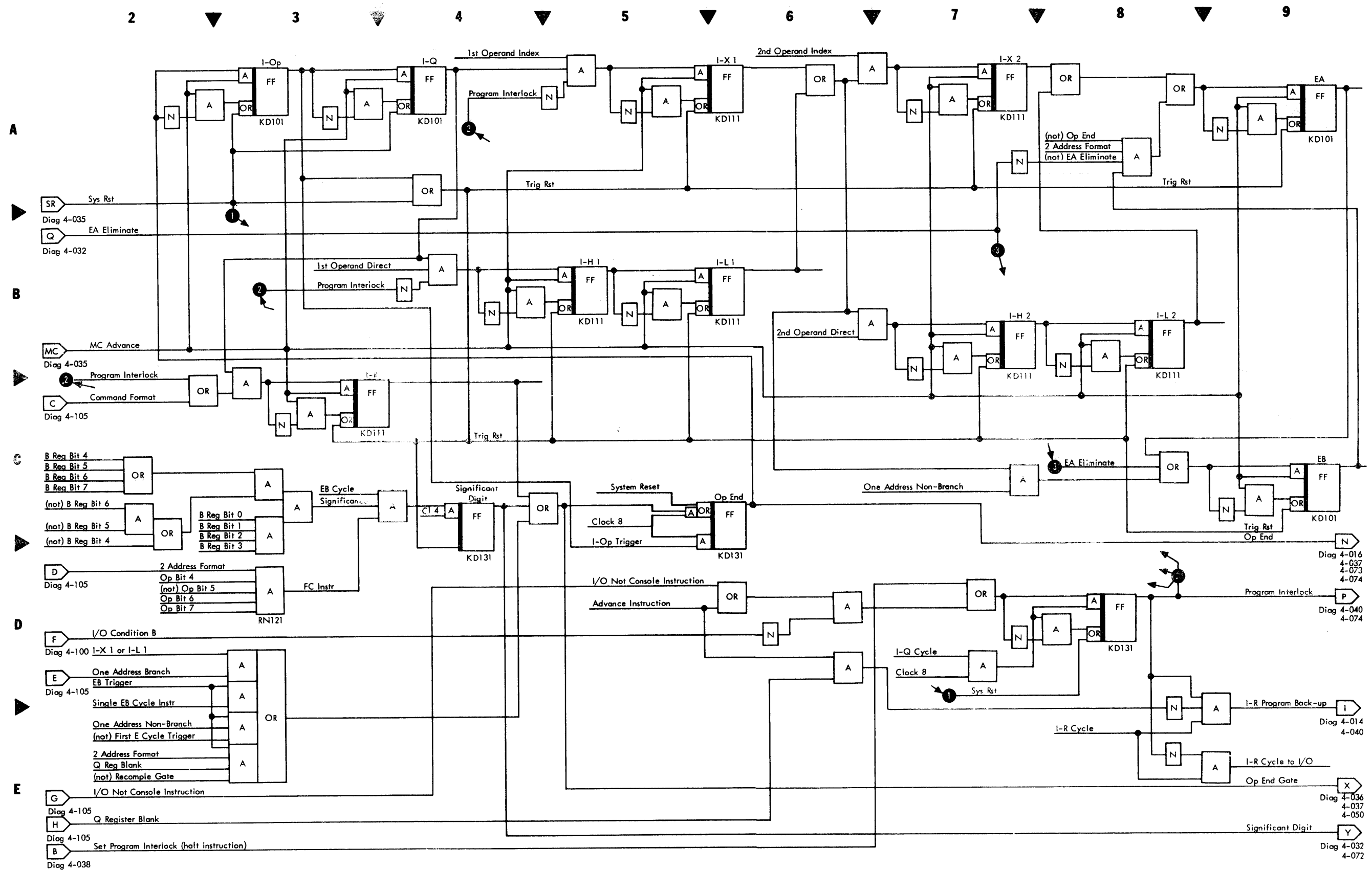


Diagram 4-030. Cycle Controls (Part 1 of 2)

2

3

4

5

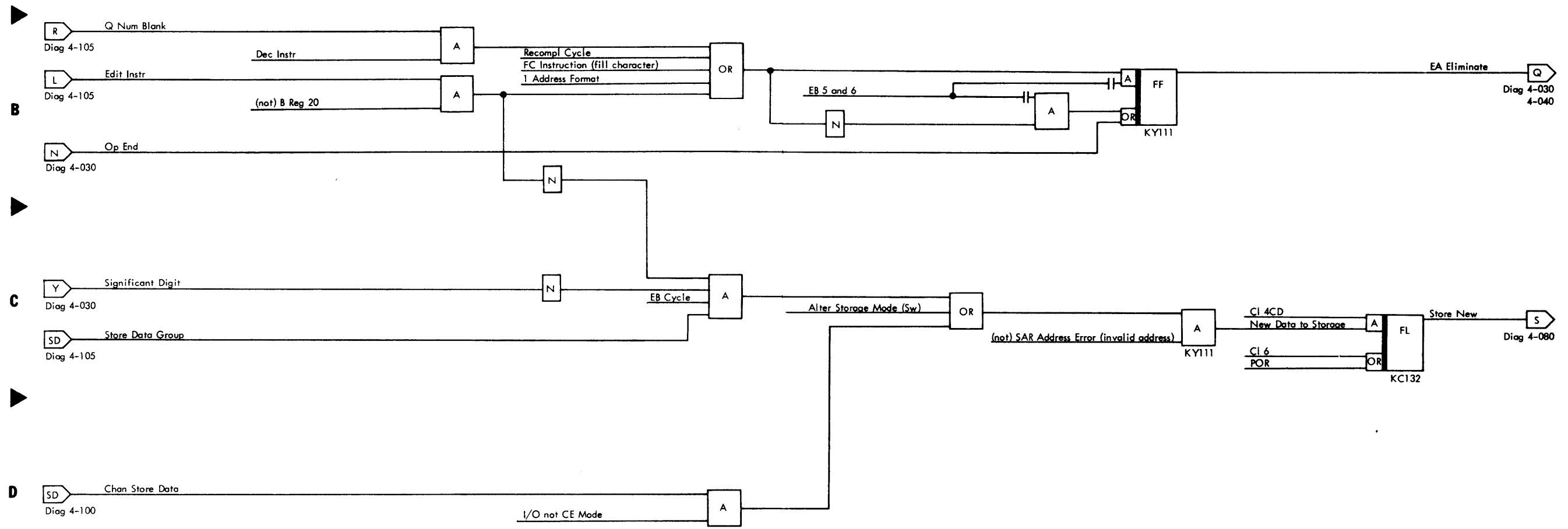
6

7

8

9

A



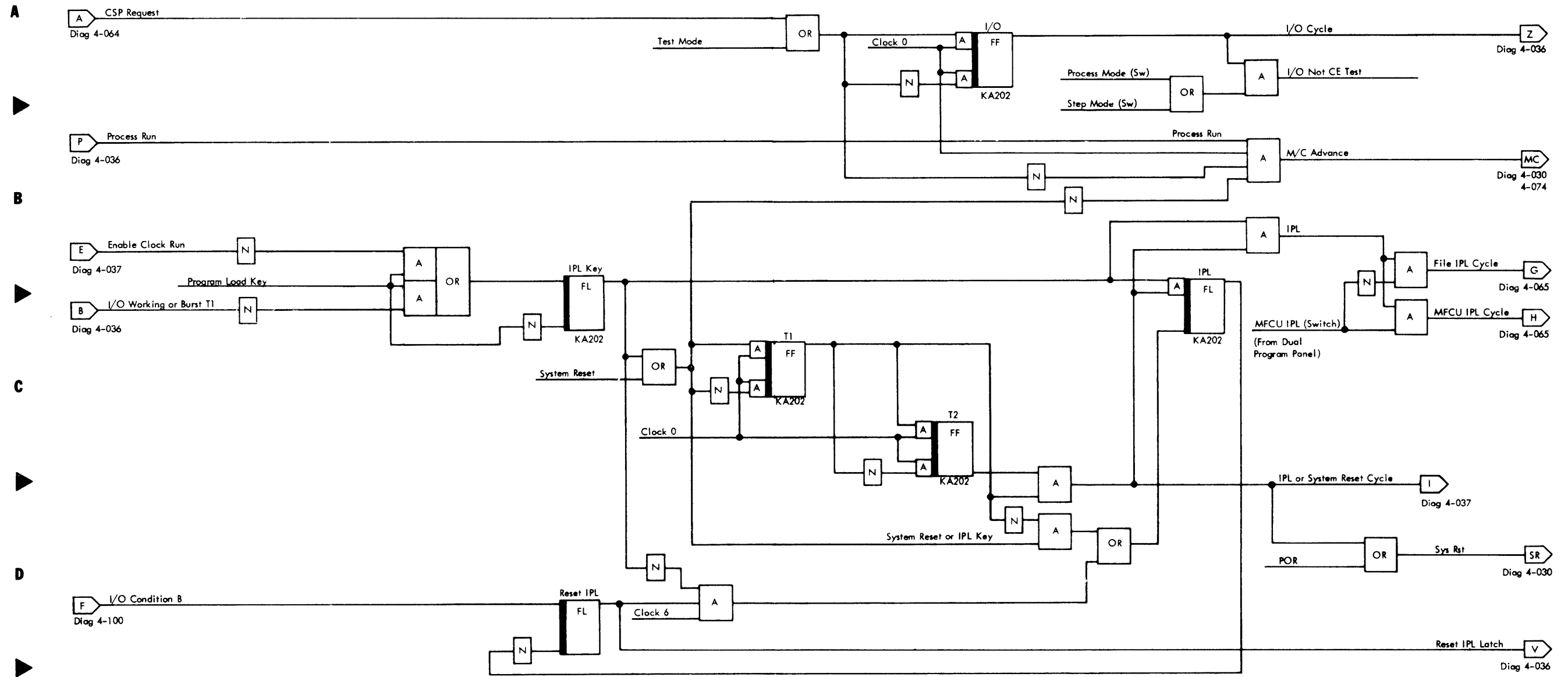
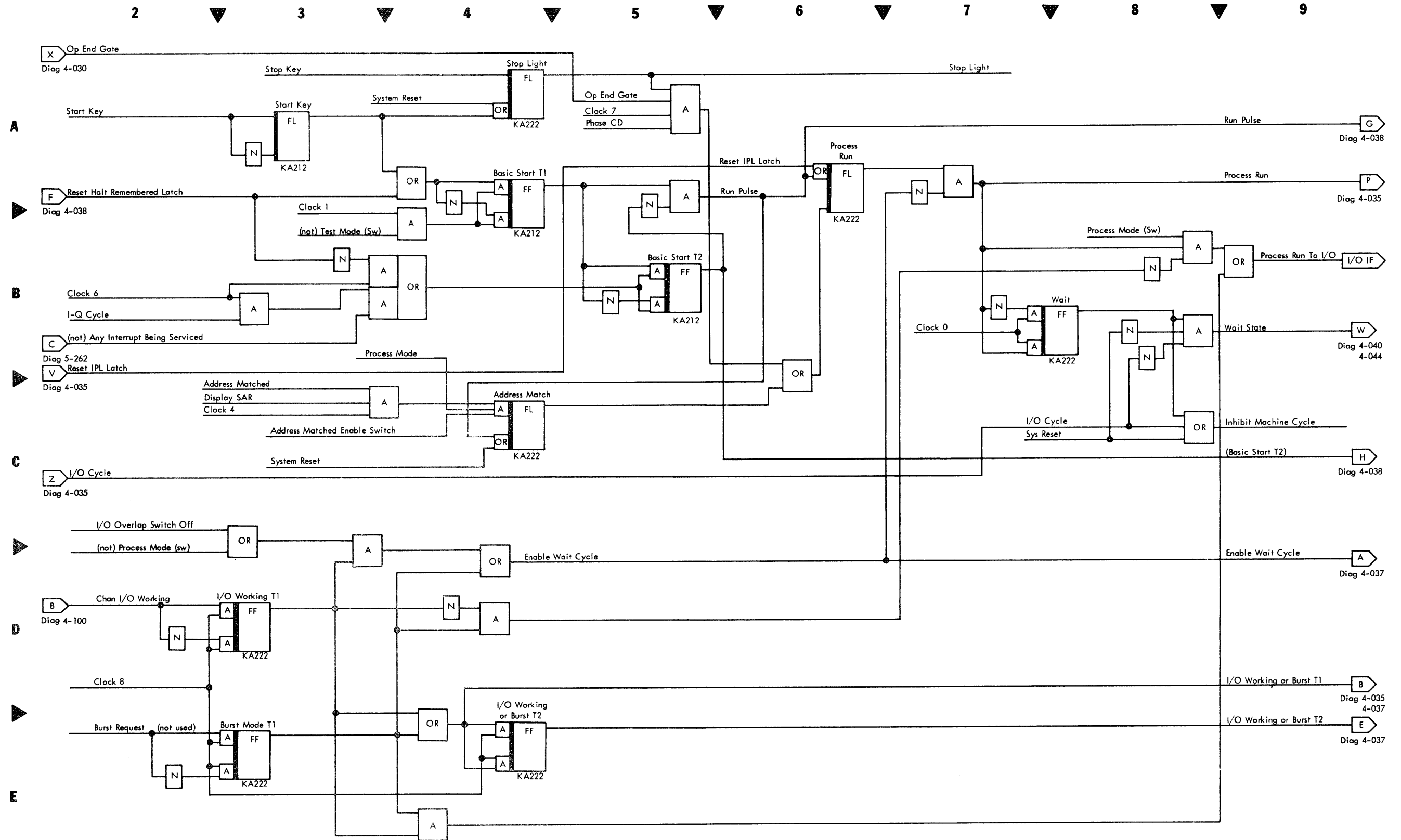
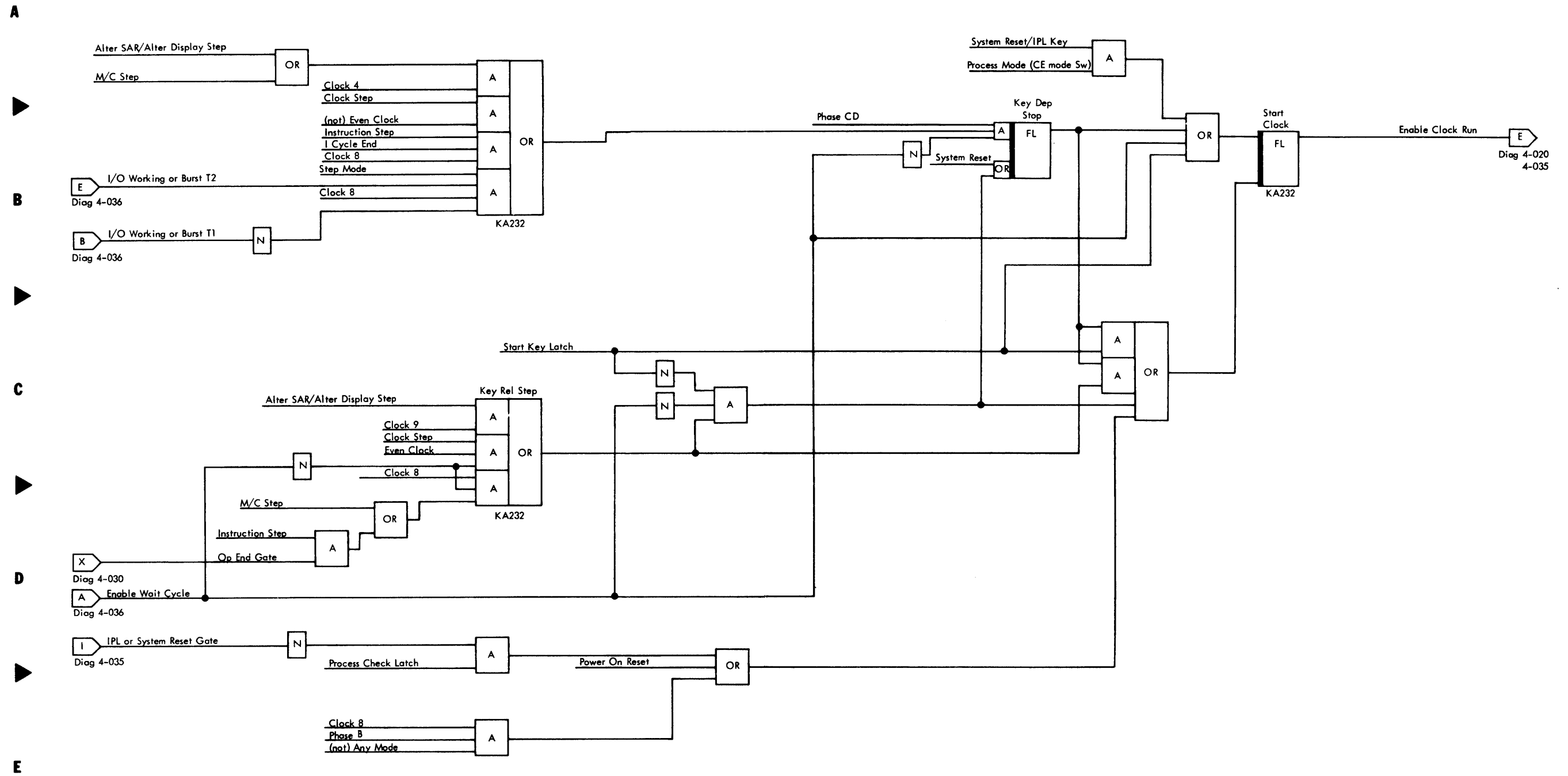


Diagram 4-035. Run Controls (Part 1 of 4)





2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A

▶

B

▶

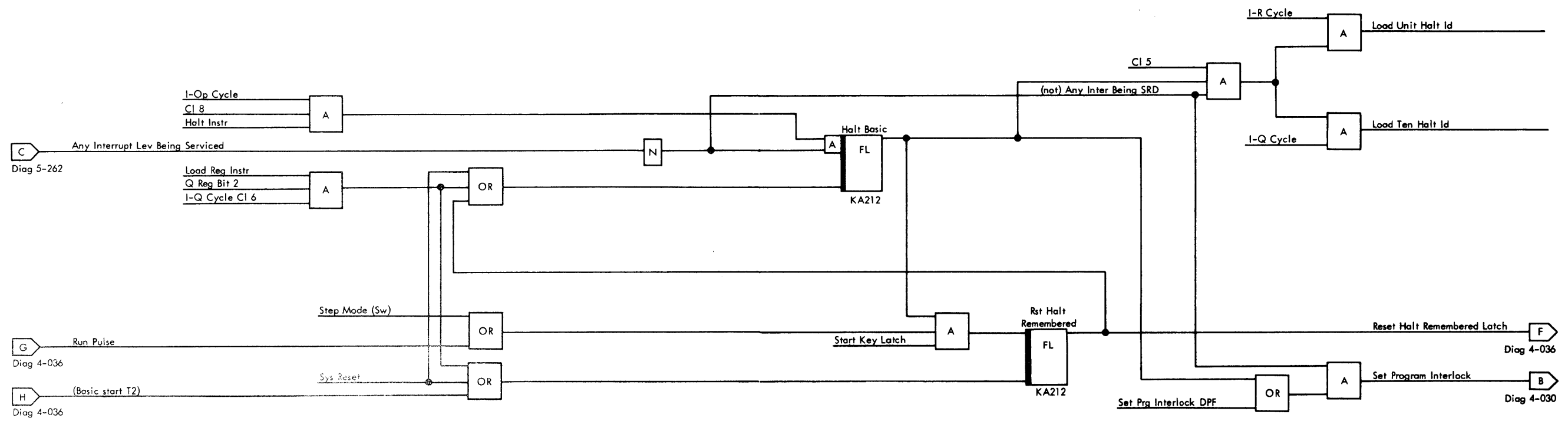
C

▶

D

▶

E



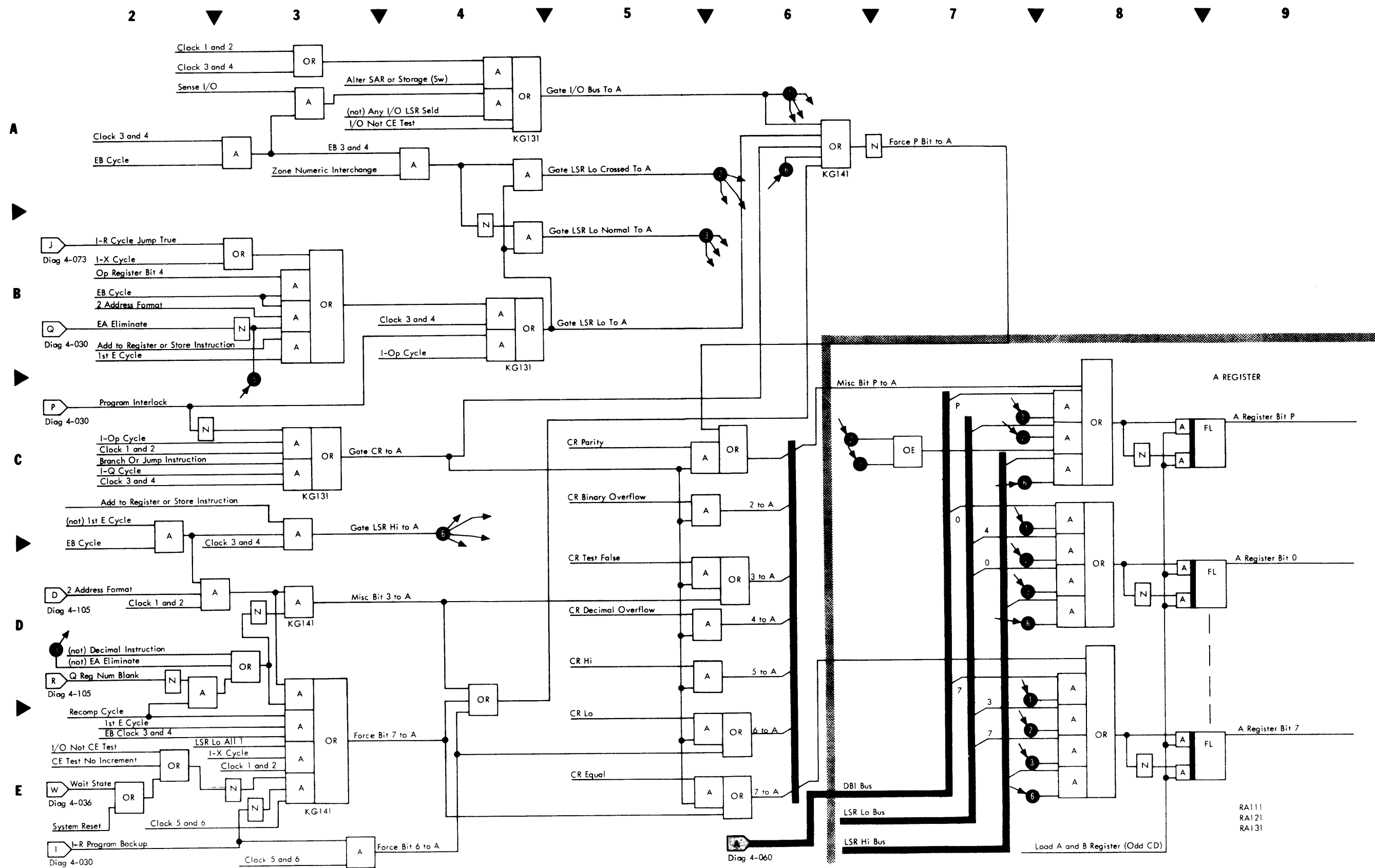
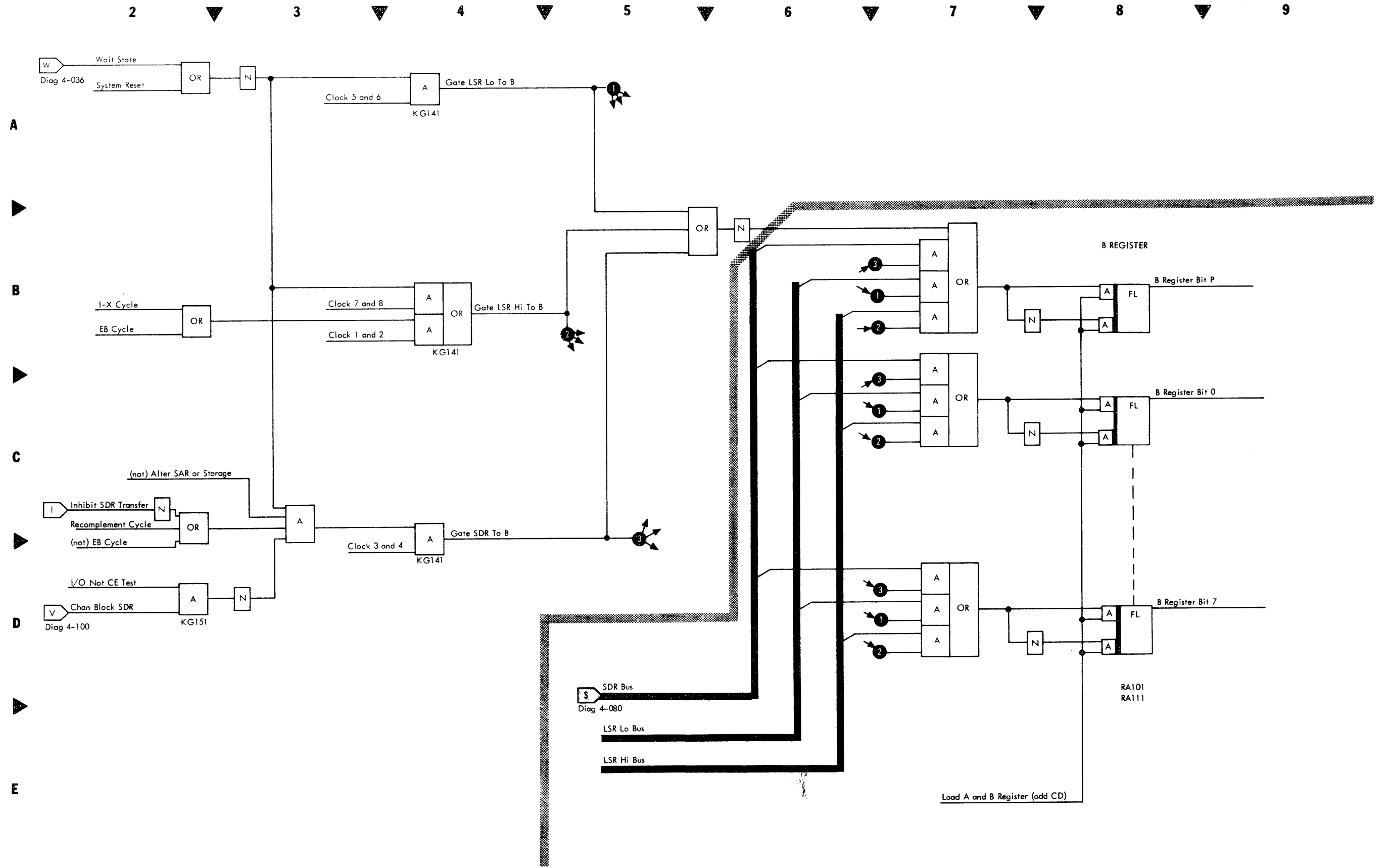


Diagram 4-040. A Register Controls 5410 FEMDM (9/70) 4-040



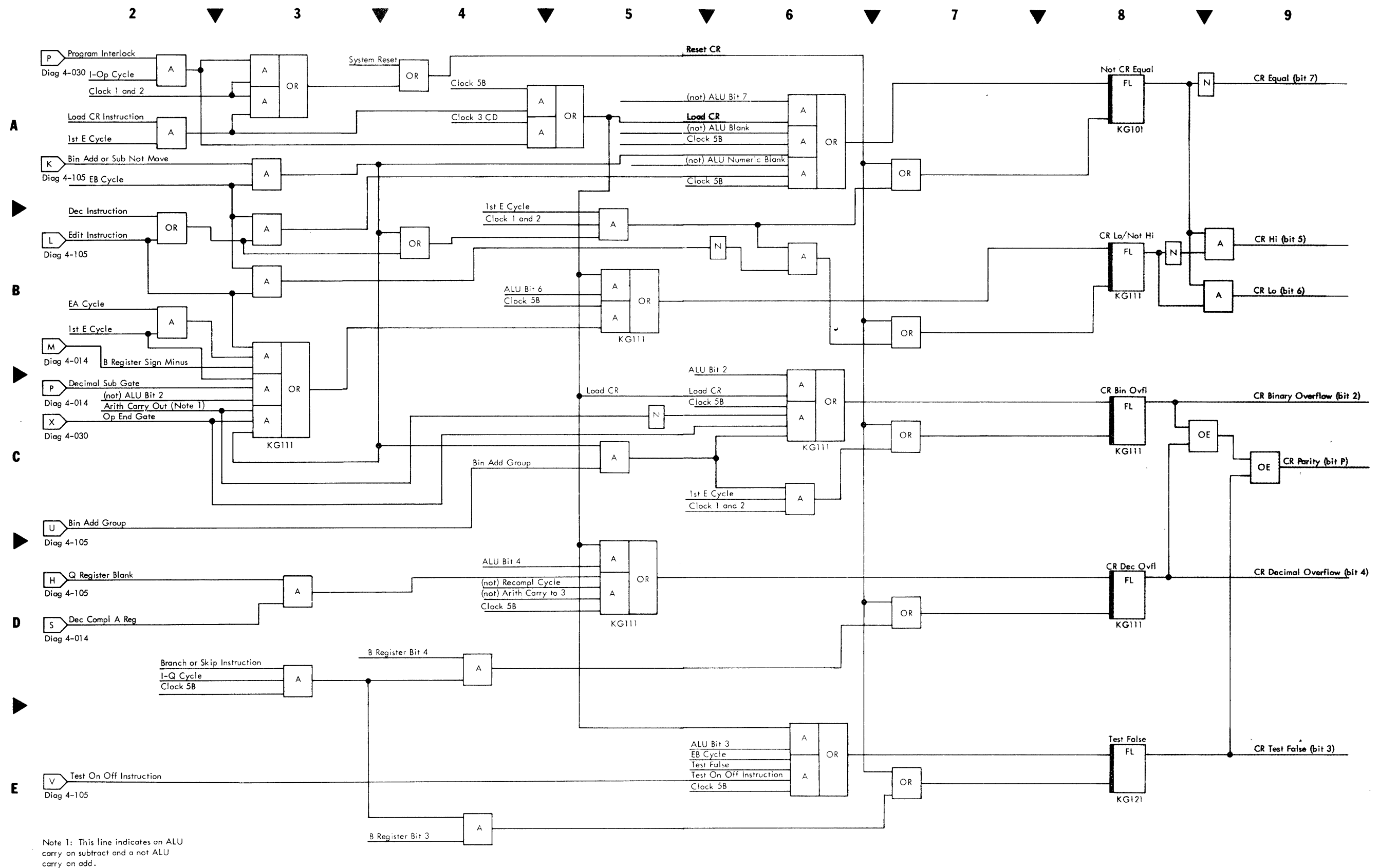
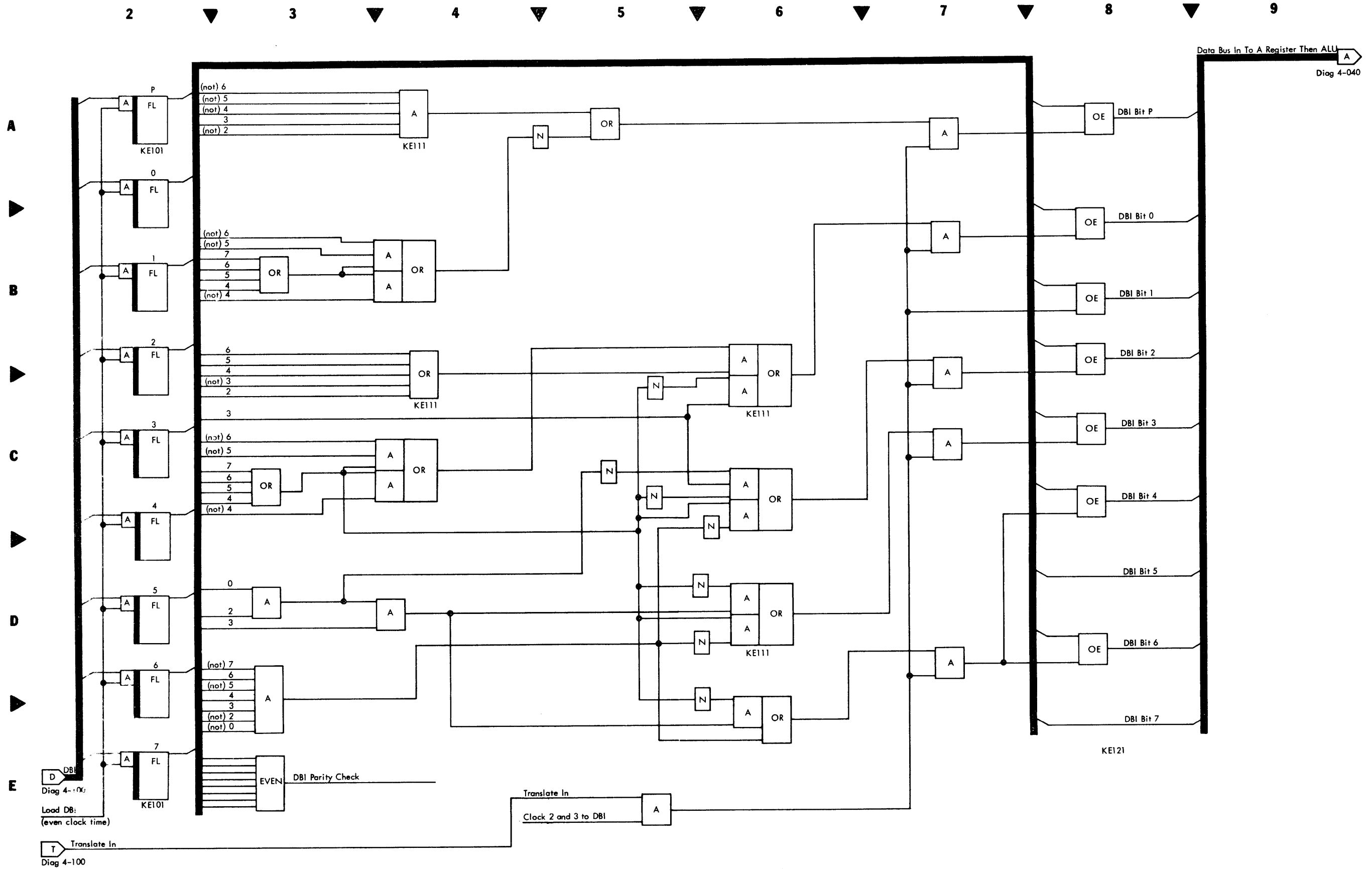
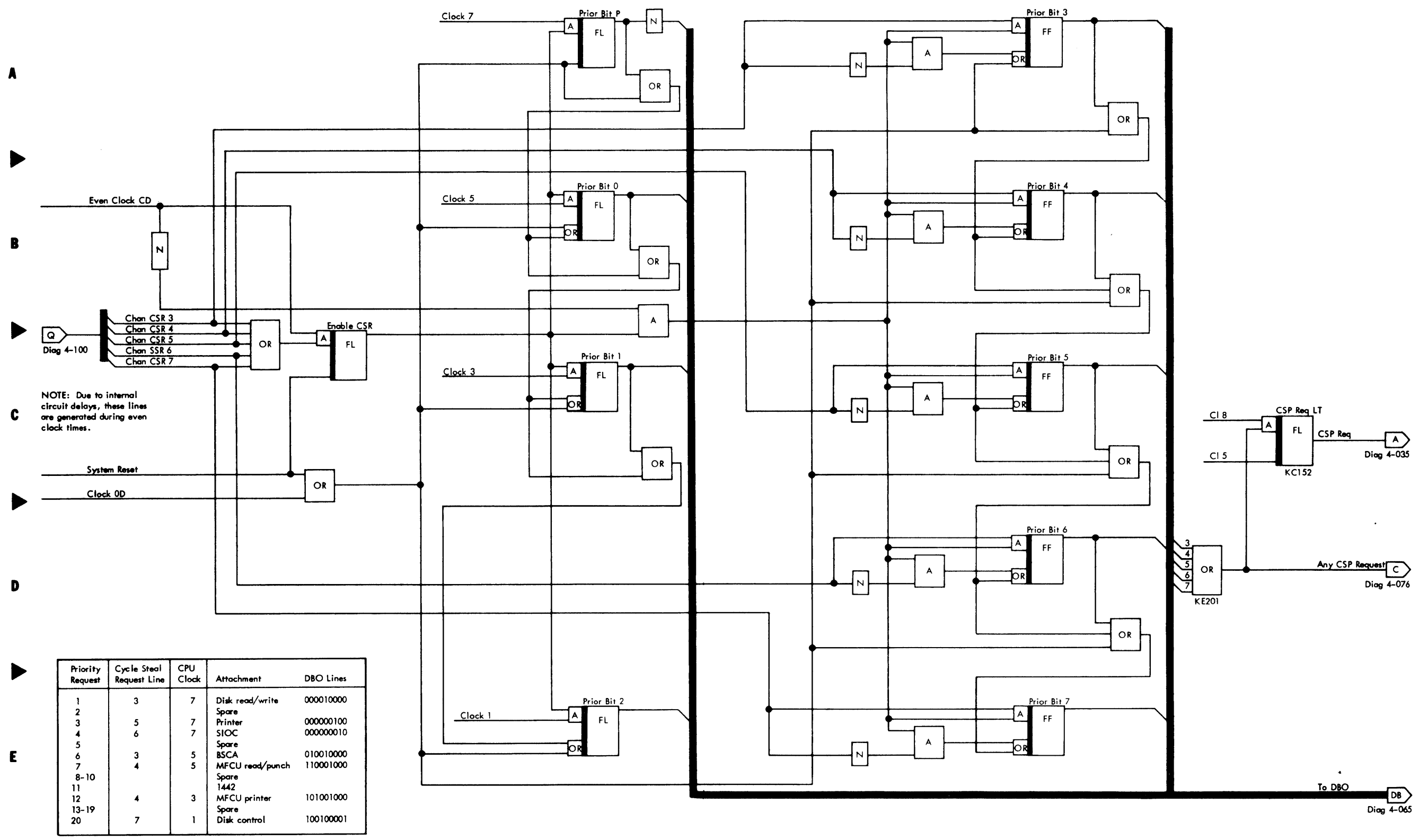


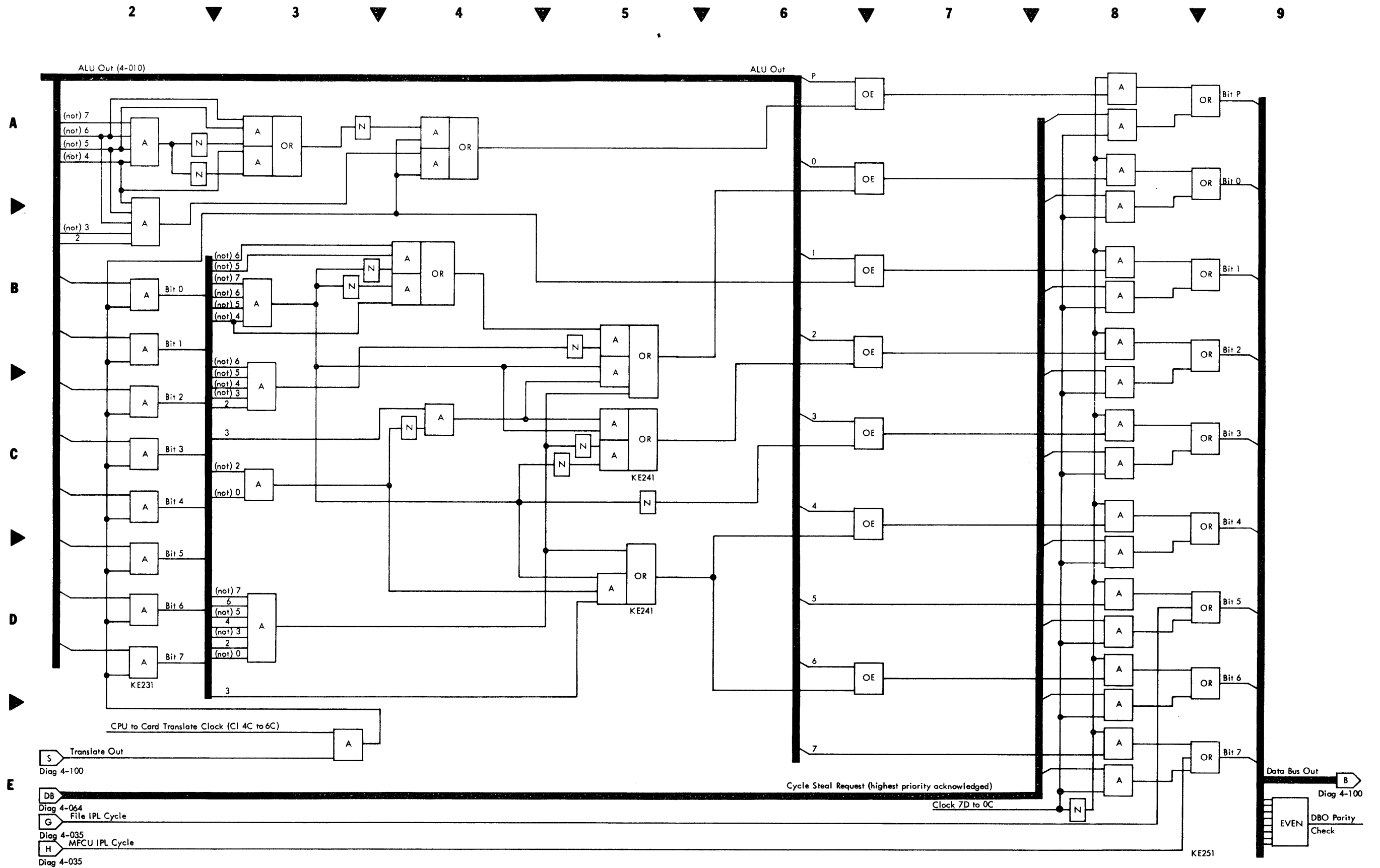
Diagram 4-050. Condition Register





Priority Request	Cycle Steal Request Line	CPU Clock	Attachment	DBO Lines
1	3	7	Disk read/write	000010000
2			Spare	
3	5	7	Printer	000000100
4	6	7	SIOC	000000010
5			Spare	
6	3	5	BSCA	010010000
7	4	5	MFCU read/punch	110001000
8-10			Spare	
11			1442	
12	4	3	MFCU printer	101001000
13-19			Spare	
20	7	1	Disk control	100100001

Diagram 4-064. Cycle Steal Request Priority Assignment



2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

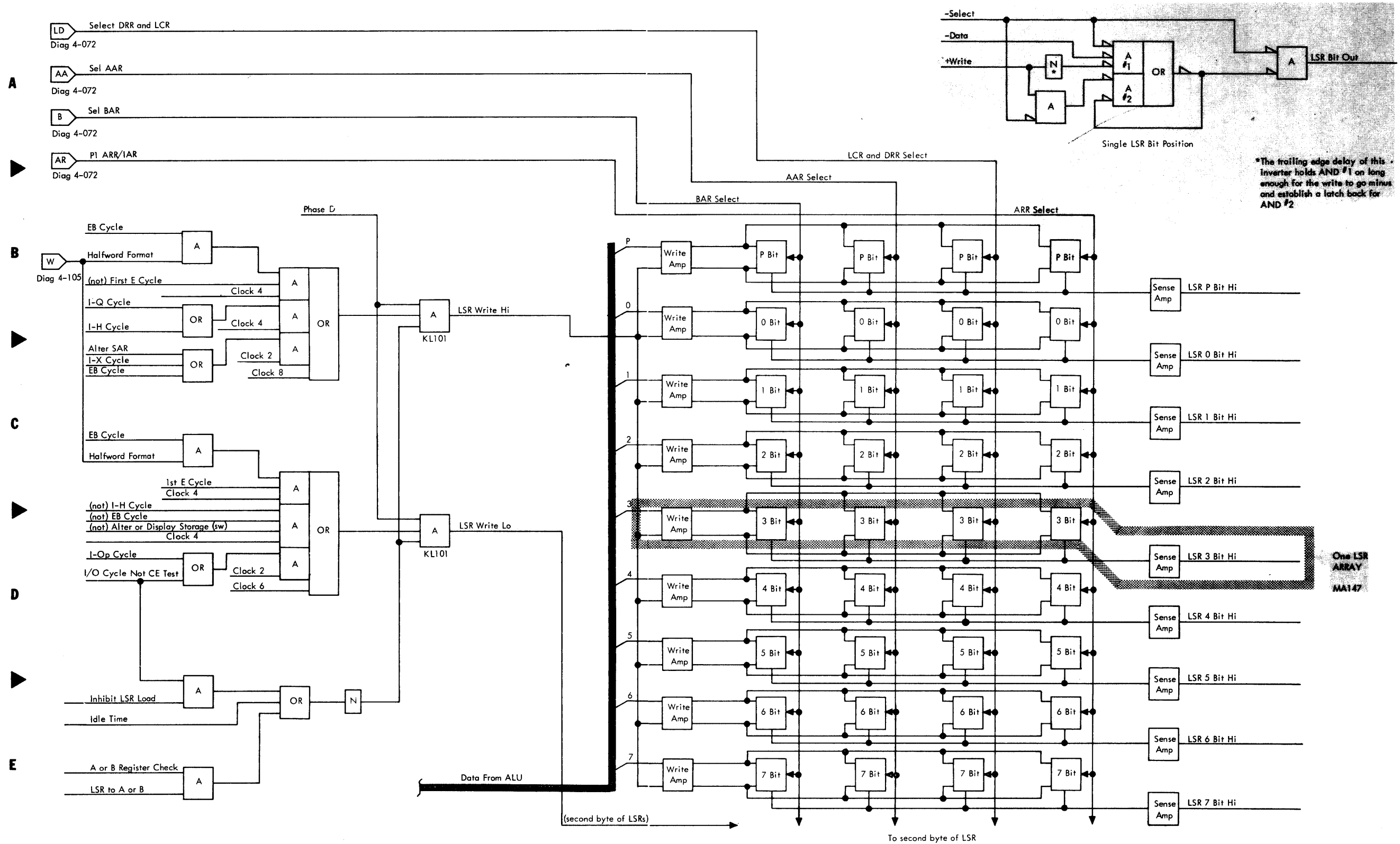
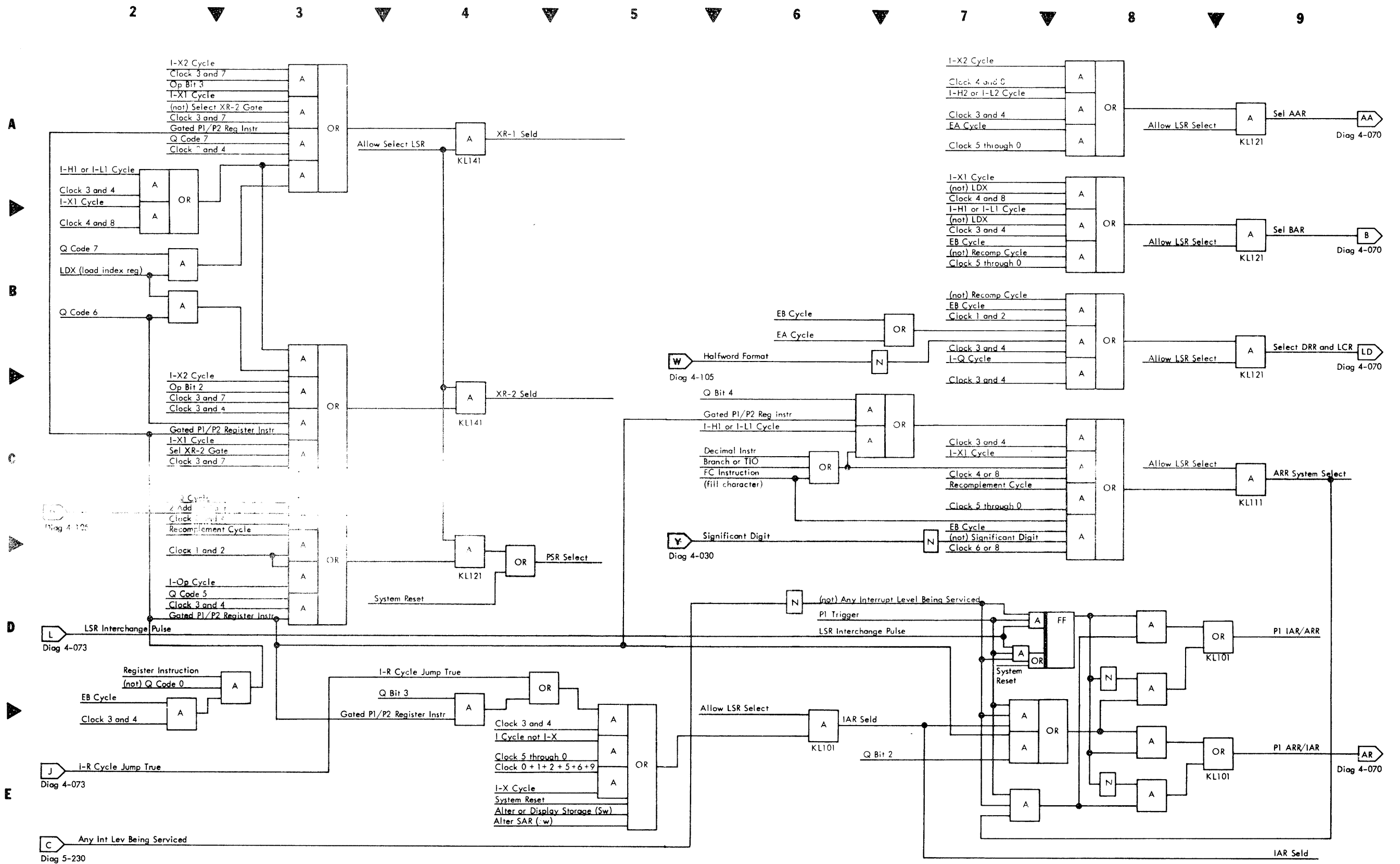


Diagram 4-070. Local Storage Registers (LSR)



2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

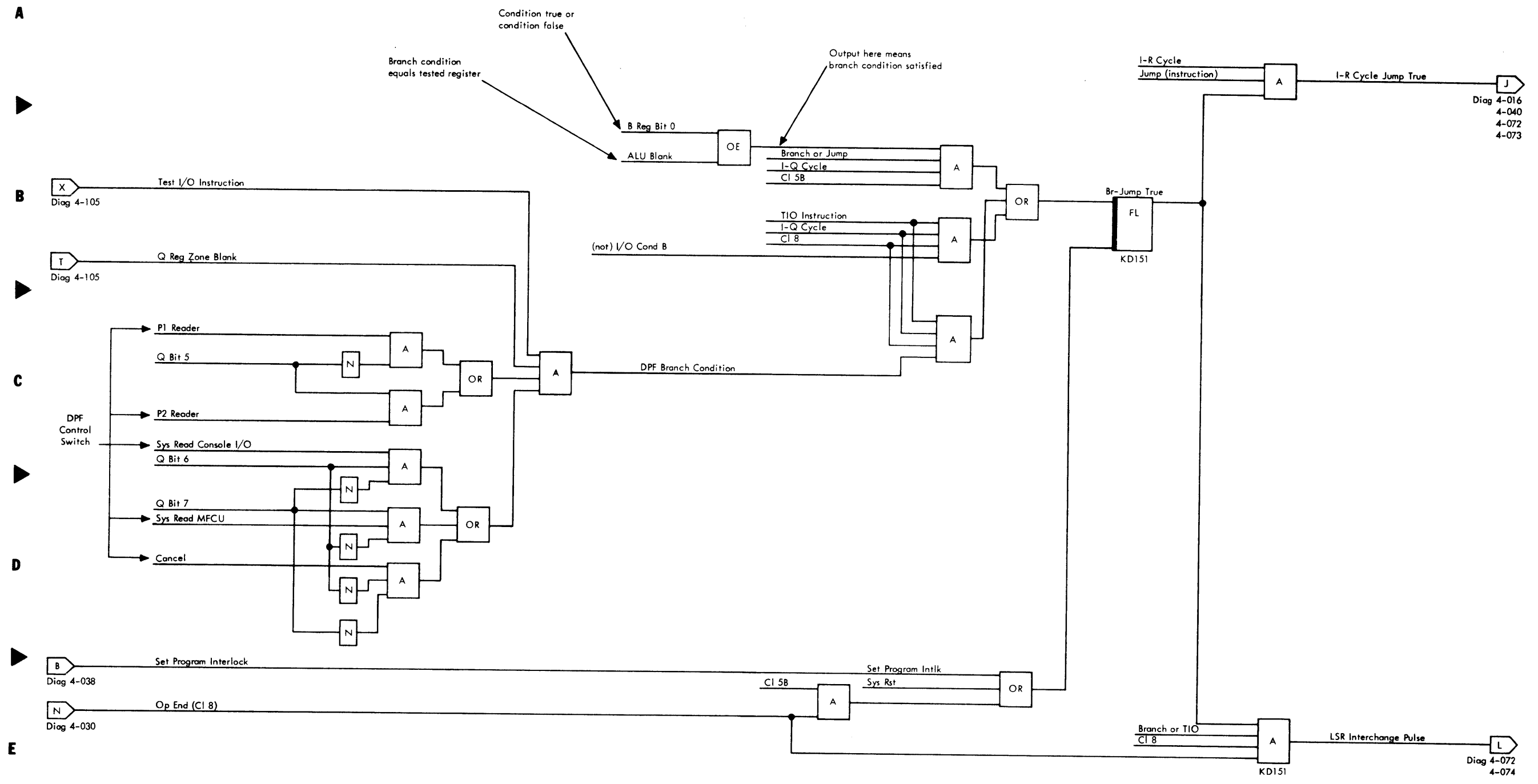
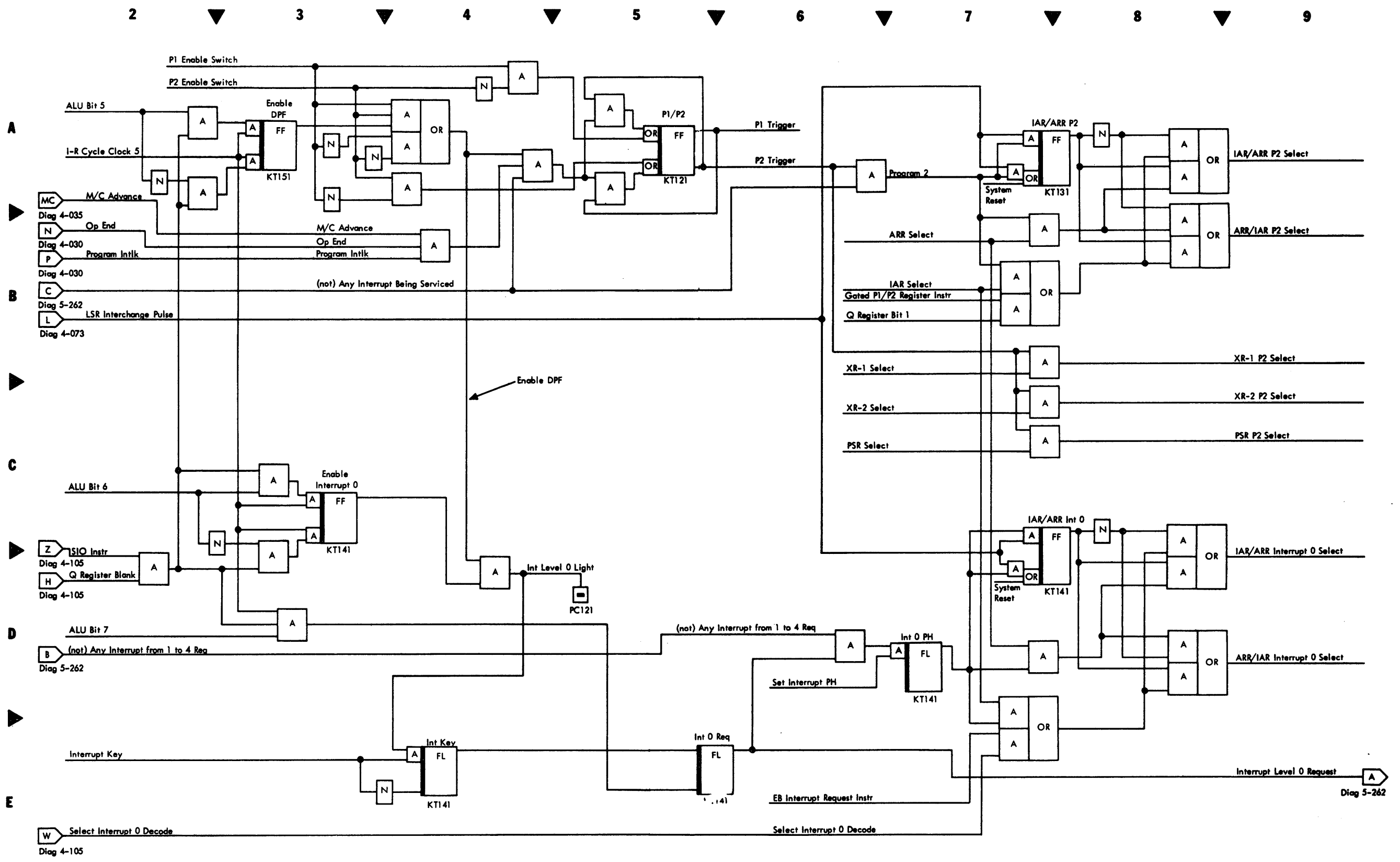


Diagram 4-073. LSR Control



2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

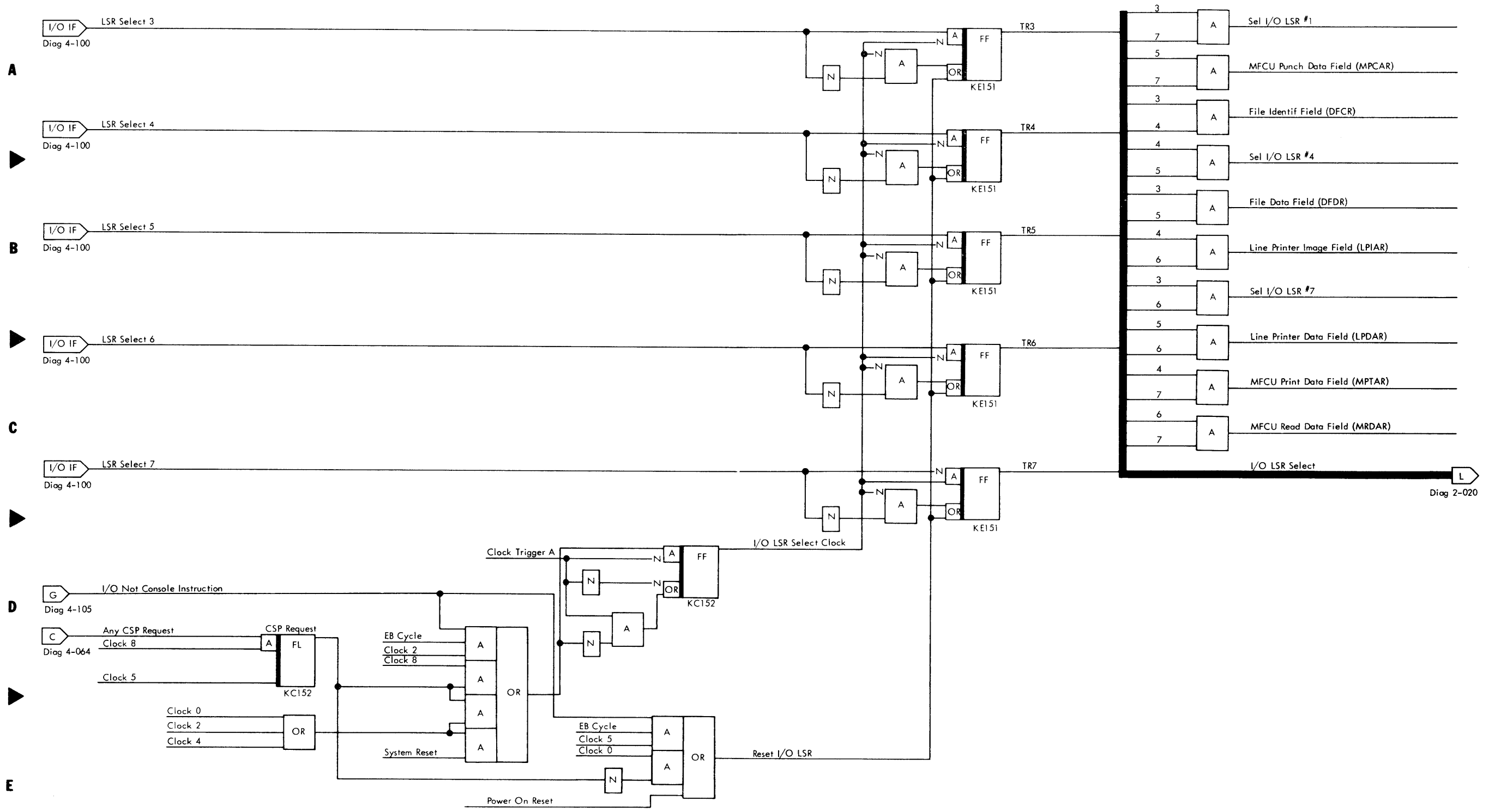
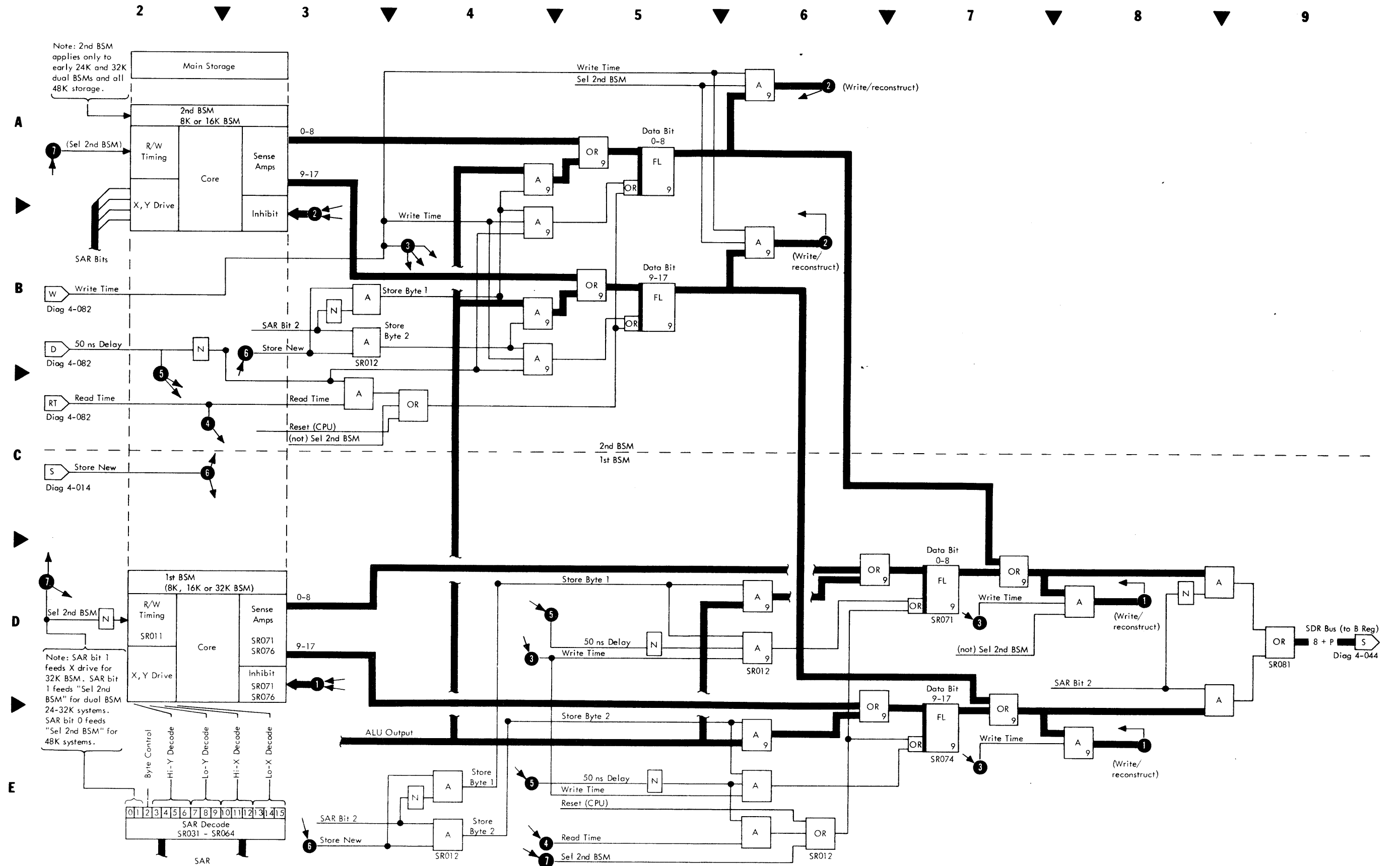


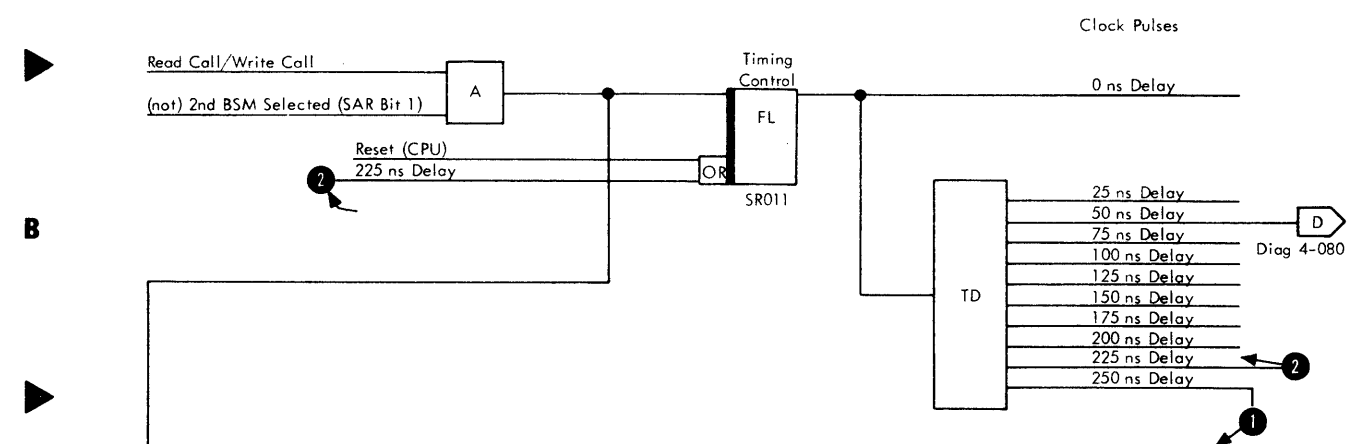
Diagram 4-076. LSR Select (I/O)

Diagram 4-080. Storage Unit



2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A

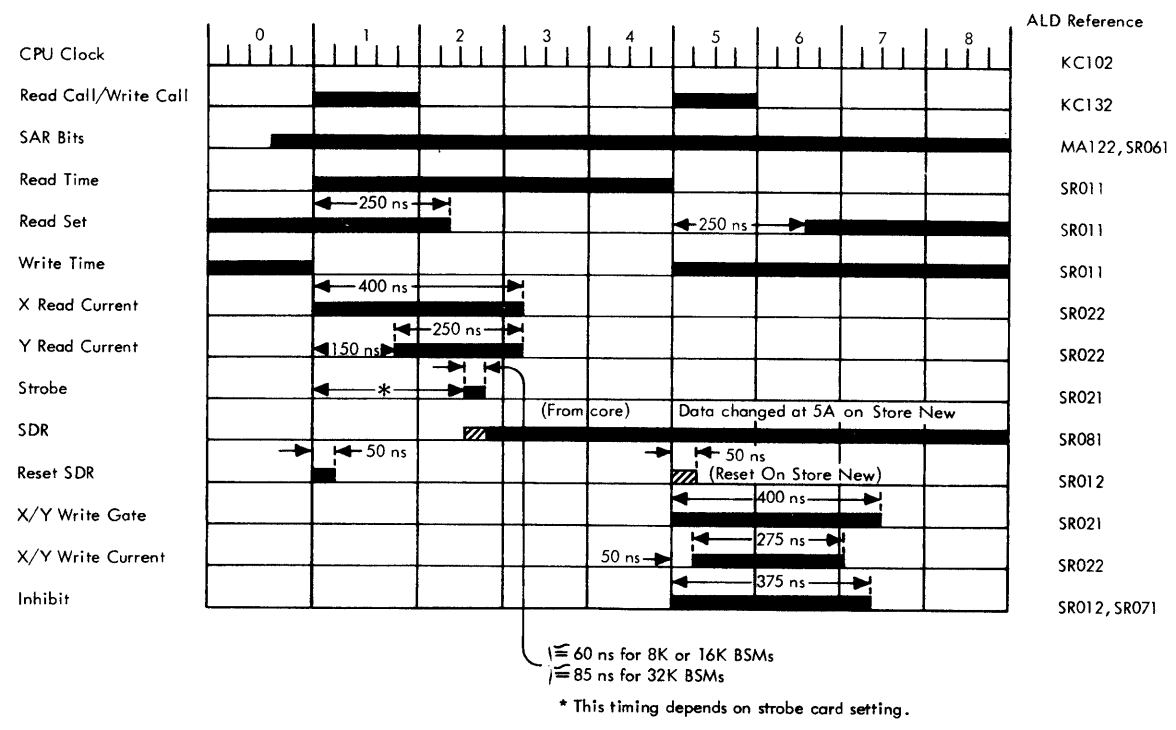
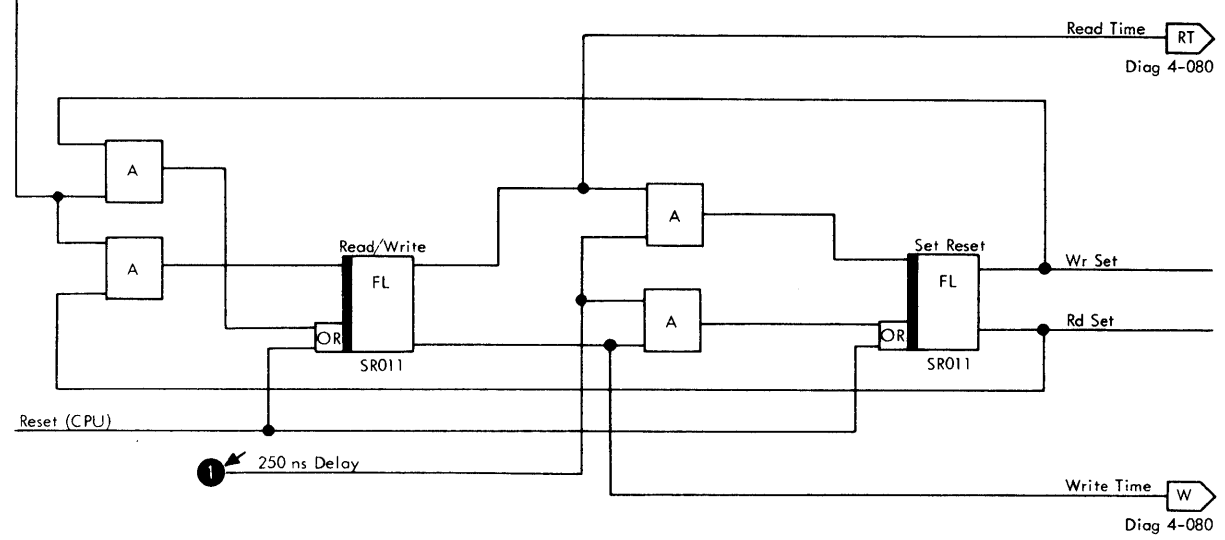


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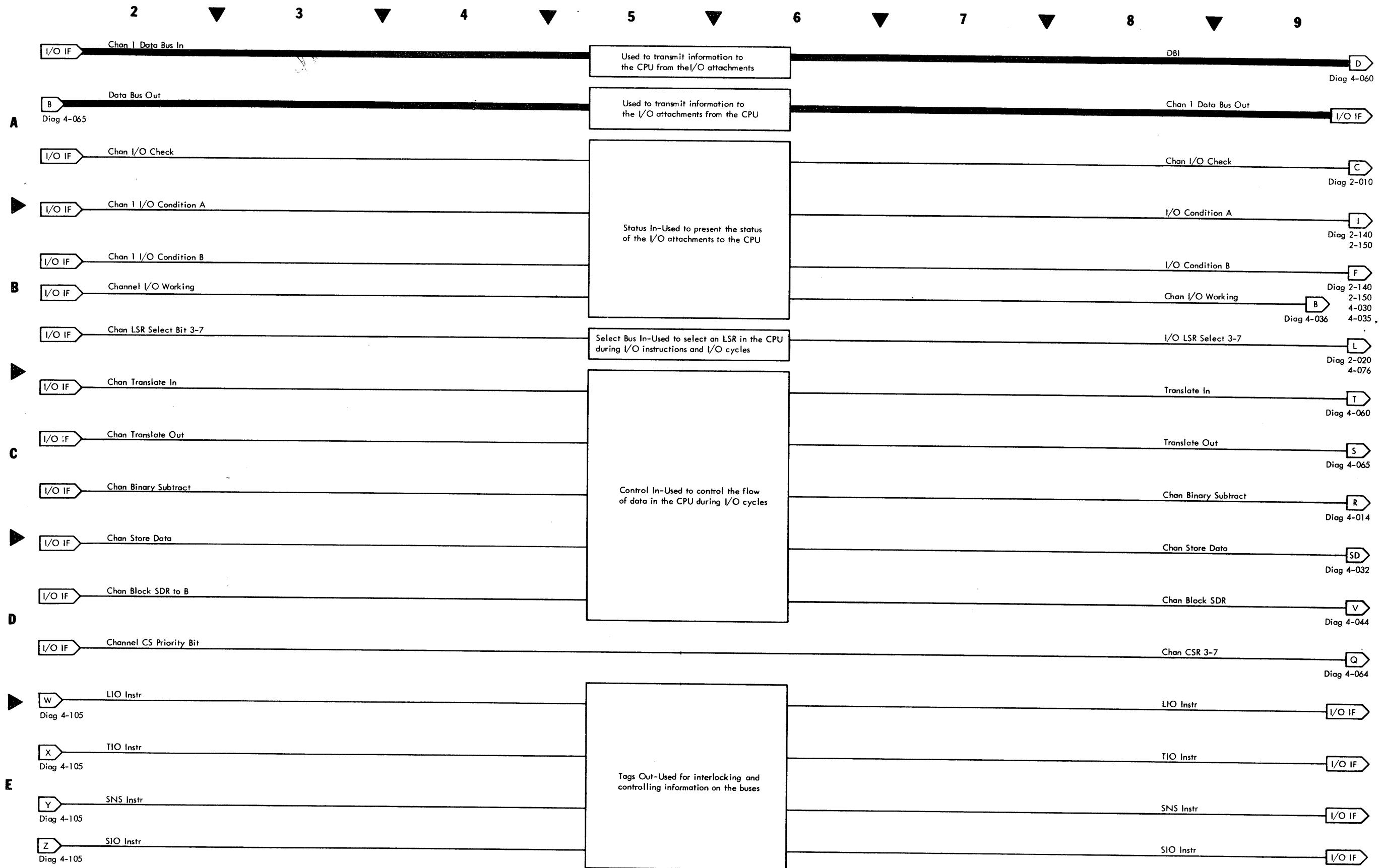
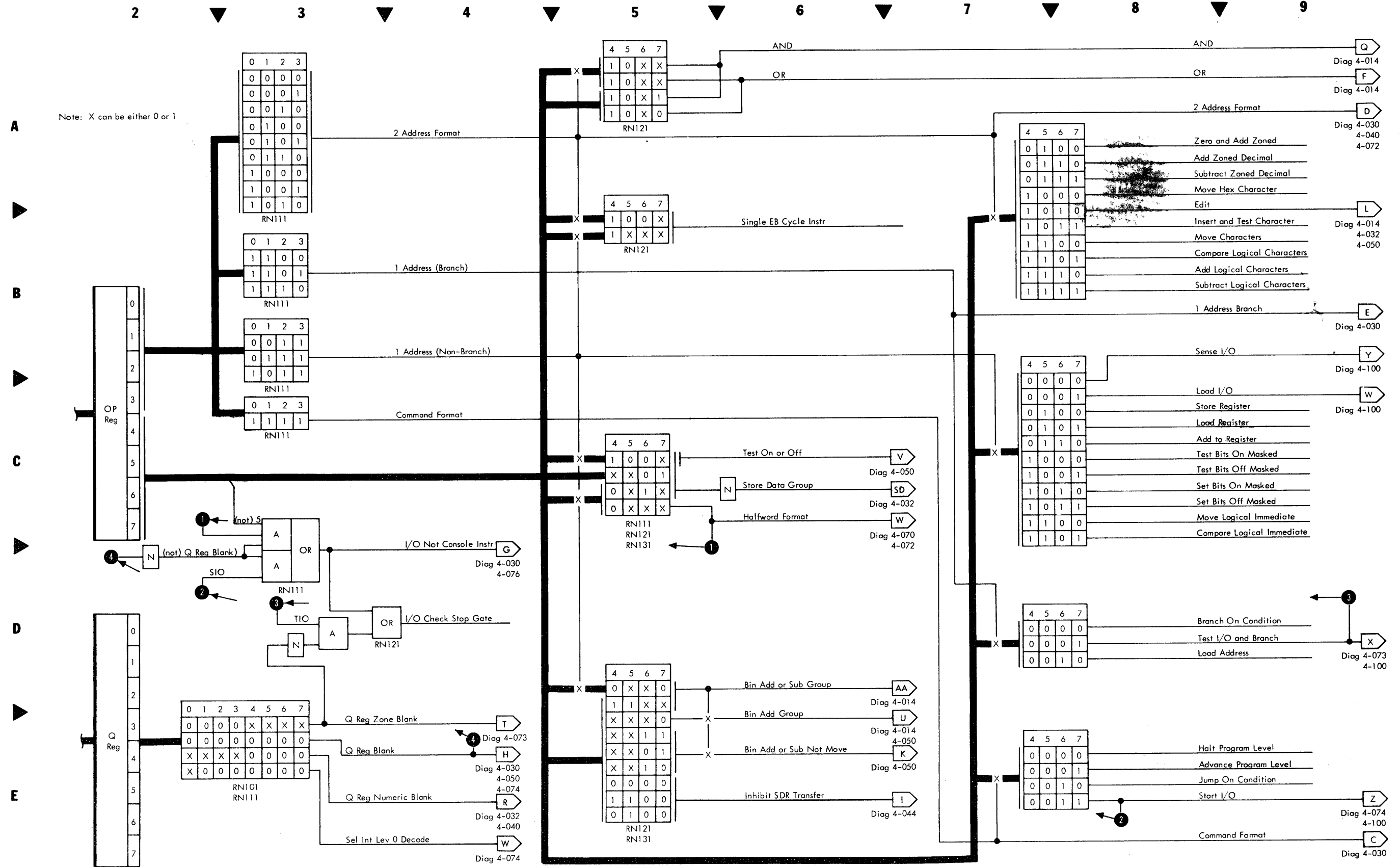
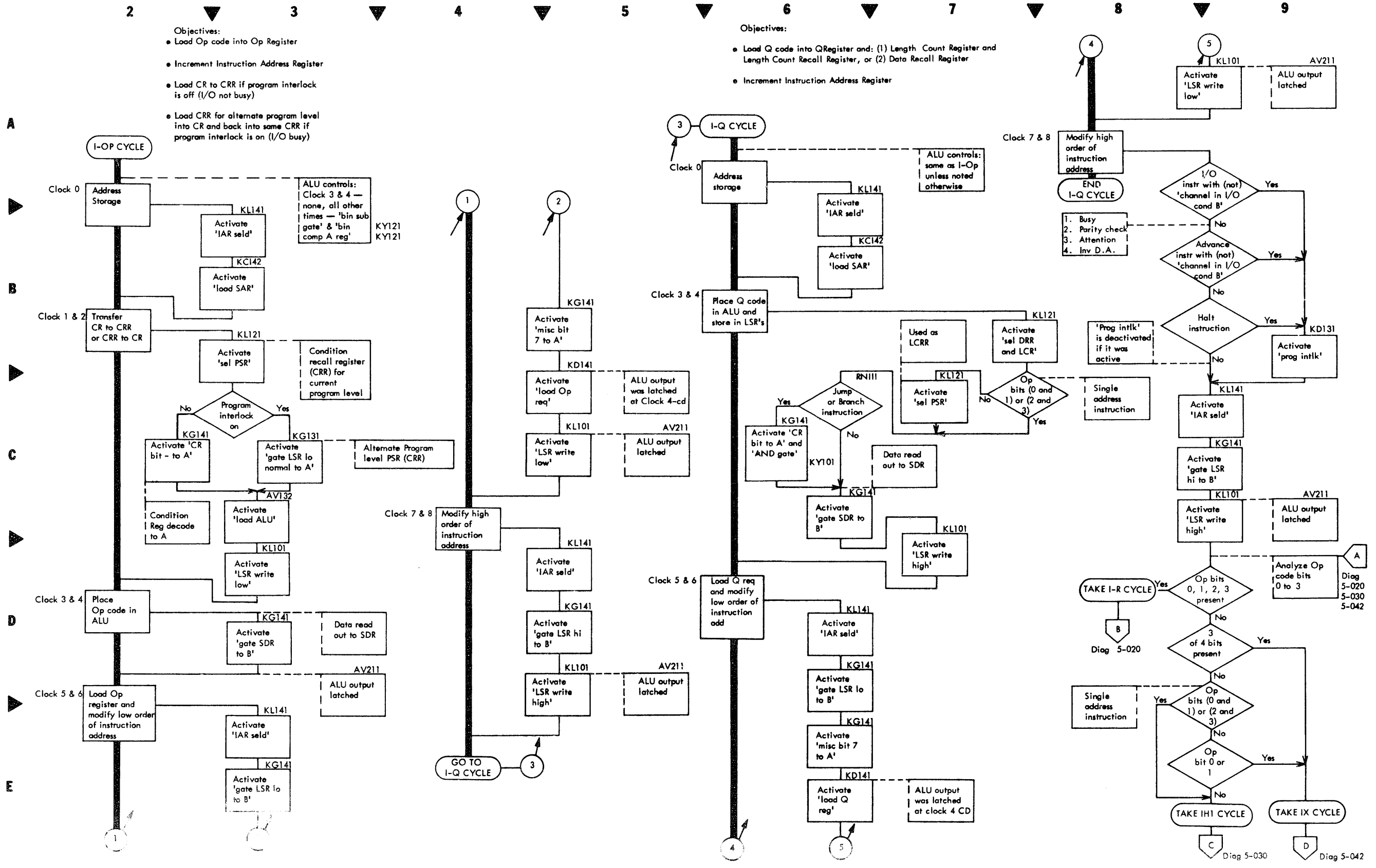


Diagram 4-100. I/O Interface Lines

Diagram 4-105. Op Register and Q Register Decode





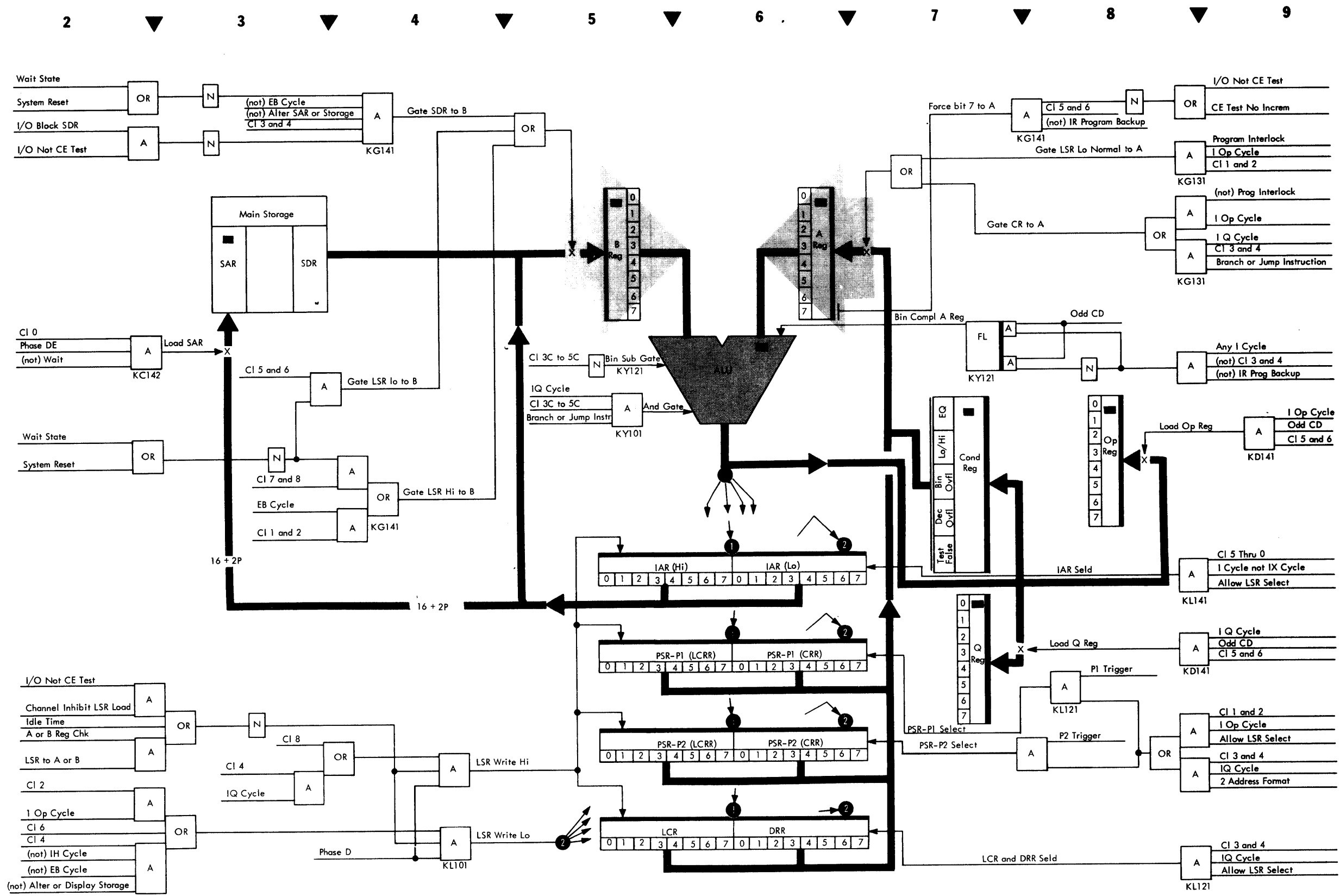


Diagram 5-012. I-Op and I-Q Cycles (PART 2 of 3)

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A



B



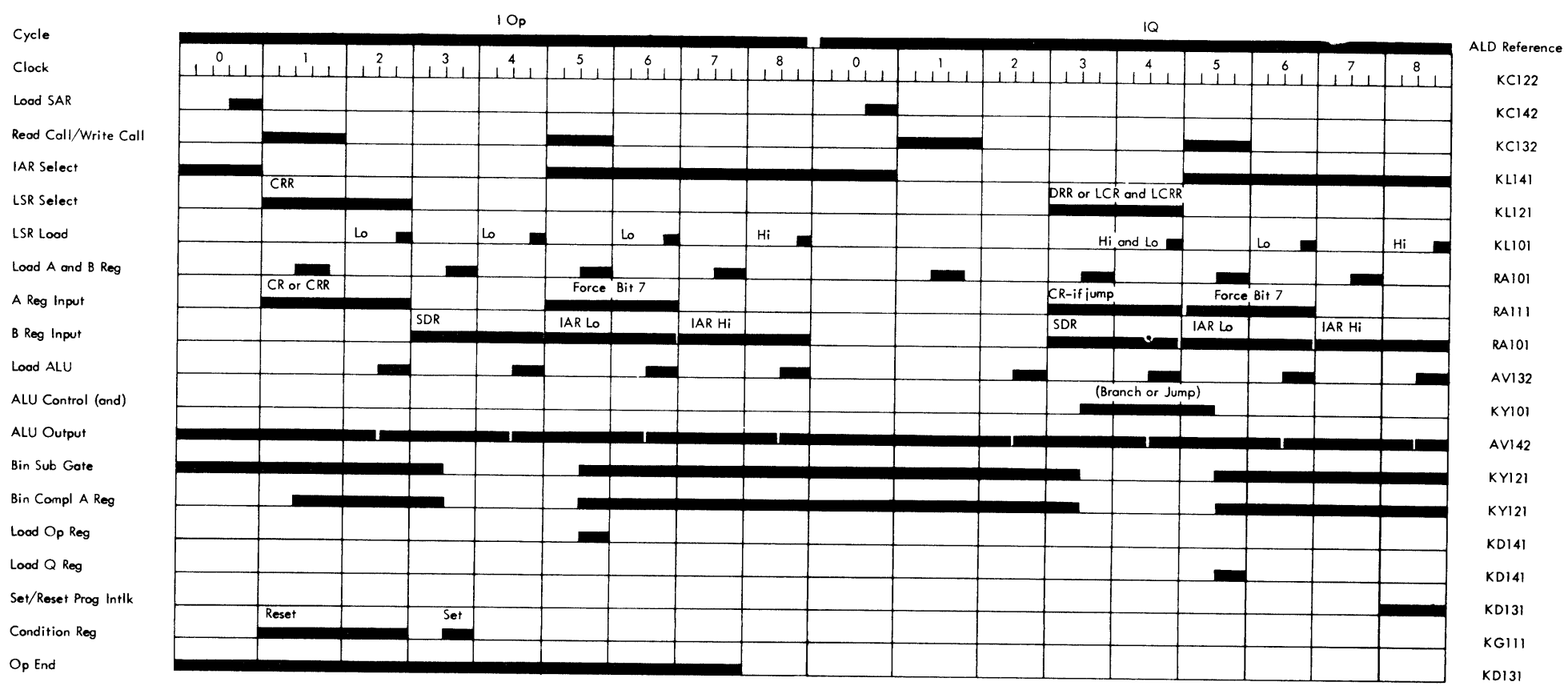
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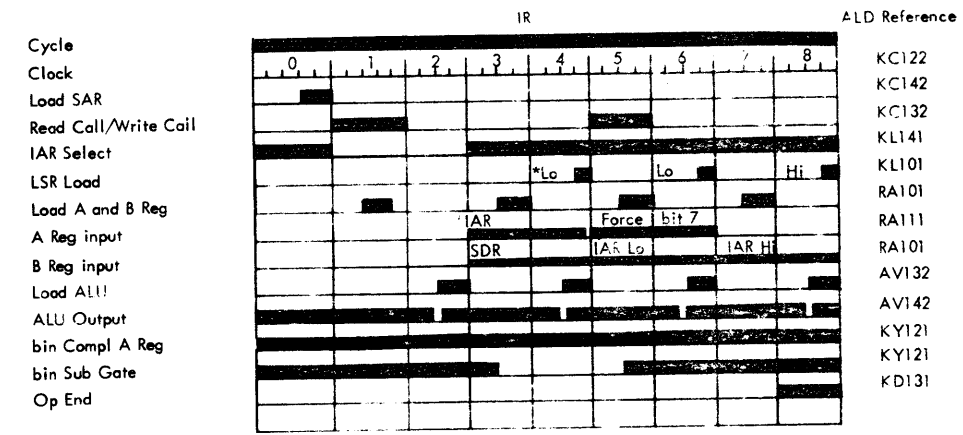
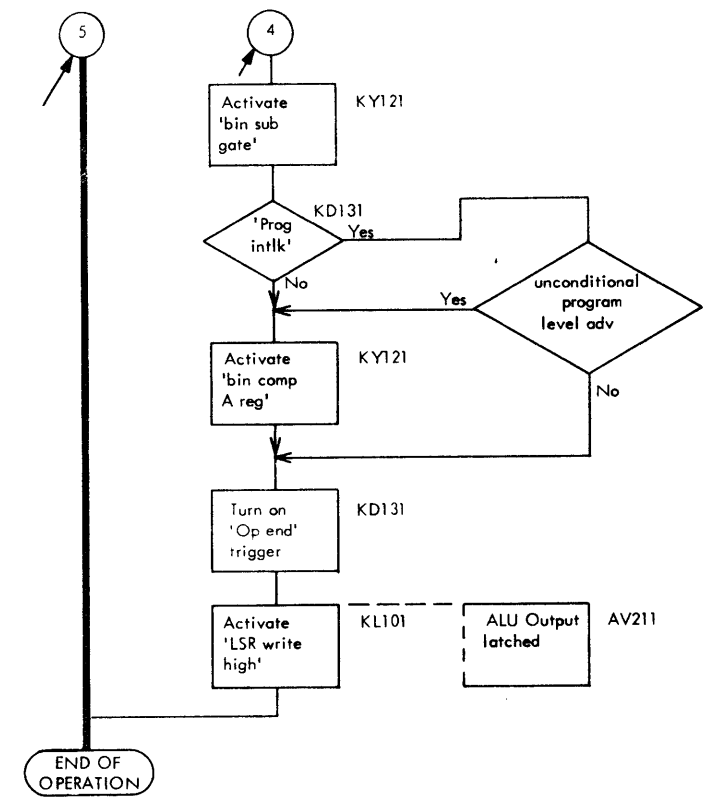
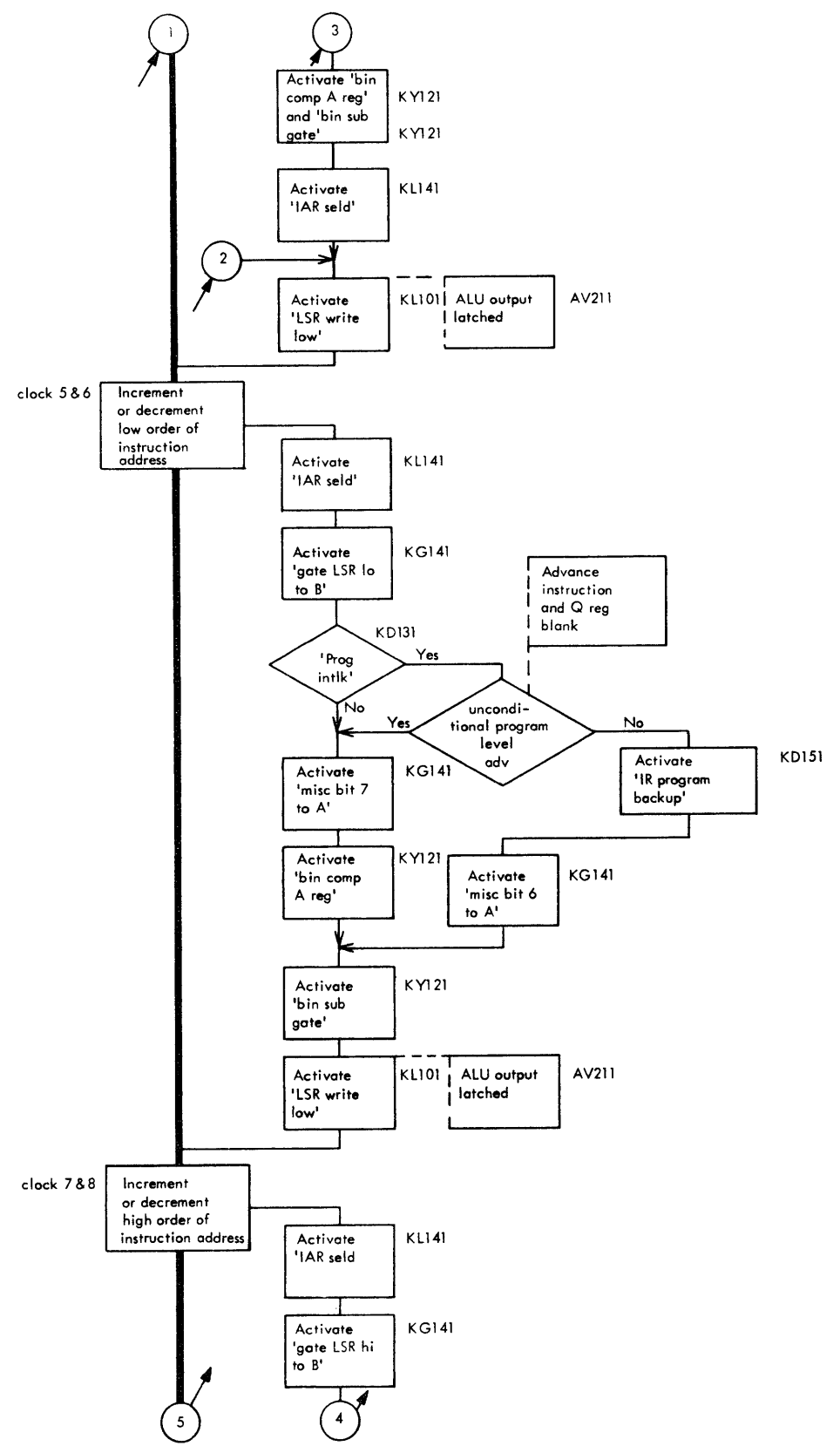
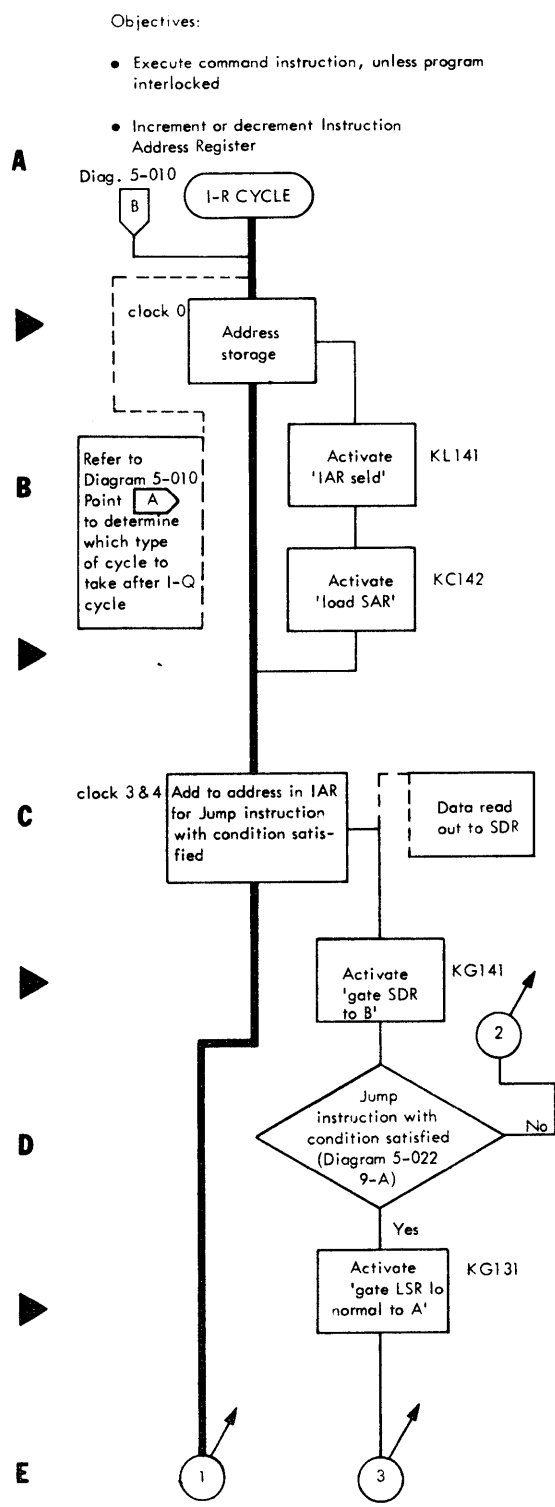


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E





2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

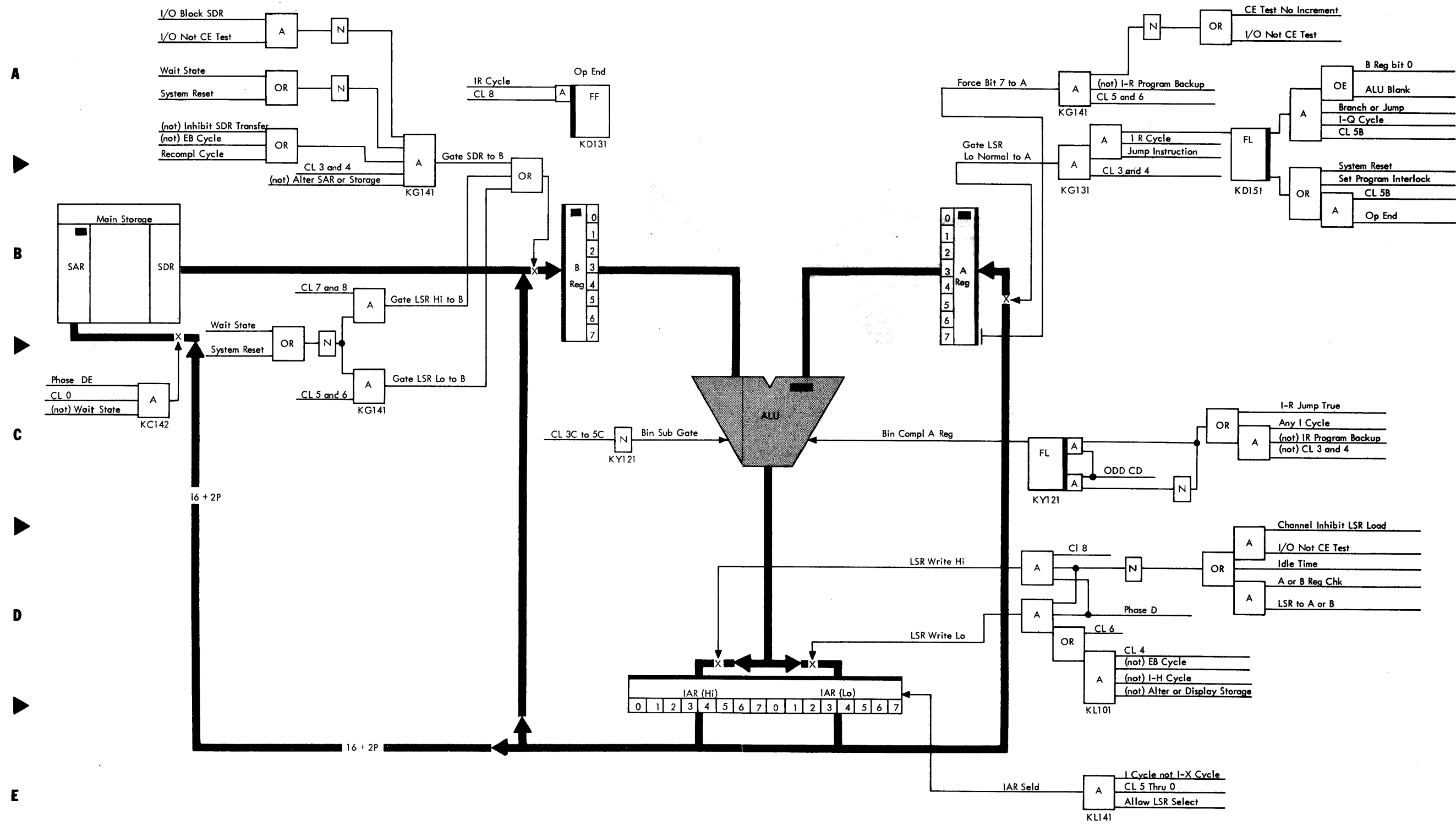
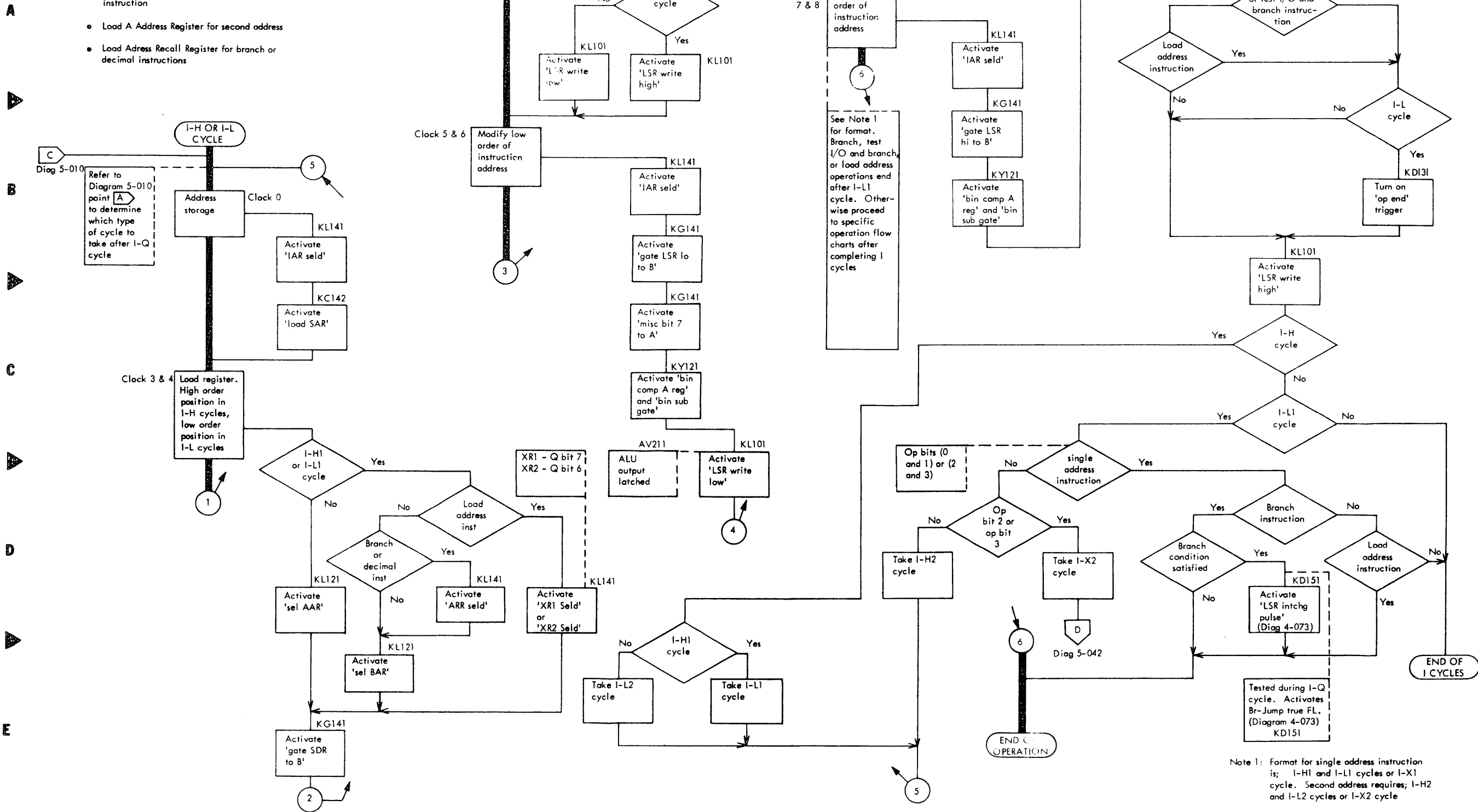


Diagram 5-022. I-R Cycle (PART 2 of 2)

Objectives:

- Load B Address Register except during load address instruction
- Load selected Index Register for load address instruction
- Load A Address Register for second address
- Load Address Recall Register for branch or decimal instructions



Note 1: Format for single address instruction is: I-H1 and I-L1 cycles or I-X1 cycle. Second address requires: I-H2 and I-L2 cycles or I-X2 cycle

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A

▶

B

▶

C

▶

D

▶

E

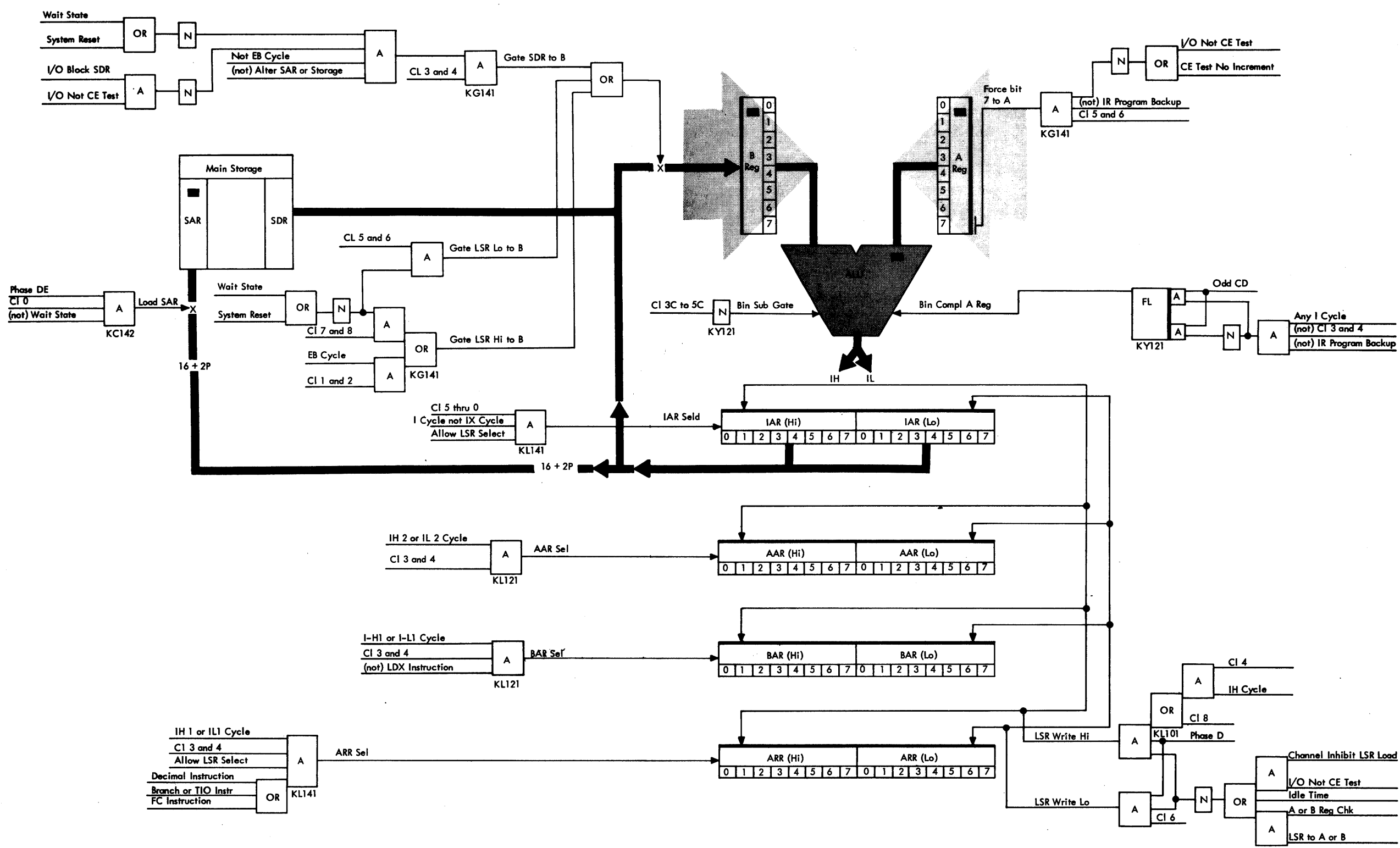


Diagram 5-032. I-H or I-L Cycles (PART 2 of 3)

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A



B



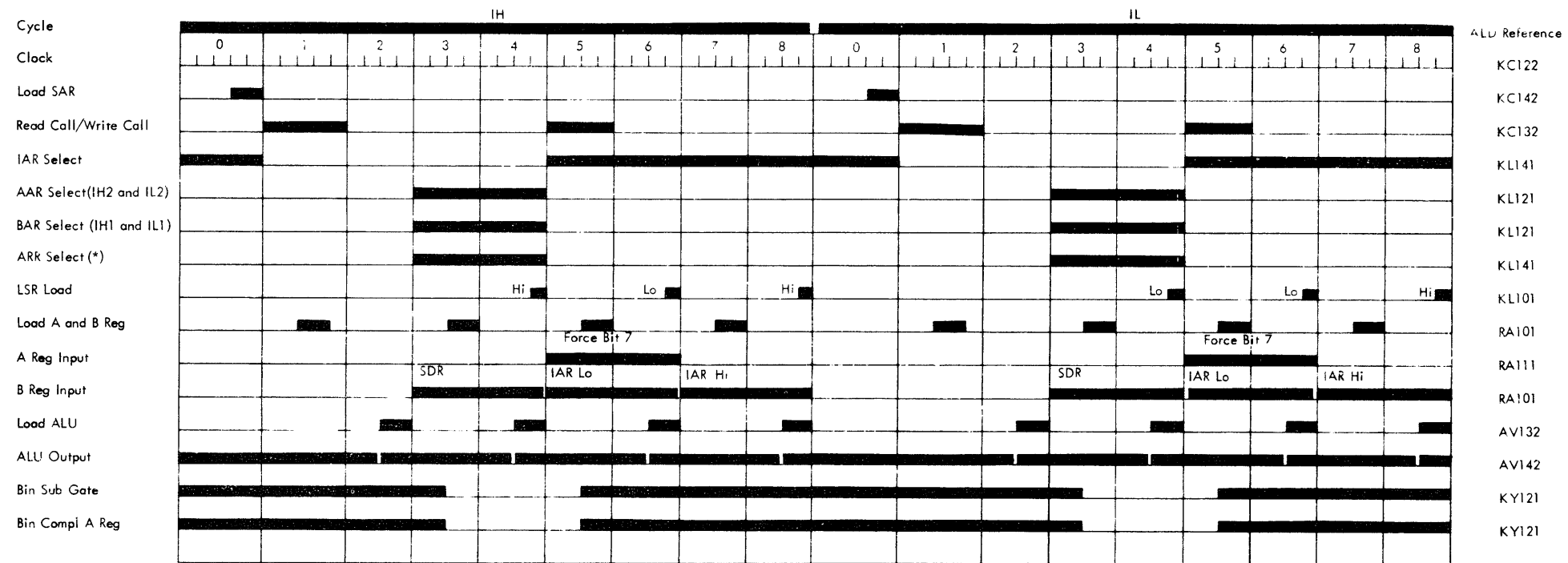
C



D

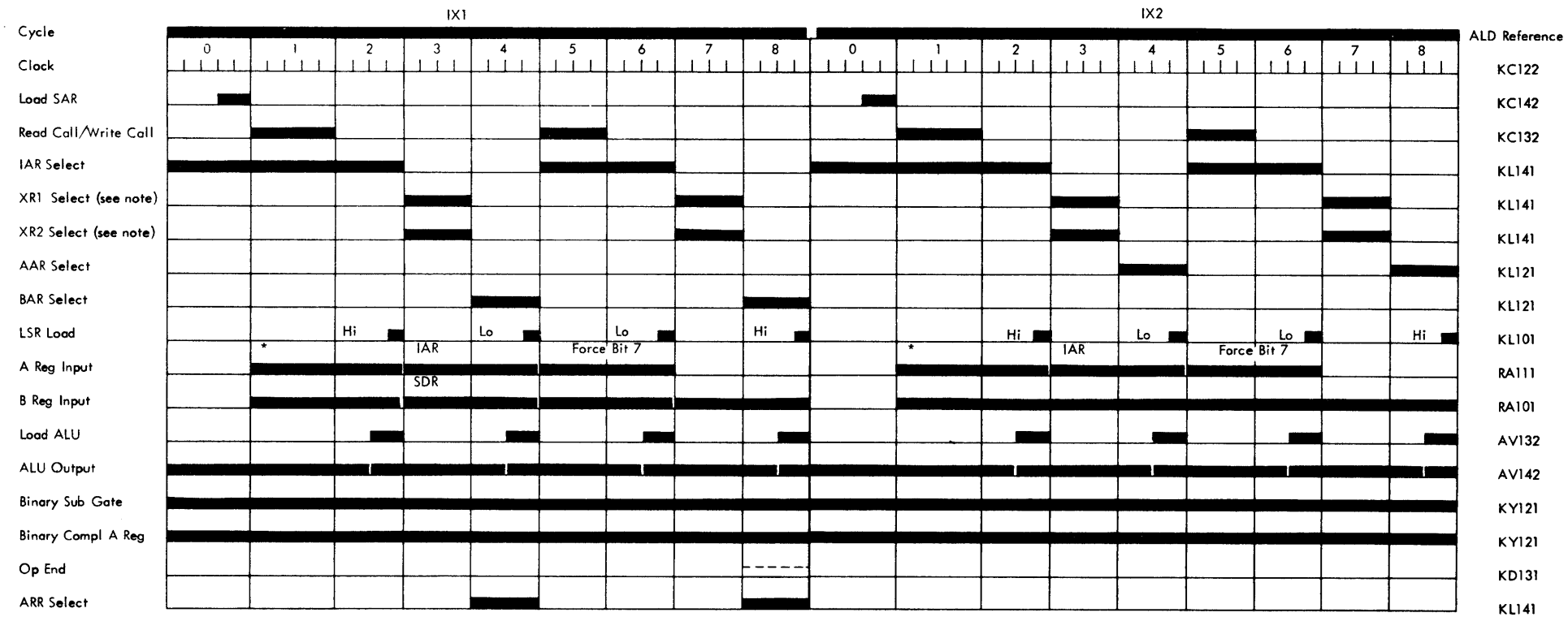


E



* Load ARR during IH1 and IL1 if BC, TIO or Decimal Instruction

A
▶
B
▶
C
▶
D
▶
E



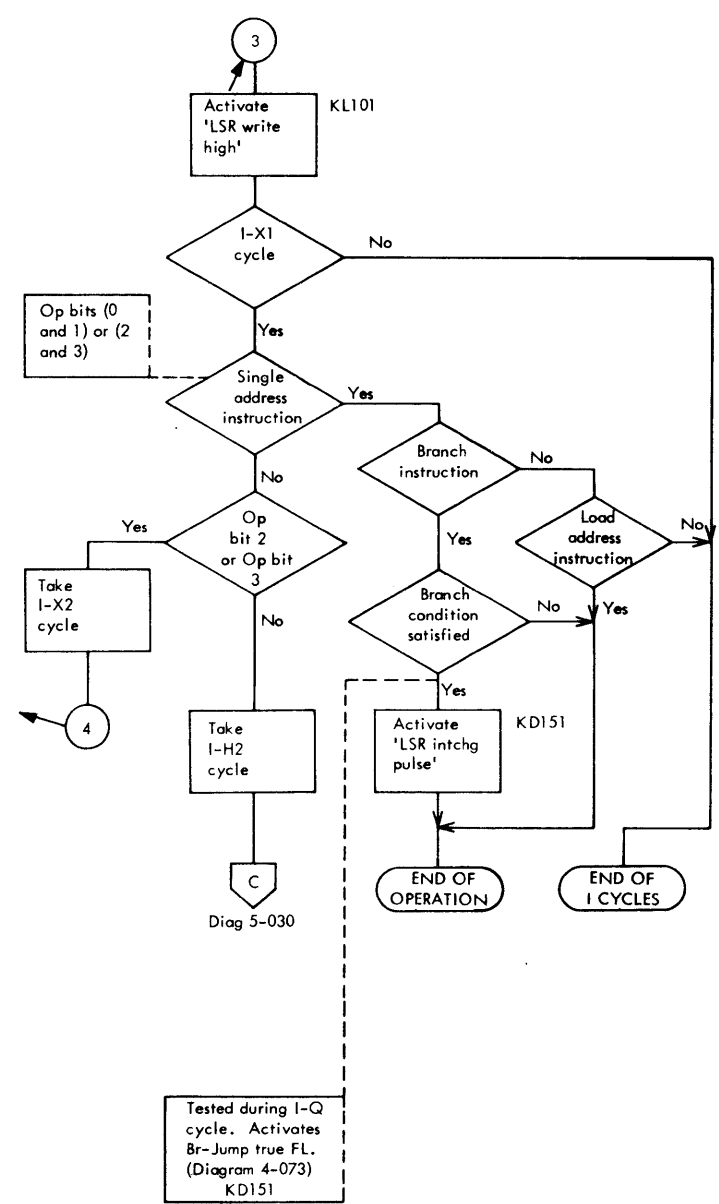
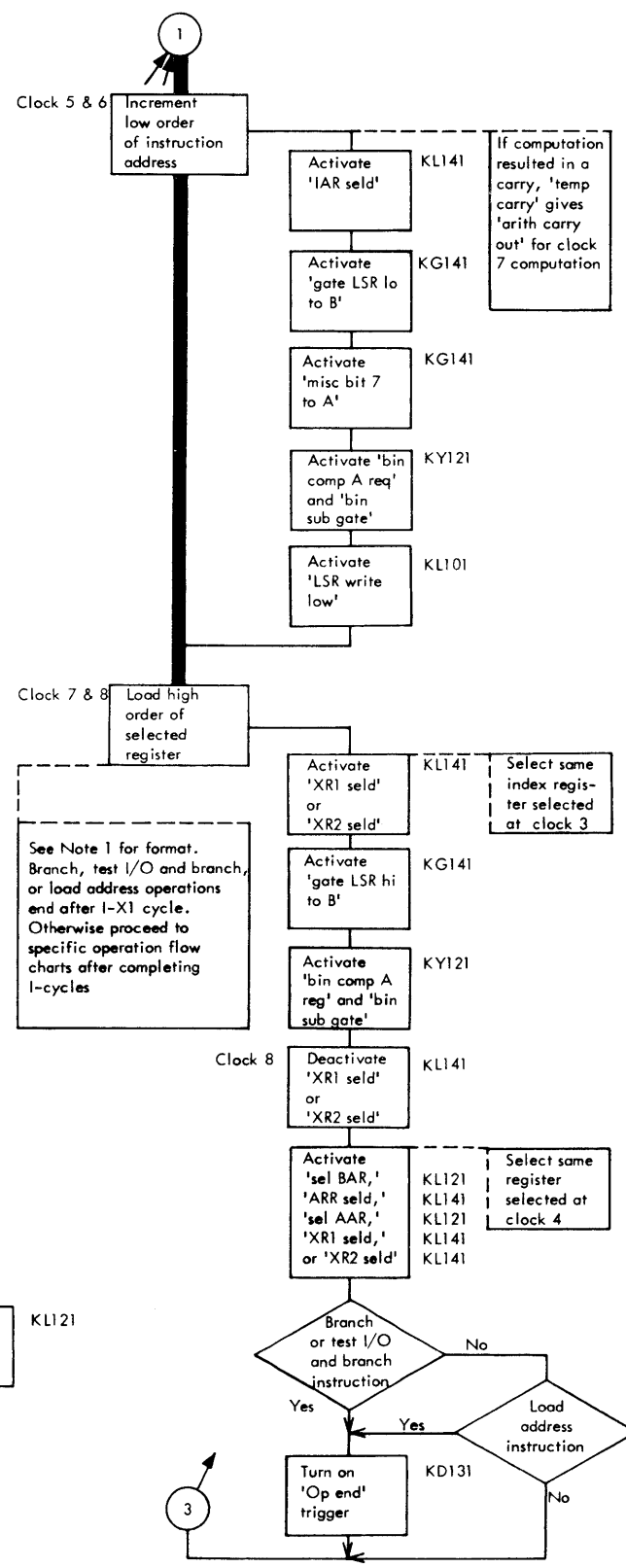
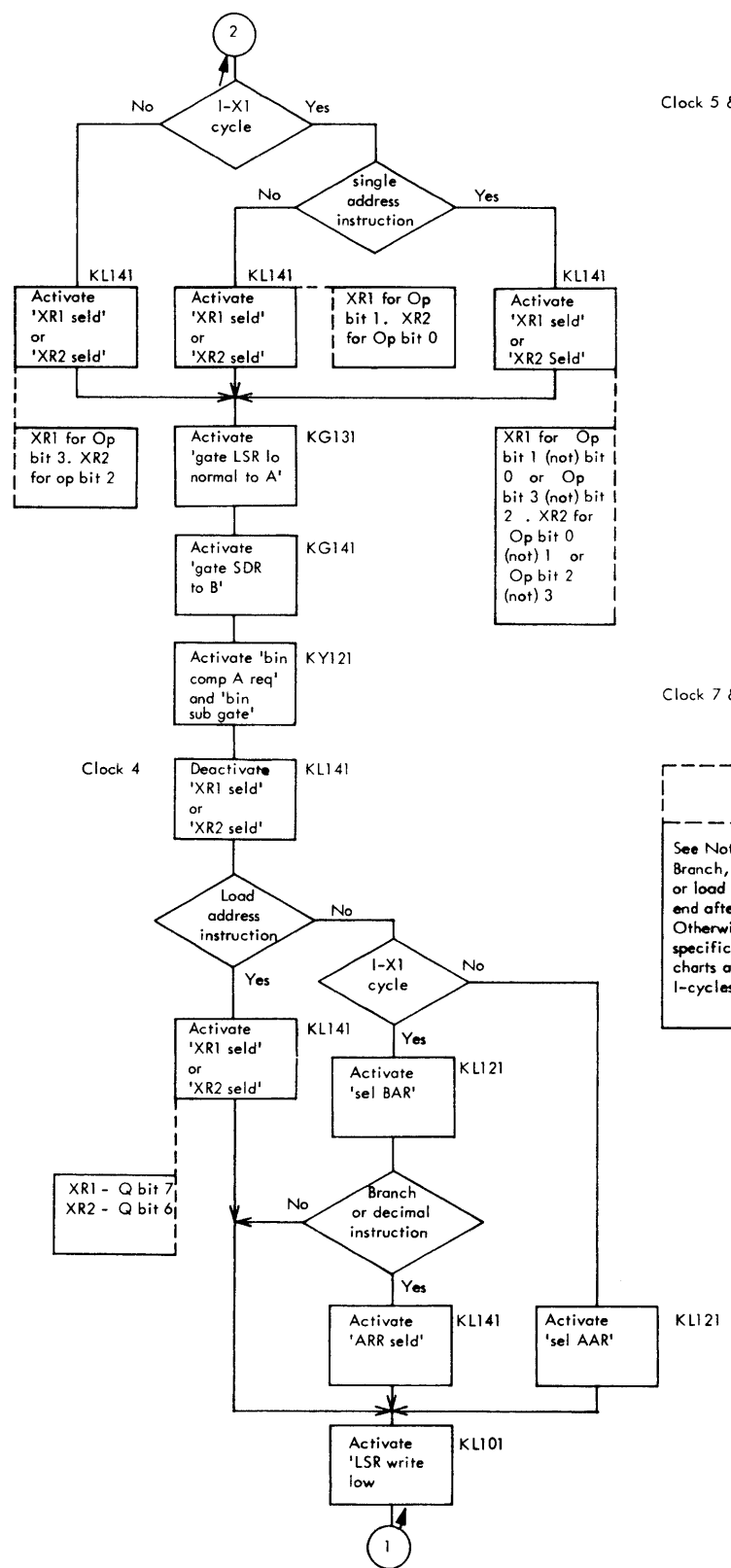
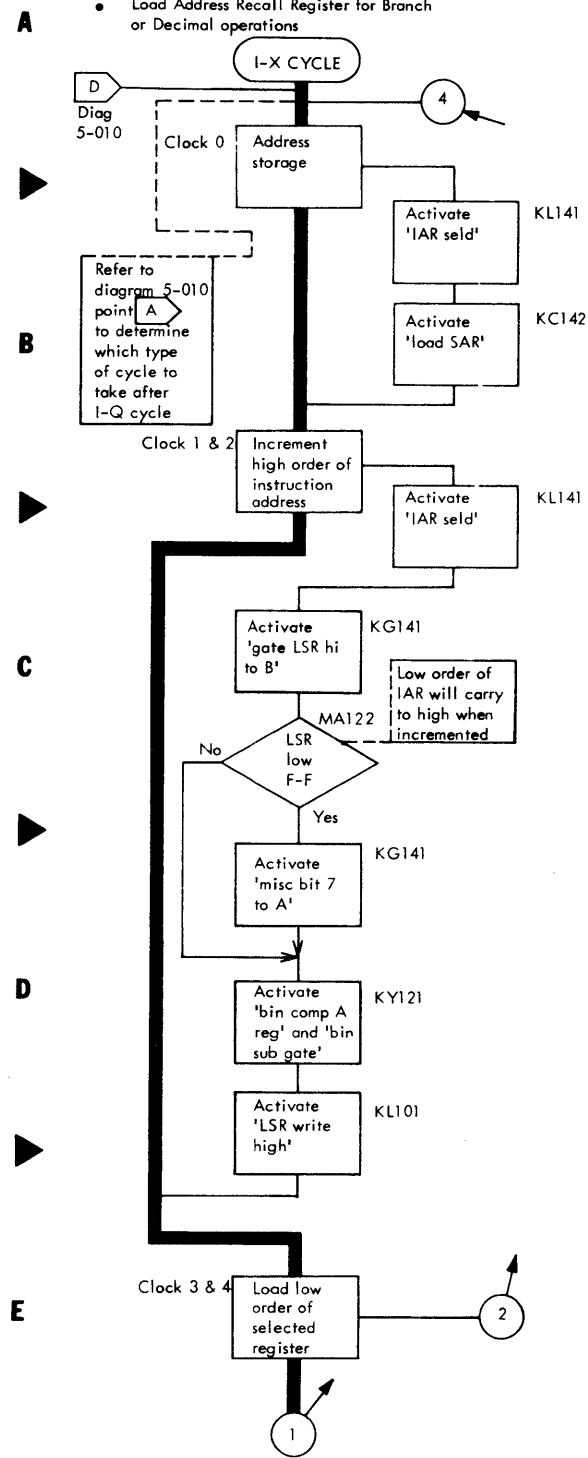
* Force bit 7 if IAR Lo contains all 1's
(Predicts a carry from IAR-Lo)

NOTE: The contents of Op Register bits 0 thru 3 determine which Index Register is used.

Instruction Format	Op Bits				B Address Register	A Address Register
	0	1	2	3		
2 Address	0	0	0	0	2 bytes from Storage Unchanged	2 bytes from Storage Unchanged
	0	0	0	1	Storage Unchanged	1 byte from Storage Added to Address from XR1
	0	0	1	0	Storage Unchanged	1 byte from Storage Added to Address from XR2
	0	1	0	0	1 byte from Storage Unchanged	2 bytes from Storage Unchanged
	0	1	0	1	Storage Added to Address from XR1	1 byte from Storage Added to Address from XR1
	0	1	1	0	Address from XR1	1 byte from Storage Added to Address from XR2
	1	0	0	0	1 byte from Storage Unchanged	2 bytes from Storage Unchanged
	1	0	0	1	Storage Added to Address from XR2	1 byte from Storage Added to Address from XR1
	1	0	1	Address from XR2	1 byte from Storage Added to Address from XR2	

Instruction Format	Op Bits				B Address Register
	0	1	2	3	
1	0	0	1	1	2 bytes from Storage Unchanged
Address (non-branch)	0	1	1	1	1 byte from Storage Added to Address from XR1
	1	0	1	1	1 byte from Storage Added to Address from XR2
Address (Branch)	1	1	0	0	2 bytes from Storage Unchanged
	1	1	0	1	1 byte from Storage Added to Address from XR1
Command	1	1	1	1	1 byte from Storage Added to Address from XR2

- Objectives:
- Add address to contents of Index Register
 - Load B Address Register unless load address instruction
 - Load selected index register if load address instruction
 - Load A Register for second address
 - Load Address Recall Register for Branch or Decimal operations



Note 1: Format for single address instruction is; I-H1 and I-L1 cycles or I-X1 cycle. Second address requires; I-H2 and I-L2 cycles or I-X2 cycle.

A

B

C

D

E

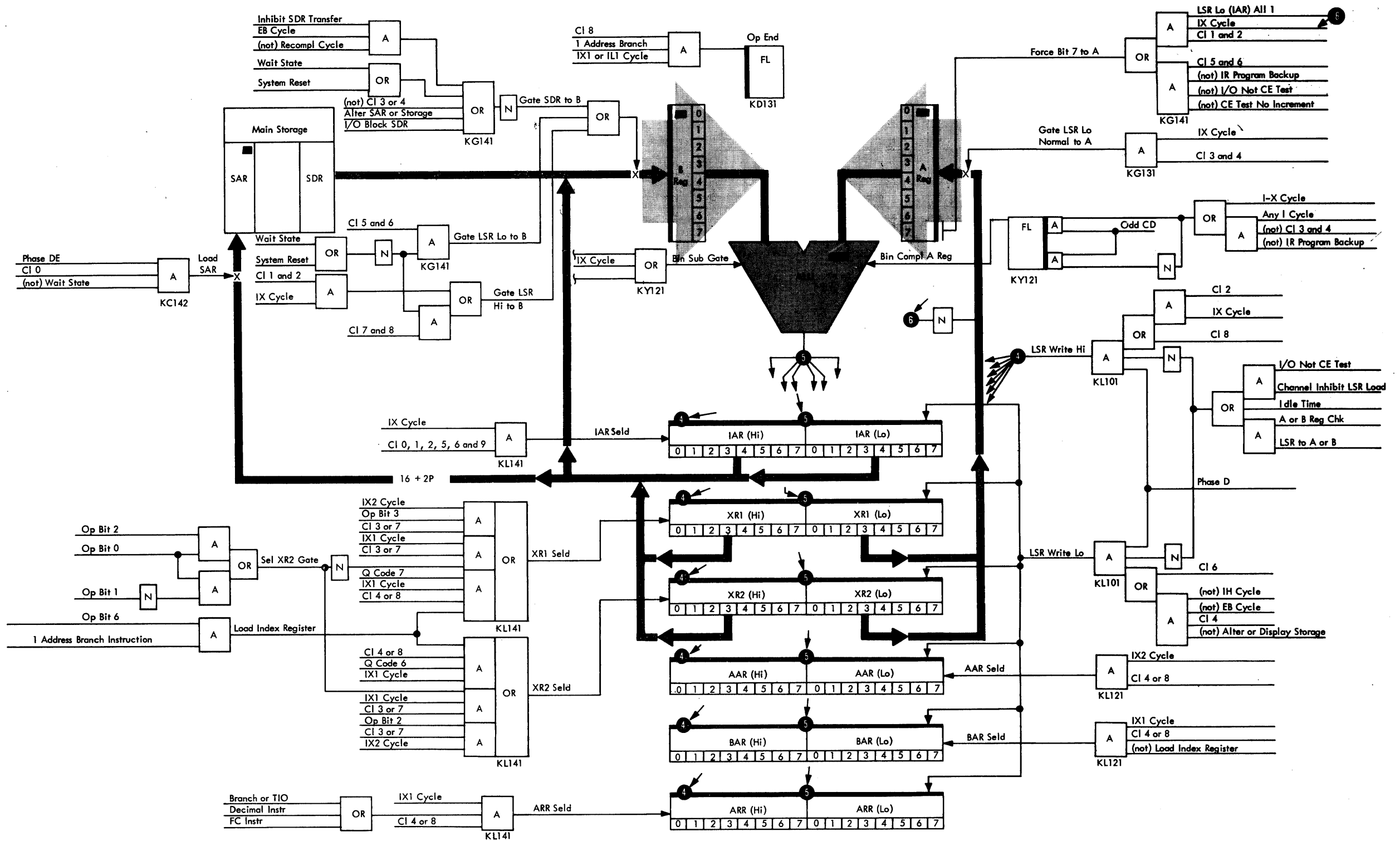


Diagram 5-044. I-X Cycles (PART 3 of 3)

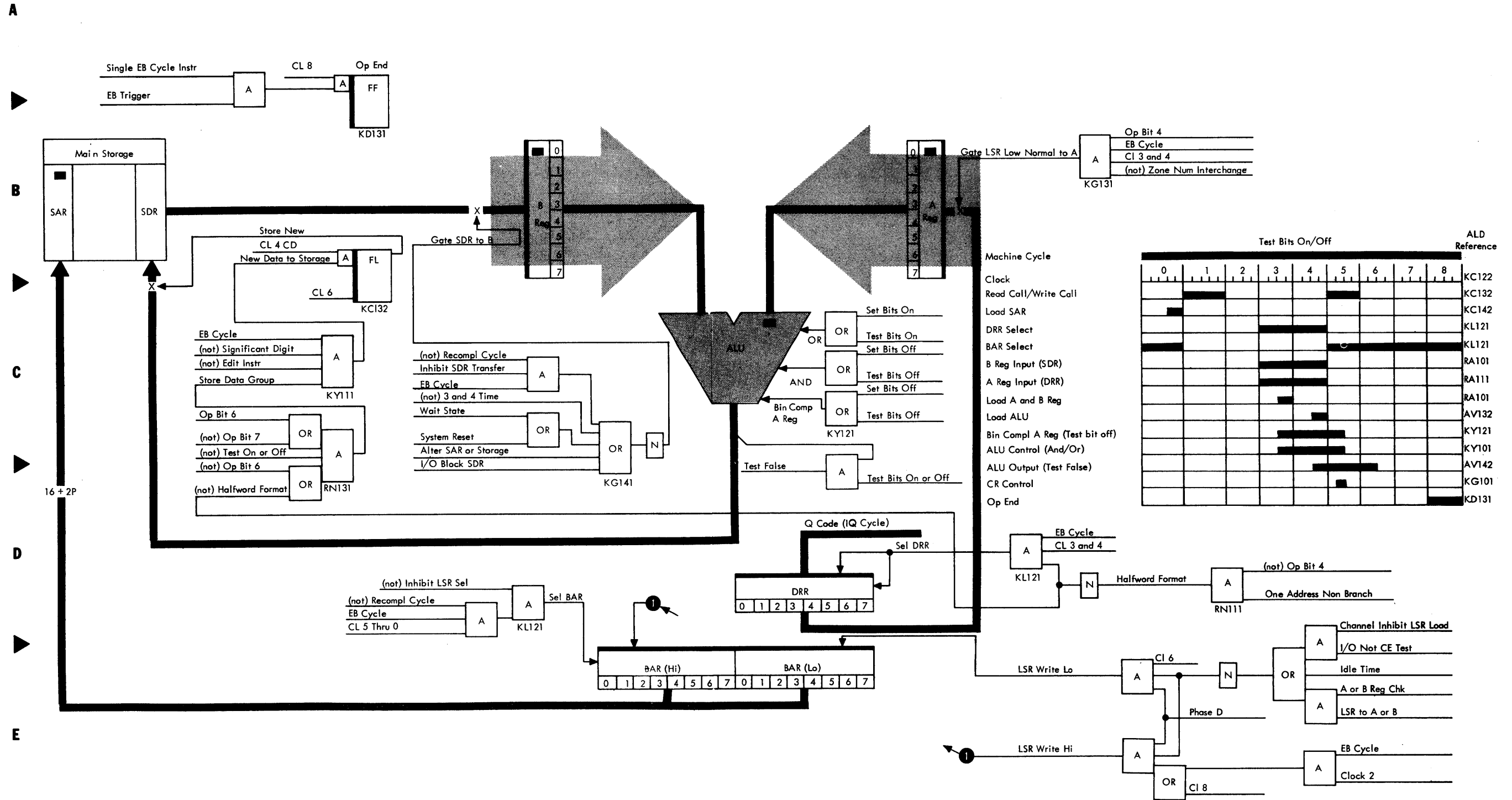


Diagram 5-052. Set Bits On/Off Masked and Test Bits On/Off Masked (PART 2 of 2)

Objectives:
 Store Register Op Code bits - 0 1 2 3 4 5 6 7
 X X 1 1 0 1 0 0

Load Register Op Code bits - 0 1 2 3 4 5 6 7
 X X 1 1 0 1 0 1

Add to Register Op Code bits - 0 1 2 3 4 5 6 7
 X X 1 1 0 1 1 0

- Store the registers which are selected by the Q code into the location specified by the BAR
- Load the registers which are selected by the Q code with data from the location specified by the BAR
- Add the data from the location specified by the BAR to the contents of the registers which are selected by the Q code
- Load the results into the selected registers

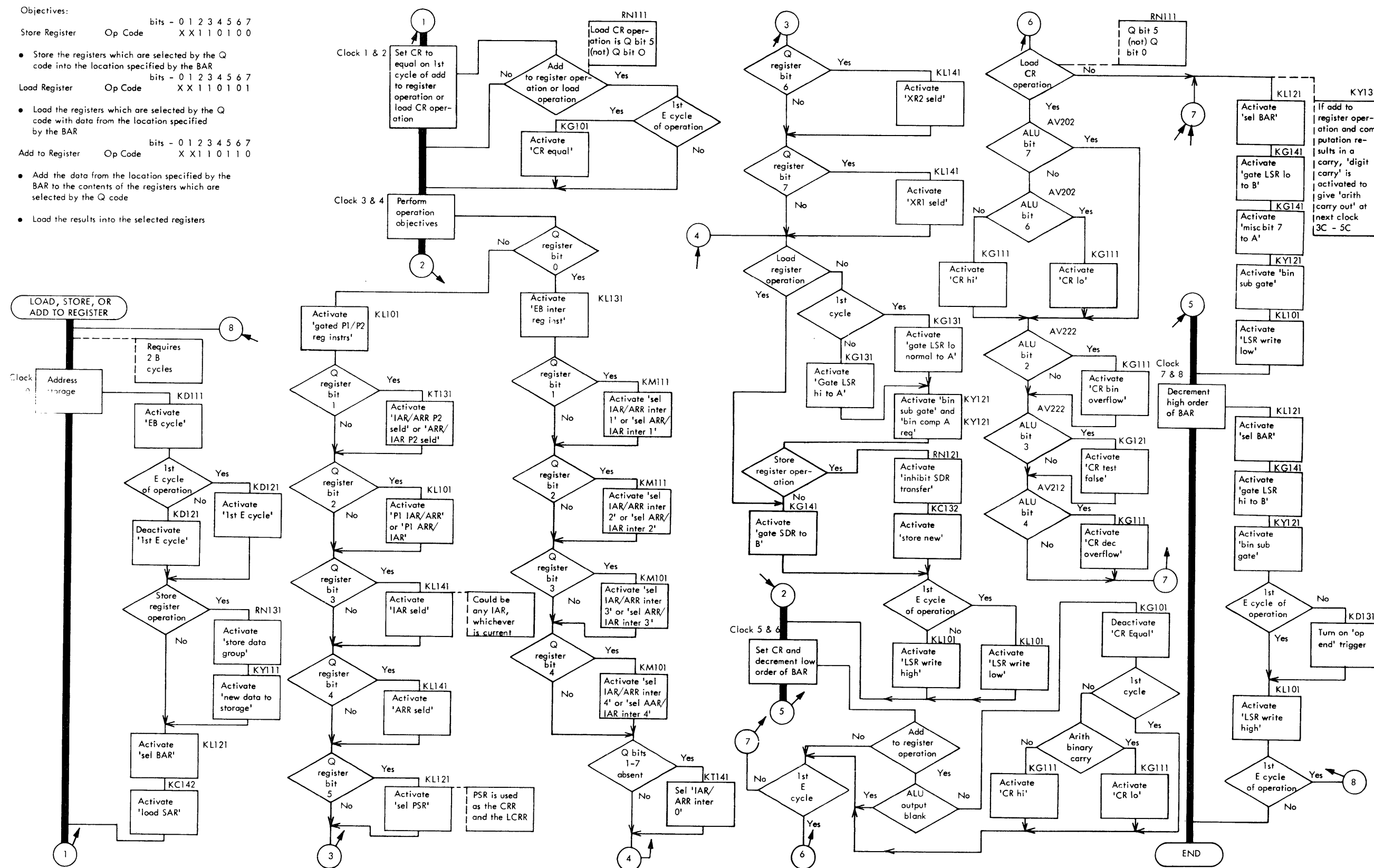
A

B

C

D

E



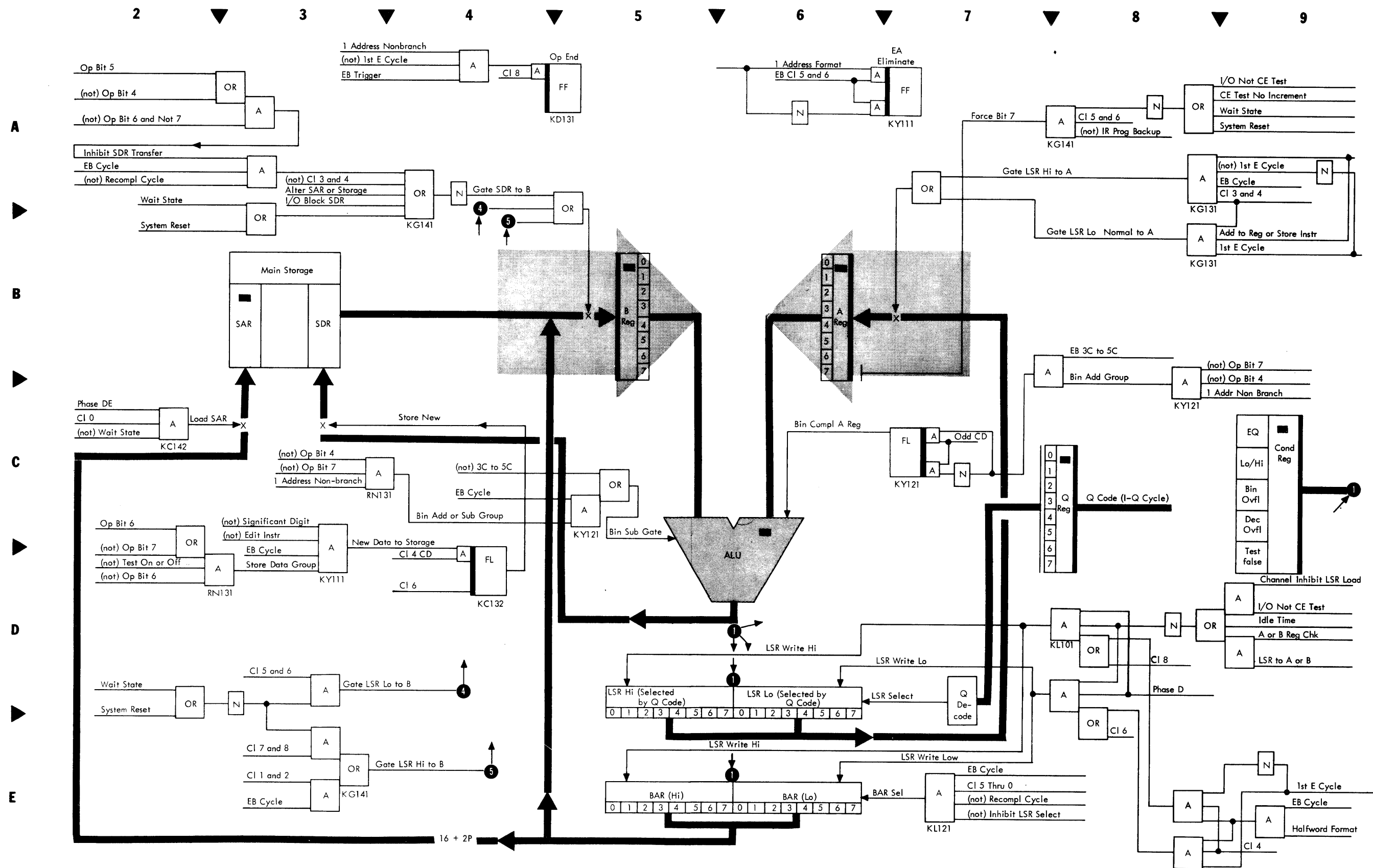
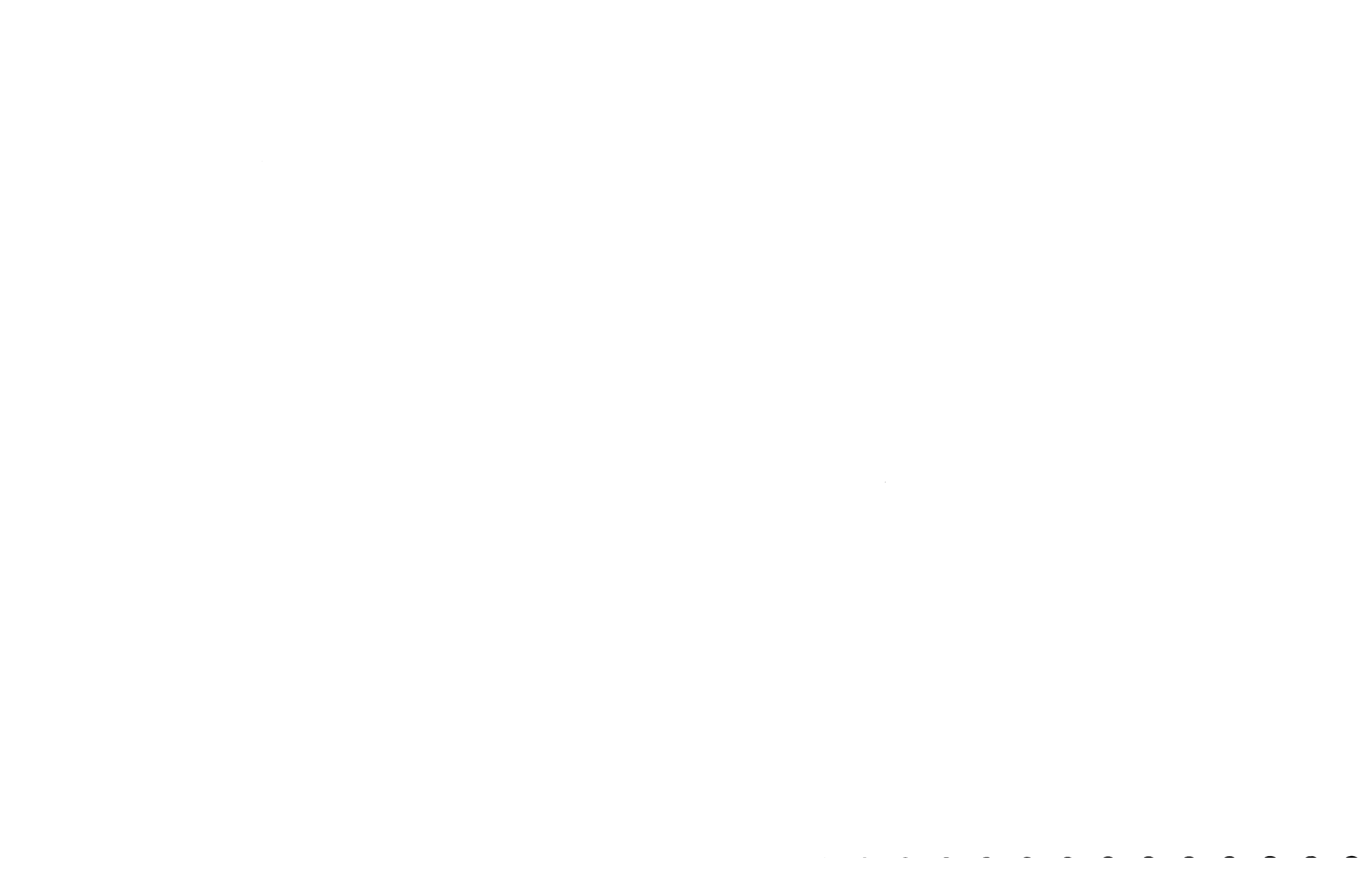
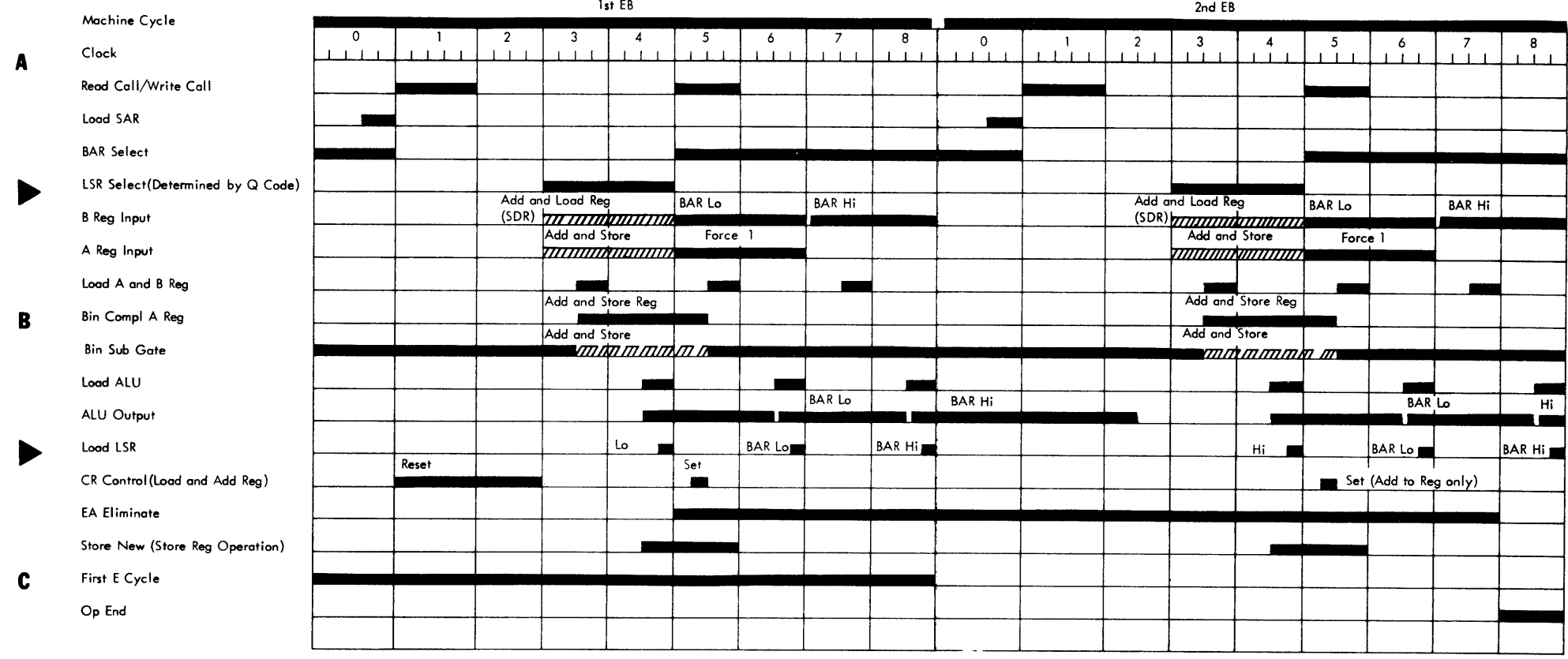


Diagram 5-062. Store, Load, or Add to Register (PART 2 of 3)



2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9



ALD Reference
 KC122
 KC132
 KC142
 KL121
 KL121
 RA101
 RA111
 RA101
 KY121
 KY101
 AV132
 AV142
 KL101
 KG111
 KY111
 KC132
 KD111
 KD131

LSR Selection		
Q Code bits	With Q bit 0	With No Q bit 0
1	Interrupt 1 IAR	P2-IAR
2	Interrupt 2 IAR	P1-IAR
3	Interrupt 3 IAR	IAR
4	Interrupt 4 IAR	ARR
5	_____	PSR
6	_____	XR2
7	_____	XR1
No other bits	Interrupt 0 IAR	_____

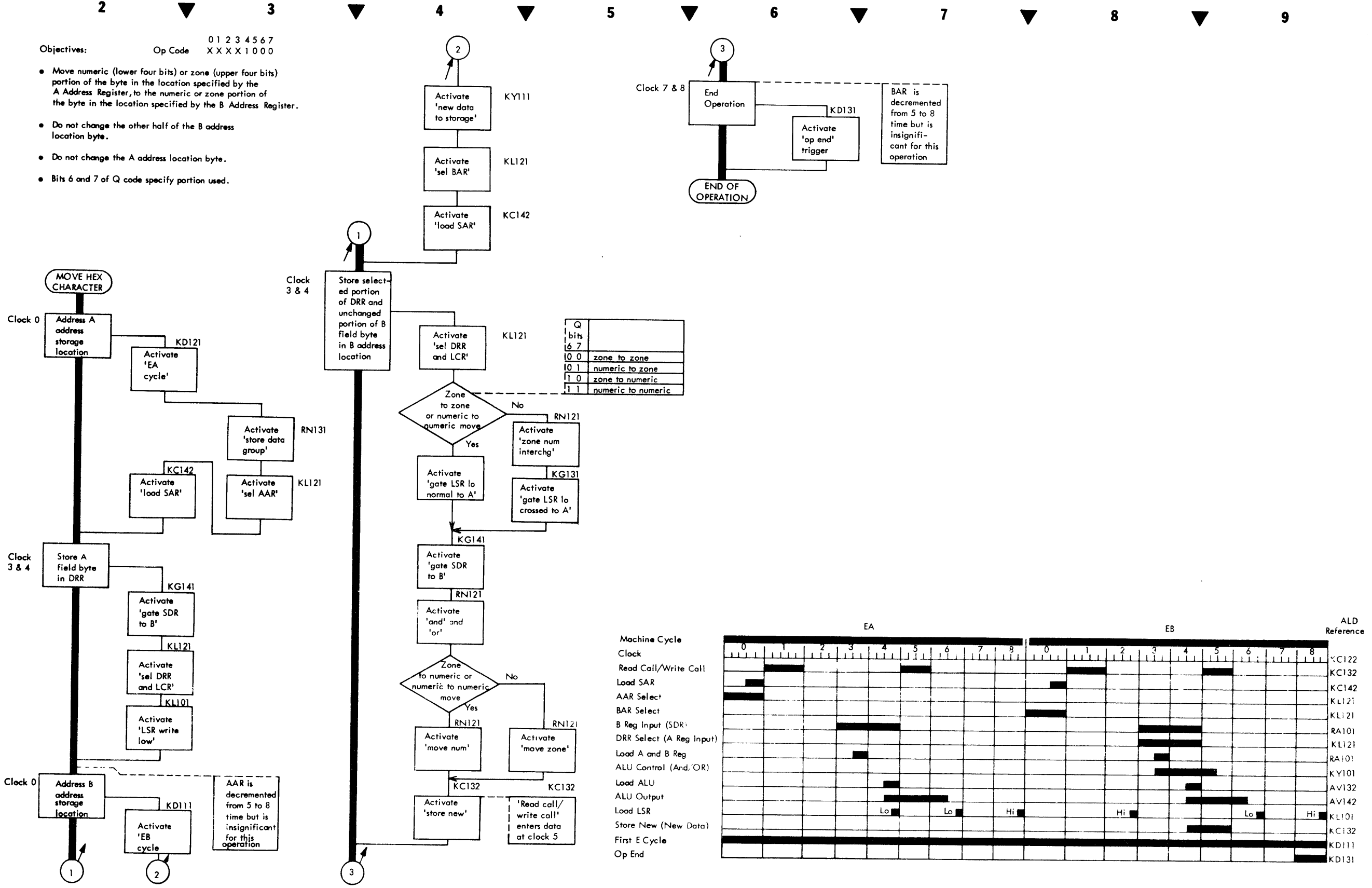
D
 E

Operation	Condition Register					
	Equal	Low	High	Binary Overflow	Test False	Decimal Overflow
Load PSR	If ALU bit 7	If ALU bit 6, not 7	If ALU not bit 6 or 7	If ALU bit 2	If ALU bit 3	If ALU bit 4
Add to Register	If Result is zero	If Result is not zero and a high order carry	If Result is not zero and no high order carry	If Result is too large for Register (no high order carry)	_____	_____

Objectives: Op Code 01234567
 XXXX1000

- Move numeric (lower four bits) or zone (upper four bits) portion of the byte in the location specified by the A Address Register, to the numeric or zone portion of the byte in the location specified by the B Address Register.
- Do not change the other half of the B address location byte.
- Do not change the A address location byte.
- Bits 6 and 7 of Q code specify portion used.

A
B
C
D
E



Q bits	
6 7	
0 0	zone to zone
0 1	numeric to zone
1 0	zone to numeric
1 1	numeric to numeric

BAR is decremented from 5 to 8 time but is insignificant for this operation

AAR is decremented from 5 to 8 time but is insignificant for this operation

'Read call/write call' enters data at clock 5

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

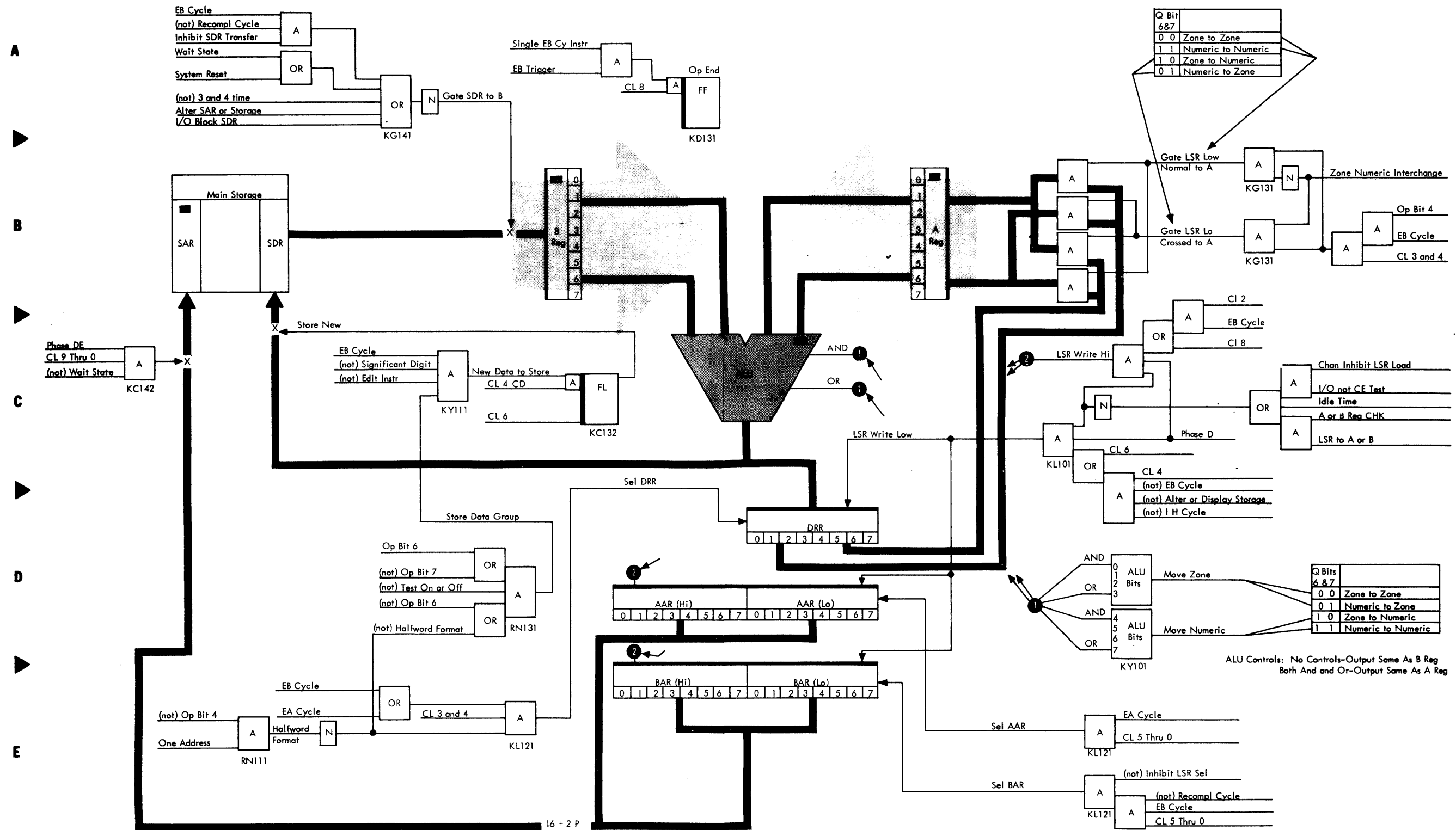


Diagram 5-072. Move Hex Character (PART 2 of 2)

- Objectives:
1. Move Characters Op Code bits 0 1 2 3 4 5 6 7
X X X X 1 1 0 0
 - Move the contents of the A field to the B field
 2. Compare Logical Chars. Op Code bits 0 1 2 3 4 5 6 7
X X X X 1 1 0 1
 - Compare the A field data with the B field data
 3. Add Logical Characters Op Code bits 0 1 2 3 4 5 6 7
X X X X 1 1 1 0
 - Binary add the A field data to the B field data and store results in B field location
 4. Subtract Logical Characters Op Code bits 0 1 2 3 4 5 6 7
X X X X 1 1 1 1
 - Binary subtract the A field data from the B field data and store results in B field location
 5. All Operations
 - A and B fields are same length
 - Length of field is Q code plus 1
 - Set Condition Register except during move operation

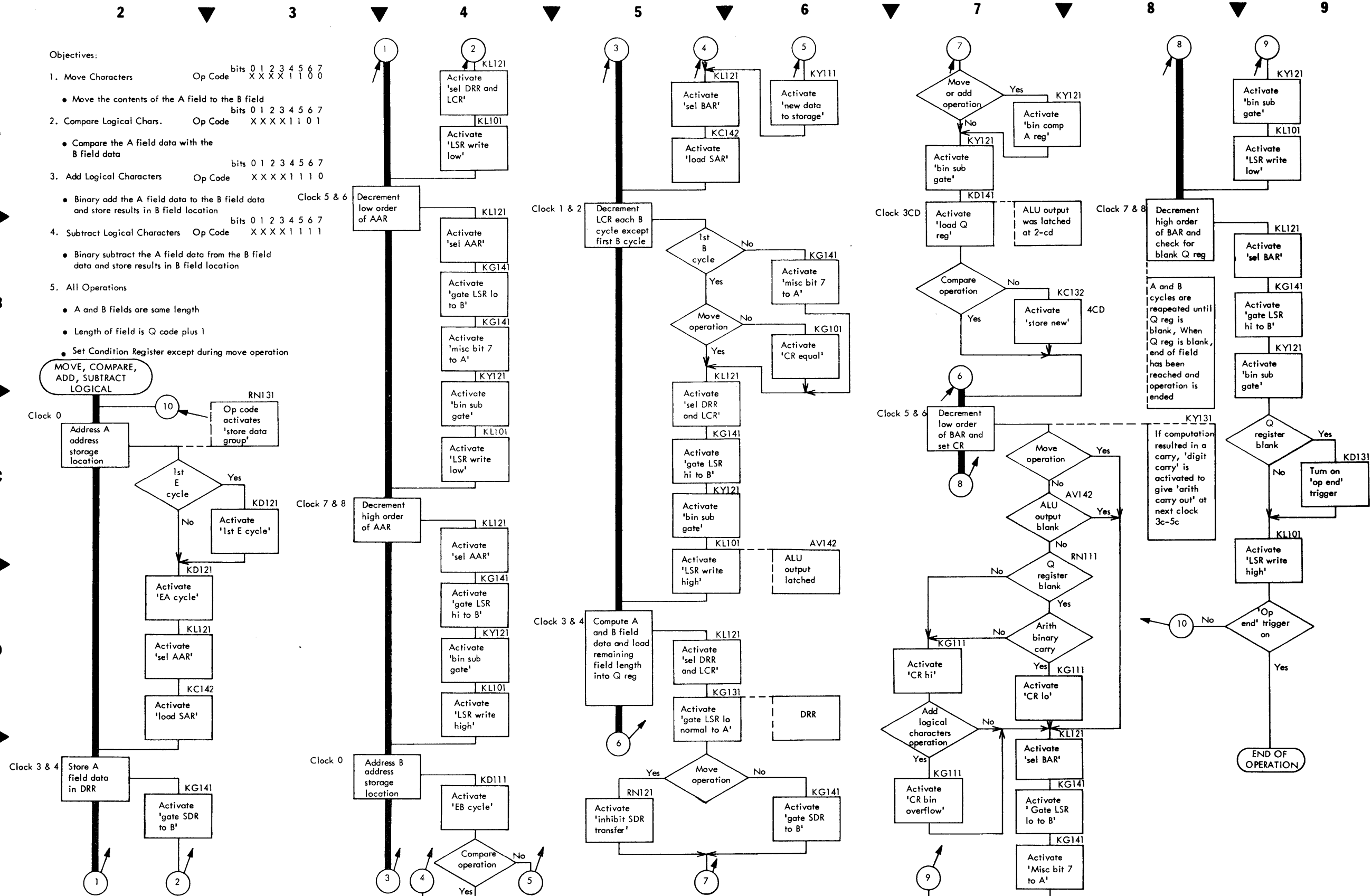
A

B

C

D

E



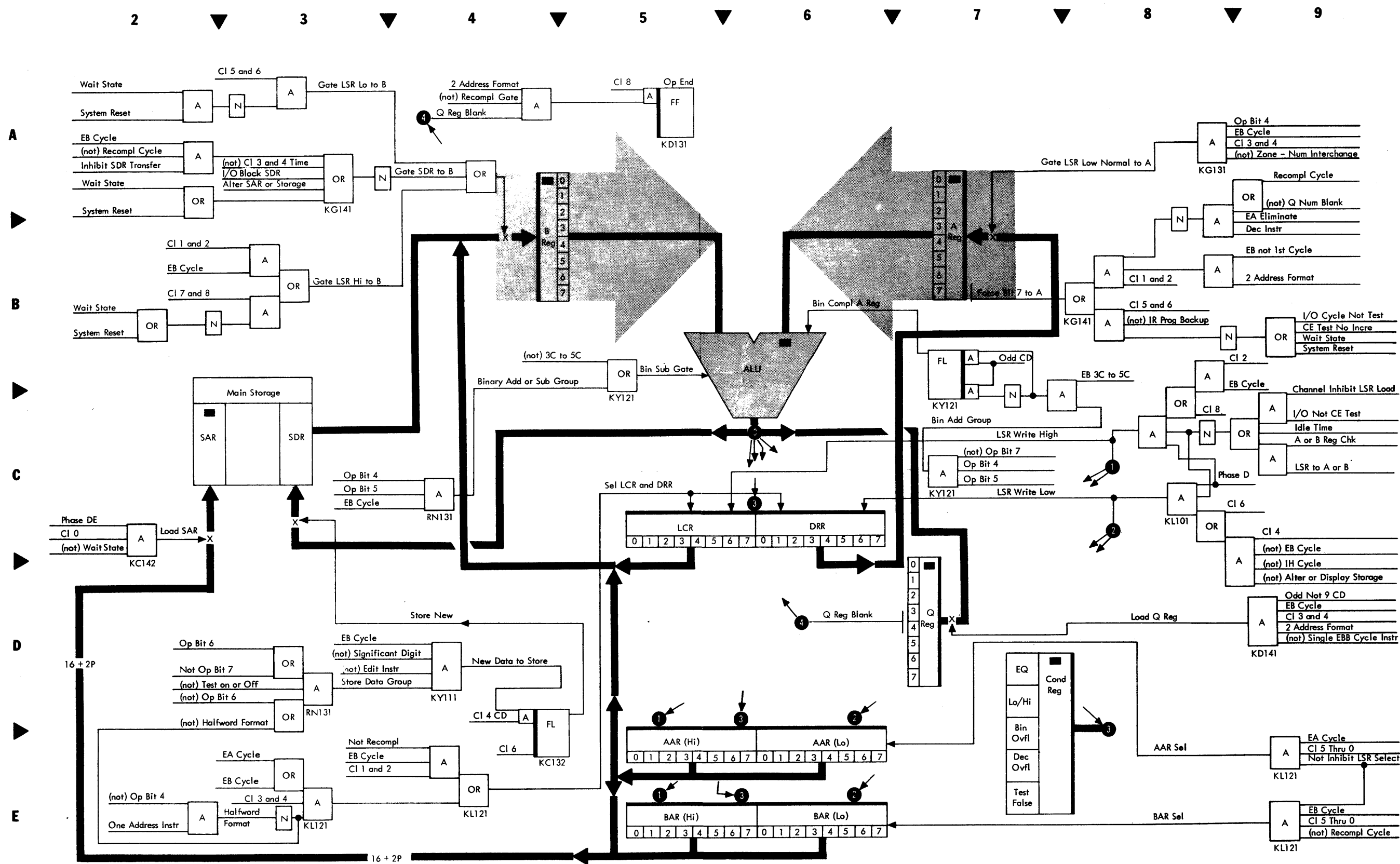
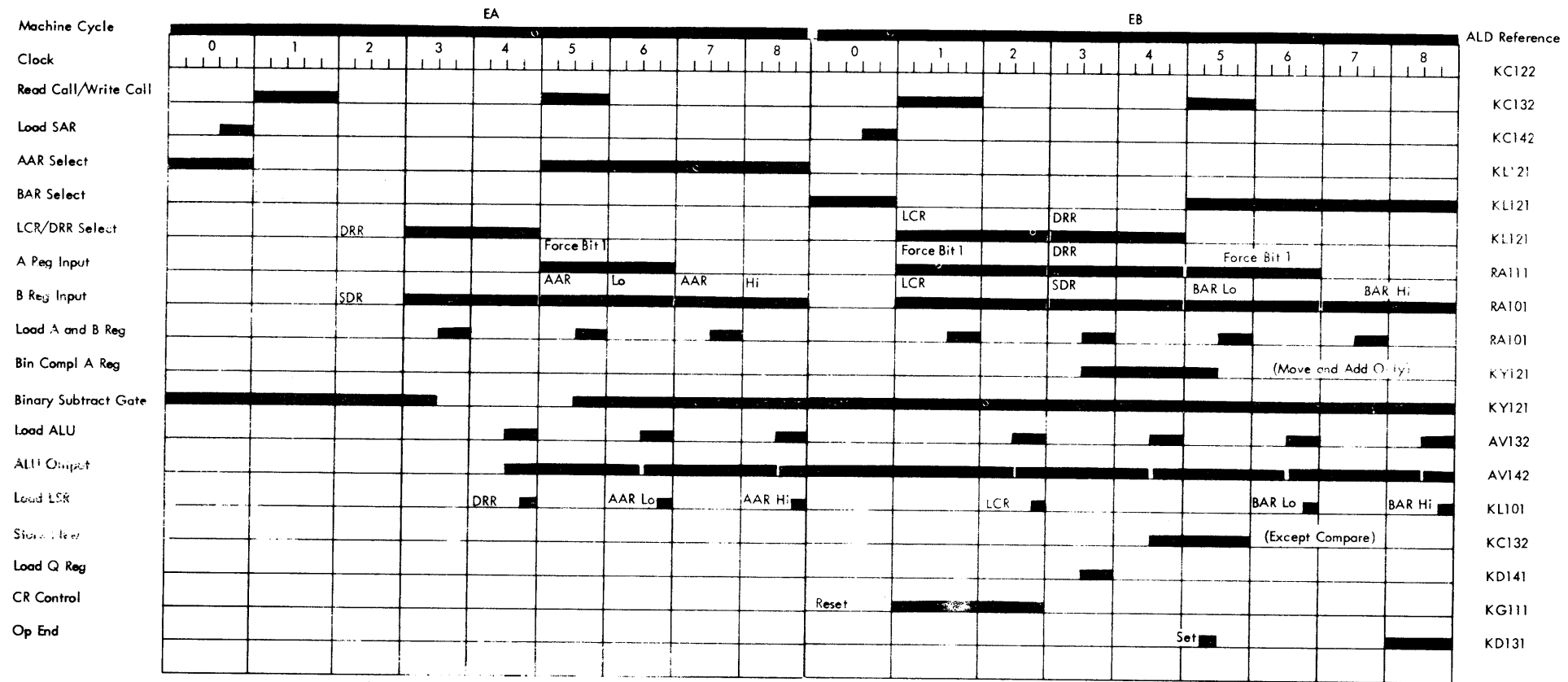


Diagram 5-082. Move Characters or Compare, Add, or Subtract Logical Characters (PART 2 of 3)

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A
▶
B
▶
C
▶
D
▶
E



Operation	Condition Register			
	Equal	Low	High	Binary Overflow
Move				
Add	If Result is zero	If Result not zero and a high order carry	If Result not zero and no high order carry	Result too large for field (no high order carry)
Subtract	If A field equals B field	If B field is lower than A field	If B field is higher than A field	
Compare	If A field equals B field	If B field is lower than A field	If B field is higher than A field	

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A
▶
B
▶
C
▶
D
▶
E

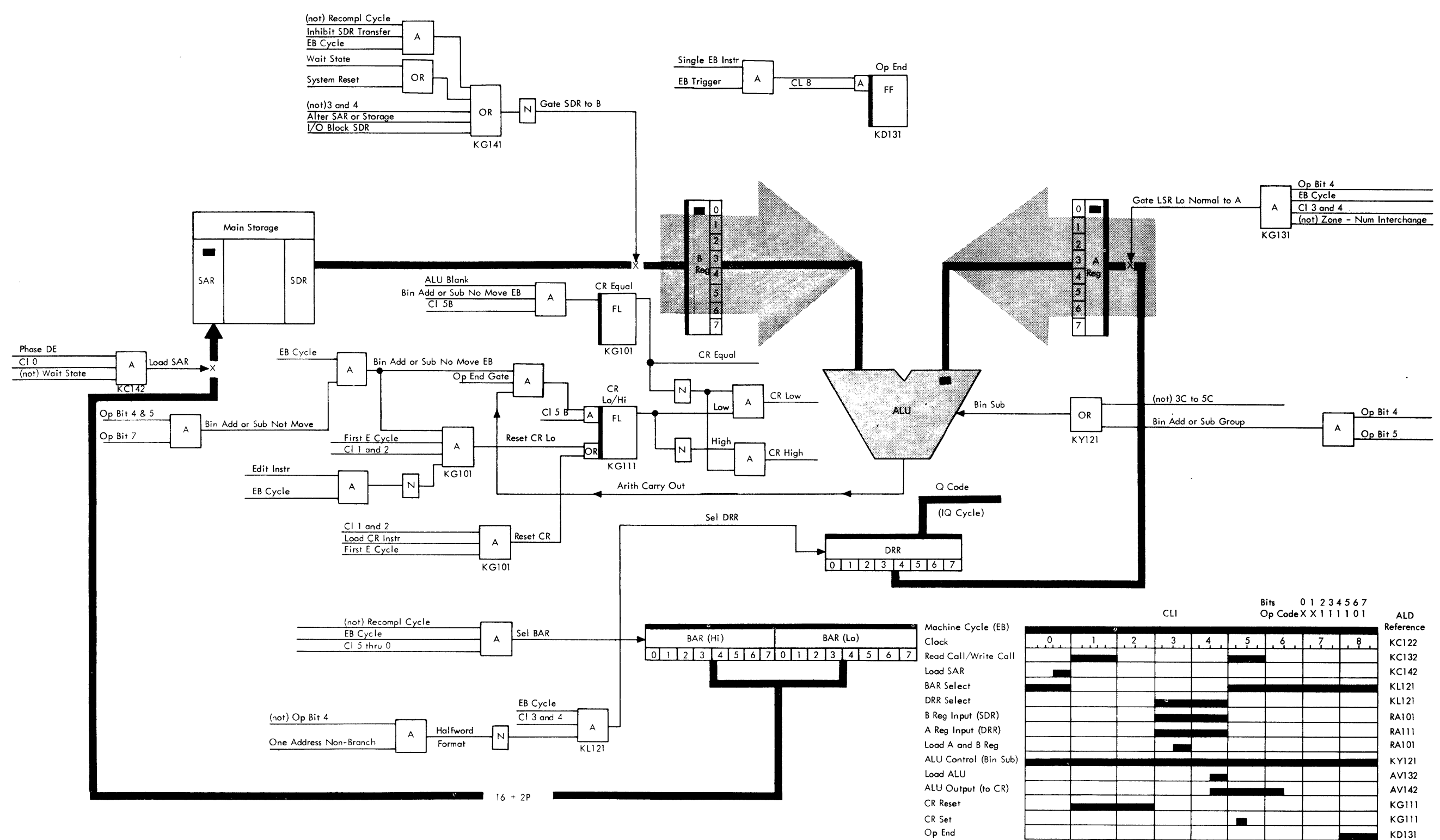


Diagram 5-090. Compare Logical Immediate (PART 1 of 3)

Objectives

Move Logical Immediate Op Code bits 0 1 2 3 4 5 6 7
 X X 1 1 1 1 0 0

- Store the Q code, which is located in the Data Recall Register, in the location specified by the B Address Register

Compare Logical Immediate Op Code bits 0 1 2 3 4 5 6 7
 X X 1 1 1 1 0 1

- Compare the Q code, which is located in the Data Recall Register, with the data in the location specified by the B Address Register

- Record the result of the comparison in the Condition Register

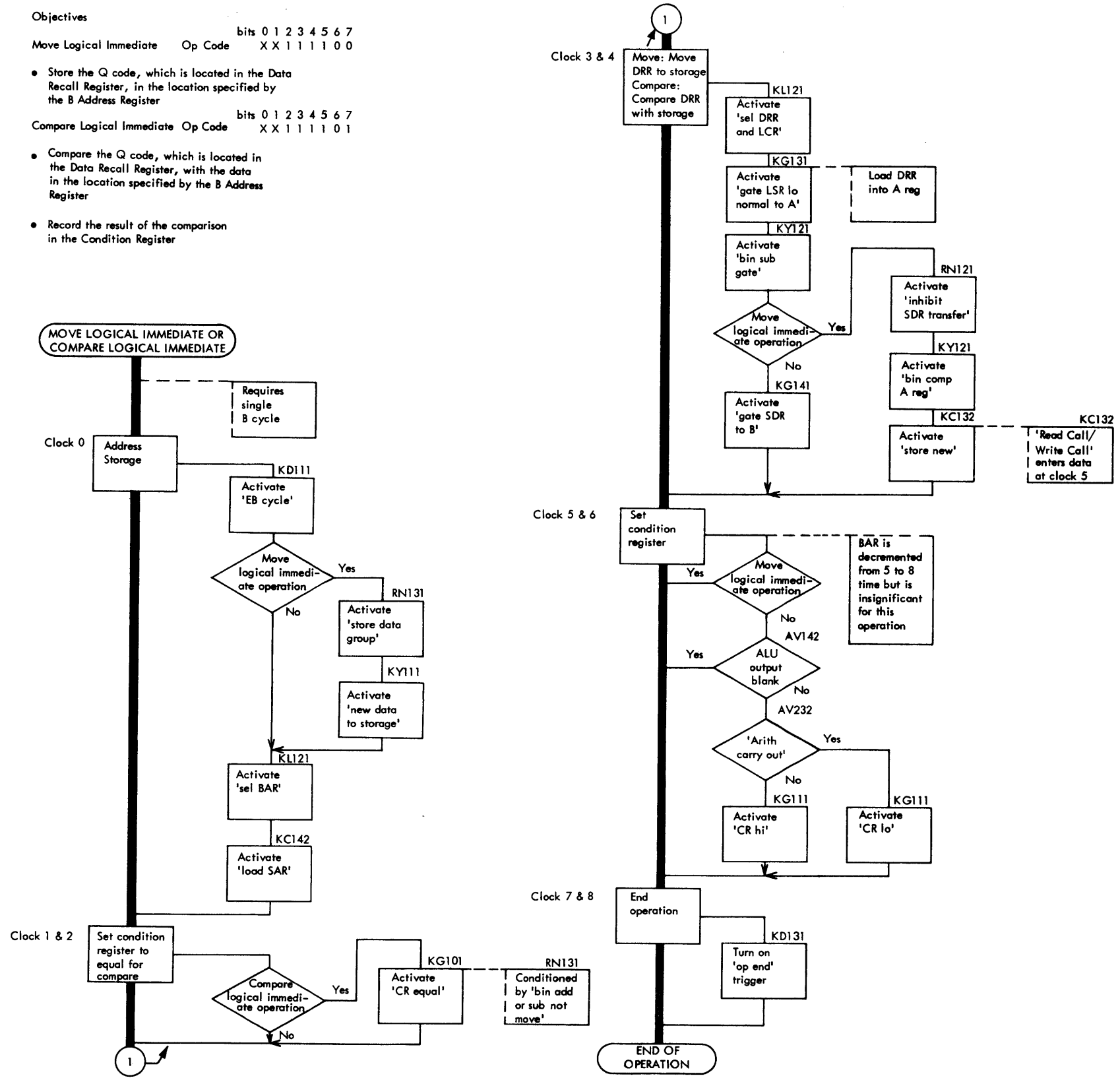
A

B

C

D

E



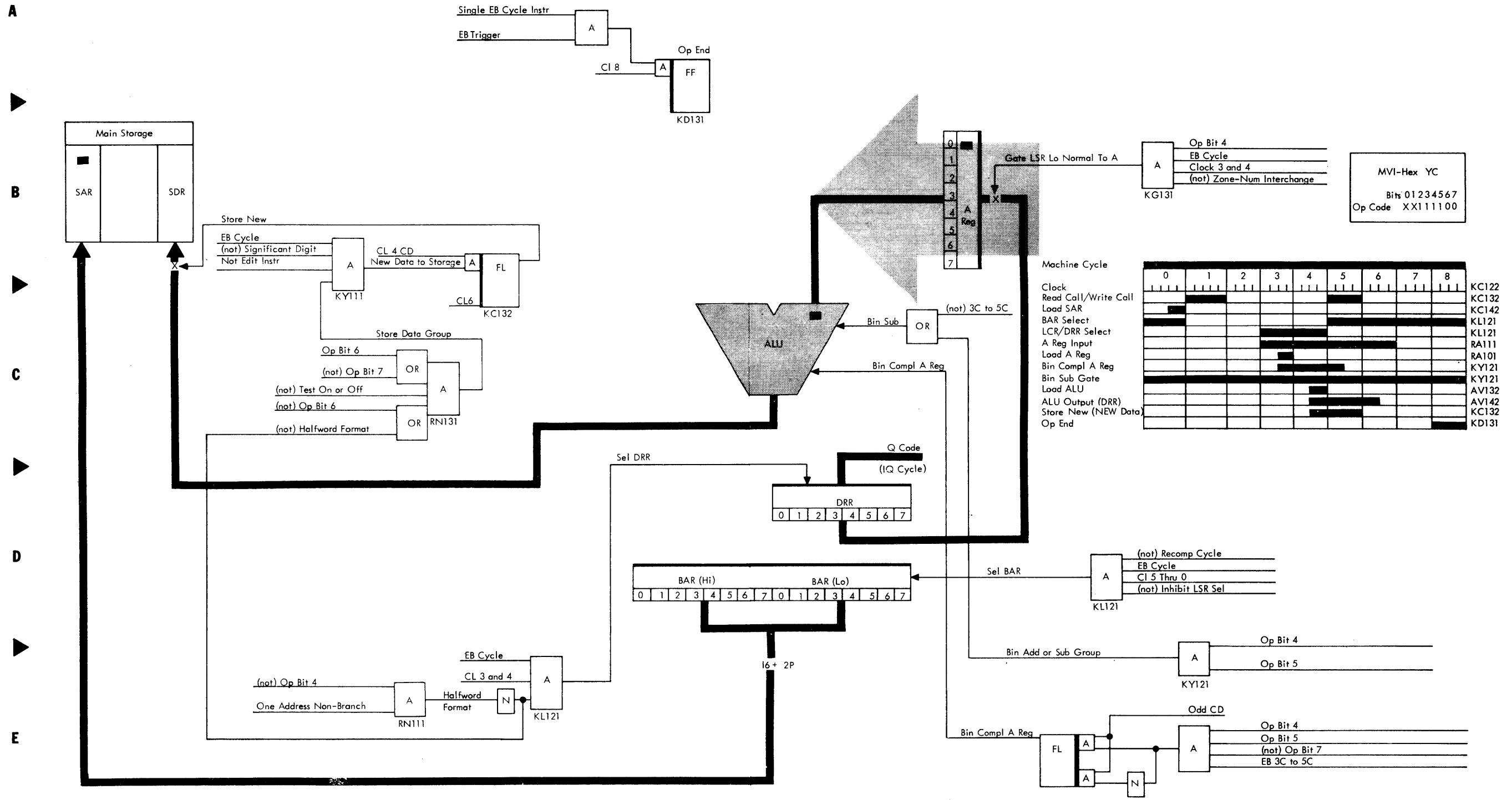


Diagram 5-094. Move Logical Immediate (PART 3 of 3)

Objectives:

- Zero and Add Zoned
 Decimally add A field data to zeros and place results in B field location

bits	0	1	2	3	4	5	6	7
Op Code	X	X	X	X	0	1	0	0
- Add Zoned Decimal
 Subtract Zoned Decimal
 Decimally add A field data to B field or subtract A field data from B field
 Instruction and signs of fields determine add or subtract function

bits	0	1	2	3	4	5	6	7
Op Code	X	X	X	X	0	1	1	0
Op Code	X	X	X	X	0	1	1	1
- All Operations
 Length of A field is numeric portion of Q code + 1
 B field is longer than A field by amount in zone portion of Q code

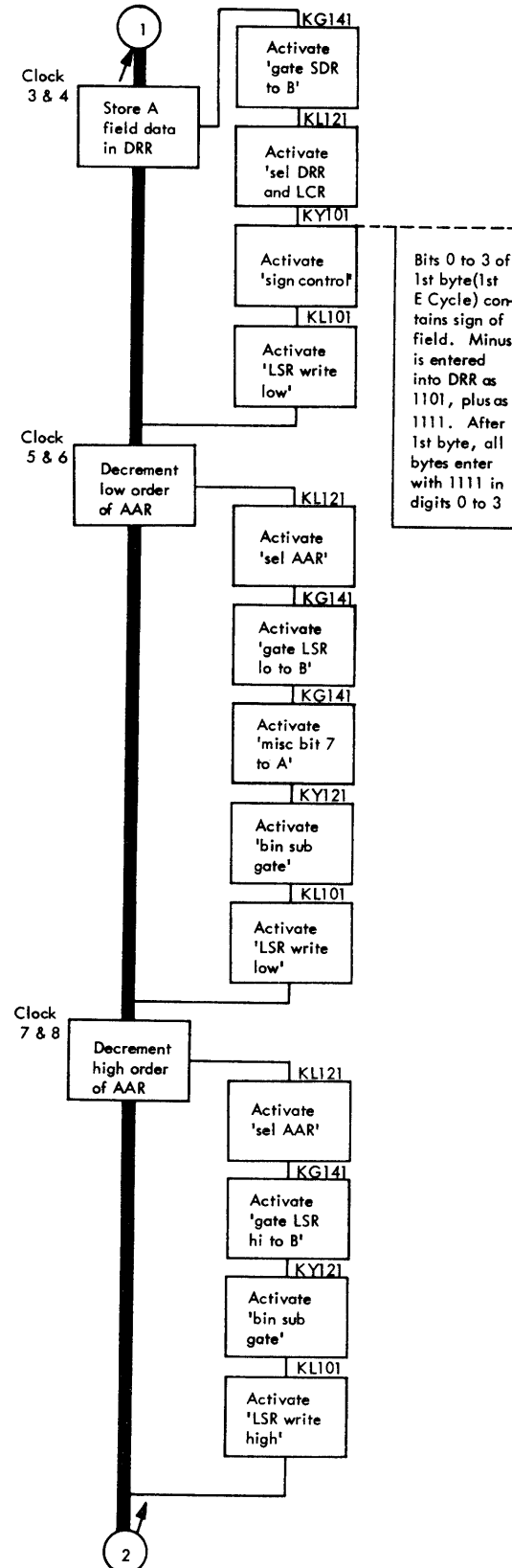
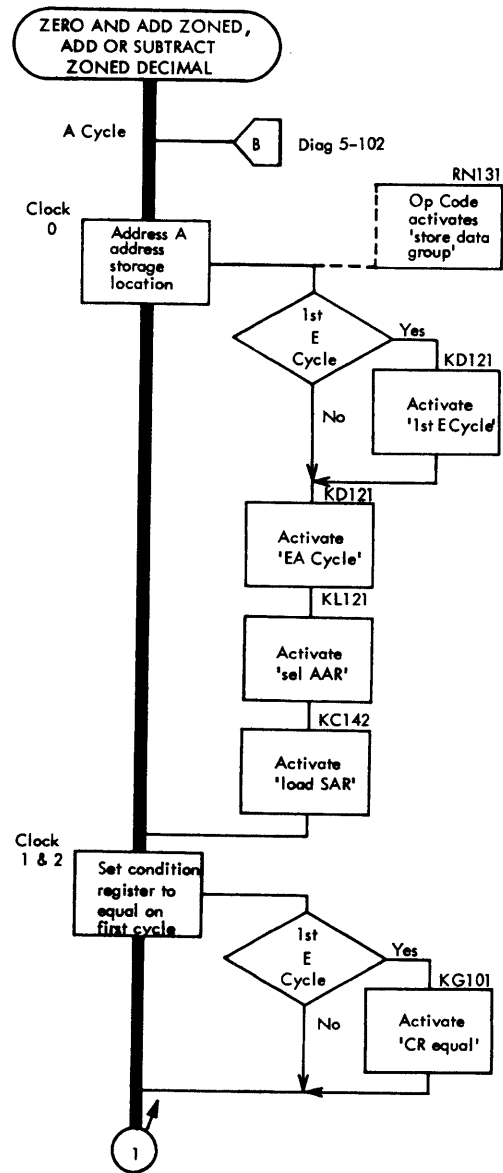
A

B

C

D

E



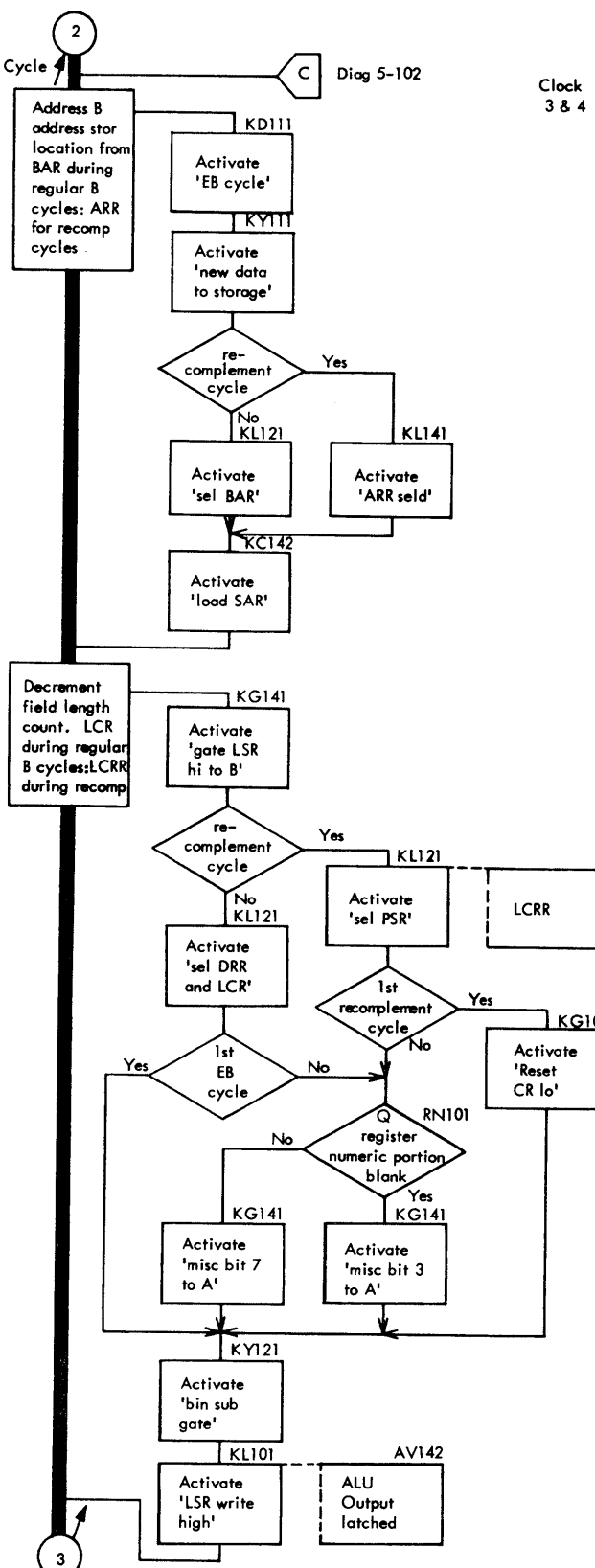
Bits 0 to 3 of 1st byte (1st E Cycle) contains sign of field. Minus is entered into DRR as 1101, plus as 1111. After 1st byte, all bytes enter with 1111 in digits 0 to 3

Bits 0 to 3 of 1st byte (1st EB cycle) contains sign of field. Minus is entered into storage as 1101, plus as 1111. B field sign is entered for result: Sign is reversed during recomp. A field sign is entered for zero and Add operation

5

Clock 1 & 2

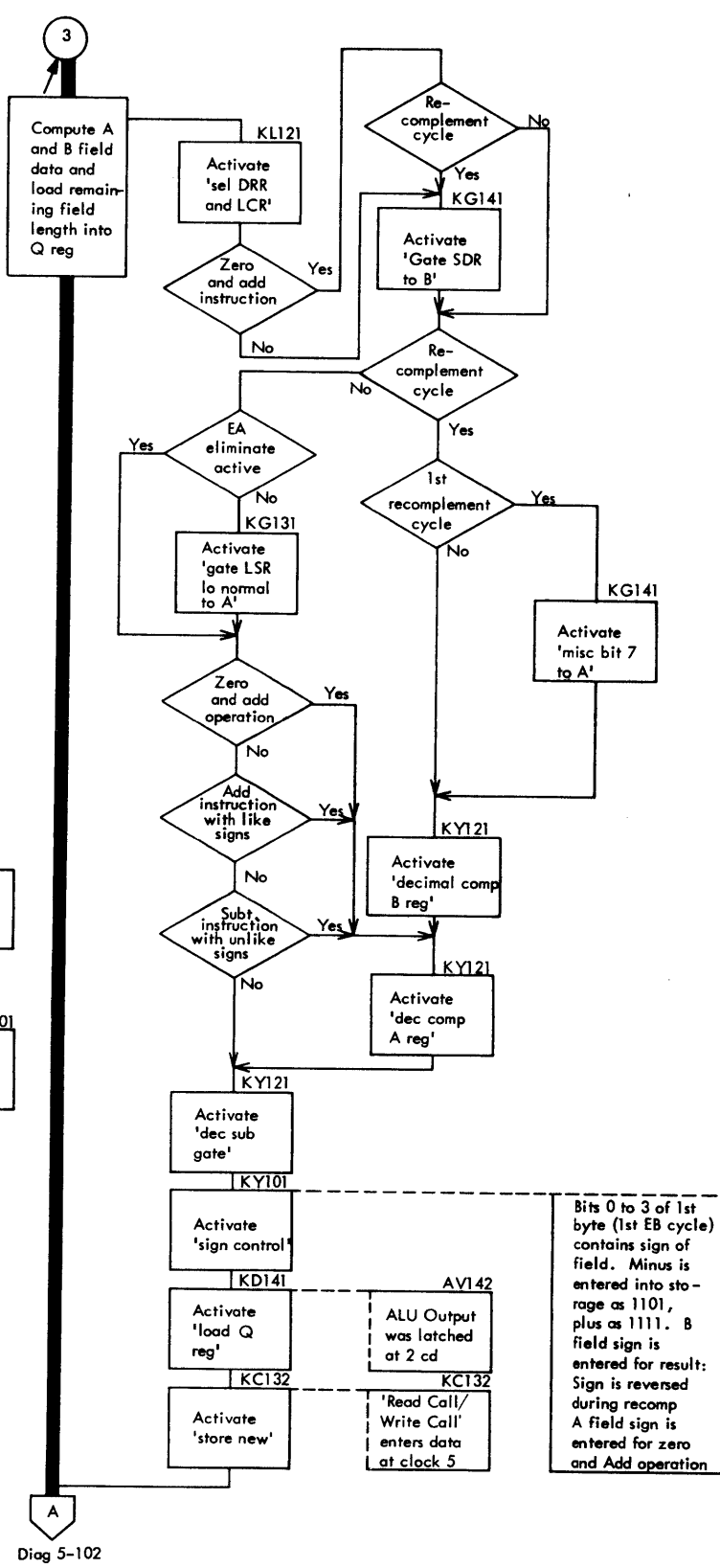
3



6

Clock 3 & 4

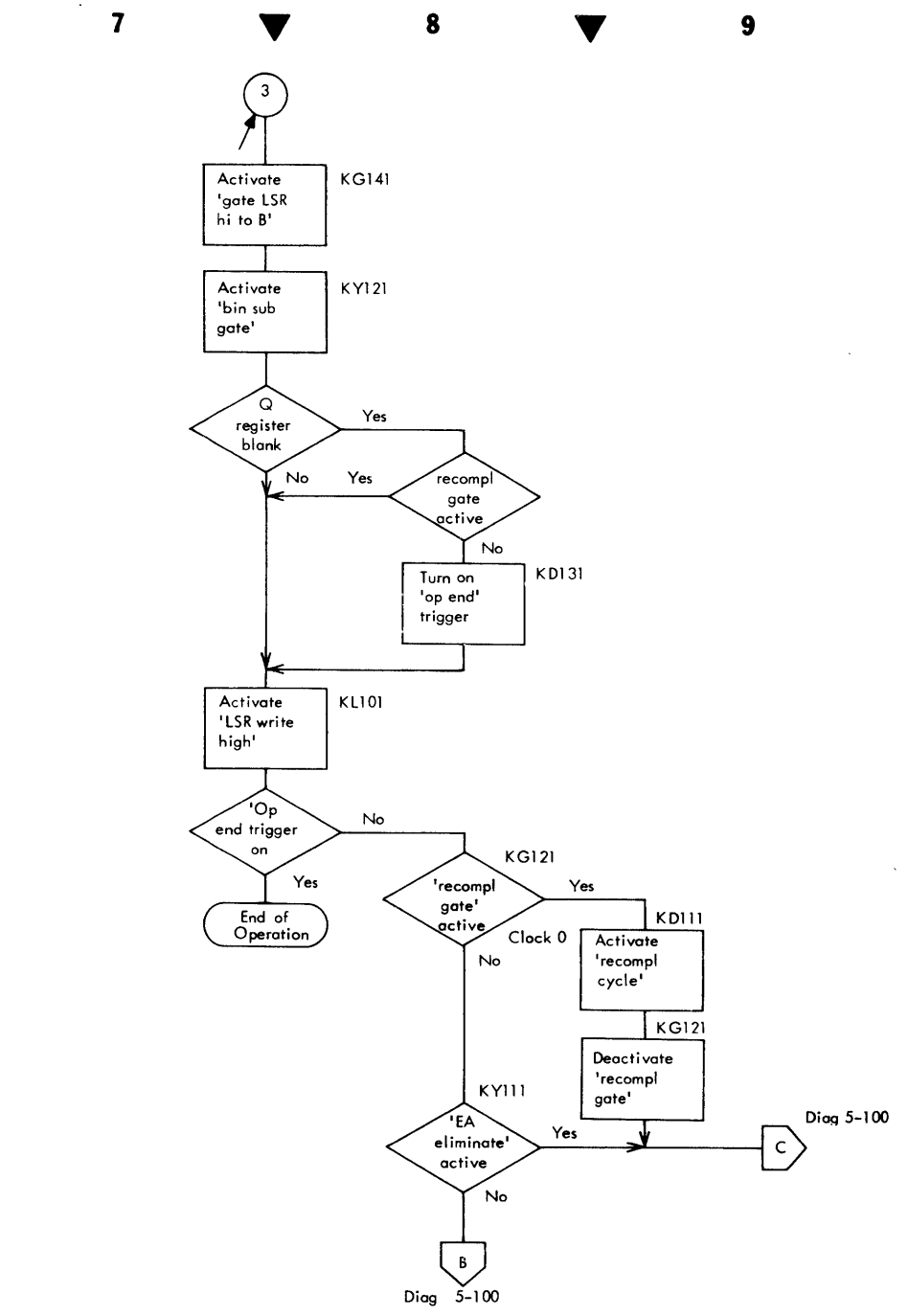
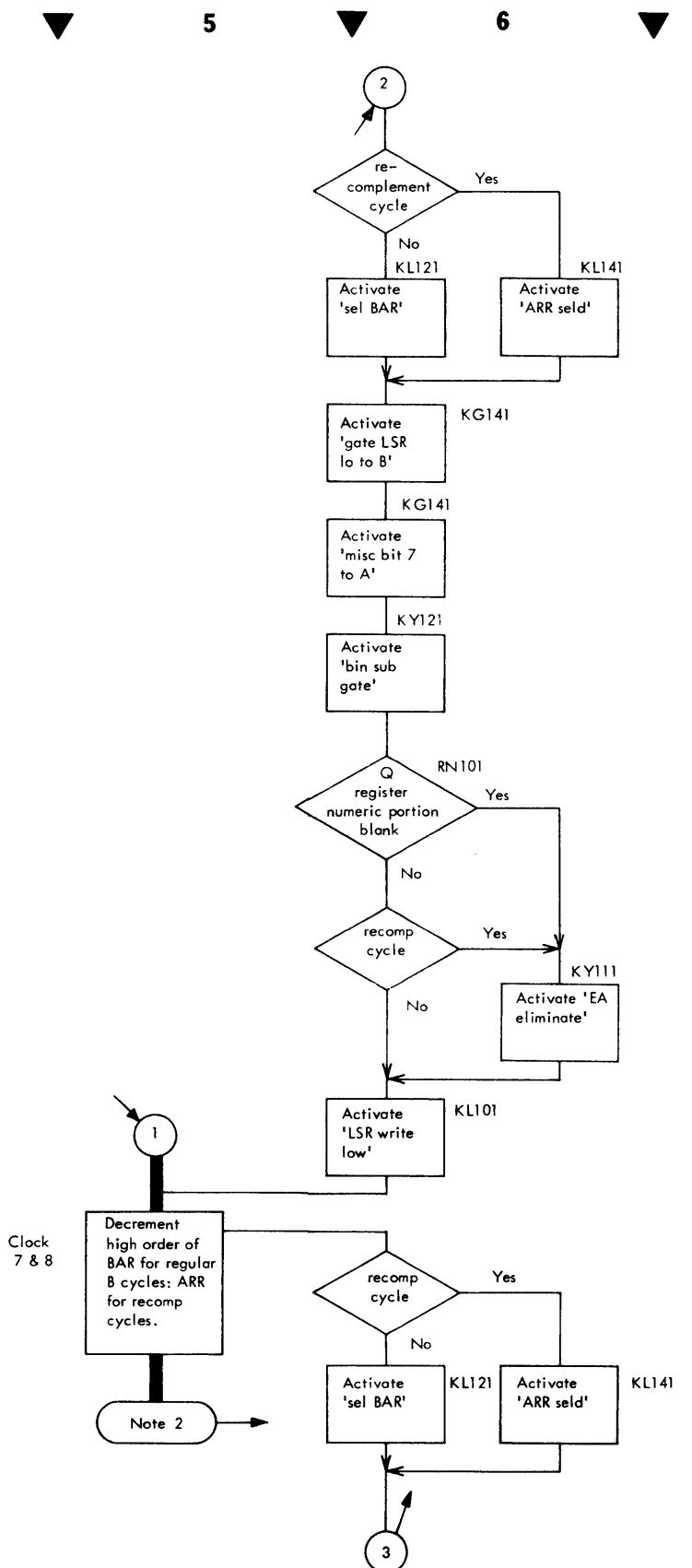
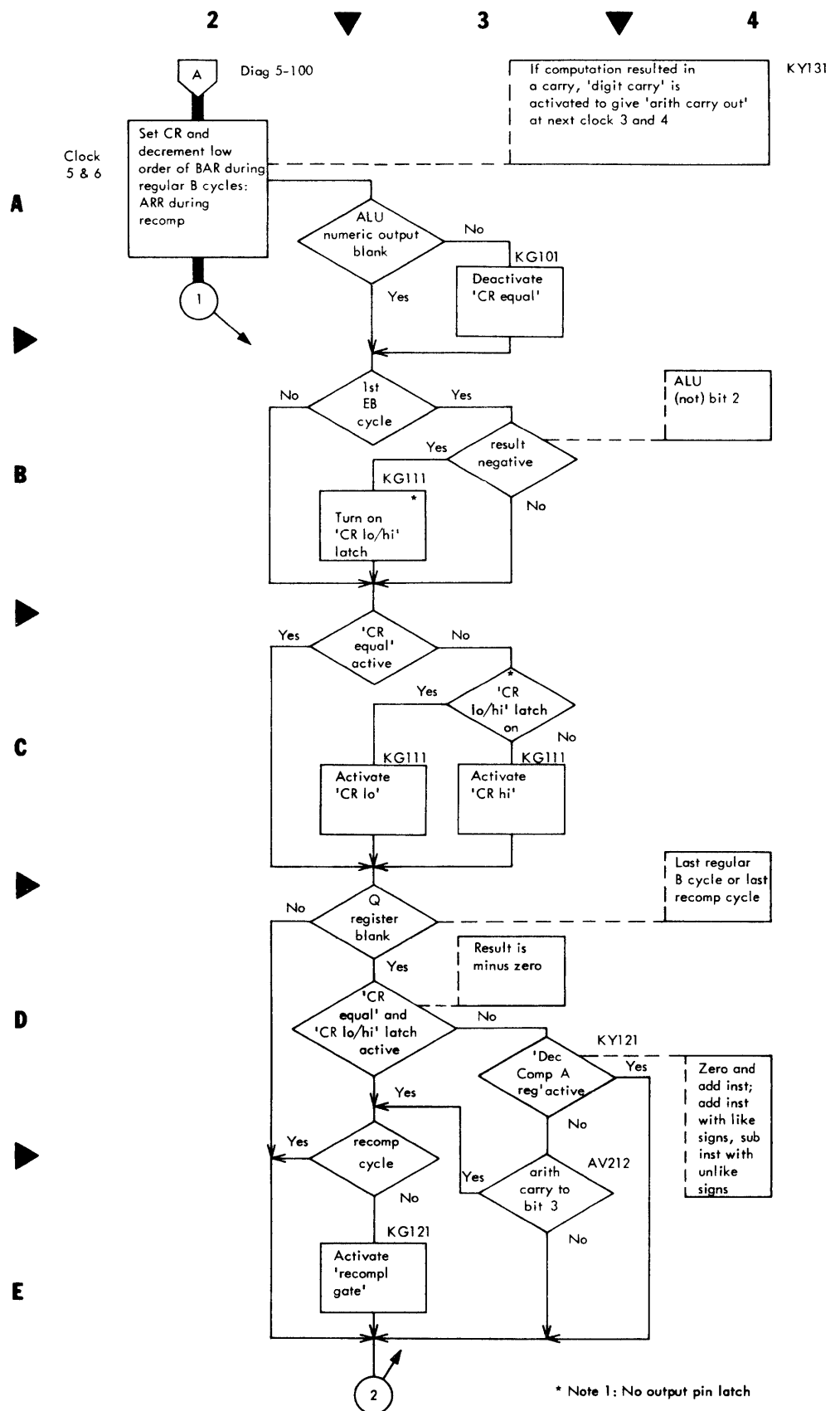
7



Diag 5-102

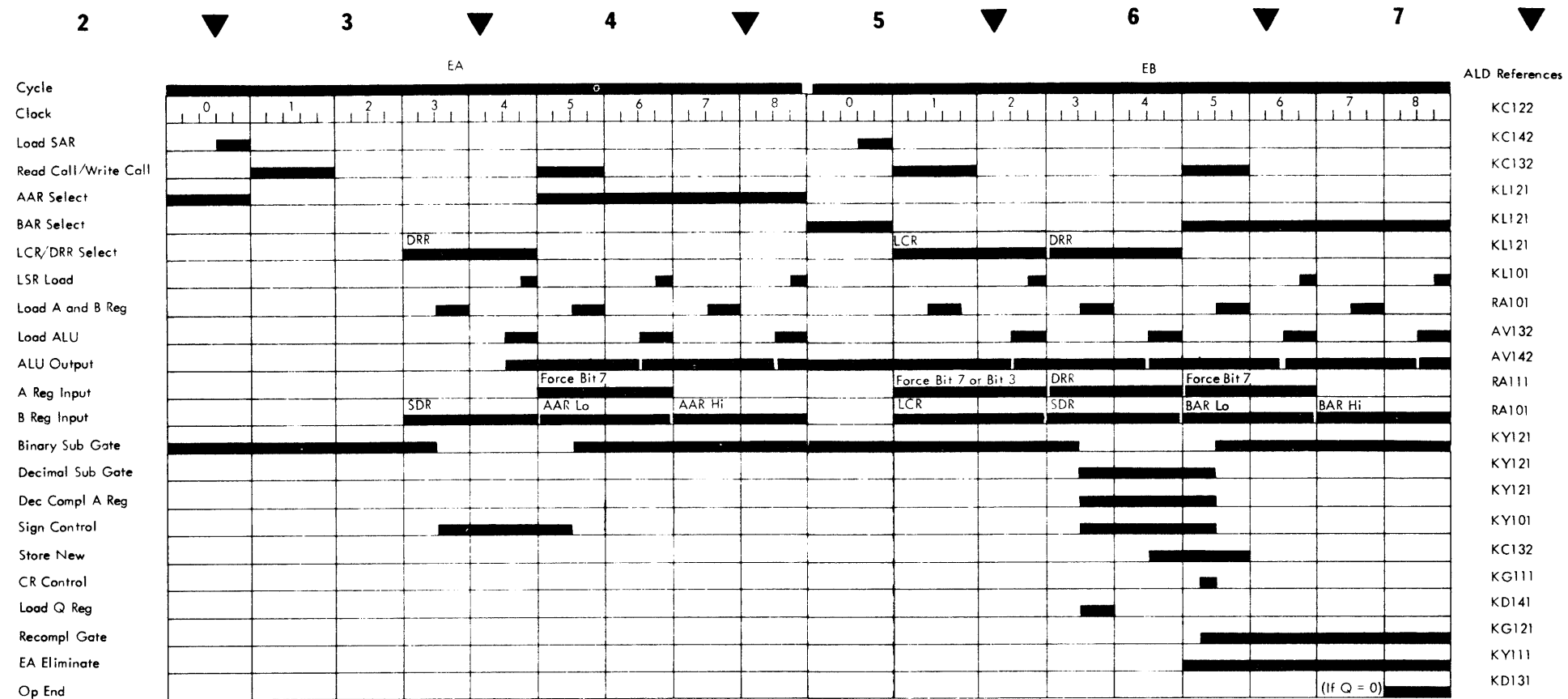
8

9



Note 2: Operation repeats A and B cycles until end of A field (Q register numeric portion blank). 'EA eliminate' then allows B cycles until end of B field (Q register blank). Operation ends unless result is in complement form. To re-complement, the low order of the B field is established by the ARR and the length of the field is established by the LCRR. 'EA eliminate' then allows B cycles until end of field (Q register blank). Operation ends.

Diagram 5-102. Zero and Add Zoned and Add or Subtract Zoned Decimal (PART 2 of 4)



Condition Register				
Operation	Equal	Low	High	Decimal Ovff
Zero and Add Zoned	Result is Zero	Result is Minus	Result is Plus	_____
Add or Sub Zoned	Result is Zero	Result is Minus	Result is Plus	Result is too large for field

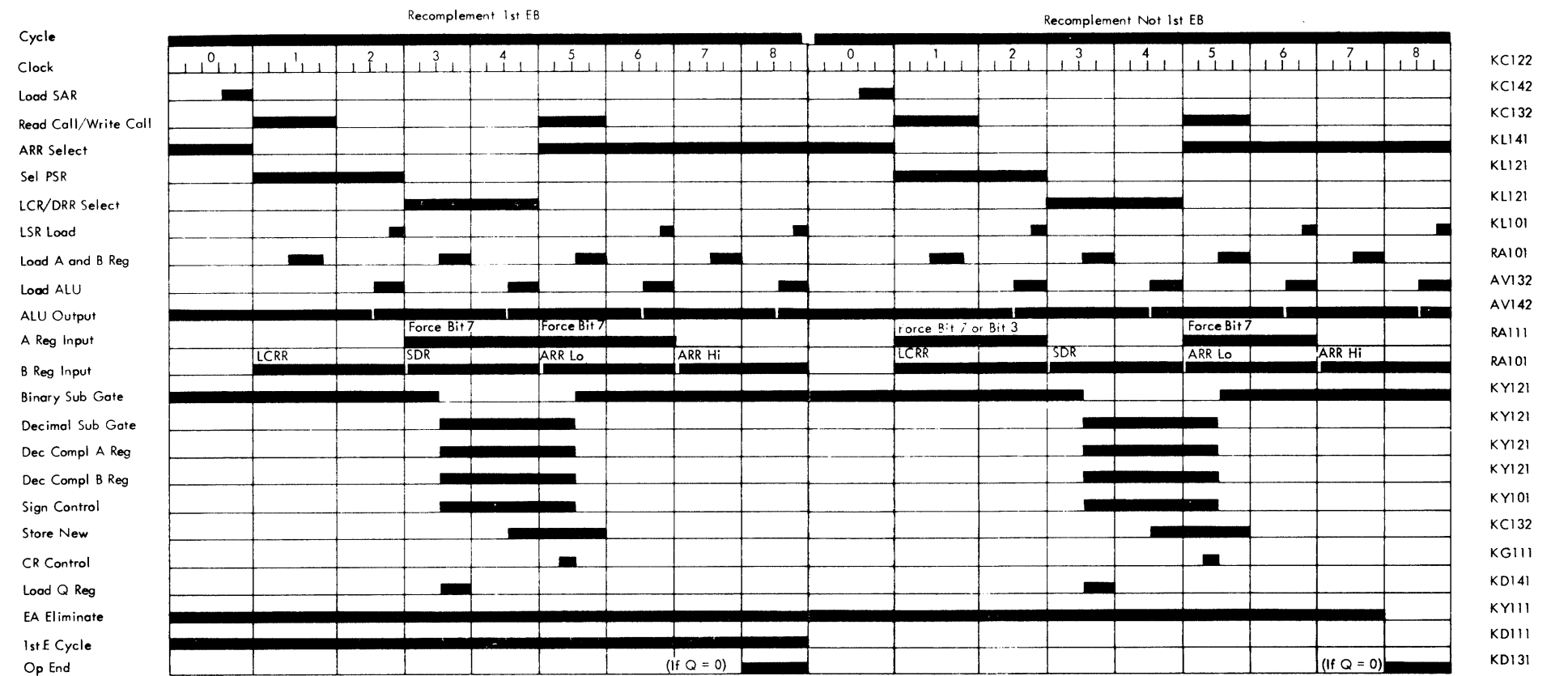


Diagram 5-106. Zero and Add Zoned and Add or Subtract Zoned Decimal (PART 4 of 4)

Objectives:
 bits 0 1 2 3 4 5 6 7
 Edit Op Code XXXX 1 0 1 0
 • Replace hex 2/0 in B field with A field data
 • Skip other characters in B field leaving them as they were
 • Length of B field is Q code + 1
 • A field sign stored in condition register

EXAMPLE:
 Q code = 9
 B field before edit X,XXX,XX
 A field 090715
 B field after edit 0,907,15
 X=Replaceable Character (2/0)

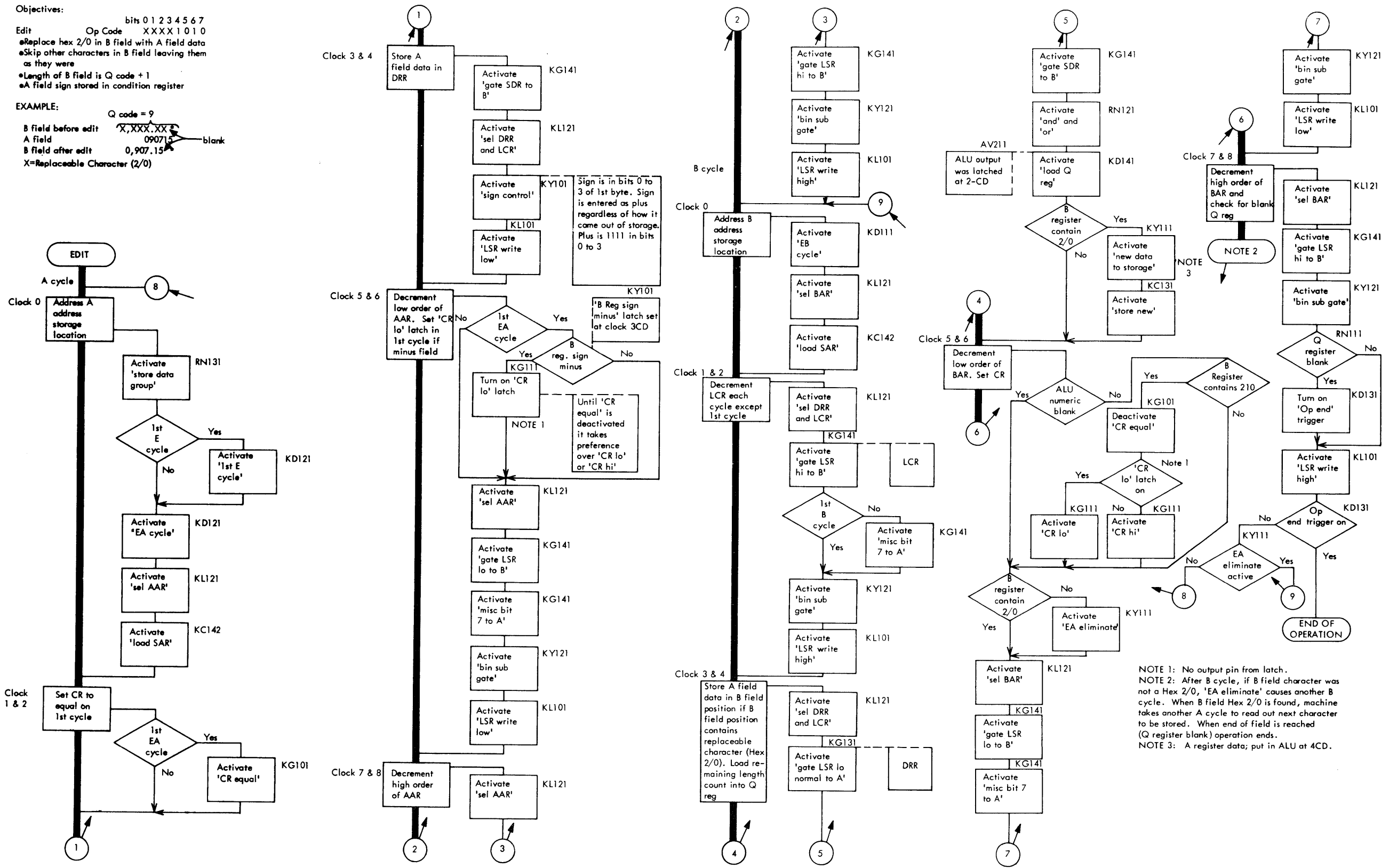
A

B

C

D

E



NOTE 1: No output pin from latch.
 NOTE 2: After B cycle, if B field character was not a Hex 2/0, 'EA eliminate' causes another B cycle. When B field Hex 2/0 is found, machine takes another A cycle to read out next character to be stored. When end of field is reached (Q register blank) operation ends.
 NOTE 3: A register data; put in ALU at 4CD.

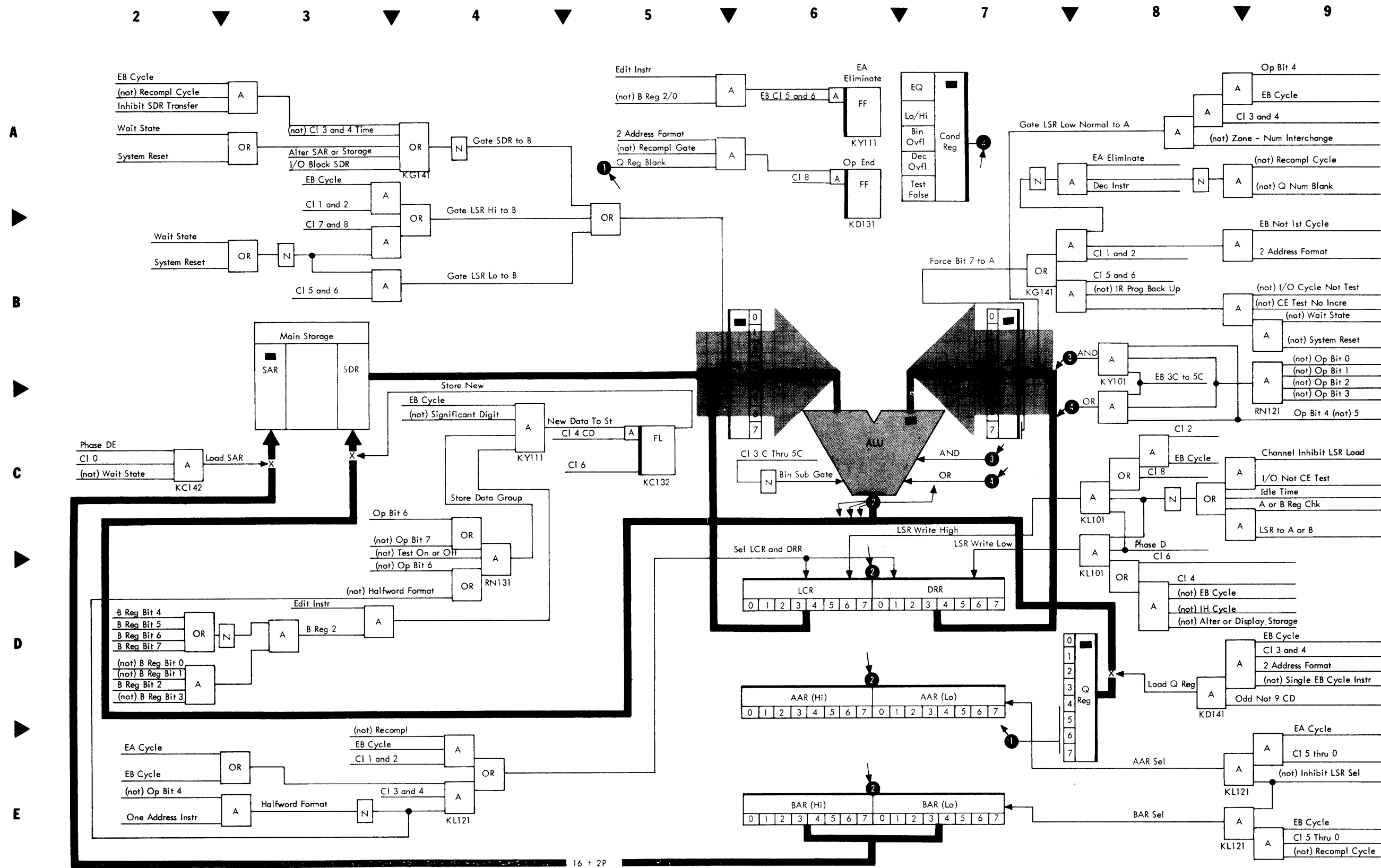
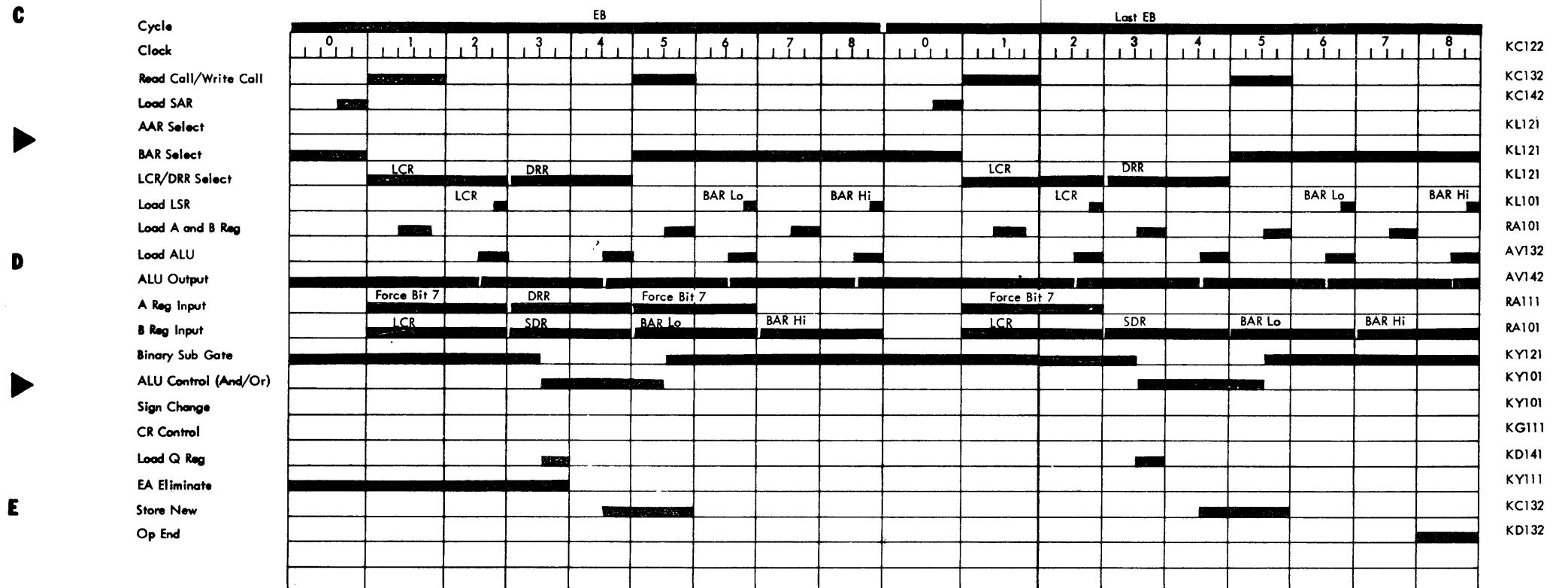
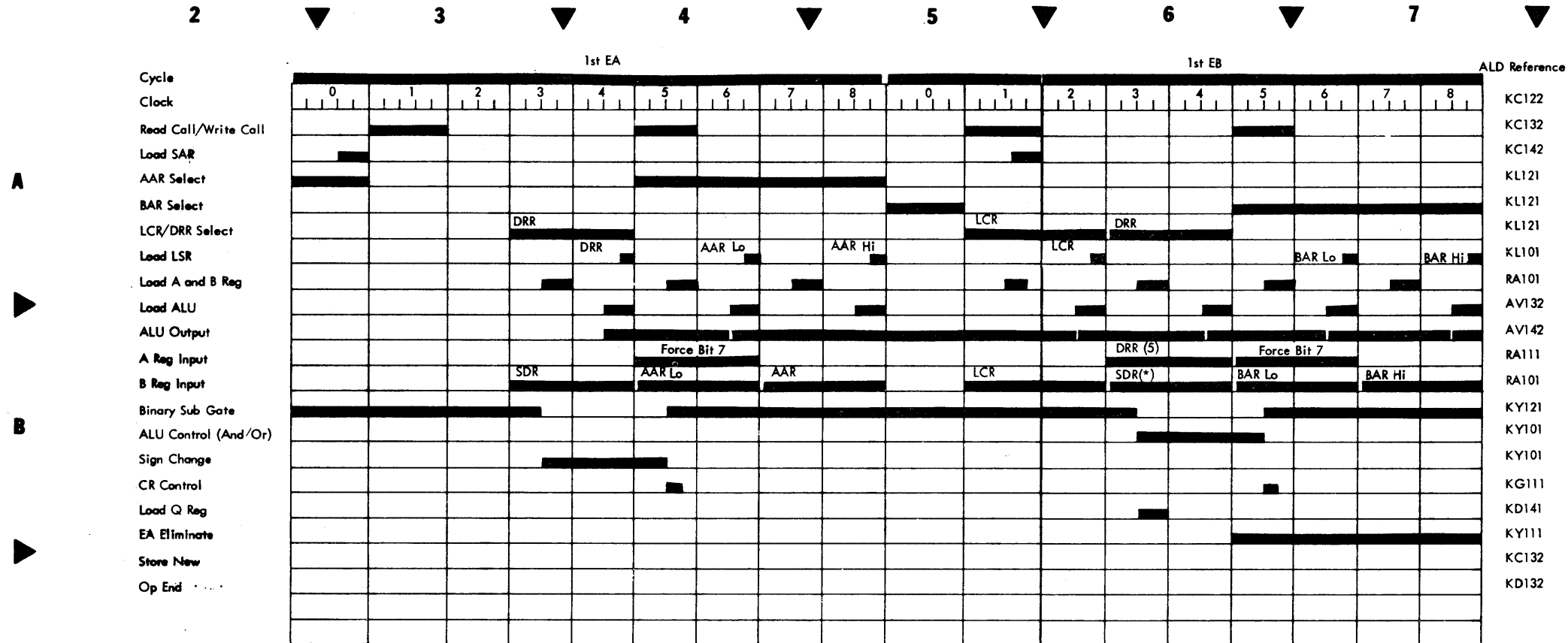


Diagram 5-112. Edit (PART 2 of 3)



Cycle	A	B	B	A	B	A	B	A	B	A	B	B				
B Register	5	*	bl	X	1	X	7	.	X	0	X	9	X	0	,	X
A Register	5	5	5	1	7	7	0	9	9	0	0					
Data Recall Register	5	5	5	1	7	7	0	9	9	0	0					
Regenerate	5	*	bl	1	7	.	0	9	9	0	,					
New Data				5	1	7	0	9								
Length Count	9	9	8	7	7	6	6	5	4	4	3	3	2	2	1	0

X = Replaceable Character

A Field 090715
 B Field before edit X,XXX.XX *
 B Field after edit 0,907.15 *
 blank

Note: Since the A and B registers are loaded each odd CD clock time, the figures shown apply only to clock 3 and 4 time when the main storage data is being analyzed.

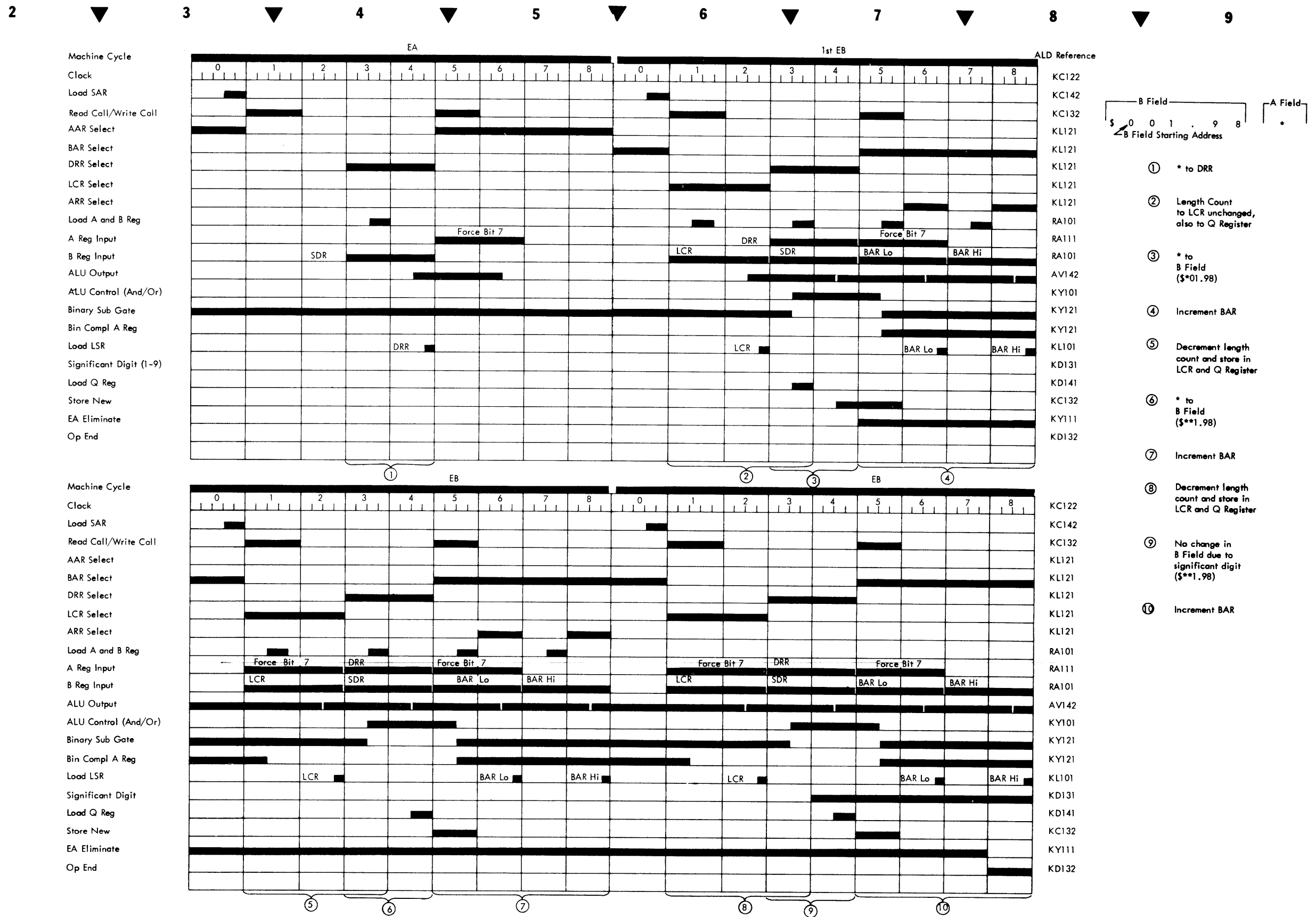


Diagram 5-120. Insert and Test Character (PART 1 of 3)

Objectives:

Insert and Test Character Op Code bits 0 1 2 3 4 5 6 7
 X X X X 1 0 1 1

- Replace all characters to left of first significant digit in B field with A field character
- Only numeric characters 1 to 9 are considered significant digits
- Length of B field is Q code + 1
- A field is only 1 character in length

EXAMPLE:

Edited field before operation 0,907.15
 A field character * blank
 Edited field after operation **907.15
 B field starting address

A
B
C
D
E

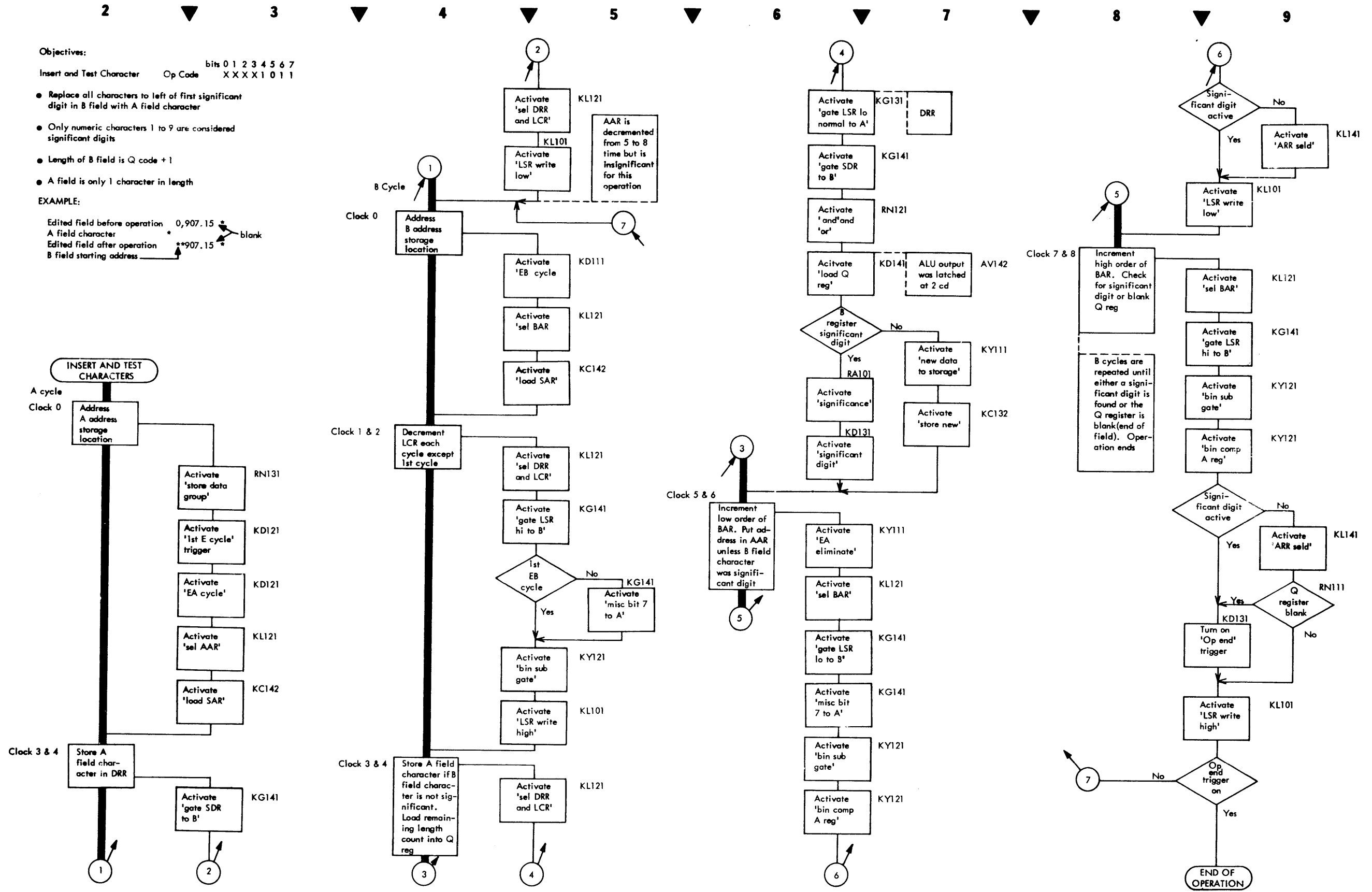
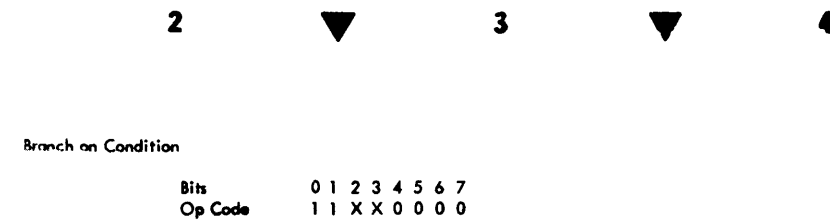


Diagram 5-130. Branch On Condition



- A**
- Condition register is tested for condition specified in Q code
 - Branch to address is placed in ARR
 - Bit 0 of Q code is used to specify if the branch is performed on condition true or condition false
 - IAR, ARR interchange if tested condition is satisfied
 - Take I-H and I-L or I-X cycle

SEE DIAGRAM 5-030 (I-H, I-L)
5-042 (I-X)

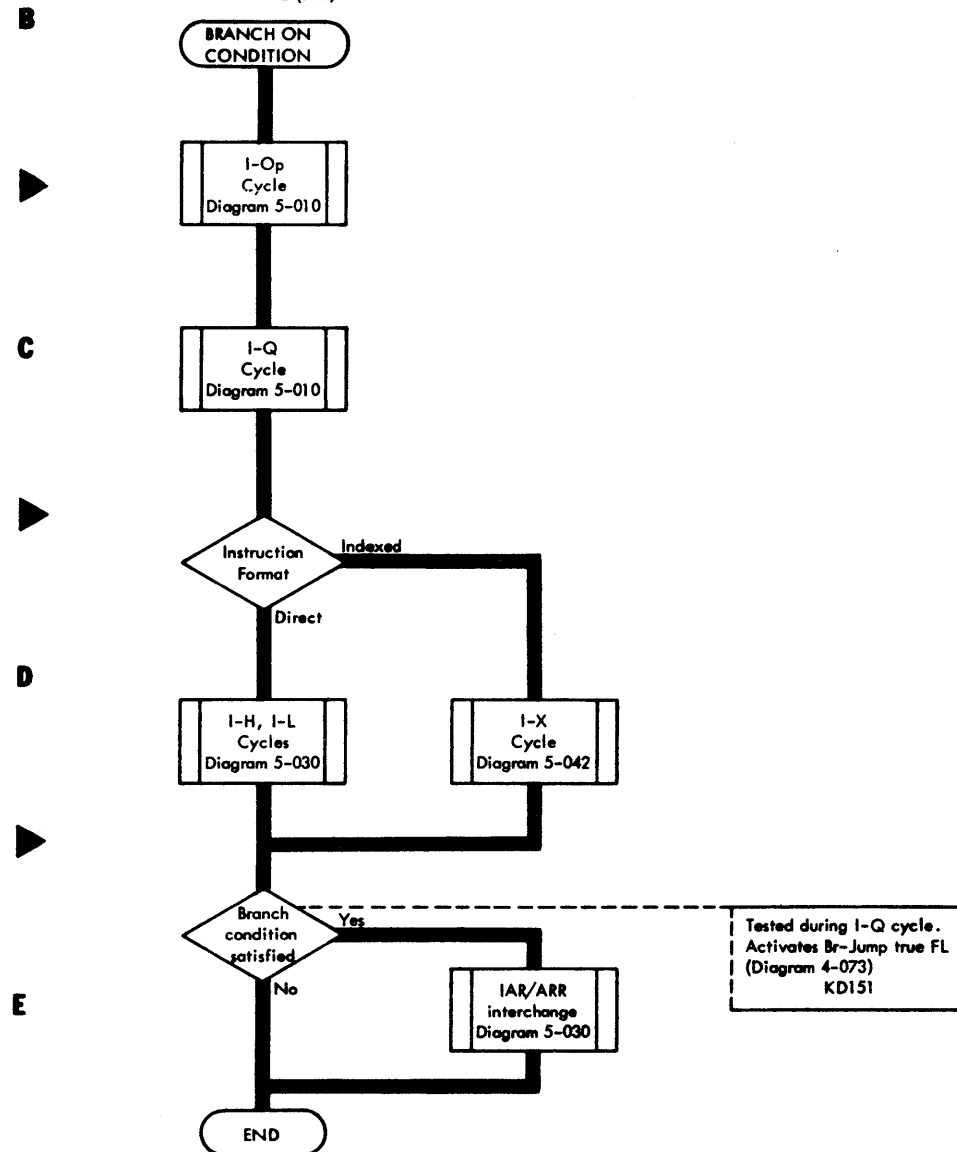
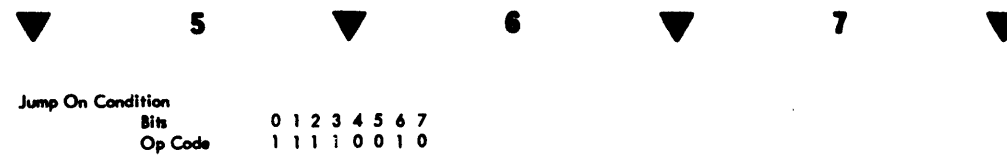


Diagram 5-140. Jump On Condition



- Condition register is tested for condition specified in Q code
- If tested condition is satisfied, control code is added to IAR for next sequential instruction
- Q code bit 0 is used to specify if jump is performed on condition true or condition false
- Take I-R cycle

SEE DIAGRAM 5-020

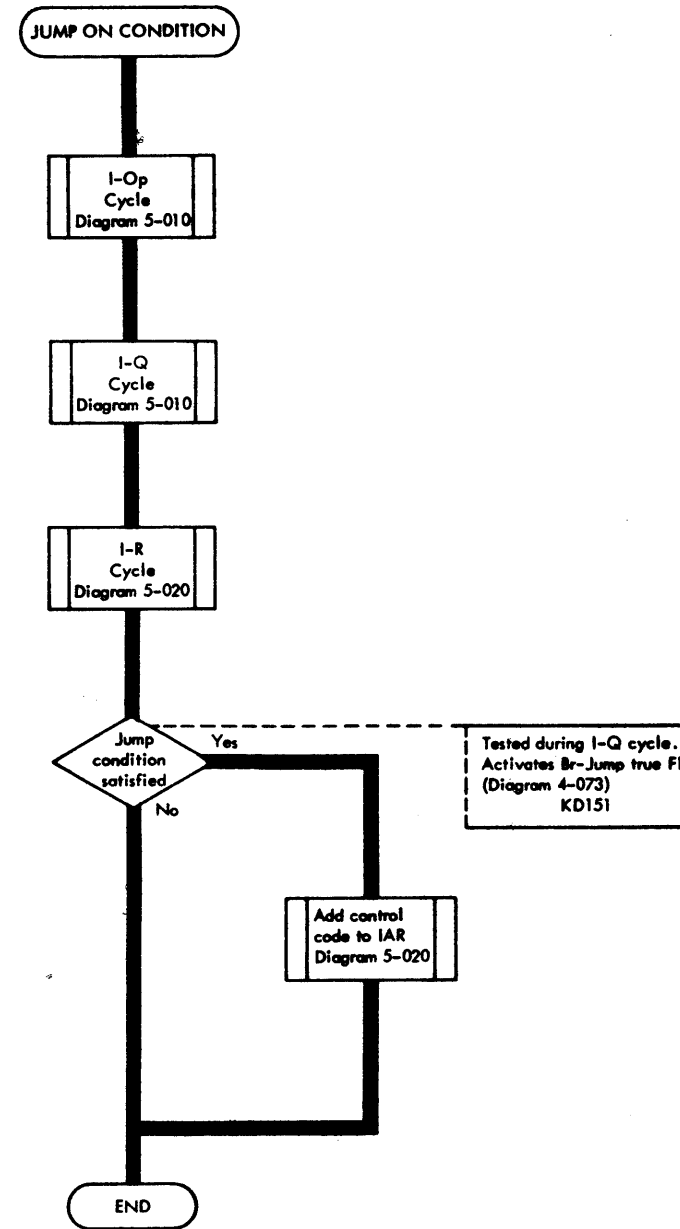
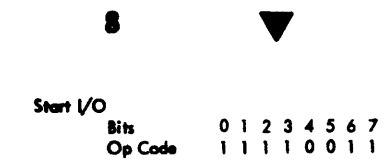
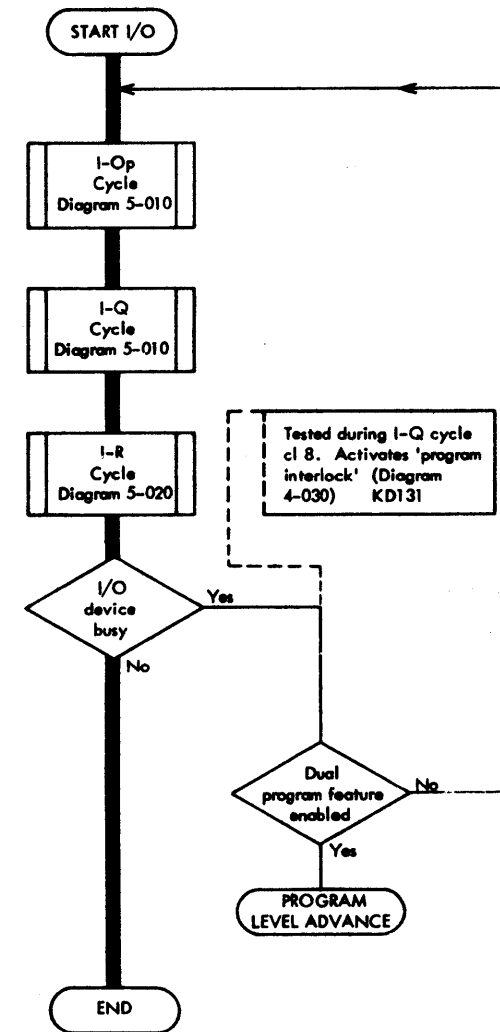


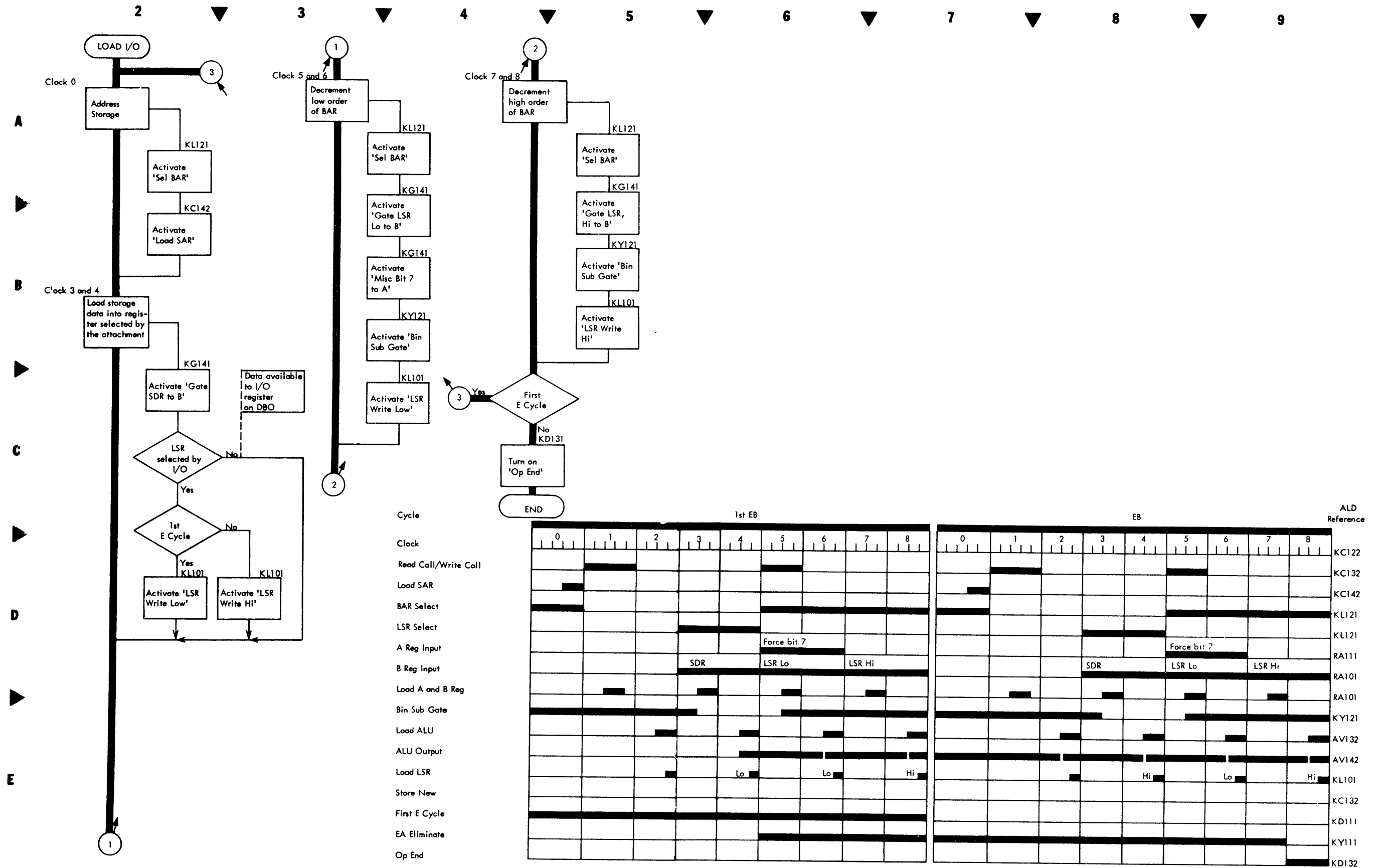
Diagram 5-150. Start I/O



- Start I/O device or enable/disable dual programming feature
- Q code contains device address and function to be performed (read, punch, etc)
- Control code contains additional instruction for device (space, stacker select, etc)
- I/O device busy causes; (1) program to loop on SIO instruction if dual programming is not installed, or (2) program level advance if dual programming is installed and enabled
- Take I-R Cycle

SEE DIAGRAM 5-020





2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

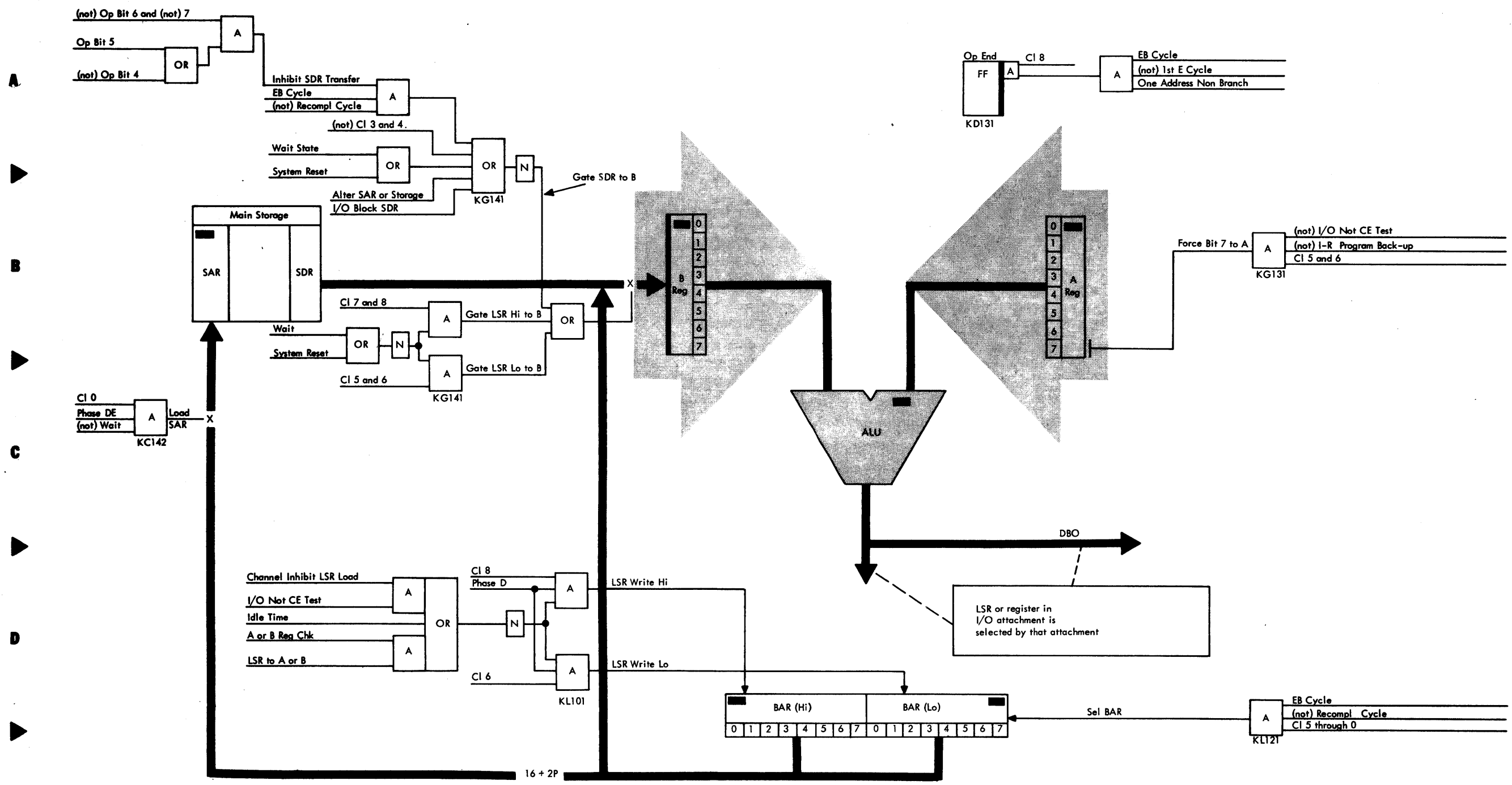


Diagram 5-162. Load I/O (Part 2 of 2)

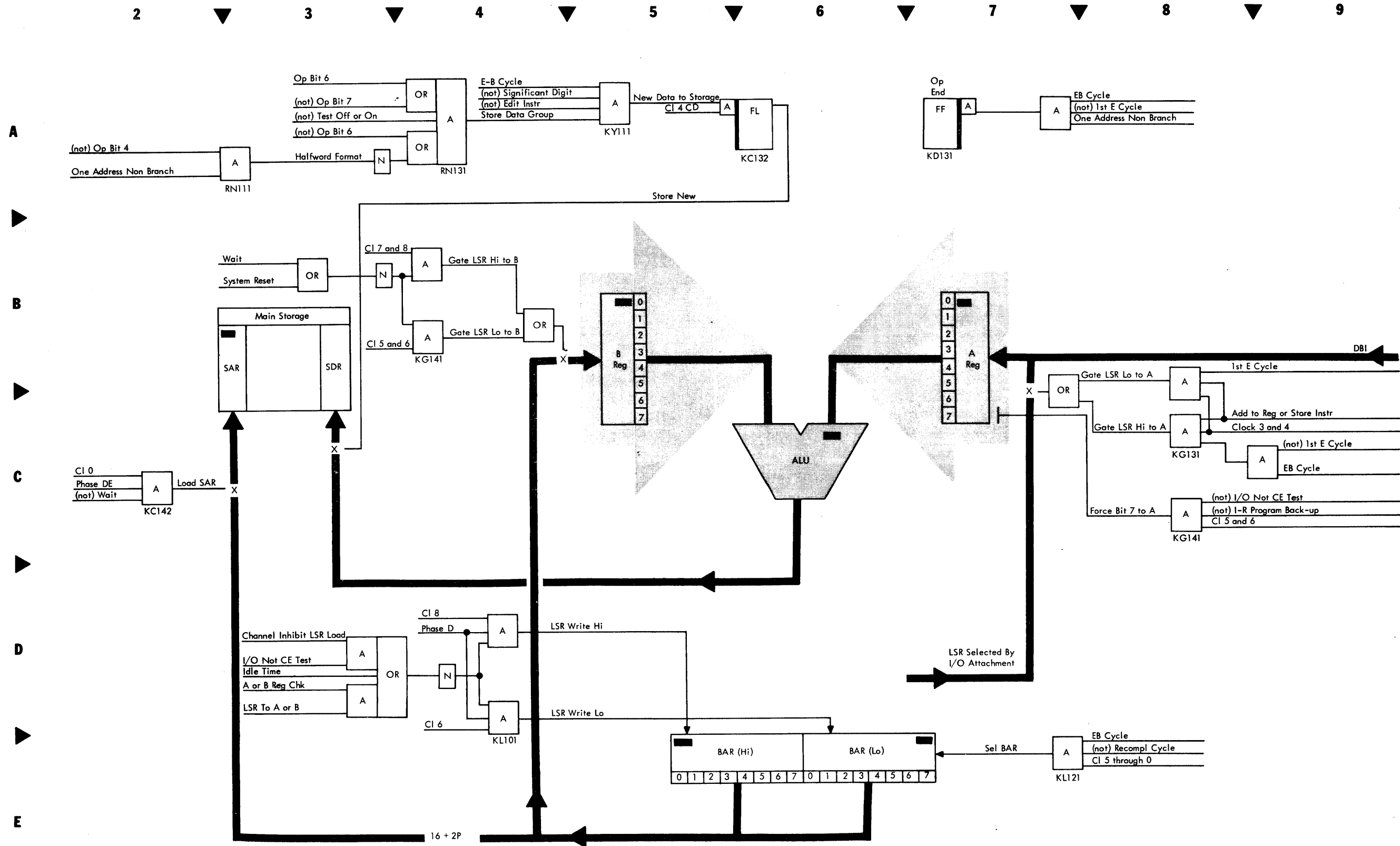


Diagram 5-172. Sense I/O (Part 2 of 2)

Diagram 5-180. Test I/O and Branch

2

3

4

5

6

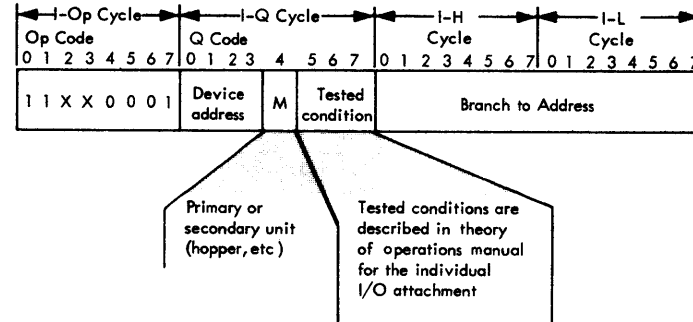
7

8

9

Test I/O and Branch

- Test for I/O condition specified in Q code N field
 - Branch to address is loaded into ARR
 - IAR/ARR interchange occurs if tested condition is satisfied
 - Take I-H and I-L or I-X cycle
- SEE DIAGRAM 5-030 (I-H, I-L)
5-042 (I-X)



Line Activated by Any Device	Significance
'I/O Condition B' only	Correct address, valid N code, condition for branching not met--proceed with next sequential instruction
'I/O Condition A' only	Correct address, valid N code, condition for branching met--branch to new address
Both lines	Incorrect parity--causes processor check and DBO parity check
Neither line	Invalid address or N code --causes processor check and invalid device address

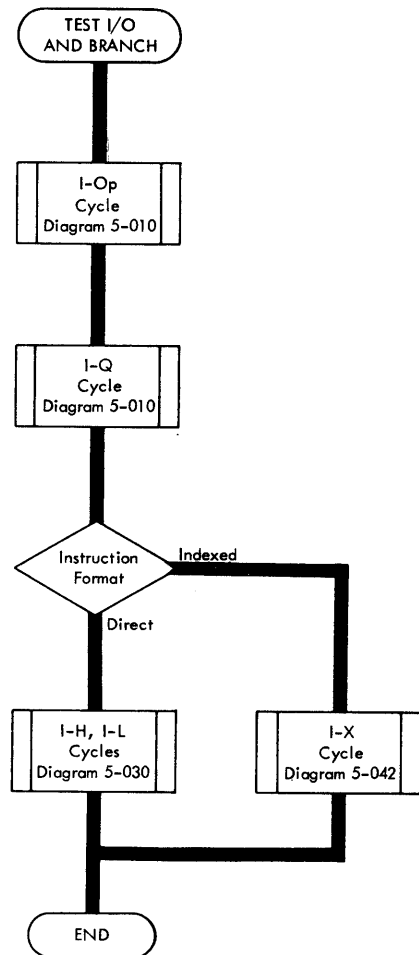
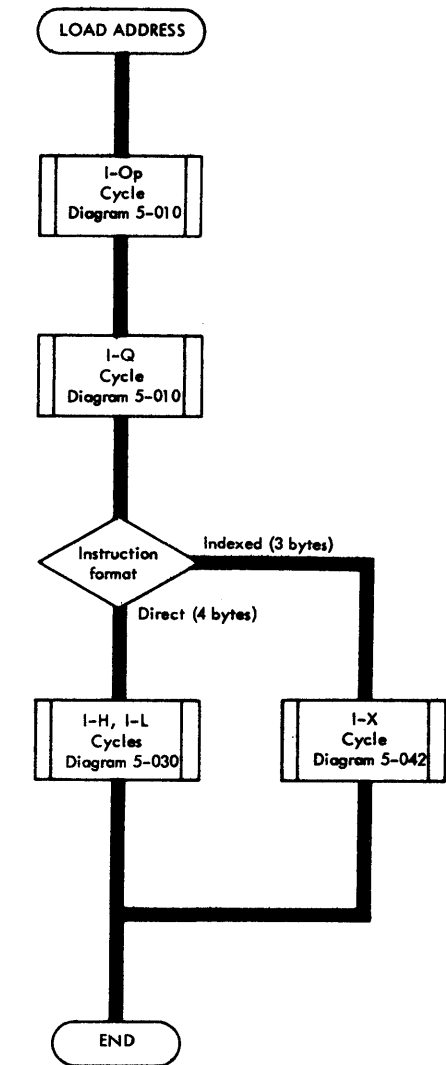


Diagram 5-190. Load Address

(9/70) 5-180, 5-190



- Load one or two bytes from storage into one of the two index registers
 - If instruction format is four bytes, load two byte address into index register selected by Q code bits 6 and 7
 - If instruction format is three bytes, add last instruction byte to index register selected by Op Code bits 2 and 3. Then load result into index register selected by Q code bits 6 and 7
 - Take I-H and I-L cycles (four byte format)
- SEE DIAGRAM 5-030
- Take I-X cycle (three byte format)
- SEE DIAGRAM 5-042



2

3

4

5

6

7

8

9

Advance Program Level

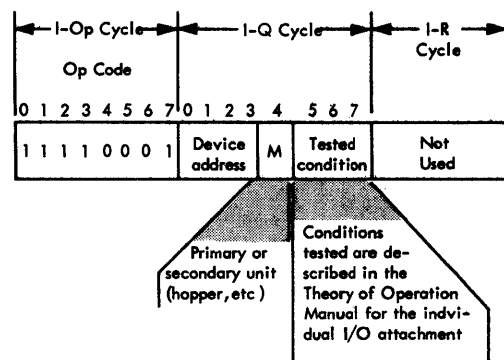
Bits 0 1 2 3 4 5 6 7
Op Code 1 1 1 1 0 0 0 1

Basic Machine

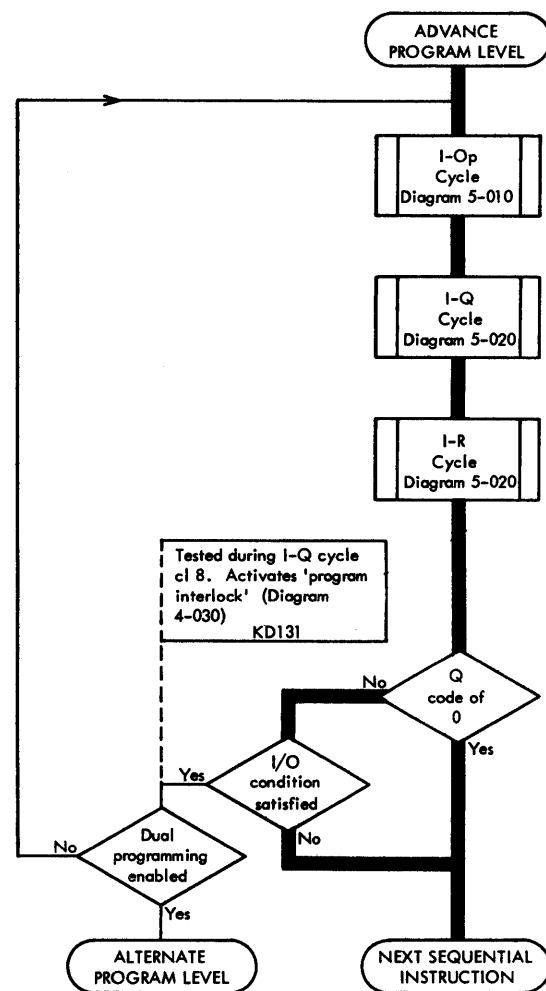
- Test for I/O condition specified in Q code N field
- Loop on APL instruction until condition tested for no longer exists
- Q code N field of all zeros causes automatic advance to next sequential instruction
- Take I-R cycle SEE DIAGRAM 5-020

Dual Program Feature Enabled

- Test for I/O condition specified in Q code N field
- Program level advance if condition is satisfied
- Program status register (PSR) contains recall information for returning to original program
- Take I-R cycle SEE DIAGRAM 5-020



Line Activated by Any Device	Significance
'I/O Condition B' only	Correct address, valid N code, device not busy and doesn't need attention --instruction accepted
'I/O Condition A' only	Correct address, valid N code, device busy or needs attention--instruction rejected
Both lines	Incorrect parity--causes processor check and DBO parity check
Neither line	Invalid address or N code --causes processor check and invalid device address



Halt Program Level

Bits 0 1 2 3 4 5 6 7
Op Code 1 1 1 1 0 0 0 0

Basic Machine

- Prevents execution of next sequential instruction
- Loops on instruction until system start key is pressed
- Instruction bytes two and three are displayed on console

Dual Program Feature Enabled

- Prevents execution of next sequential instruction
- Branches to alternate program level if DPF is enabled
- Program returns to original level if appropriate halt reset key is pressed
- Take I-R cycle SEE DIAGRAM 5-020

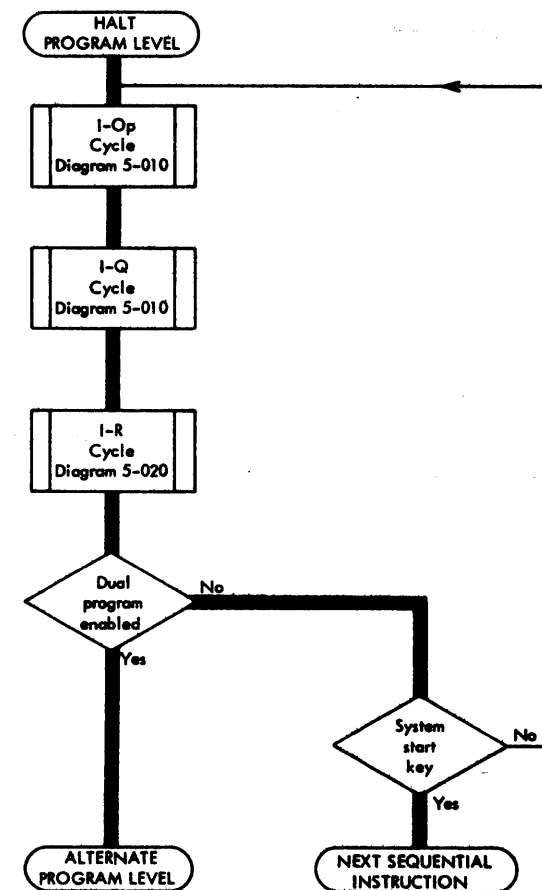
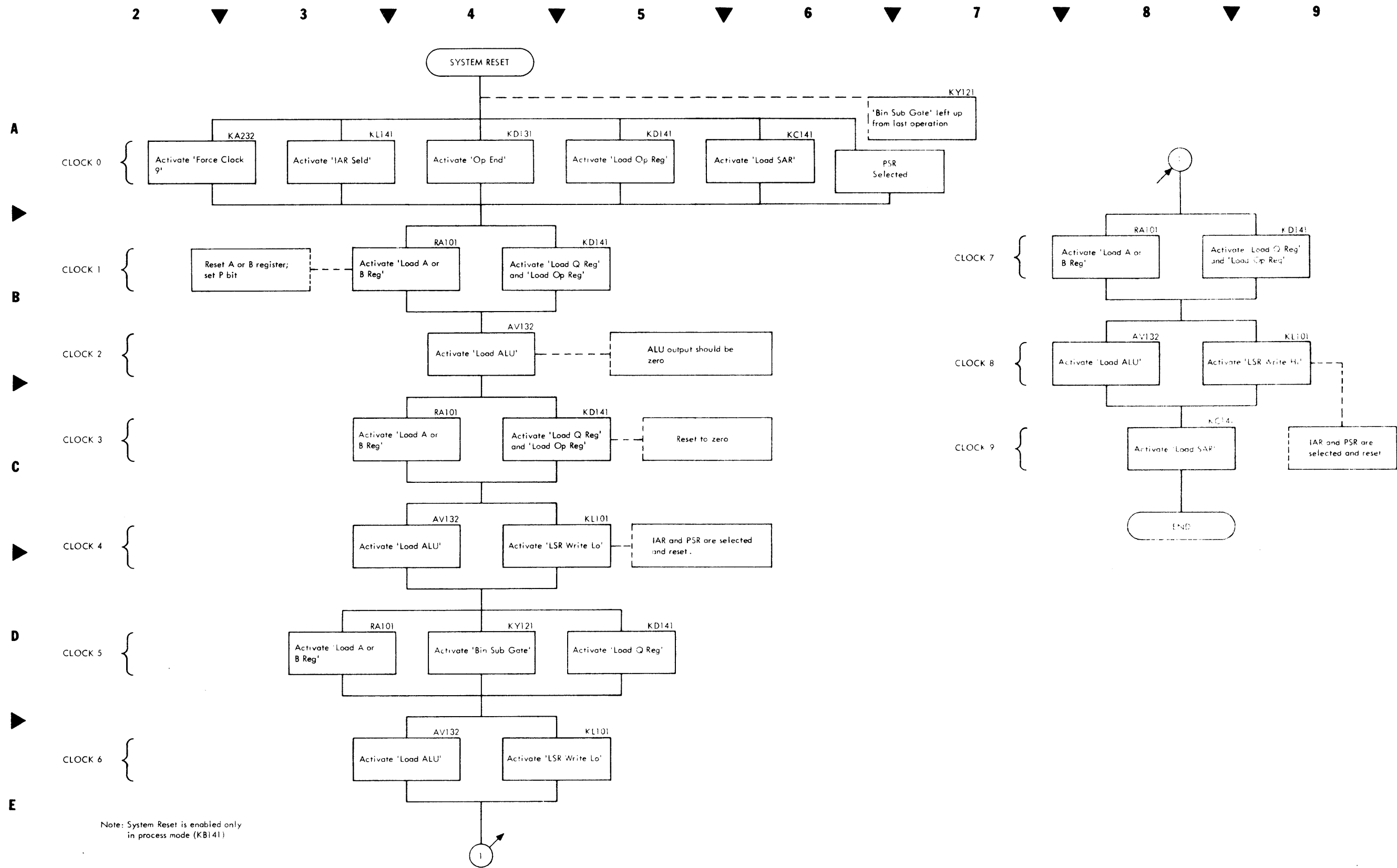
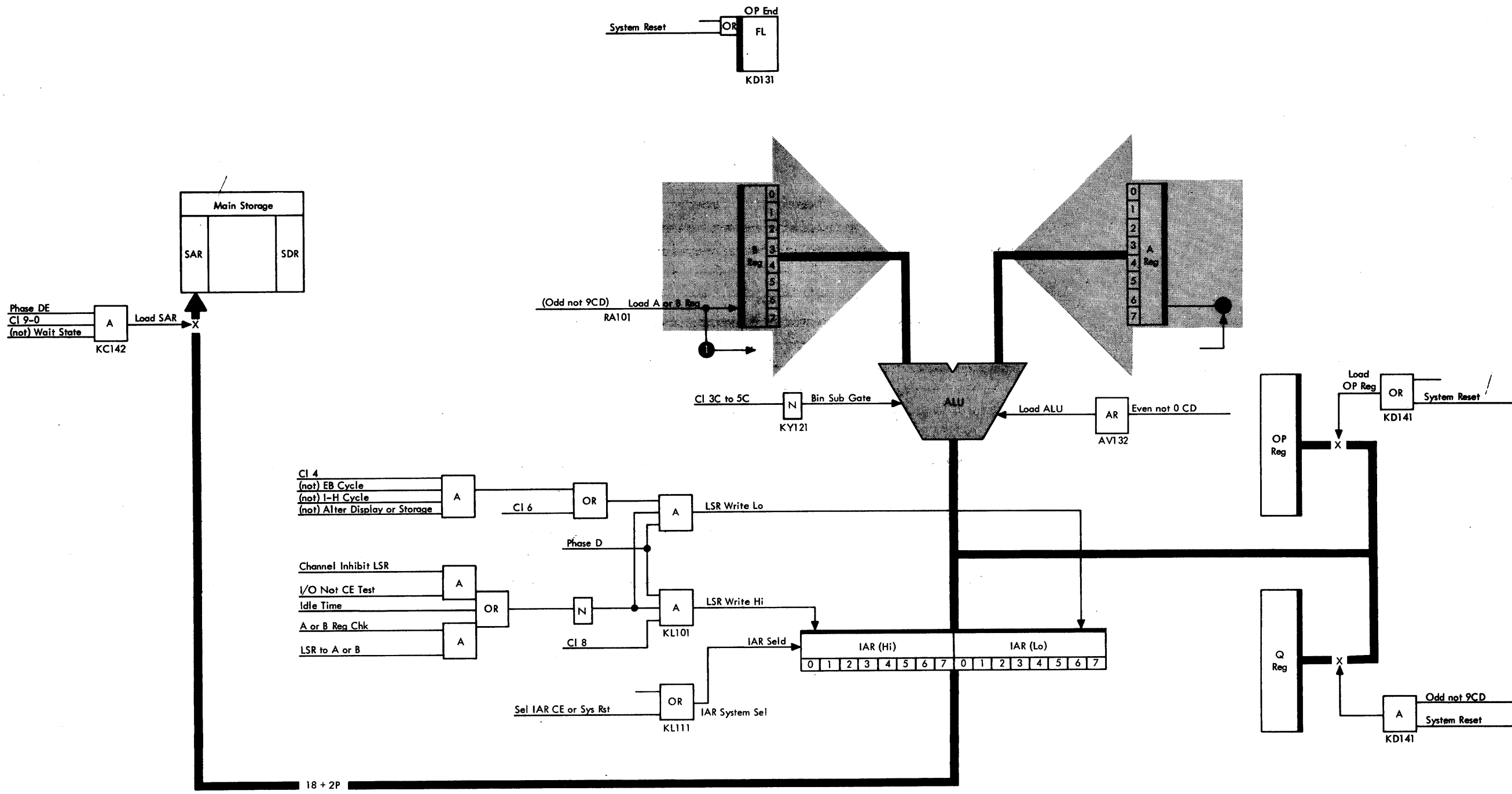


Diagram 5-200. Advance Program Level

Diagram 5-210. Halt Program Level



A
B
C
D
E



Note: 1. Refer to Diagram 4-020 for clock circuits
2. Refer to Diagram 4-030 for cycle controls

Diagram 5-222. System Reset (Part 2 of 3)

2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A



B



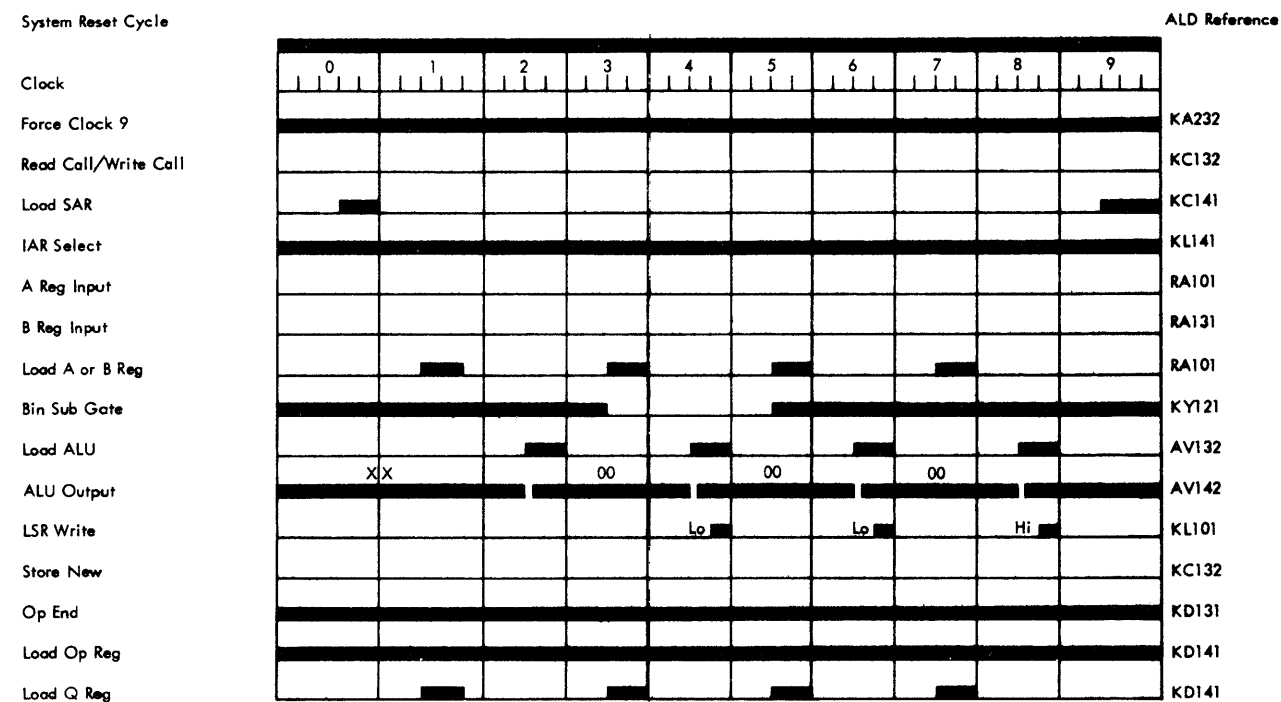
C



D



E



Note: Parity checking is disabled during System Reset

Initial Program Load (IPL)

Objectives

5410

- Program Load Key initiates system reset cycle
- Clock starts and continues to run
- System reset cycle causes:
 - (1) DBO 7 (MFCU)
DBO 5 (File)
 - (2) All zeros written into IAR and MRDAR (MFCU) or DFDR (File)

- 'I/O Condition B' resets IPL latch at end of data transfer and activates process run. First I-Op cycle addresses storage position 0000 (IAR set to all zero)

5424

- DBO bit 7 to MFCU
- Reset MRDAR to 0000
- Set execute primary latch in MFCU
- Set execute read in MFCU
- Set execute feed in MFCU

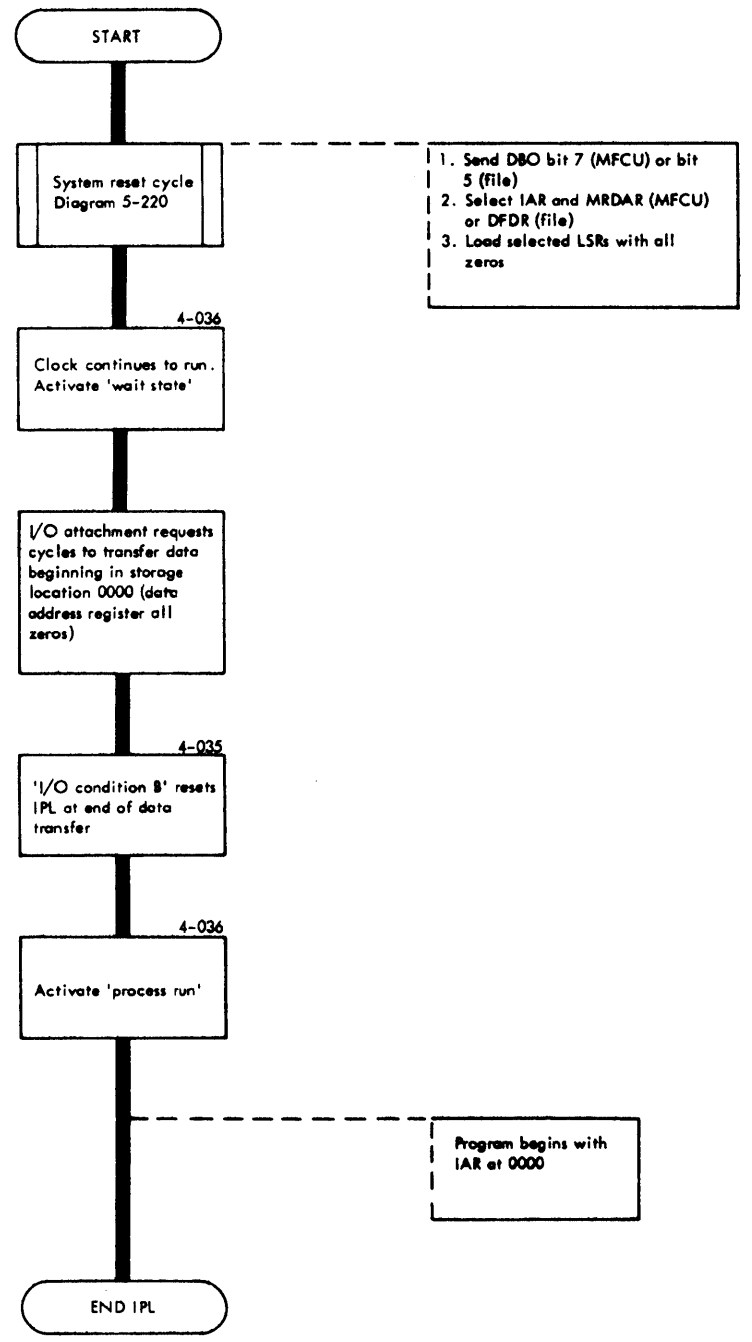


Diagram 5-225. Initial Program Load (IPL)

A

Alter SAR

Objectives:

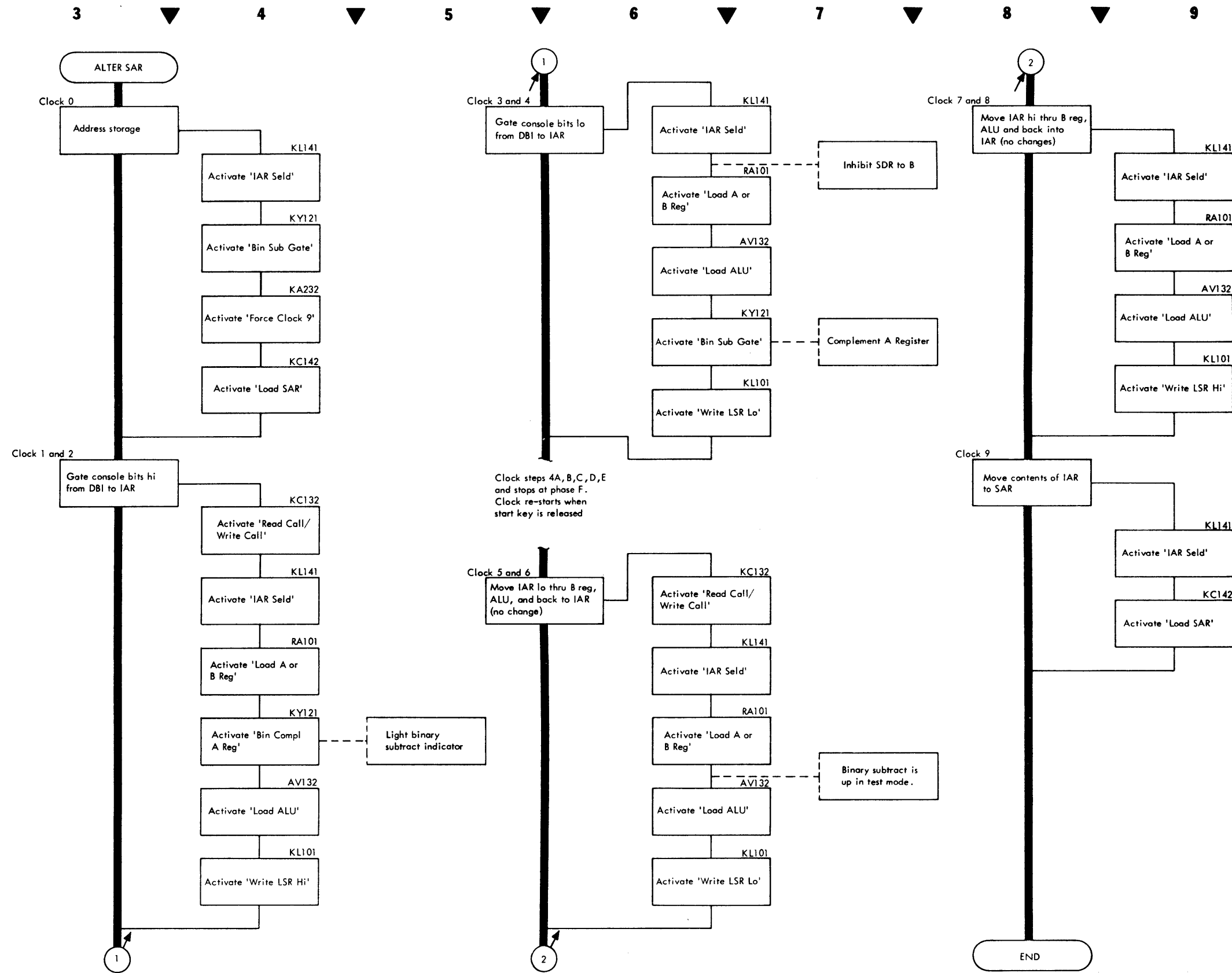
- Load contents of four console Address/Data switches into the Instruction Address Register (IAR) by way of Data Bus In, A register and ALU
- Load SAR from the IAR at clock 9 time
- When start key is pressed, the clock runs 0 thru 4. When start key is released, clock runs from 5 thru 9.

B

C

D

E



2 ▼ 3 ▼ 4 ▼ 5 ▼ 6 ▼ 7 ▼ 8 ▼ 9

A



B



C

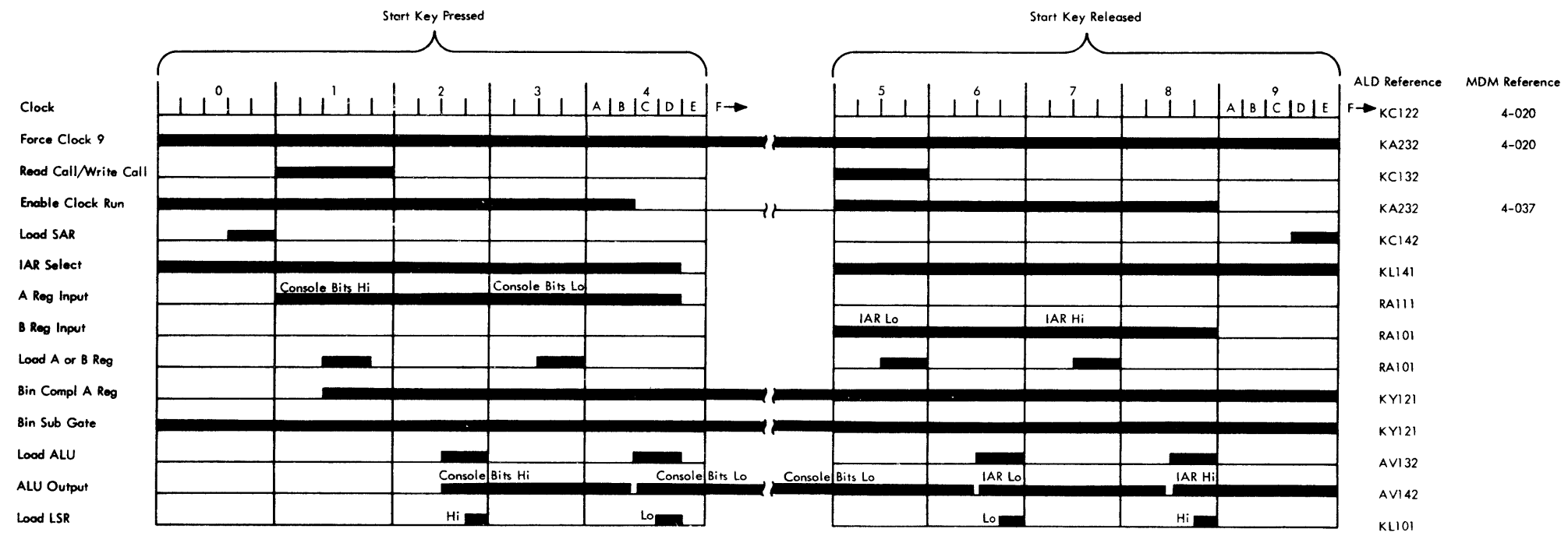


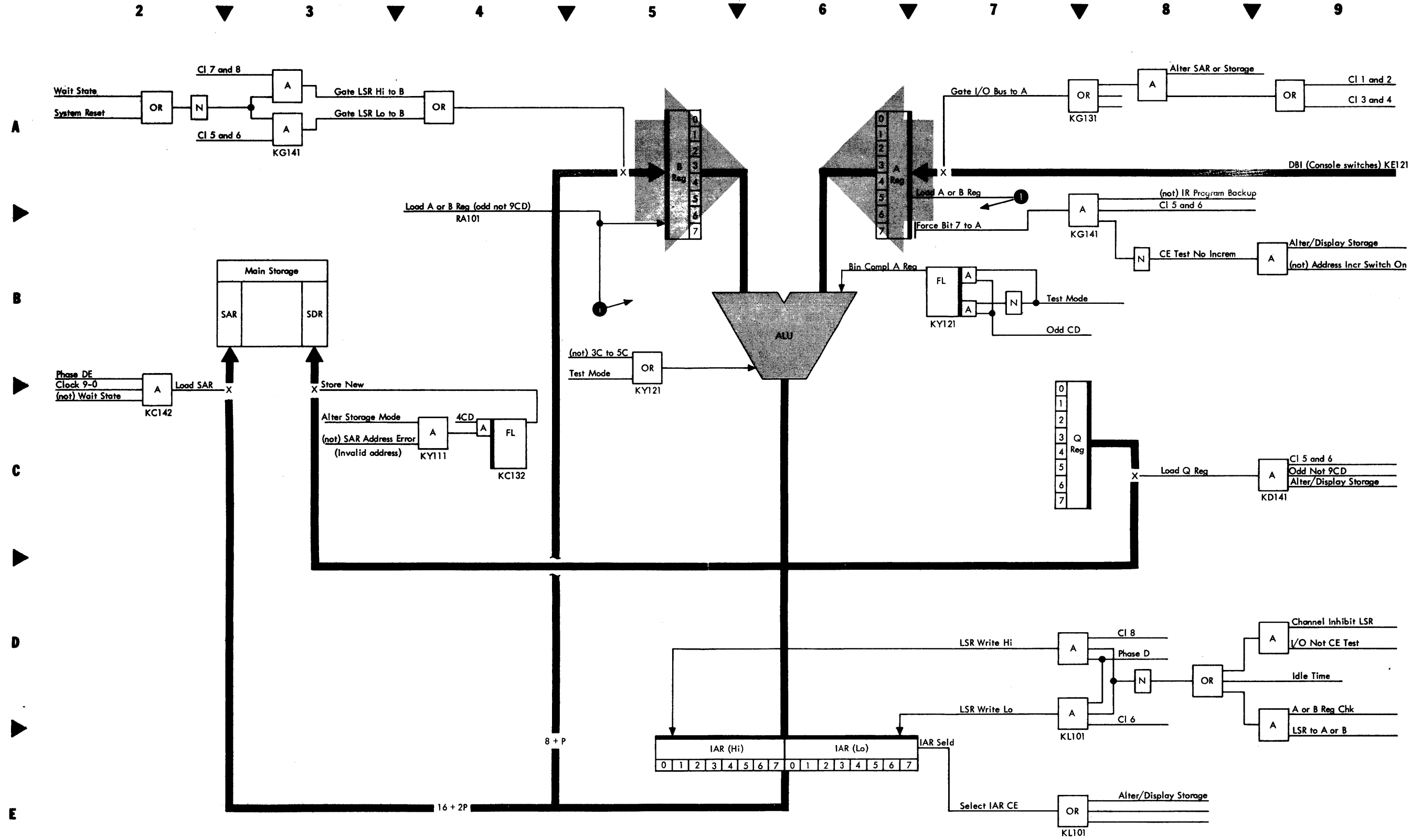
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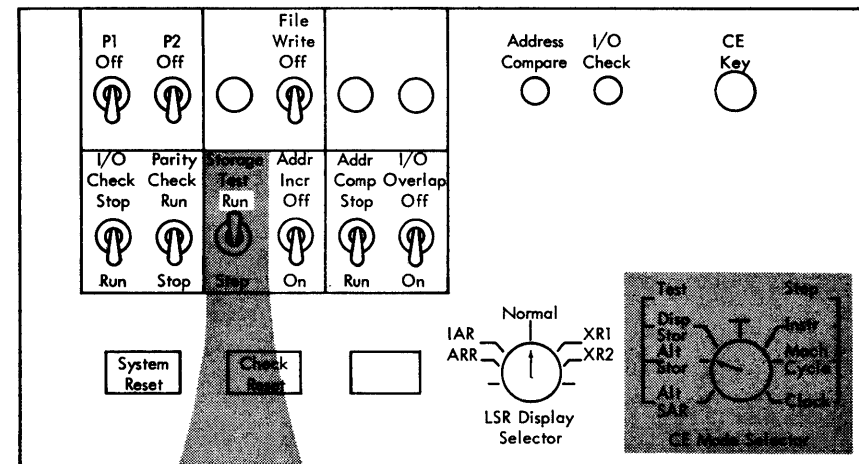
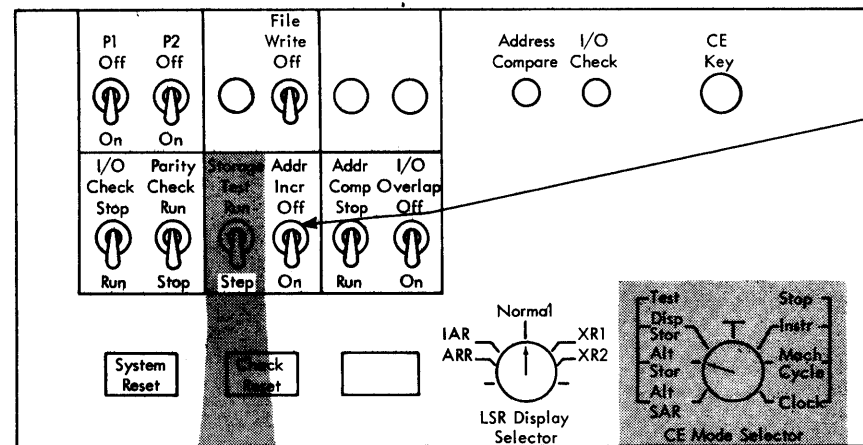
E

ALTER SAR



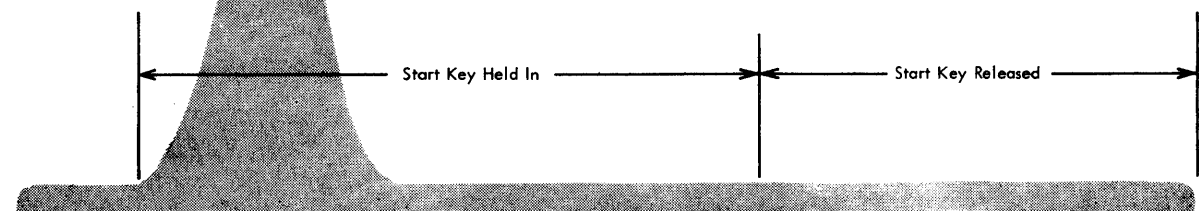


A



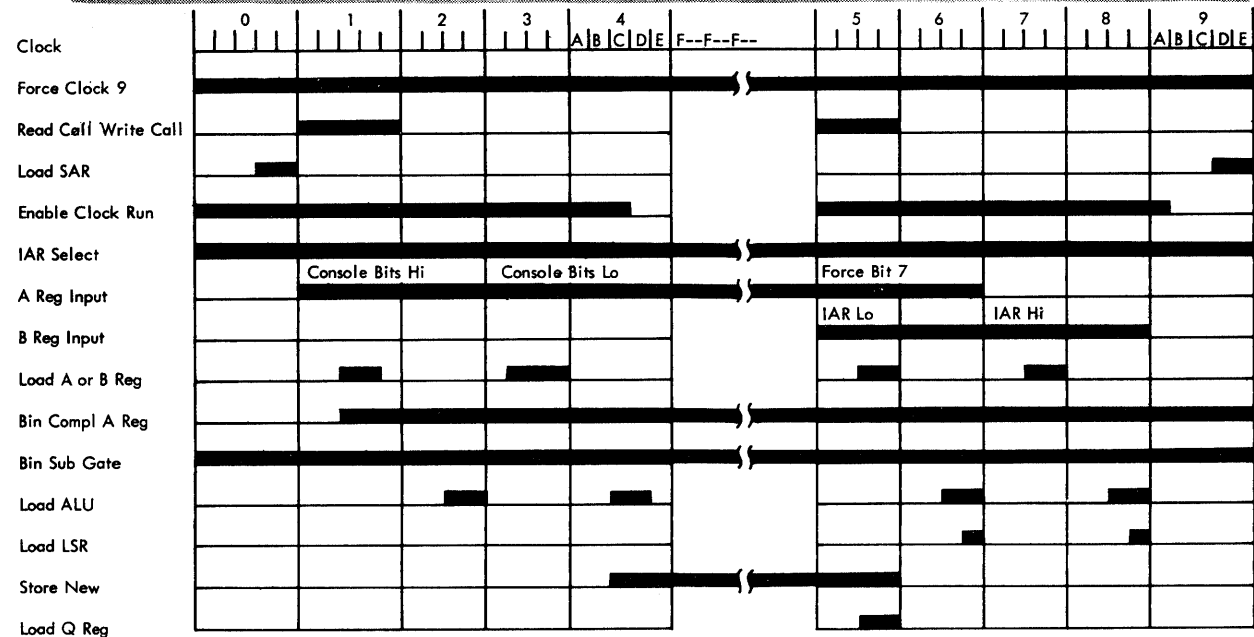
B

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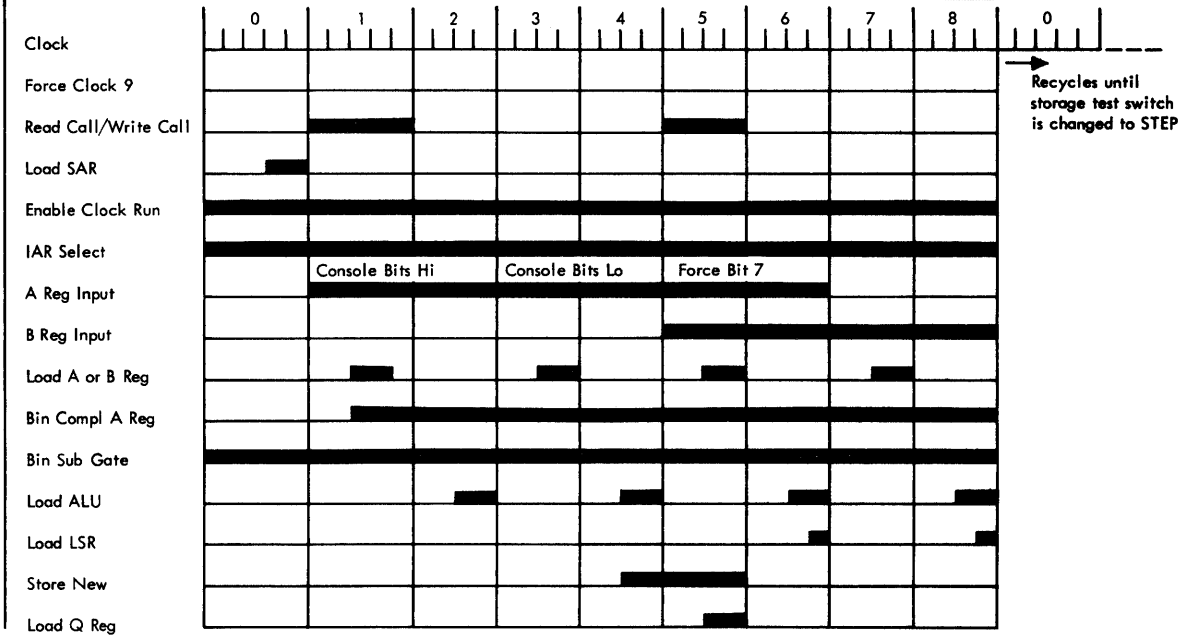


D

E



ALD Reference	Signal Name
KC122	Clock
KA232	Force Clock 9
KC132	Read Call/Write Call
KC142	Load SAR
KA232	Enable Clock Run
KL141	IAR Select
RA111	A Reg Input
RA101	B Reg Input
RA101	Load A or B Reg
KY121	Bin Compl A Reg
KY121	Bin Sub Gate
AV132	Load ALU
KL101	Load LSR
KC132	Store New
KD141	Load Q Reg



Display Storage
Objectives

- Transfer data from storage position addressed by SAR into Q register and display in console lights when drum switch is in position 5
- With storage test switch in STEP; pressing start key advances clock through 4 time. Releasing start key advances clock through 9 time
- With storage test switch in RUN; clock re-cycles, skipping 9 time, until switch is returned to STEP
- Address Increment switch ON causes IAR to be incremented each CPU cycle
- Address Increment switch OFF causes console data to be transferred into same storage location each cycle

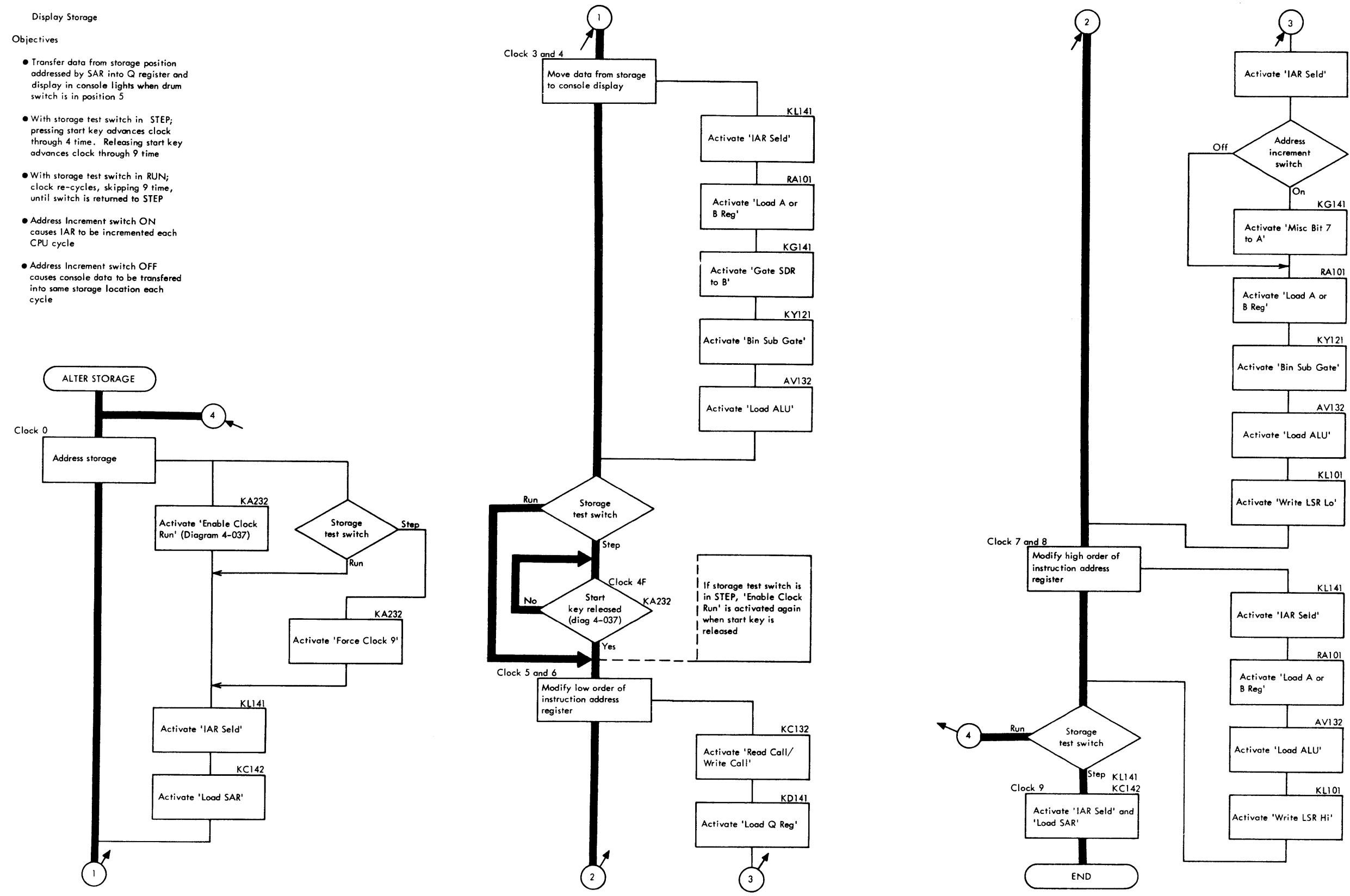
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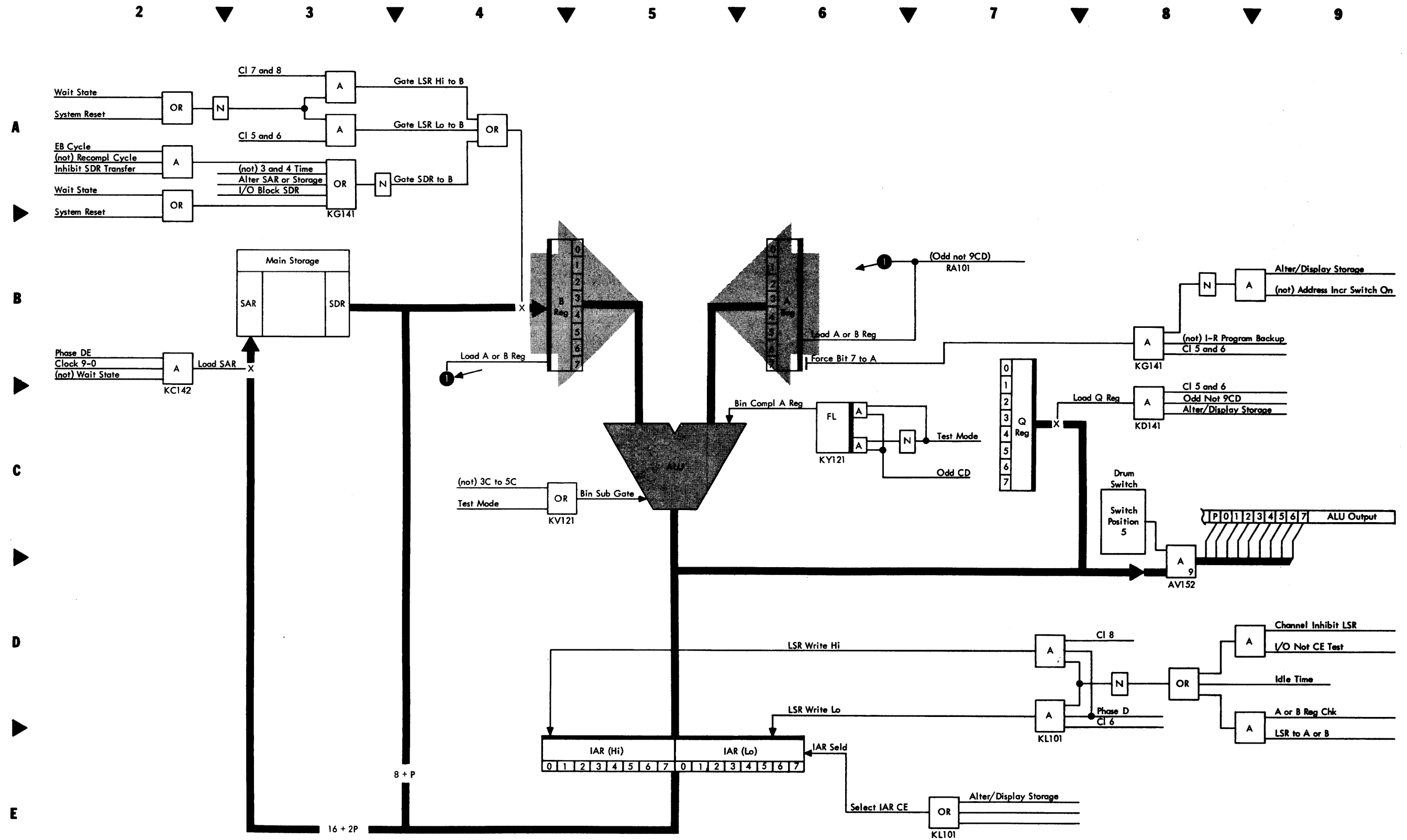


Diagram 5-252. Display Storage (Part 2 of 3)

2

3

4

5

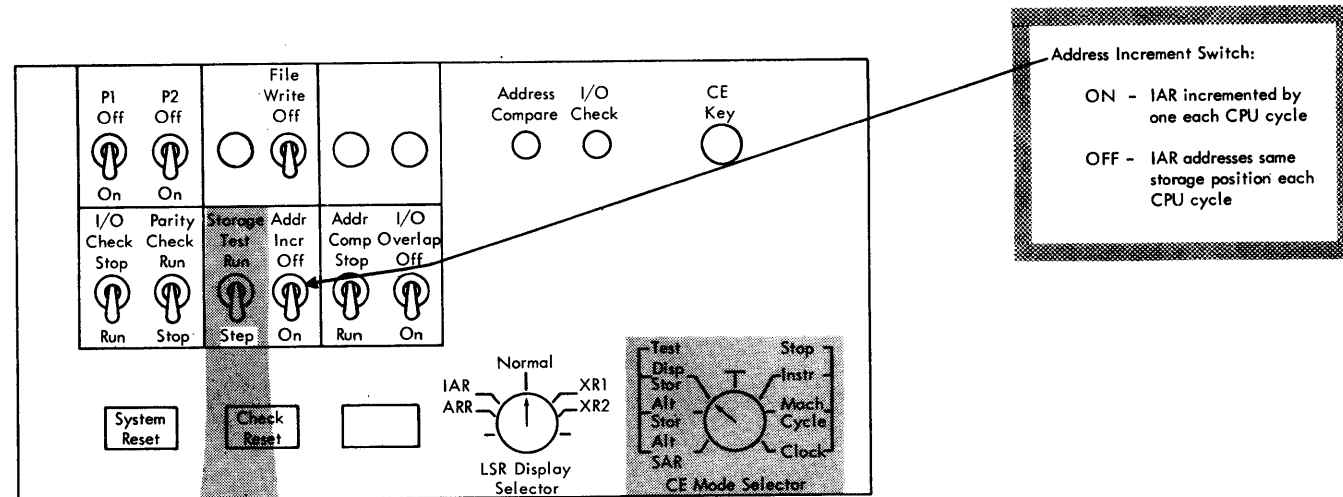
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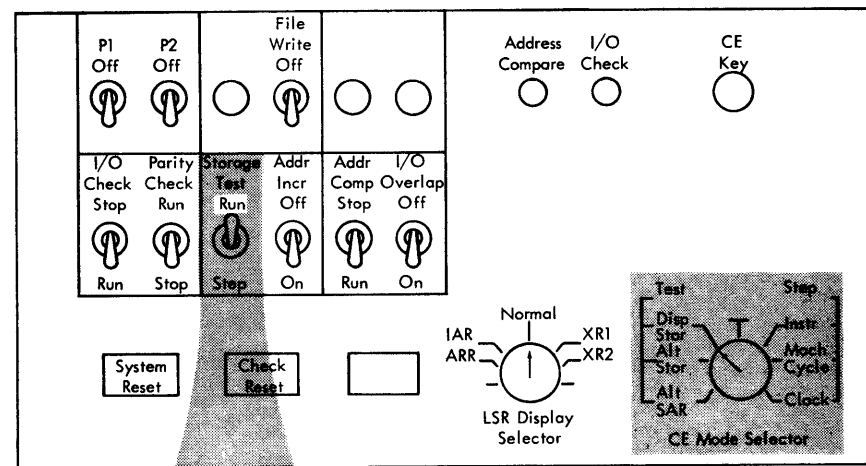
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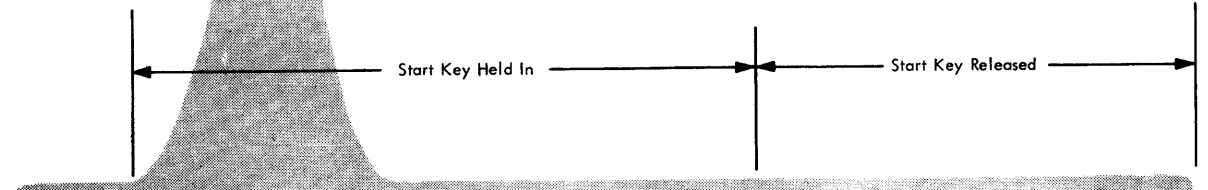
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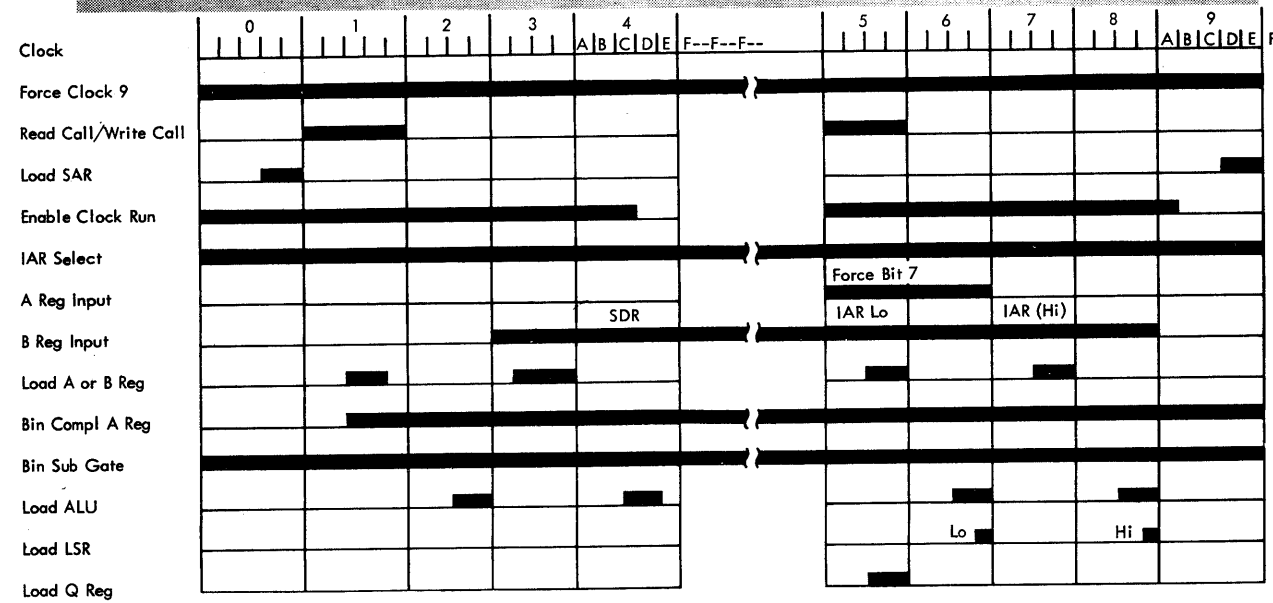
B



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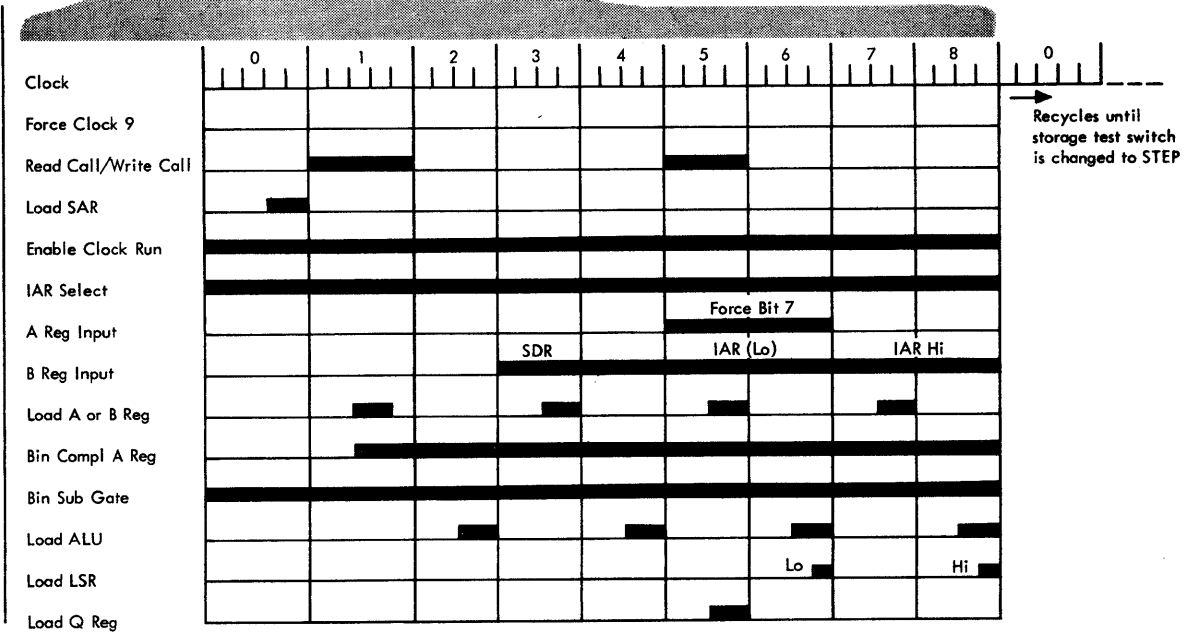


D



E

- ALD Reference
- KC122
- KA232
- KC132
- KC142
- KA232
- KL141
- RA111
- RA101
- RA101
- KY121
- KY121
- AV132
- KL101
- KD141



2

3

4

5

6

7

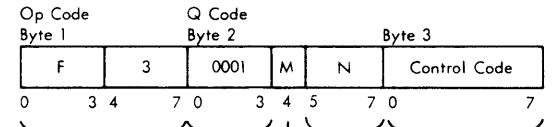
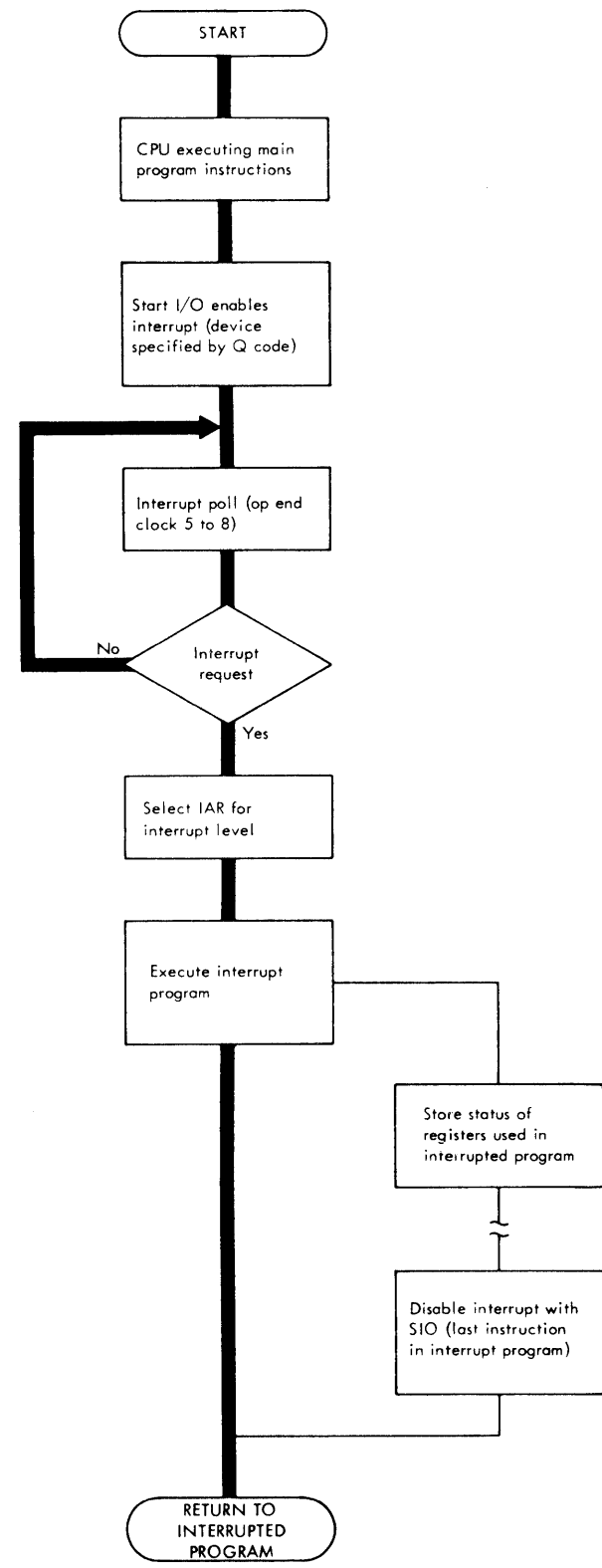
8

9

Interrupt

Objectives:

- Interrupt enable is turned on in I/O attachment by control code of SIO instruction
- I/O attachment sends interrupt request to CPU
- Interrupt occurs only after current instruction is finished
- Interrupts main program with separate program
- Highest interrupt device takes precedence over lower level devices
- Interrupt program ends with another SIO to disable interrupt



Op Code = F3
SIO Instruction

Device Address Equals
0001 (1) for keyboard

M and N field must
be zero or CPU will
stop with processor
check and inv-Q
indicator on

Control Code

- Bit 0 = Programmed Numeric Mode
- Bit 1 = Programmed Lower Shift
- Bit 2 = Error Indicator
- Bit 3 = Not Used
- Bit 4 = Restore Data Key
- Bit 5 = Unlock Data Key
- Bit 6 = Enable Interrupts - Off disables interrupts
- Bit 7 = Reset Interrupt

SIO Instruction Format for 5475 Keyboard (interrupt level 1)

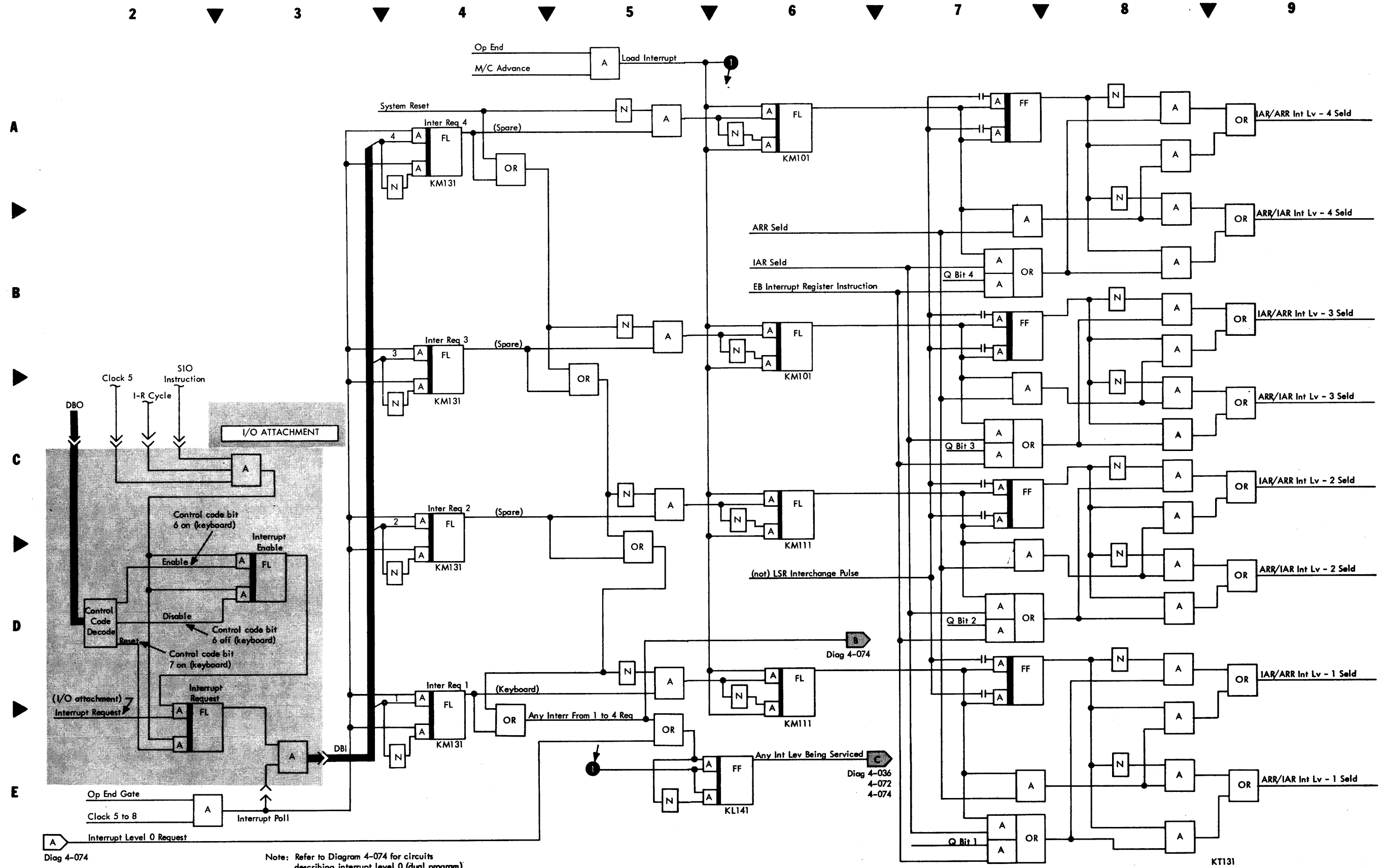
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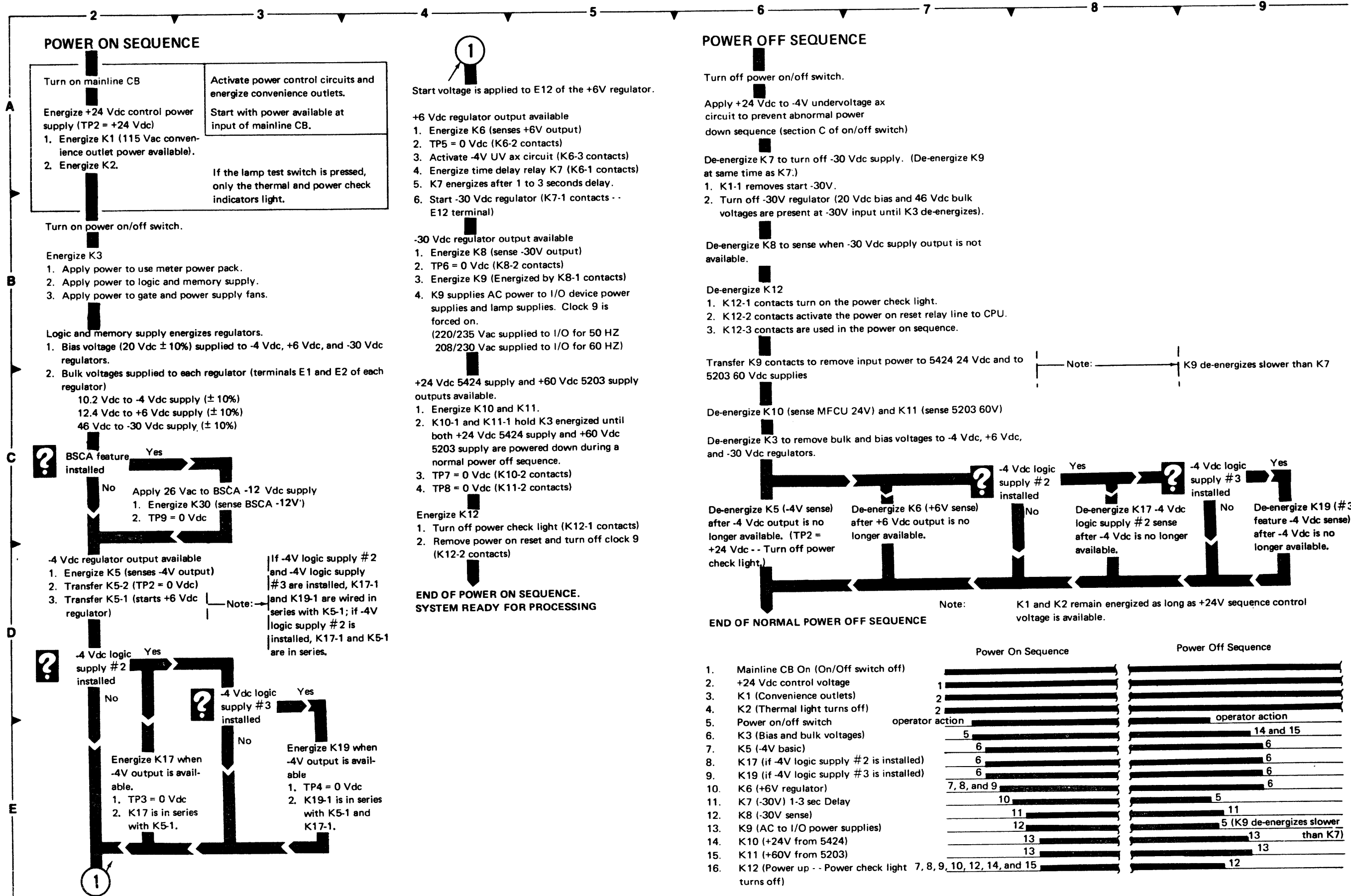
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Diag 4-074

Note: Refer to Diagram 4-074 for circuits describing interrupt level 0 (dual program)





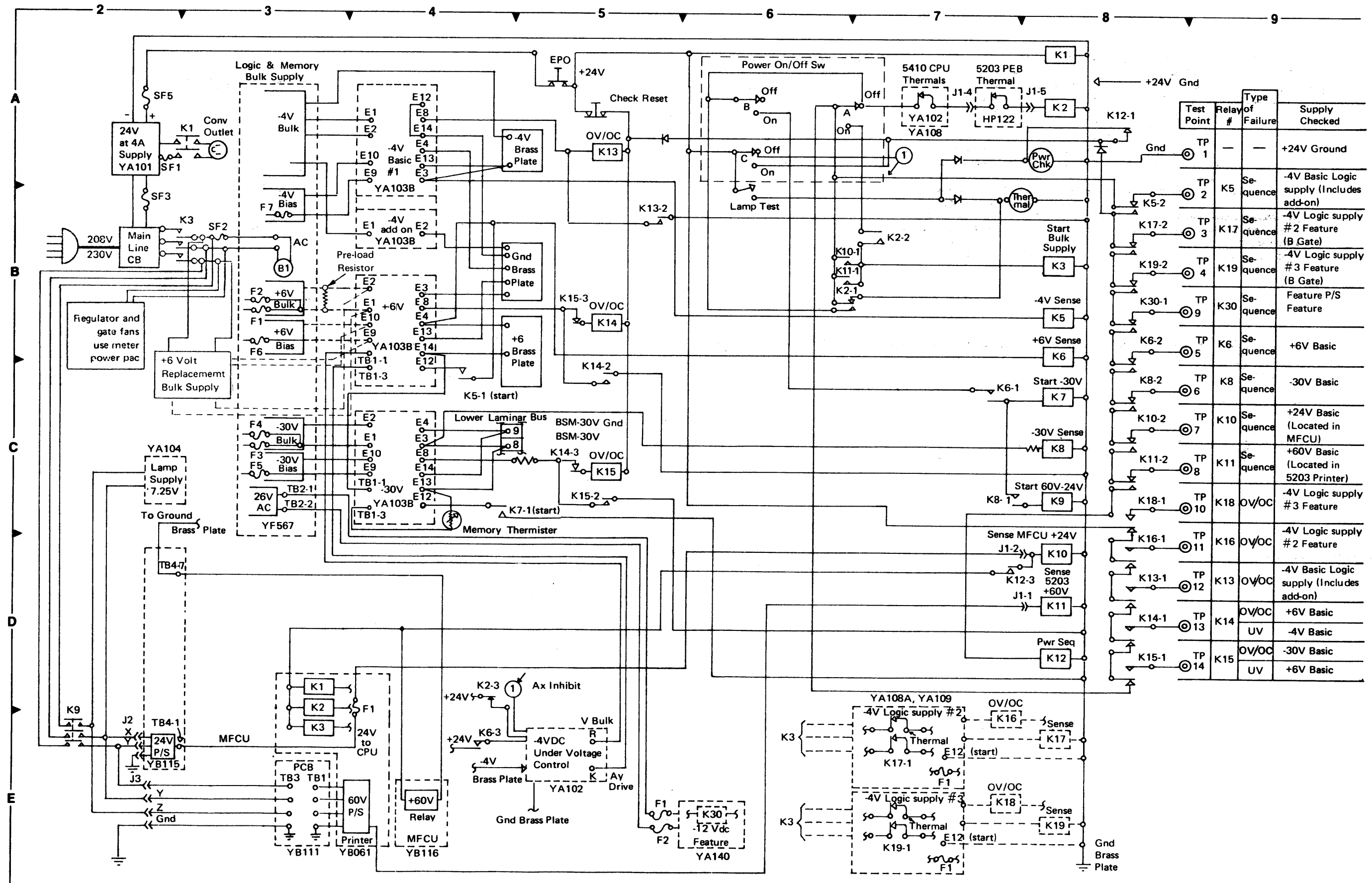
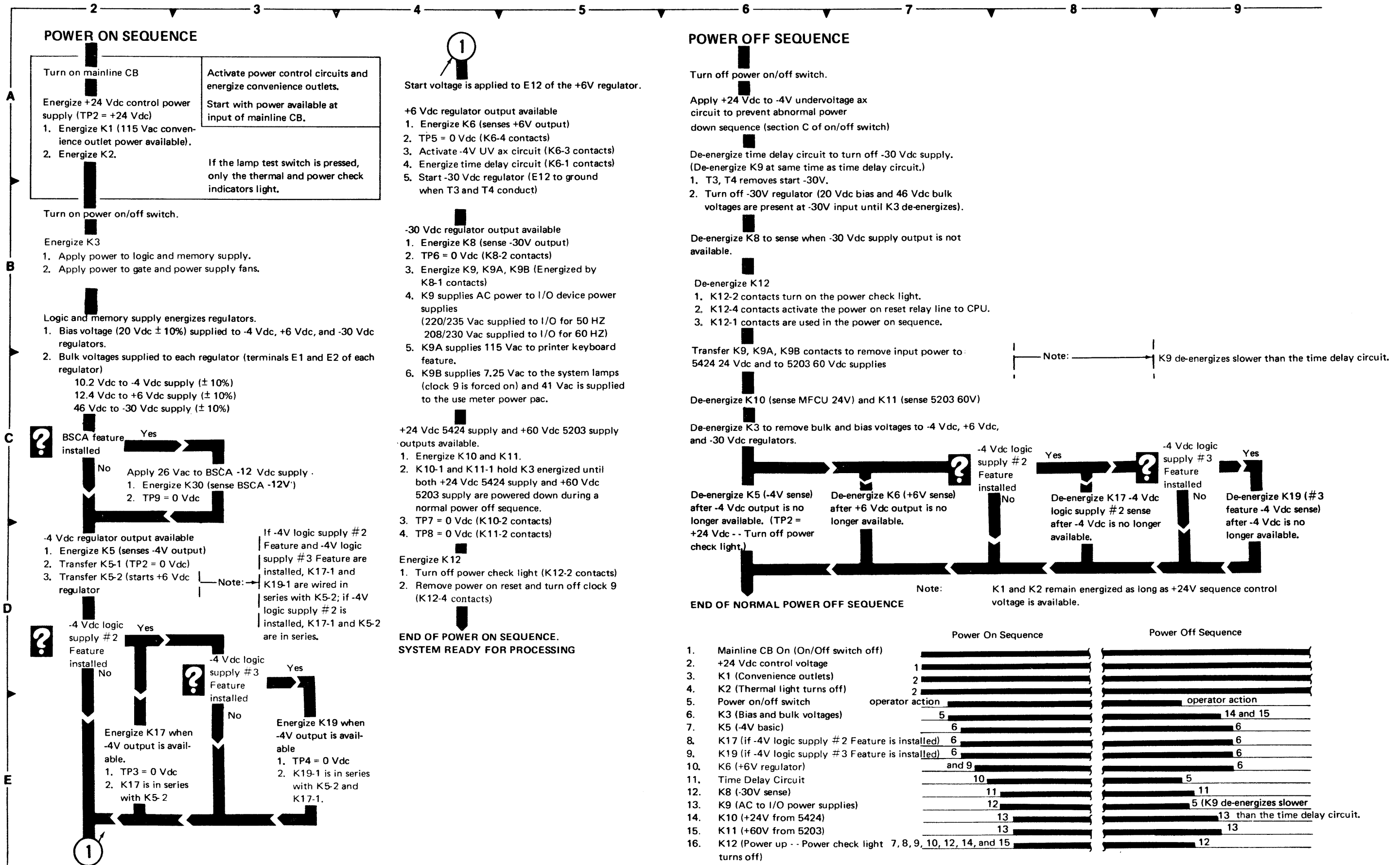


Diagram 6-010. Power Control Sequencing Diagram (Early)



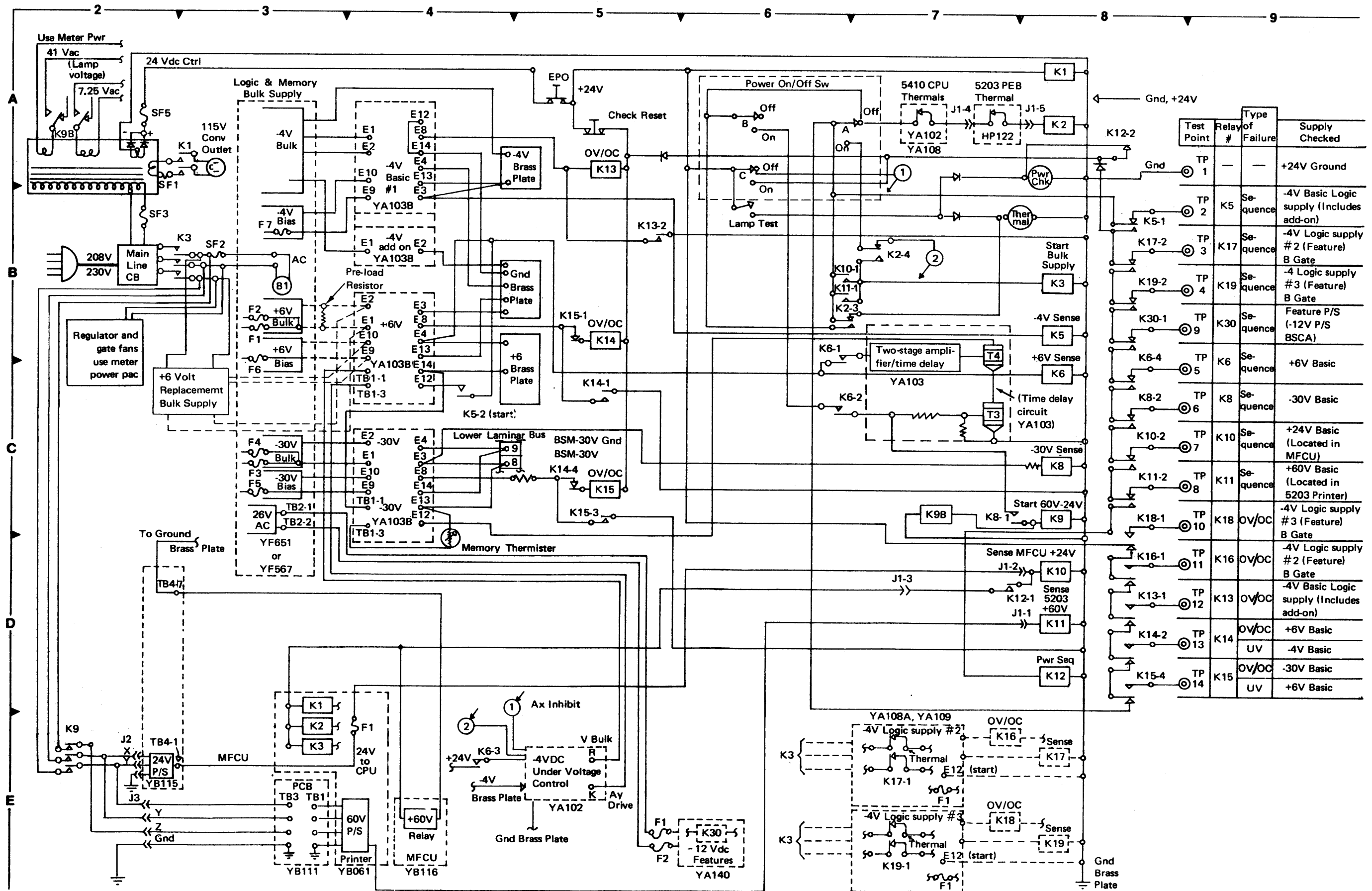


Diagram 6-020. Power Control Sequencing Diagram (Redesign)

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