



**RCA
4102**

**PROGRAMMERS
REFERENCE MANUAL**

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FOREWORD

This manual presents the functional organization and the machine-language programming characteristics of the RCA 4102 Data Processing System. It will serve as an aid in the training of programmers and will be useful as a reference source for those familiar with the system.

Peripheral-equipment descriptions, operating procedures, software specifications, and programming examples will be found in other publications issued by RCA Data Systems Division for the RCA 4102 Data Processing System.

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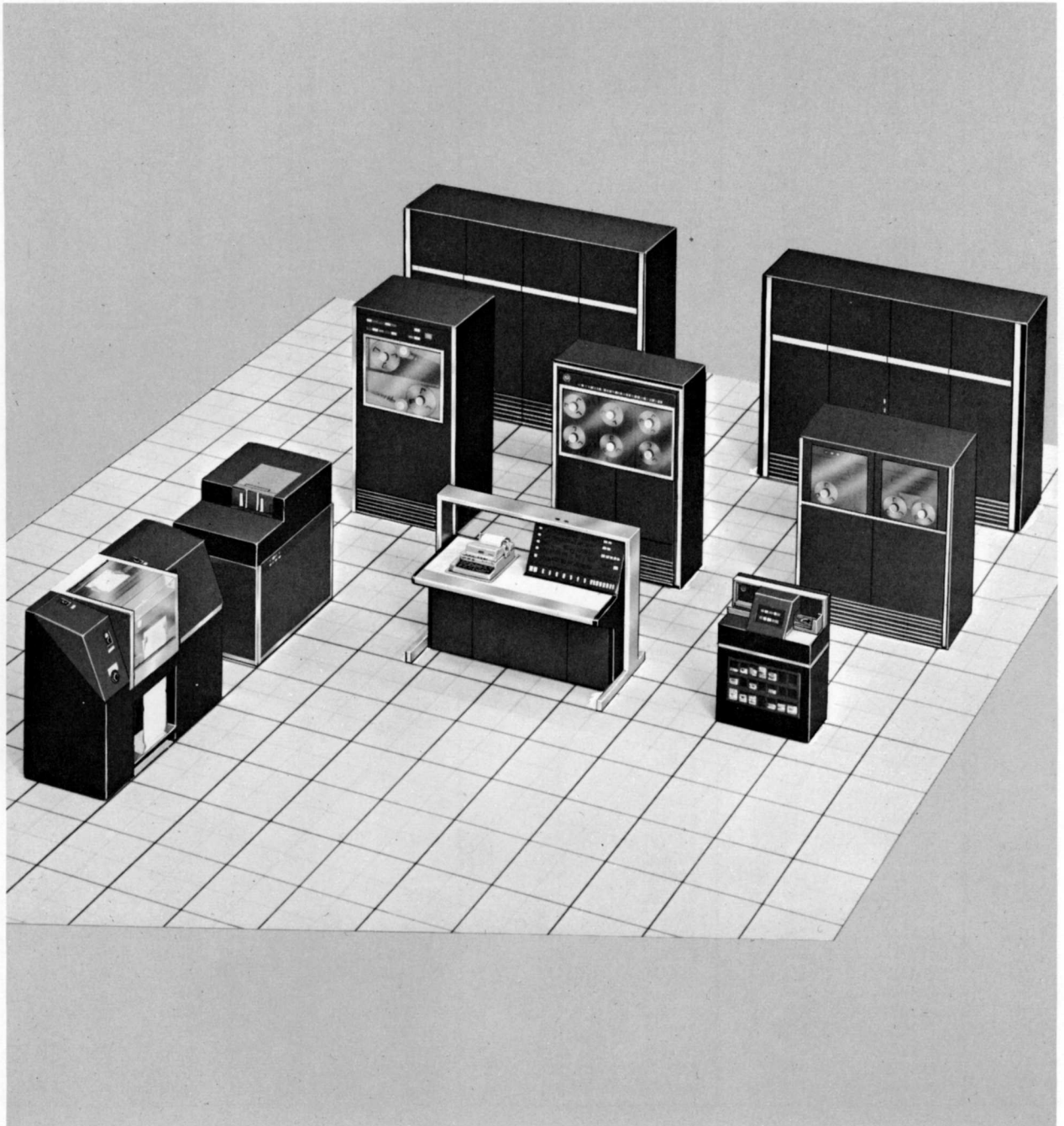
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RCA 4102 DATA PROCESSOR



RCA 4102 DATA PROCESSING SYSTEM



SECTION 1

INTRODUCTION

The RCA 4102 Data Processing System is a completely transistorized general-purpose digital computer system economically providing excellent performance in both data processing and real-time applications. This system, and its counterpart — the RCA 4101 (AN designation CP-685/GPQ) — are members of the RCA Data Systems Division's 4100 product line. Its components are selected, designed, and built to a combined military specification, based upon MIL-E-16400C, MIL-E-4158B, and XEL303.

A prime feature of the RCA 4102 is the priority-interrupt system, which provides for servicing a multiplicity of peripheral devices concurrently. Sixteen priorities are available for assignment to the computing programs and to peripheral devices.

When a program or device requires service, it sets a flag corresponding to the priority demanding attention. During each instruction, the priority flags are automatically examined, causing a computer transfer to the highest priority routine demanding attention. Each priority may be interrupted to allow servicing of a higher priority. When all higher priorities are dormant, control returns to the priority of the interrupted program.

The basic system consists of an RCA 4102 Central Processing Unit (CPU) with 4096 words of core memory and a Control Desk with Flexowriter. This system is expandable in modular fashion to provide memory capacities of 8192 or 16,384 words.

The RCA 4102 CPU is a parallel, bus-organized digital computer, capable of simultaneous communication with a multiplicity of peripheral devices. The standard complement of peripheral equipment includes card readers, card punches, magnetic tapes and drums, paper tapes, and line printers, with binary and alphanumeric formats and with operating speeds and characteristics compatible with data-processing industry standards. The RCA 4102 communicates efficiently with radars, data links, teletypes, telemetry equipments, analog-digital converters, plotters, and associated equipment.

On the Control Desk are installed the Flexowriter and a Control Panel. The Flexowriter can transmit data to the CPU through its paper-tape reader and can punch tape and print copy, either selectively or simultaneously, under computer or manual control.

The Control Panel provides the means for operator control of the CPU. It contains sets of indicators for displaying the contents of the CPU registers and a set of manual input switches for inserting information into the CPU. Controls are also provided to facilitate manual program-tracing and computer maintenance.

SECTION 2

CENTRAL PROCESSING UNIT

FUNCTIONAL ORGANIZATION

The inherent organizational simplicity of the RCA 4102 Central Processing Unit (CPU) is illustrated in the functional block diagram of Figure 2-1.

Control Console

On the RCA 4102 Control Console are a Flexowriter and a Control Panel for monitoring and controlling the Central Processing Unit.

The Flexowriter may be operated either on-line or off-line to permit:

- Manual preparation of typed copy
- Manual preparation of punched tape
- Automatic off-line listing from punched tape
- Automatic tape duplication
- Manual tape editing
- On-line reading of punched tape to CPU
- On-line preparation of punched tape by CPU

The Control Panel provides visual indicators and manual controls to enable the operator to:

- Insert and execute programs
- Observe the contents of the AC register, the Flags, various control registers, or any memory location
- Change the contents of any of the above
- Manually trace programs in various increments (through a single instruction, to the next program branch point, or to a preselected location)
- Perform diagnostic maintenance of the CPU

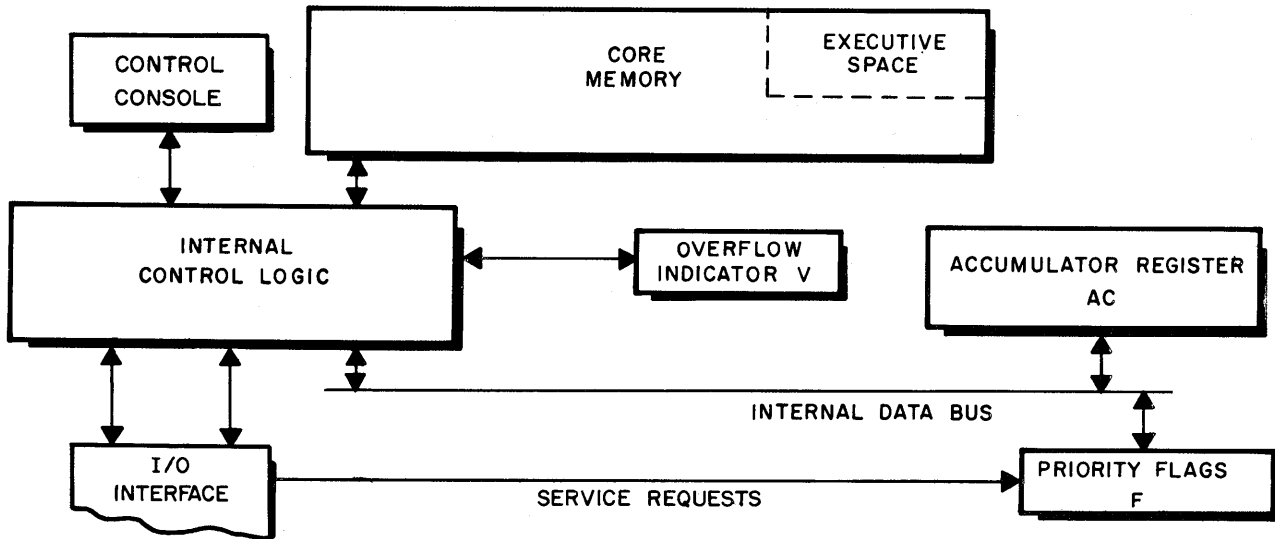


Figure 2-1. RCA 4102 CPU, Functional Block Diagram

I/O Interface

Communication between the RCA 4102 CPU and all peripheral devices or subsystems takes place through common line-matching circuits located in the Model 4111 Peripheral Equipment Control Unit Shell (PECUS).

Core Memory

The RCA 4102 uses a random-access magnetic-core memory for the internal storage of instructions, constants, data, and results. Dual significance is attached to the block of 128 core-storage words at the upper end of the memory, termed the "executive space" (see Appendix J). The executive space is subdivided into 16 sections of 8 words each. Although these locations can be addressed and treated as normal storage space, they are also used to control the 16 programs which the computer is capable of handling. (Refer to Priority Interrupt.) In installations containing 8192 words of memory, all addresses are automatically interpreted modulo 2^{13} ; i.e., octal addresses 17654 and 37654 are equivalent and refer to the same memory location. Similarly, in installations with 4096 words of memory, addresses are automatically interpreted modulo 2^{12} .

Parity Check. — Two parity-check bits are generated and stored with every computer word in memory. Whenever a word is read from memory, each half-word is checked to assure that its parity is still "odd."

If a "parity error" is sensed, control automatically transfers to a supervisory control program which is responsible for taking appropriate action to maintain system integrity. (If a "parity error" occurs OFF-LINE, the CPU stops with the PARITY ERROR indicator on the Control Panel illuminated.)

Instruction-Location Counters

There are 16 Instruction-Location Counters, IL, stored in the memory executive space (see Appendix J). The contents of these counters are used to specify the core-memory address of instructions executed by the CPU in each of the 16 priority levels. During the execution of each instruction, the appropriate IL value is modified to the address of the next instruction to be executed in the associated priority level. Unless the programmer has specified a program branch or jump action, this modification is achieved by automatically decrementing the IL Value by one (final value = initial value - 1). Thus, instructions are usually performed in descending sequence. Refer to Instruction-Location Counter Word Format.

Index Registers

For each of the 16 priority levels, there are six Index Registers stored in the memory executive space (see Appendix J). The contents of these registers may be used by the programmer for automatic address modification, iterative loop control, or subroutine linkages. Refer to Index-Register Word Format.

Accumulator Register

The 30-bit Accumulator Register, AC, retains the result of most arithmetic, logic, and shift instructions, and generally supplies one operand for such instructions.

Overflow Indicator

The Overflow Indicator, V, is set whenever the result of an arithmetic instruction exceeds the RCA 4102 data-word capacity. Refer to Word Format and Overflow Detection.

Flags

The priority-interrupt feature is implemented by means of 15 flip-flops, comprising the Flag Register, each of which functions as a priority-request indicator, or "Flag." Each Flag may be set either under program control or by external equipment. A Flag can be cleared only by an instruction (with S = 1) executed in the corresponding priority level. An implied sixteenth stage (lowest priority) is considered permanently set, and assumes control whenever no other request is present.

PRIORITY-INTERRUPT SYSTEM

The priority-interrupt feature of the RCA 4102 provides for servicing a multiplicity of programs on a priority basis. The primary purpose of the priority-interrupt system is to eliminate the need for program-controlled scheduling and status-testing of input-output transfers.

The complete set of indicator Flags is examined, simultaneously with the execution of each instruction, to determine which demanding program has the highest priority. When the currently active program has the highest priority, the program proceeds without interruption. Otherwise, the system automatically transfers, at the completion of the current instruction, to the highest demanding priority.

During the priority-interrupt cycle, the machine logic ensures that the address of the next instruction of the interrupted priority is saved in its Instruction-Location Counter. The only programming constraint is that each program which affects the Accumulator Register content is responsible for restoring the original value.

When all the higher priority demands are satisfied, control returns to the interrupted program, and the latter proceeds oblivious of the interruption. In this way, the priority-interrupt feature enables the data processor to interleave a number of different programs.

Priority Assignment

Input-output routines for the RCA 4102 are generally short, often a single instruction which does not affect the contents of the arithmetic unit. Once the data have been transferred to memory, suitable programs are called on to process the new information. The various input-output and data-handling routines are assigned different priority levels; therefore, the programmer need not perform periodic tests for the arrival of data. The priority-interrupt system automatically activates the proper program to process the new data which have been transferred into the memory by other programs.

Because of these considerations, assignment of relative priority among the various input-output programs and devices is principally based on the allowable waiting time between data transfers. Computing programs are assigned lower priorities than those of input-output programs, and may be assigned arbitrarily, within this constraint, by the user. The lowest priority program, automatically executed when the Flag Register is cleared, is usually a self-check routine, which automatically exercises and tests the computer during idle time.

Priority-Interrupt Example

As an illustration of the operation of the priority-interrupt system, consider that the program in priority level N is currently active (see Figure 2-2).

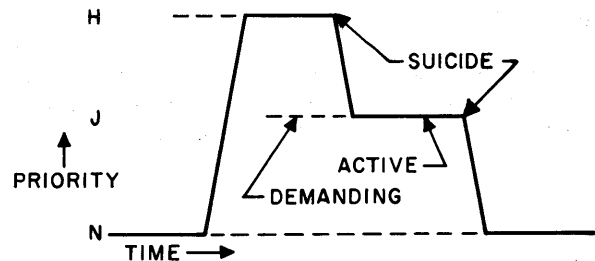


Figure 2-2. Priority Interrupt

Assume that one of the instructions in this program sets the higher priority Flag H. During the final timing steps of this instruction, the Instruction-Location Counter (stored in memory) is modified in the normal fashion to the value IL_N . The interrupt-control logic is interrogated, and the interrupt is sensed.

The next instruction to be executed by the system is located at an address specified by IL_H . Assume that this program will alter the AC; an early instruction in program H saves AC_N in a work space reserved by program H. At the conclusion of each instruction, the interrupt-control logic is interrogated to determine whether another interrupt is to occur. If a higher priority Flag is demanding, the system will enter the interrupt mode again.

Assume that no higher priority Flag is set; program H continues to operate. During the execution of program H, it is quite possible for a number of lower priority Flags to be set either by external devices or by an instruction within this program. These lower priority Flags do not interrupt program H. Before the conclusion of program H, an instruction retrieves AC_N from the work space of program H and places it in the AC register. The final instruction of this program clears priority Flag H.

The interrupt-control logic now indicates that a change in programs is required. Assume that Flag J is now the highest priority set and that the program associated with priority J will also modify the AC. As before, an early instruction saves AC_N in a priority J work space. Assume no higher priority interrupt occurs; the program executed in priority J operates until its final instruction clears Flag J. Near the end of this program, AC_N is again placed in the AC register.

This process of transferring AC_N from the AC register to a given program work space and back to the register continues until the system priority level returns to N. At this point, AC_N is in AC, IL_N is interrogated to gain access to the next instruction, and program N proceeds as if no interruption had occurred.

Note that no concurrent program was required to perform bookkeeping for other programs, except for the storage and retrieval of the AC content.

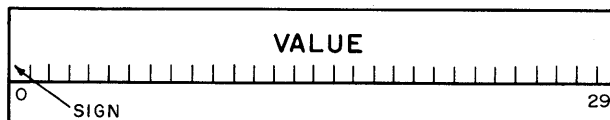
WORD FORMATS

All information in the RCA 4102 CPU is handled in parallel, binary words of 30 bits each.

The various formats for these words are described in the following text.

Data Word

The RCA 4102 CPU data word is interpreted as a binary fraction using two's complement notation.

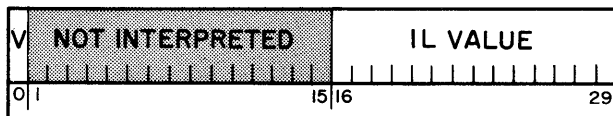


The range of numbers that can be represented by the data word extends from -1.0 to $1.0 \cdot 2^{-29}$ (octal representation from 4000000000 to 3777777777 respectively). The octal representation of the number "zero" is always 0000000000 and can never have a negative sign. Numbers outside this range are handled by appropriate scaling.

Appendix A contains a discussion of the arithmetic used by the RCA 4102 CPU and the rules for the conversion of decimal, octal, and binary integers and fractions from one number system to another.

Instruction-Location Counter Word

Each of the 16 Instruction-Location words (when used as an IL) is interpreted according to the format below:



Bits 16-29 of the IL associated with the active priority contain the address at which the current instruction is stored. At the end of each instruction, the IL Value is suitably modified to contain the address of the next instruction.

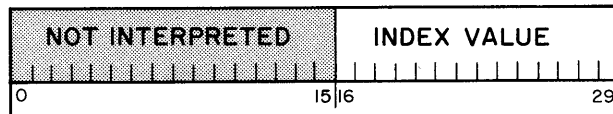
Bits 16-29 of the IL associated with each dormant priority contain the address of the instruction to be executed when its priority becomes active.

Bit 0 is automatically set to "one" whenever overflow occurs in an instruction executed in the associated priority (see Overflow). Bit 0 can be cleared automatically only by a suitably coded JAC or JSX instruction. This bit may also be modified by absolute addressing of the IL executive location.

Bits 1-15 are automatically set to "one's" at the end of each instruction executed in the associated priority level.

Index-Register Word

Each of the 96 Index-Register words (when used as an Index Register) is interpreted according to the format below:



Bits 16-29 are interpreted as the Index Value.

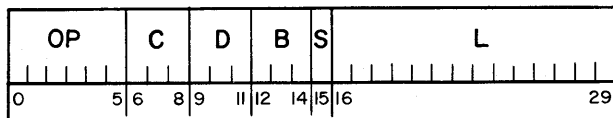
Bits 0-15 vary according to the manner in which the Index Value was last modified, as tabulated below:

INDEX VALUE (last changed by)	BIT 0	BITS 1-14	BIT 15
C = 1 or 2 (Table 2-1)	Indeterminate	Index Value	Indeterminate
ALX(C ≠ 1, 2)	77777		Indeterminate
JSX	77777		Indeterminate
PAX	C(AC) ₀₋₁₅		
LDX	C(L) ₀₋₁₅		

Instruction Word

Words used as instructions are interpreted according to the format below:

XXX name execution time



This diagram appears with the discussion of each operation in the repertoire, showing the mnemonic code (illustrated here as XXX) with the operation name and execution time above the diagram and with its octal number equivalent in the OP field.

With few exceptions, each instruction word specifies three independent operations to be executed simultaneously:

- The OP, B, and L fields comprise the "primary instruction".
- The C and D fields comprise the "secondary instruction".
- The S field controls the "suicide" action.

Operations may be referred to either by the equivalent octal number or by the descriptive mnemonic code. The mnemonic code is a three-letter abbreviation for the operation, and usually has a direct association with the operation name; such as ADD for the Add operation and STI for Store Input Word. The complete repertoire of operations in functional, alphabetic, and octal sequence is listed in the Appendixes for ready reference.

Primary Instruction. — A standard single-address format specifies the principal function to be performed:

- OP - bits 0-5 — The OP code specifies the primary operation to be performed by this instruction.
- L - bits 16-29 — The L field of the instruction word is termed the "base address", and usually contains the memory address of an item of data involved in the operation.
- B - bits 12-14 — The B field designates which Index Register, if any, is to be used in the execution of the primary instruction. Interpretation of this field is:

B = 0 No Index Register,
 Index Value = 0

B = 1-6 Designates one of the six Index
 Registers associated with the
 active-priority level.

B = 7 Designates, as the Index Value,
 the value of the Instruction-
 Location Counter associated
 with the active-priority level.

In most instructions, the specified Index Value is algebraically added -- modulo 2^{14} -- to the base address, L, of the instruction; the resulting sum is termed the effective address, E. The instruction is then executed as if the address field had contained E. The original value, L, in the address portion of the instruction word is unchanged by this operation. As a result, the same instruction may be used to operate on data stored in different areas of the memory.

Index Registers are also used to count and/or to control the number of times an instruction or group of instructions is executed. Each of 16 priority levels in the RCA 4102 has its own set of six Index Registers, for a total of 96, thereby making it unnecessary to store and retrieve the Index Values when a priority interrupt occurs.

Secondary Instruction. -- In conjunction with certain primary OP codes, the secondary instruction fields have special interpretations. Unless otherwise noted, these fields are interpreted in the following "Normal" manner:

- C - bits 6-8 -- The C field is the secondary operation code, which specifies conditions for branching and/or subsidiary functions (Table 2-1).
- D - bits 9-11 -- The D field determines the destination address if the branch condition specified by the C field is met. When this occurs, the content of the D field is added to the content of the Instruction-Location Counter to yield the destination address.

The value of D may range from zero through seven. D = 0 causes the current instruction to be repeated if the condition specified by C is satisfied. Other D values, with a satisfied normal C condition, cause the RCA 4102 to jump back D locations in memory to obtain the next instruction word.

Suicide. -- "Suicide" is the term applied to the voluntary act of relinquishing control from the active priority level.

- S - bit 15 -- A "one" in this bit of any instruction word causes the active-priority flag to be cleared. (Exceptions: see TST, SKP, STI, LDØ, IØC instructions.)

TABLE 2-1.
SECONDARY OPERATION CODES (NORMAL)

MNE- MONIC	OCTAL		BRANCH CONDITION	SUBSIDIARY FUNCTION
	C	D		
---	0	even	No jump	None
IØV	0	odd	No jump	Do not set V
JXC	1*	0-7	Initial $C(B)_{16-29} \neq 0$	$C(B)-1 \rightarrow C(B)$
DIX	2*	0-7	No jump	$C(B)-1 \rightarrow C(B)$
APZ	3	0-7	Final $C(AC) \geq 0$	None
AGZ	4	0-7	Final $C(AC) > 0$	None
ANZ	5	0-7	Final $C(AC) \neq 0$	None
AEZ	6	0-7	Final $C(AC) = 0$	None
ALZ	7	0-7	Final $C(AC) < 0$	None

* C = 1 or 2 must not be used with primary instructions LDZ, FLS, STX, LDX, PAX, and PXA.

OVERFLOW

Whenever the algebraic result of any addition, subtraction, division, or algebraic shift exceeds the capacity of the RCA 4102 data word, the Overflow Indicator, V, is set. Unless the instruction causing the overflow condition includes an IØV secondary instruction, a "one" is stored in the most significant (sign) bit position of the Instruction-Location Counter of the active-priority level. The IL Value is updated in the normal manner.

Once the overflow-memory bit has been set in the IL counter, V is automatically set prior to the execution of each instruction in this priority level. The overflow indication, both in V and in the IL sign bit, is thus perpetuated until a JAC or JSX instruction coded to clear the overflow condition is executed. Intervening instructions, regardless of C and D field coding, have no effect on the overflow indication.

The overflow indication can be used to control program branching in the active-priority level by employing a JAC or JSX instruction with a JØV condition. Overflow indications in any priority level can be sensed by programmed testing of the sign of the appropriate IL counter (See Appendix J).

Overflow Trap (Optional)

The Overflow Trap option provides a fail-safe response to unanticipated overflows. When this option is used, the occurrence of any overflow condition will automatically set the Flag of a preselected priority level, unless:

- The instruction causing the overflow is coded with an IØV secondary instruction to suppress the indication, or
- The next instruction executed in the same priority level is a JAC or JSX with a JØV condition, which performs a conditional branch dependent on the overflow indication.

TIMING

The execution time of any instruction in the RCA 4102 CPU requires a certain number of storage references. In general, the arithmetic, logic, and control actions required are performed simultaneously with these memory-access cycles, but some primary operations need additional logic time. The execution time is listed in the form: x cycles + y microseconds.

The duration of a "cycle" is 5.5 microseconds for the 4096/8192-word memory; 7.0 microseconds for the 8192/16384-word memory.

For any instruction which is indexed (B=1-6), one additional cycle should be counted. Note, however, that this cycle is included in the basic timing of the LDX, STX, PAX, PXA, JIX, JSX, and ALX instructions.

Any change in the active priority level (whether due to external interrupt, internal FLS instruction, or Suicide action) requires one additional cycle.

SECTION 3

INPUT-OUTPUT

DEFINITIONS

For the purpose of this discussion, three categories of input-output peripheral devices are defined:

- Autonomous Device — initiates or terminates communication, independent of computer control. Data links, radars, analog-digital converters, telemetry, teletypes, and humans are examples of Autonomous Devices.
- Unit-Transfer Device — communicates a single computer word, or less, in response to each control command it receives. Flexowriters, perforated-tape equipment, discrete-pulse channels, plot-boards, and teletypes are examples of Unit-Transfer Devices.
- Block-Transfer Device — communicates a finite sequence of computer words in response to each control command it receives. Magnetic-tape stations, punched-card equipment, line printers, and disk files are examples of Block-Transfer Devices.

These categories are not mutually exclusive: the decision to implement a particular device in one or another category depends on the transfer data rate, the manner in which the device is to be used, and the number and nature of other peripheral devices in the system. It should be noted that virtually all peripheral devices, regardless of category, are "asynchronous", in the sense that their transfer rates are independent of internal CPU timing.

For efficient asynchronous communication with, and control of, devices in each of the three categories, the RCA 4102 employs the following programming techniques.

AUTONOMOUS DEVICE

Each Autonomous Device generates a "service request" signal whenever it is ready for the transfer of a computer word to or from the CPU. This service request sets a preassigned priority Flag in the CPU. The routine executed in this priority contains a single-instruction loop to perform the required data transfer.

The single instruction (STI or LDØ) is executed once in response to each service request, transferring one word to or from memory, and returning control — by use of the S field — to the computing routines.

Using an Index Register to tally the service requests, the program can automatically notify another routine

whenever a predetermined number of words has been transferred. This automatic notification relieves the programmer of any need for schedule control or periodic status-testing in the servicing of peripheral devices.

When several devices or channels are connected to the system, each responds only to STI and/or LDØ instructions executed in the priority level assigned to the device. The active-priority code thus serves as a "peripheral address" for input-output communication.

UNIT-TRANSFER DEVICE

Communication between the RCA 4102 CPU and a Unit-Transfer Device is similar to that described for Autonomous Devices. The distinction lies in the need for a command from the CPU to control the operation of the device. This command is encoded into the C field of the STI or LDØ instruction which performs the data transfer. For example, an LDØ instruction, which issues data to the Flexowriter, simultaneously directs whether the data should be punched or typed, or both.

After each service request has been processed and when the device is ready for the next data transfer, the Unit-Transfer Device sets its priority Flag, automatically notifying the CPU.

Several similar or dissimilar Unit-Transfer Devices can be time-shared on a common priority level, provided no ambiguity or conflict arises in the interpretation of the C fields of the input-output instructions. As many as eight input and eight output devices can thus be serviced by each priority level. In this way, the C field of these instructions becomes a "subsidiary peripheral address", supplementing the active-priority code for selecting and controlling peripheral devices.

BLOCK-TRANSFER DEVICE

For efficient communication, each Block-Transfer Device is coupled to the RCA 4102 CPU through a Control Unit. A number of similar Block-Transfer Devices may communicate with the CPU through a single Control Unit. Each such Control Unit is connected to a specific CPU priority level, in which all data transfers (STI and LDØ) for this unit are executed.

Control commands, for directing the action of these Block-Transfer Control Units and their associated devices, are issued from the CPU by use of an IØC instruction. The IØC instruction, which may be executed in any priority level, transmits to the peripheral equip-

ment a 15-bit Control Command which identifies:

- Priority level of the Control Unit addressed
- Specific device to be selected (if necessary)
- Action to be performed
- Type of data block

Once the action has been initiated, and for the duration of the specified data block, any required data transfers are performed as described for Autonomous or Unit-Transfer Devices.

Status Indicators

At the conclusion of this block action, the Block-Transfer Control Unit transmits to the CPU a "status indicator" word. The sign bit and the five least significant bits of this word are coded to indicate the status of the peripheral device and the validity of the data transmitted, if any. In some cases, the status indicators are requested by the program; in other cases, the control unit volunteers the status information.

CALL-BACK LOGIC

The Call-Back Logic contains 15 auxiliary flags, one of which is set whenever an IØC instruction is permitted to suicide. The auxiliary flag to be set corresponds to the priority level from which the IØC is issued. Whenever any Block-Transfer Control Unit completes its action, the auxiliary flags which are set cause the setting of the corresponding priority-interrupt Flags. The auxiliary flags are then cleared.

All priorities in which IØC commands have been rejected are thus re-entered, so that a new attempt may be made for each. In this way, the Call-Back Logic performs the task of notifying any priority, which is dormant and waiting to use a Block-Transfer Control Unit, that such a control unit has completed its action.

EXAMPLE

To illustrate the use of the above techniques, assume that priority A is connected through a Tape-Control Unit to six magnetic-tape stations, of which the third (A3) and fifth (A5) contain data needed by the programs being executed in priorities J and M, respectively. Priority P contains a self-exercise program, executed whenever the other priorities are temporarily dormant.

When the program in priority J requires, as input, the next data record (of unspecified length) from tape A3, priority J executes an IØC instruction which addresses the A3 tape. This IØC instruction is coded with D = 0 (i. e., repeat this instruction) and S = 1 (i. e., suicide). Assume the Tape-Control Unit connected to priority A is now available for use; a control signal, DSI, inhibits both the suicide and the repeat action; and the command issued by the IØC lays "claim" to Tape-Control Unit A and to tape A3.

Program J now proceeds to initialize the IL counter of priority A, specifying the location of the input routine to be used for the required data transfer. When this initialization is complete, the next instruction executed in priority J is an IØC which sets the tape in motion to read one record. Priority J now executes another IØC addressed to Tape-Control Unit A (e. g., attempting to release the claim on A3). Since Tape-Control Unit A is now busy, this command cannot be accepted. With D = 0 and S = 1 in this instruction, priority J prepares to repeat the attempt and clears its Flag to await completion of the tape operation. The combination of IØC rejection and S = 1 causes auxiliary flag J to be set in the Call-Back Logic. Lower-priority programs (M or P) may now proceed.

When the tape mechanism has attained operating speed and has transmitted the first data word to Tape-Control Unit A, the Tape-Control Unit automatically sets


priority Flag A. Priority A becomes active and executes a single STI instruction. With D = 0, S = 1, and B = 1 - 6, the STI not only reads the data to memory, but also decrements the Index Register, prepares to repeat, and clears priority Flag A. Other programs may now proceed until the next data word from the tape is ready. This sequence is repeated for each word in the tape record.

Ultimately, Tape-Control Unit A senses the end of the tape record, stops the tape motion, and sets Flag A once more. The STI instruction is executed again, this time reading into memory the status indicators from Tape-Control Unit A. A DSI signal from Tape-Control Unit A causes the immediate execution of the next sequential instruction in priority A. The residual content of the Index Register (indicative of the record length) is saved for future use in priority J, and priority A suicides. Program J is reactivated by the Call-Back Logic, repeats the previous IØC (now accepted) to "release" its claim on tape A3, and processes the requested data.

If, when program J first tried to claim tape A3, Tape-Control Unit A had already been busy (e. g., processing tape A5 for priority M), no DSI signal would have been generated. The suicide of program J would be permitted, leaving auxiliary flag J set in the Call-Back Logic.

GLOSSARY

The following symbols are used in the description of the Instruction Repertoire:

<u>Symbol</u>	<u>Meaning</u>
A	A field, bits 15-20, of IØC command word
AC	Accumulator Register
B	B field, bits 12-14, of instruction word
C	C field, bits 6-8, of instruction word (secondary operation code)
D	D field, bits 9-11, of instruction word (secondary instruction address)
E	Effective address: If B = 0, E = L If B = 1-6, E = L + C(B) If B = 7, E = L + C(IL)
IL	Instruction-Location Counter of active priority
L	Base address, bits 16-29, of instruction word
R	R field, bits 23-26, of IØC command word
S	S field, bit 15, of instruction word (suicide control)
T	T field, bits 21-22, of IØC command word
U	U field, bits 27-29, of IØC command word
() ₁₆₋₂₉	Subscripts are used to reference particular bits (stages) of a word (register)
C()	Content of
C(AC)	Content of Accumulator Register
C(B)	Content of Index Register specified by B; often means C(B) ₁₆₋₂₉ when unambiguous
C(E)	Content of Memory location specified by E
C(L)	Content of Memory location specified by L
C(IL)	Content of Instruction-Location Counter of active priority; often means C(IL) ₁₆₋₂₉ when unambiguous
→	Replaces
←	Is replaced by
∩	AND operation
∪	Inclusive OR operation
⊕	Exclusive OR operation
+ -x/	Arithmetic operations
	Magnitude (absolute value) of
	Field not interpreted by RCA 4102; unless otherwise specified, any bits in this field will not affect, nor be affected by, the operation.
Not allowed	Undefined condition(s) which may conflict with instruction execution

SECTION 4

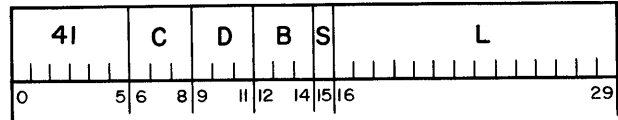
INSTRUCTION

REPertoire

WORD-TRANSMISSION OPERATIONS

STA — Store AC

3 cycles



The C(AC) replaces the C(E).

RESULTS

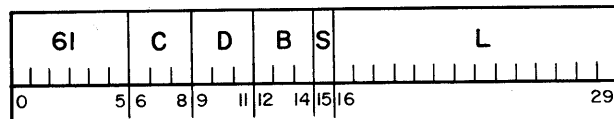
C(AC) Unchanged
 C(E) ← C(AC)
 C(B) Unchanged*
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

LDA — Load AC

3 cycles



The C(E) replaces the C(AC).

RESULTS

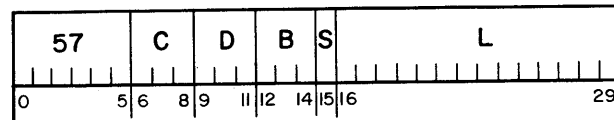
C(AC) ← C(E)
 C(E) Unchanged
 C(B) Unchanged*
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

XAS — Exchange AC and Storage

3 cycles + 1 μs



The C(AC) is exchanged with the C(E).

RESULTS

C(AC) ← C(E)
 C(E) ← C(AC)
 C(B) Unchanged*
 Overflow not possible

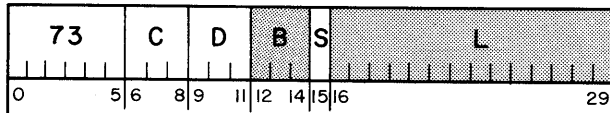
VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

LDZ — Load Zero

2 cycles



The C(AC) is cleared to zero.

RESULTS

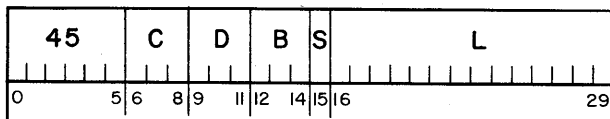
C(AC) ← 0
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Not interpreted
 S - Normal

STZ — Store Zero

3 cycles



The C(E) is cleared to zero.

RESULTS

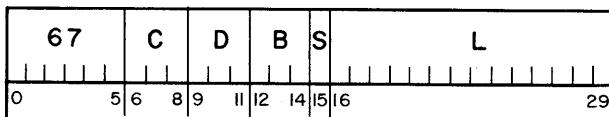
C(AC) Unchanged
 C(E) ← 0
 C(B) Unchanged*
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

LDX — Load Index

4 cycles

If B = 1-6, the C(L)₀₋₂₉ replaces the C(B)₀₋₂₉.If B = 0, the C(L)₀₋₂₉ is placed in the executive work space for this priority.

B = 7 is not allowed.

RESULTS

C(AC) Unchanged
 C(L) Unchanged
 C(B) ← C(L)
 Overflow not possible

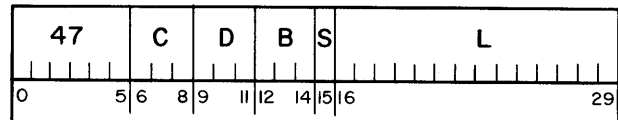
VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - See LDX text
 S - Normal

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

STX — Store Index

4 cycles

The C(B)₀₋₂₉ replaces the C(L)₀₋₂₉.

B = 0 or 7 is not allowed.

RESULTS

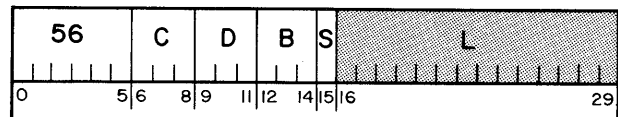
C(AC) Unchanged
 C(L) ← C(B)
 C(B) Unchanged
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - See STX text
 S - Normal

PAX — Place AC in Index

3 cycles

The C(AC)₀₋₂₉ replaces the C(B)₀₋₂₉.

B = 0 or 7 is not allowed.

RESULTS

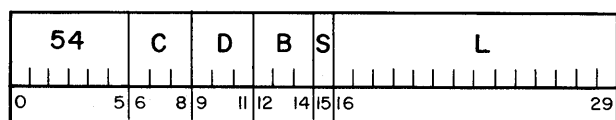
C(AC) Unchanged
 C(B) ← C(AC)
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - See PAX text
 S - Normal

PXA — Place Index in AC

3 cycles

If L = 37777₈, the C(B)₁₆₋₂₉ (Index Value) replaces the C(AC)₁₆₋₂₉.

If L ≠ 37777₈, each bit of the C(B)₁₆₋₂₉ is matched with the corresponding bit position of the instruction word. For each "one" bit in the instruction word, the corresponding bit in the C(B) is placed in the corresponding bit position of the AC. For each "zero" bit in the instruction word, the complement of the corresponding bit in the C(B) is placed in the corresponding bit position of the AC.

If S = 1, the C(B)₁₅ replaces the C(AC)₁₅ and suicide occurs.

If S = 0, the complement of the C(B)₁₅ replaces the C(AC)₁₅.

In any case, the C(B)₀₋₁₄ is placed in the AC₀₋₁₄.

B = 0 or 7 is not allowed.

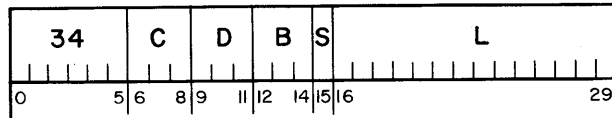
Example:

OP	C	D	B	S	L
Instruction =	101 100	011 010	010 010	01	110 011 110 110
C(B) =	000 101 110 011 110 0 00	101 110 011 110	0 00	101 110 011 110	
Final C(AC) =	000 101 110 011 110 1 10	100 010 010 111			

RESULTS	VARIATIONS
C(AC) See PXA text	C - Normal (Appendix F)
C(L) Unchanged	D - Normal
C(B) Unchanged	B - See PXA text
Overflow not possible	S - Normal

LOGIC OPERATIONS

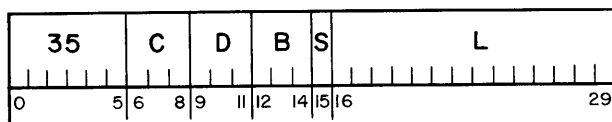
ANA — AND to AC 3 cycles



Each bit of the C(AC) is matched with the corresponding bit of the C(E). For each "one" bit in the C(E), the corresponding bit in the C(AC) is unchanged. For each "zero" bit in the C(E), the corresponding bit in the C(AC) is cleared to "zero".

RESULTS	VARIATIONS
C(AC) ← C(AC) ∩ C(E)	C - Normal (Appendix F)
C(E) Unchanged	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

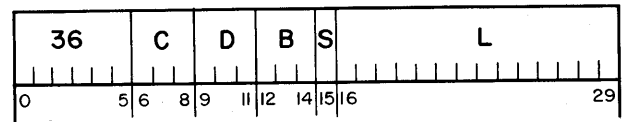
ANR — AND and Replace 3 cycles



This instruction performs an ANA, and replaces both the C(AC) and the C(E) with the result.

RESULTS	VARIATIONS
C(AC) ← C(AC) ∩ C(E)	C - Normal (Appendix F)
C(E) ← C(AC) ∩ C(E)	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

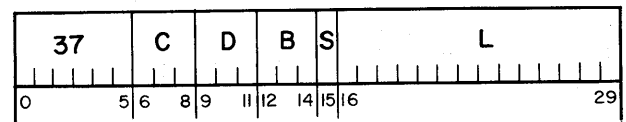
ERA — Exclusive ØR to AC 3 cycles



Each bit of the C(AC) is matched with the corresponding bit of the C(E). For each "zero" bit in the C(E), the corresponding bit in the C(AC) is unchanged. For each "one" bit in the C(E), the corresponding bit in the C(AC) is complemented.

RESULTS	VARIATIONS
C(AC) ← C(AC) ⊕ C(E)	C - Normal (Appendix F)
C(E) Unchanged	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

ERR — Exclusive ØR and Replace 3 cycles



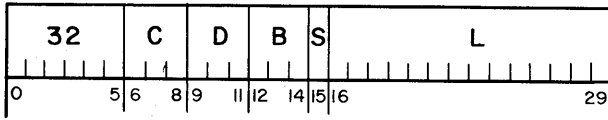
This instruction performs an ERA, and replaces both the C(AC) and the C(E) with the result.

RESULTS	VARIATIONS
C(AC) ← C(AC) ⊕ C(E)	C - Normal (Appendix F)
C(E) ← C(AC) ⊕ C(E)	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

ORA — OR to AC

3 cycles



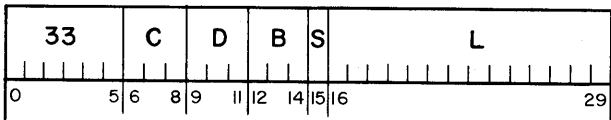
Each bit of the C(AC) is matched with the corresponding bit of the C(E). For each "zero" bit in the C(E), the corresponding bit in the C(AC) is unchanged. For each "one" bit in the C(E), the corresponding bit in the C(AC) is set to "one".

RESULTS**VARIATIONS**

C(AC) ← C(AC) ∪ C(E)	C - Normal (Appendix F)
C(E) Unchanged	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

ORR — OR and Replace

3 cycles



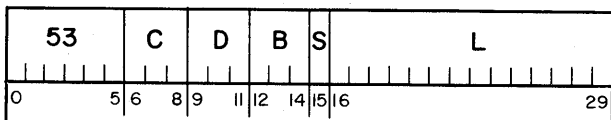
This instruction performs an ORA, and replaces both the C(AC) and the C(E) with the result.

RESULTS**VARIATIONS**

C(AC) ← C(AC) ∪ C(E)	C - Normal (Appendix F)
C(E) ← C(AC) ∪ C(E)	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

ORS — OR to Storage

3 cycles



Each bit of the C(E) is matched with the corresponding bit of the C(AC). For each "zero" bit in the C(AC), the corresponding bit in the C(E) is unchanged. For each "one" bit in the C(AC), the corresponding bit in the C(E) is set to "one".

RESULTS**VARIATIONS**

C(AC) Unchanged	C - Normal (Appendix F)
C(E) ← C(E) ∪ C(AC)	D - Normal
C(B) Unchanged*	B - Normal
Overflow not possible	S - Normal

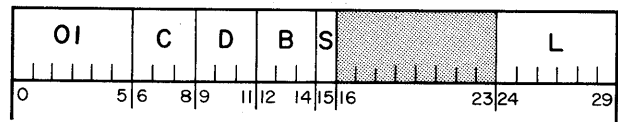
SHIFT OPERATIONS

Bits 24-29 of the effective address, E, control the shift direction and distance:

- Bit 24 of the effective address is interpreted as an algebraic sign: positive (zero) for right shift, negative (one) for left shift.
- Bits 25-29 of the effective address are interpreted as the number of places to be shifted. If bit 24 is "zero", bits 25-29 specify the right shift distance; if bit 24 is "one", bits 25-29 specify the two's complement of the left shift distance.
- Shifts of 0 through 31 places right or 1 through 32 places left are possible.
- Execution time is 2 cycles + 2 μs for shifting one or two places left, or zero or one place right. Each additional two places require 2.0 microseconds.
- No discontinuity occurs when using an Index Register to modify the shift distance. For example, a shift distance of minus two (-2) modified by an Index Value of plus five (+5) will result in a right shift of three places.
- Bits 16-23 of shift instruction words are not interpreted.
- B = 7 is not allowed.

SAL — Shift AC Logical

2 cycles + 2-32 μs



This instruction shifts the C(AC)₀₋₂₉ right or left E places.

When shifting left, bits shifted out of AC₀ are discarded; vacated positions of AC are cleared to zero.

When shifting right, bits shifted out of AC₂₉ are discarded; vacated positions of AC are cleared to zero.

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

RESULTS

C(AC) See SAL text
 C(E) Unchanged
 C(B) Unchanged*
 Overflow not possible

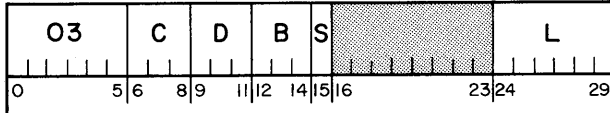
VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal, except
 B=7 not allowed
 S - Normal

This instruction shifts the C(AC)₀₋₂₉ right or left E places.

When shifting left, bits shifted out of AC₀ are discarded; vacated positions of AC are cleared to zero. The OVERFLOW indicator is set if the C(AC)₀ changes at any time during the process.

SAC — Shift AC Circular 2 cycles + 2-32 μs



This instruction rotates the C(AC)₀₋₂₉ right or left E places.

When rotating left, bits shifted out of AC₀ enter AC₂₉.

When rotating right, bits shifted out of AC₂₉ enter AC₀.

RESULTS

C(AC) See SAC text
 C(E) Unchanged
 C(B) Unchanged*
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal, except
 B=7 not allowed
 S - Normal

RESULTS

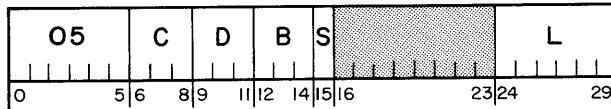
$C(AC) \leftarrow C(AC)/2^E$
 C(E) Unchanged
 C(B) Unchanged*
 Overflow possible during left shift
 Overflow not possible during right shift

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal, except
 B=7 not allowed
 S - Normal

The examples shown in Table 4-1 illustrate the effect of the various shift operations. Each instruction operates on the C(AC) remaining after the previous instruction.

SAA — Shift AC Algebraic 2 cycles + 2-32 μs



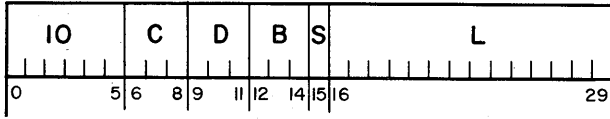
*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

TABLE 4-1. SHIFT OPERATION EXAMPLES

PRIMARY INSTRUCTION	C(AC)											EXECUTION TIME
	OCTAL	BINARY										
(Initial AC)	6102451357	110	001	000	010	100	101	001	011	101	111	— 2 cycles + 4 μs ↑ 6 14 ↓ 4 4 4 4 2 cycles + 10 μs
01...03	0610245135	000	110	001	000	010	100	101	001	011	101	
01...72	1024513500	001	000	010	100	101	001	011	101	000	000	
03...14	3500102451	011	101	000	000	001	000	010	100	101	001	
03...75	5001024513	101	000	000	001	000	010	100	101	001	011	
05...03	7500102451	111	101	000	000	001	000	010	100	101	001	
05...75	5001024510	101	000	000	001	000	010	100	101	001	000	
05...75	0010245100	000	000	001	000	010	100	101	001	000	000	
		(overflow)										
05...67	0245100000	000	010	100	101	001	000	000	000	000	000	
		(overflow)										

ARITHMETIC OPERATIONS

ADD — Add 3 cycles

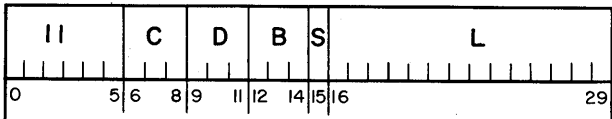


The C(E) is algebraically added to the C(AC), and the resulting sum is placed in the AC.

If the algebraic sum exceeds $+1-2^{-29}$ or is less than -1 , the OVERFLOW indicator, V, is set, and the residue (modulo 2.0) replaces the C(AC). Refer to Number System discussion in Appendix A.

RESULTS	VARIATIONS
$C(AC) \leftarrow C(AC) + C(E)$	C - Normal (Appendix F)
C(E) Unchanged	D - Normal
C(B) Unchanged*	B - Normal
Overflow possible	S - Normal

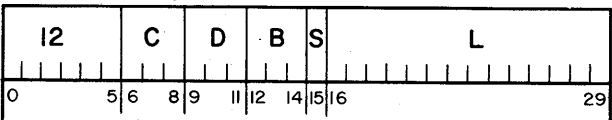
ADR — Add and Replace 3 cycles



This instruction performs an ADD, and replaces both the C(AC) and the C(E) with the result.

RESULTS	VARIATIONS
$C(AC) \leftarrow C(AC) + C(E)$	C - Normal (Appendix F)
$C(E) \leftarrow C(AC) + C(E)$	D - Normal
C(B) Unchanged*	B - Normal
Overflow possible	S - Normal

ADM — Add Magnitude 3 cycles



The C(E) is added to the magnitude of the C(AC), and the resulting sum is placed in the AC.

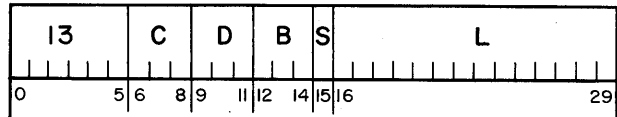
If the algebraic sum exceeds $+1-2^{-29}$, the OVERFLOW indicator, V, is set, and the residue (modulo 2.0) re-

places the C(AC). Refer to Number System discussion in Appendix A.

RESULTS **VARIATIONS**

$C(AC) \leftarrow C(AC) + C(E)$	C - Normal (Appendix F)
C(E) Unchanged	D - Normal
C(B) Unchanged*	B - Normal
Overflow possible	S - Normal

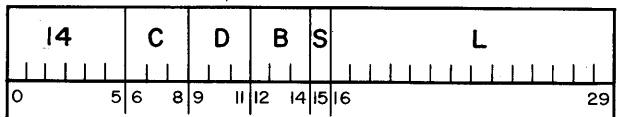
AMR — Add Magnitude and Replace 3 cycles



This instruction performs an ADM, and replaces both the C(AC) and the C(E) with the result.

RESULTS	VARIATIONS
$C(AC) \leftarrow C(AC) + C(E)$	C - Normal (Appendix F)
$C(E) \leftarrow C(AC) + C(E)$	D - Normal
C(B) Unchanged*	B - Normal
Overflow possible	S - Normal

SUB — Subtract 3 cycles



The C(AC) is algebraically subtracted from the C(E), and the resulting difference is placed in the AC.

If the algebraic difference exceeds $+1-2^{-29}$ or is less than -1 , the OVERFLOW indicator, V, is set, and the residue (modulo 2.0) replaces the C(AC). Refer to Number System discussion in Appendix A.

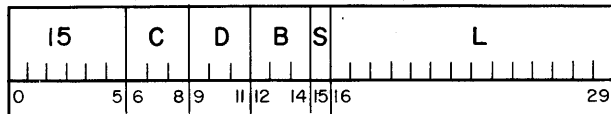
RESULTS **VARIATIONS**

$C(AC) \leftarrow -C(AC) + C(E)$	C - Normal (Appendix F)
C(E) Unchanged	D - Normal
C(B) Unchanged*	B - Normal
Overflow possible	S - Normal

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

SBR — Subtract and Replace

3 cycles



This instruction performs an SUB, and replaces both the C(AC) and the C(E) with the result.

RESULTS

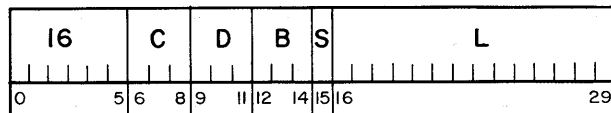
C(AC) ← -C(AC) + C(E)
 C(E) ← -C(AC) + C(E)
 C(B) Unchanged*
 Overflow possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

SBM — Subtract Magnitude

3 cycles



The magnitude of the C(AC) is algebraically subtracted from the C(E), and the resulting difference is placed in the AC.

If the algebraic difference is less than -1, the OVERFLOW indicator, V, is set, and the residue (modulo 2.0) replaces the C(AC). Refer to Number System discussion in Appendix A.

RESULTS

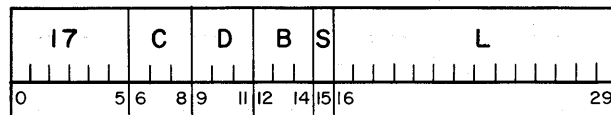
C(AC) ← -|C(AC)| + C(E)
 C(E) Unchanged
 C(B) Unchanged*
 Overflow possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

SMR — Subtract Magnitude and Replace

3 cycles



This instruction performs an SBM, and replaces both the C(AC) and the C(E) with the result.

RESULTS

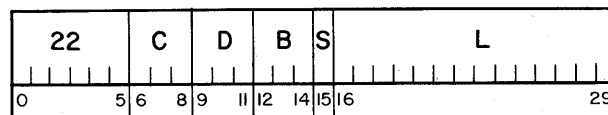
C(AC) ← -|C(AC)| + C(E)
 C(E) ← -|C(AC)| + C(E)
 C(B) Unchanged*
 Overflow possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

MPY — Multiply

3 cycles + 59 μs



The C(AC) is multiplied by the C(E), and the most significant 30 bits of the product are placed in the AC. The less significant part of the product is discarded.

Note: The product of (-1) x (-1) is represented as (+1-2⁻²⁹).

RESULTS

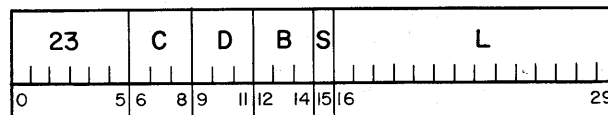
C(AC) ← C(AC) x C(E)
 C(E) Unchanged
 C(B) Unchanged*
 Overflow not possible

VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

MPH — Multiply Half-Word

3 cycles + 29 μs



The C(AC)₀₋₁₄ is multiplied by the C(E), and the most significant 30 bits of the product are placed in the AC. The less significant part of the product is discarded.

Note: The product of (-1) x (-1) is represented as (+1-2⁻²⁹).

RESULTS

C(AC) ← C(AC)₀₋₁₄ x C(E)
 C(E) Unchanged
 C(B) Unchanged*
 Overflow not possible

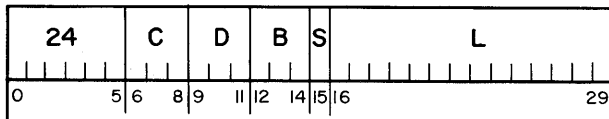
VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - Normal
 S - Normal

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

DIV — Divide

3 cycles + 57 μ s



If the magnitude of the C(E) exceeds the magnitude of the C(AC), the C(AC) is divided by the C(E), and the most significant 30 bits of the resulting quotient are placed in the AC.

If the magnitude of the C(AC) exceeds the magnitude of the C(E), the quotient sign replaces the C(AC)₀, the C(AC)₁₋₂₉ is meaningless, and the OVERFLOW indicator, V, is set.

If the magnitudes of the C(E) and the C(AC) are equal, the quotient replaces the C(AC). The OVERFLOW indicator, V, is set if the C(E) is negative. The quotient is -1 if the operand signs were unlike; the quotient is +1-2⁻²⁹ if the operand signs were alike.

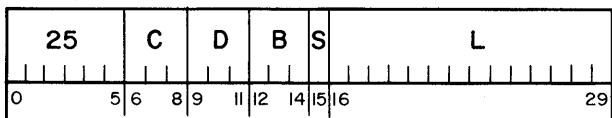
RESULTS

VARIATIONS

C(AC) ← C(AC)/C(E) C - Normal (Appendix F)
 C(E) Unchanged D - Normal
 C(B) Unchanged* B - Normal
 Overflow possible S - Normal

DVH — Divide Half-Word

3 cycles + 29 μ s



This instruction performs a DIV, but forms only the most significant 15 bits of the quotient, which are placed in the AC₀₋₁₄. The AC₁₅₋₂₉ is cleared to zero. (See DIV for overflow conditions.)

RESULTS

VARIATIONS

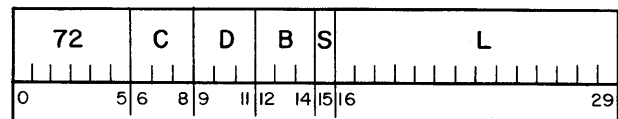
C(AC)₀₋₁₄ ← C(AC)/C(E) C - Normal (Appendix F)
 C(AC)₁₅₋₂₉ ← 0 D - Normal
 C(E) Unchanged B - Normal
 C(B) Unchanged* S - Normal
 Overflow possible

BRANCH OPERATIONS

With these five instructions, whose primary function is program branch control, the C-D fields are not interpreted as a secondary instruction. The special uses of these fields are presented with the description of each primary operation.

JSX — Jump and Set Index

3 cycles



If the branch condition specified by the C and D fields (see Table 4-2) is satisfied, the C(IL) replaces the C(B), and the next instruction to be executed in the current priority level is taken from memory location L.

If the branch condition specified by the C and D fields is not satisfied, no action is taken, the execution time is reduced to 2 cycles, and the RCA 4102 proceeds to the next instruction in sequence.

B = 0 or 7 is not allowed.

TABLE 4-2. JSX CONDITIONS

SYMBOL	OCTAL CD [†]	BRANCH CONDITION	AUXILIARY FUNCTION
—	02	Unconditional	0 → V → C(IL) ₀
JØV	03	V = 1	
APZ	32	C(AC) ≥ 0	
AGZ	42	C(AC) > 0	
ANZ	52	C(AC) ≠ 0	
AEZ	62	C(AC) = 0	
ALZ	72	C(AC) < 0	
† Other C-D combinations are not allowed			

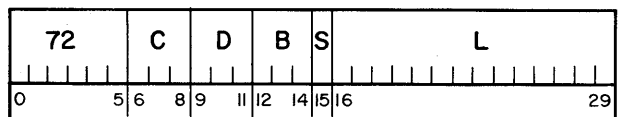
RESULTS

VARIATIONS

C(AC) Unchanged C - See Table 4-2
 C(L) Unchanged D - See Table 4-2
 C(B) See JSX text B - See JSX text
 Overflow not possible S - Normal

JAC — Jump on AC

2 cycles



If the branch condition specified by the C and D fields (see Table 4-3) is satisfied, the next instruction to be executed in the current priority level is taken from memory location E.

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

If the branch condition specified by the C and D fields is not satisfied, no action occurs, and the RCA 4102 proceeds to the next instruction in sequence.

TABLE 4-3. JAC CONDITIONS

SYMBOL	OCTAL CD*	BRANCH CONDITION	AUXILIARY FUNCTION
—	00	Unconditional	0 → V → C(IL) ₀
JØV	01	V = 1	
APZ	30	C(AC) ≥ 0	
AGZ	40	C(AC) > 0	
ANZ	50	C(AC) ≠ 0	
AEZ	60	C(AC) = 0	
ALZ	70	C(AC) < 0	
*Other C-D combinations are not allowed			

RESULTS

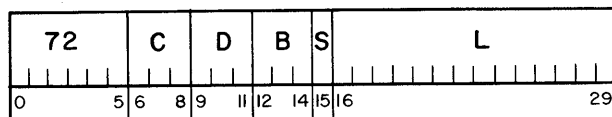
C(AC) Unchanged
 C(E) Unchanged
 C(B) Unchanged
 Overflow not possible

VARIATIONS

C - See Table 4-3
 D - See Table 4-3
 B - Normal
 S - Normal

JIX — Jump on Index

3 cycles



If the branch condition specified by the C and D fields (see Table 4-4) is satisfied, the C(B) is decremented by one, and the next instruction to be executed in the current priority level is taken from memory location L.

If the branch condition specified by the C and D fields is not satisfied, the C(B) is decremented by one, and the RCA 4102 proceeds to the next instruction in sequence.

B = 0 or 7 is not allowed.

TABLE 4-4. JIX CONDITIONS

SYMBOL	OCTAL CD*	BRANCH CONDITION	AUXILIARY FUNCTION
JXC	10	Initial C(B) ≠ 0	C(B)-1 → C(B)
JXD	20	Unconditional	C(B)-1 → C(B)
*Other C-D combinations are not allowed			

RESULTS

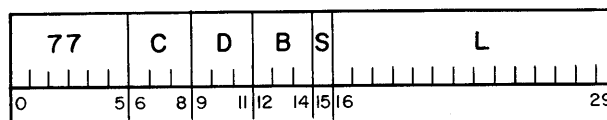
C(AC) Unchanged
 C(L) Unchanged
 C(B) ← C(B)-1
 Overflow not possible

VARIATIONS

C - See Table 4-4
 D - See Table 4-4
 B - See JIX text
 S - Normal

TST — Test Storage

3 cycles



The C(E) is tested as specified by the C field (see Table 4-5).

If the condition is satisfied, the RCA 4102 jumps back D instructions -- i.e., C(IL) + D → C(IL) -- and proceeds from there. The Suicide field is interpreted normally.

If the condition is not satisfied, the RCA 4102 proceeds to the next instruction in sequence. Suicide is inhibited.

RESULTS

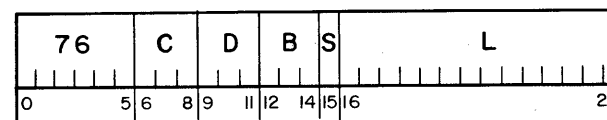
C(AC) Unchanged
 C(E) Unchanged
 C(B) Unchanged
 Overflow not possible

VARIATIONS

C - See Table 4-5
 D - Normal
 B - Normal
 S - See TST text

SKP — Skip

3 cycles



The C(E) is tested as specified by the C field (see Table 4-5).

If the condition is satisfied, the RCA 4102 skips the next D instructions -- i.e., C(IL) - 1 - D → C(IL) -- and proceeds from there. The Suicide field is interpreted normally.

If the condition is not satisfied, the RCA 4102 proceeds to the next instruction in sequence. Suicide is inhibited.

RESULTS

C(AC) Unchanged
 C(E) Unchanged
 C(B) Unchanged
 Overflow not possible

VARIATIONS

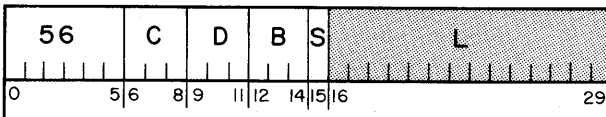
C - See Table 4-5
 D - See SKP text
 B - Normal
 S - See SKP text

TABLE 4-5. SKP/TST CONDITIONS

SYMBOL	OCTAL C	BRANCH CONDITION
EGZ	0	C(E) > 0
ENZ	1	C(E) ≠ 0
EEZ	2	C(E) = 0
ELZ	3	C(E) < 0
EGA	4	C(E) > C(AC)
ENA	5	C(E) ≠ C(AC)
EEA	6	C(E) = C(AC)
ELA	7	C(E) < C(AC)

CONTROL OPERATIONS

NØP — No Operation 3 cycles



No action occurs, and the RCA 4102 proceeds to the next instruction in sequence, unless the secondary instruction causes branching.

RESULTS

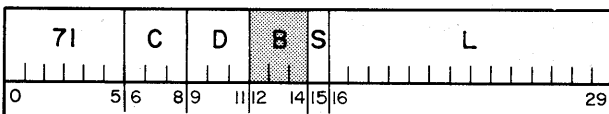
C(AC) Unchanged
Overflow not possible

VARIATIONS

C - Normal (Appendix F)
D - Normal
B - Must be zero
S - Normal

FLS — Flag Set

2 cycles



The bits of L₁₆₋₂₉ are matched with priority Flags B through Ø, respectively (Table 4-6). For each bit of L which contains a "zero", the corresponding Flag is unchanged. For each bit of L which contains a "one", the corresponding Flag is set. The bit of L corresponding to the priority Flag of the current program has no effect.

More than one Flag may be set with an FLS instruction. For example: if L = 13201₈, Flags C, E, F, H, and Ø would be set.

RESULTS

C(AC) Unchanged
C(L) Unchanged
Overflow not possible

VARIATIONS

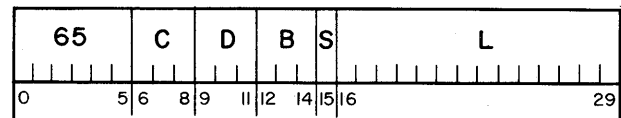
C - Normal (Appendix F)
D - Normal
B - Not interpreted
S - Normal

TABLE 4-6. FLS ADDRESSES

PRIORITY	L FIELD
A	(Not affected)
B	20000
C	10000
D	04000
E	02000
F ✓	01000
G	00400
H	00200
I	00100
J	00040
K ✓	00020
L ✓	00010
M	00004
N	00002
Ø	00001
P	(Never cleared)

ALX — Add L to Index

3 cycles



The value of L (interpreted as a 14-bit unsigned integer) is added to the C(B)₁₆₋₂₉, and the resulting sum (modulo 2¹⁴) replaces the C(B)₁₆₋₂₉. This action may produce a net increase or decrease in the index value. Refer to Number System discussion in Appendix A.

The C(B)₁₅ is meaningless.

If the secondary operation code in this instruction is JXC (C = 1) and C(B)₁₆₋₂₉ + L > 37777₈ (net decrease in index value), the RCA 4102 jumps back D instructions -- i.e., C(IL) + D → C(IL) -- and proceeds from there. Otherwise (with C = 1), the RCA 4102 proceeds to the next instruction in sequence.

The DIX secondary operation code (C = Z) in this instruction has no effect, except for the "twinning" of the index register. Refer to Index-Register Word Format.

Other secondary operation codes are interpreted normally.

B = 0 or 7 is not allowed.

RESULTS

C(AC) Unchanged
 C(L) Unchanged
 C(B) ← C(B) + L
 Overflow not possible

VARIATIONS

C - See ALX text
 D - Normal
 B - See ALX text
 S - Normal

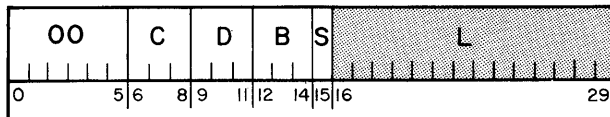
TABLE 4-7. ALX EXAMPLES

Instruction Word	Initial C(B)	Final C(B)	Remarks
6500300001	5432103245	7777703246	
6500340001	5432103245	7777743246	Note effect of S-bit in instruction word
6514300001	5432103245	0324603246	No branch
6514300001	2345677777	0000000000	Jump back 4
6512300020	3141637756	3777637776	No branch
6512300020	3141637766	4000640006 (effectively +6)	Jump back 2
6510337777	5432103245	4324443244	Repeat instruction
6510337777	0000000000	3777737777	No branch*
6510337777	4000040000	7777777777	No branch*

*These two examples are indistinguishable.

HLT — Halt

3 cycles



The interpretation of this instruction depends on the position of the ON-LINE/OFF-LINE console switch.

If the RCA 4102 is ON-LINE, suicide occurs regardless of the S-field coding. An Overflow indication is forced, setting the C(IL)₀ = 1, and Overflow Trapping (optional) automatically occurs. The IL value is updated in the normal manner.

If the RCA 4102 is OFF-LINE, the CPU stops with the values of E and the C(E) displayed on the Control Console. No instruction will be executed in any priority level until the CPU is manually restarted. When restarted, the RCA 4102 proceeds to the next instruction in sequence, unless the C field has caused branching or the S field has caused suicide of this priority level.

RESULTS

C(AC) Unchanged
 C(E) Unchanged
 C(B) Unchanged*
 Overflow not possible
 OFF-LINE
 Overflow forced ON-LINE

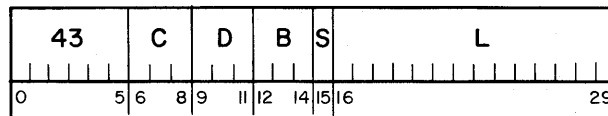
VARIATIONS

C - Normal (Appendix F)
 D - Normal
 B - May specify index register to be tested
 S - Normal OFF-LINE
 Forced ON-LINE

INPUT-OUTPUT OPERATIONS

STI — Store Input Word

3 cycles



This instruction replaces the C(E) with the input word.

The secondary instruction executed simultaneously with the STI is that which would normally occur with C = 1. The actual C field is used as a "subsidiary peripheral address" for device and/or function selection (see STI/LDØ C Field Assignments) and controls the transmission of data from an external device to the CPU.

If a DSI signal is received from a Block-Transfer Control Unit during execution of this instruction, the normal actions of the D and S fields are inhibited, and the RCA 4102 proceeds to the next instruction in sequence (see Block-Transfer Devices).

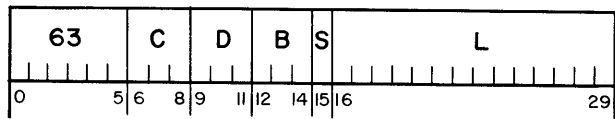
RESULTS

C(AC) Unchanged
 C(E) ← Input word
 C(B) ← C(B) - 1
 Overflow not possible

VARIATIONS

C - See STI text
 D - See STI text
 B - Normal
 S - See STI text

*By primary instruction; C(B) may be changed by secondary instruction (see Appendix F)

LDØ — Load Output Word3 cycles + 8 μ s

If $B \neq 7$ the C(E) is transmitted to an output device.

If $B = 7$, the C(AC) is transmitted to an output device and L is not interpreted.

The secondary instruction executed simultaneously with the LDØ is that which would normally occur with $C = 1$. The actual C field is used as a "subsidiary peripheral address" for device and/or function selection (see STI/LDØ C Field Assignments), and controls the acceptance of data from the CPU by an external device.

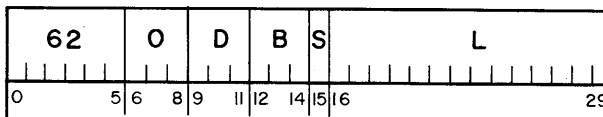
If a DSI signal is received from a Block-Transfer Control Unit during execution of this instruction, the normal actions of the D and S fields are inhibited, and the RCA 4102 proceeds to the next instruction in sequence (see Block-Transfer Devices).

RESULTS

C(AC) Unchanged
 C(E) Unchanged
 C(B) ← C(B) - 1
 Overflow not possible

VARIATIONS

C - See LDØ text
 D - See LDØ text
 B - Normal, except $B=7$ transmits the C(AC)
 S - See LDØ text

IØC — Input-Output Control3 cycles + 8 μ s

If $B \neq 7$, the C(E) is transmitted to a Block-Transfer Control Unit.

If $B = 7$, the C(AC) is transmitted to a Block-Transfer Control Unit, and L is not interpreted.

The control unit interprets the transmitted word as a control command which it may "accept" or "reject" (see IØC Control Commands).

If the control unit "accepts" the command, it transmits a DSI signal (see Block-Transfer Devices) to the CPU, and the peripheral action proceeds to completion without further program intervention. The DSI signal inhibits the normal actions of the D and S fields of the IØC instruction issuing the command, and the CPU proceeds to the next instruction in sequence.

If the control unit "rejects" the command, no action is taken by the peripheral equipment, no DSI signal is generated, and the CPU proceeds as specified by the D and S fields of the IØC instruction. In this case, if the IØC instruction contains $S = 1$ (suicide), an auxiliary flag is set in the Call-Back Logic.

C must be zero. Branching, as specified by the D field of the IØC instruction word, is conditional only on receipt of the DSI signal.

RESULTS

C(AC) Unchanged
 C(E) Unchanged
 C(B) Unchanged
 Overflow not possible

VARIATIONS

C - Must be zero
 D - Normal
 B - Normal, except $B=7$ transmits the C(AC)
 S - See IØC text

SECTION 5

PERIPHERAL EQUIPMENT CONTROL CODING

INTRODUCTION

This section presents the addressing and control techniques used with the STI, LDØ, and IØC instructions and illustrates their use with the present RCA 4102 catalogue line of peripheral devices. The information included here will be supplemented as the catalogue is expanded.

STI/LDØ C-FIELD ASSIGNMENTS

As previously noted, the C field of the STI and LDØ instructions is used as a "subsidiary peripheral address", supplementing the active-priority code (see Unit-Transfer Devices) for selecting and controlling peripheral devices. The codes to be used in this field for the control of any specific peripheral channel may, in general, be assigned arbitrarily at the time of design of the associated buffer or control unit.

Flexowriter

The assignments which have been made for interpretation of C fields in STI and LDØ instructions, when executed in the priority level(s) associated with the standard Flexowriter are:

- STI, C = 3 — Advance paper tape one character space; store previous character in E24-29, clearing the C(E)₀₋₂₃; set input priority flag when the next character is ready.
- LDØ, C = 2 — Type the character contained in E24-29 or AC24-29; do not change the C(E) nor the C(AC); set output priority flag when the next character can be accepted. (See Appendix I for character codes.)
- LDØ, C = 4 — Punch the character contained in E24-29 or AC24-29; do not change the C(E) nor the C(AC); set output priority flag when the next character can be accepted.
- LDØ, C = 6 — Type and punch the character contained in E24-29 or AC24-29; do not change the C(E) nor the C(AC); set output priority flag when the next character can be accepted. (See Appendix I for character codes.)

High-Speed Paper-Tape Reader-Punch

The assignments which have been made for interpretation of C fields in STI and LDØ instructions, when executed in the priority level associated with the High-Speed Paper-Tape Reader and Punch are:

- STI, C = 2 — Start (continue) advancing paper tape; store current character in E₂₃₋₂₉, clearing the C(E)₁₋₂₂, and inserting a "one" in E₀ only if a parity or timing error has been detected; set priority flag when the next character is ready.
- STI, C = 1 — Stop tape motion at next character; store current character in E₂₃₋₂₉, clearing the C(E)₁₋₂₂, and inserting a "one" in E₀ only if a parity or timing error has been detected; set priority flag when the stopping point has been reached.
- LDØ, any C value — Punch the character contained in E₂₃₋₂₉ or AC₂₃₋₂₉; do not change the C(E) nor the C(AC); set priority flag when the next character can be accepted.

Block Transfer Devices

Table 5-1 lists the C field assignments which have been made for the RCA 4102 standard line of Block-Transfer peripheral devices and their control units. Further details appear in the discussions of the IØC commands to which these devices respond. In general, the C field specifies:

- Whether STI instruction samples status or reads a data word.
- Whether control unit is to continue or discontinue the transmission of data for the remainder of the data block.

TABLE 5-1. BLOCK-TRANSFER CONTROL CODES

C VALUE	INTERPRETATION	
	STI	LDØ
0	Sample status, discontinue	Transfer data word, discontinue
1	Sample status, continue	Transfer data word, discontinue
2	Read data word, discontinue	Transfer data word, discontinue
3	Read data word, continue	Transfer data word, discontinue
4	Sample status, discontinue	Transfer data word, continue
5	Sample status, continue	Transfer data word, continue
6	Read data word, discontinue	Transfer data word, continue
7	Read data word, continue	Transfer data word, continue

IØC CONTROL COMMANDS

At any given time, each Block-Transfer Control Unit is in one of three mutually exclusive states:

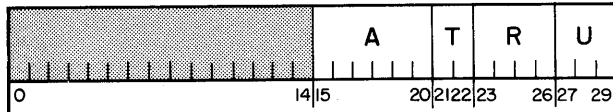
- Available — not reserved by any program.
- Claimed — reserved, but not currently busy.
- Busy — action in process.

The state of a control unit at any time is determined solely by the last IØC command it has accepted. The ability of a control unit to "accept" an IØC command and to issue a DSI signal is determined by the nature of the command, by the present state of the control unit, and, at times, by the condition of the selected peripheral device.

If the control unit "rejects" the command, no action is taken by the peripheral equipment, no DSI signal is generated, and the CPU proceeds as specified by the D and S fields of the IØC instruction. In this case, if the IØC instruction contains S = 1 (suicide), an auxiliary flag is set in the Call-Back Logic.

Command Word Format

The command words transmitted by the IØC instructions are interpreted according to the following format:



The R field of this command specifies the priority level of the control unit being addressed. The A and T fields specify the action to be taken; the U field specifies either the device number or the data format.

Status Indicators

Upon completion of the action required by most IØC commands, the Block Transfer Control Unit automatically sets the associated Flag R. When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory a "Status Indicator" word with the following format:



- Bit 0 contains a "one" only if a data error or timing error or inoperable condition has been detected.
- Bits 1-24 always contain "zero's".
- Bit 25 contains a "one" only if a data error has been detected.
- Bit 26 contains a "one" only if a timing error has been detected.
- Bit 27 contains a "one" only if the controlled device has sensed "Start of Medium" (e.g., magnetic tape load point).
- Bit 28 contains a "one" only if the controlled device has sensed "End of Medium" (e.g., end of magnetic tape warning point).
- Bit 29 contains a "one" only if an End-of-File signal has been sensed (e.g., empty Card Reader feed hopper).
- Bits 25-29 are forced to "zero's" if the controlled device has been found inoperable.

Inoperable Condition

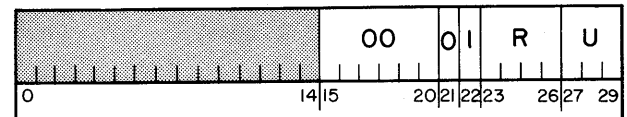
If a Block-Transfer Device is "inoperable" (off-line, fuse blown, tape broken, etcetera), the following special actions are taken:

- Acceptance or rejection of any IØC command is not affected by inoperability.
- If any specific operational command (e.g., read, write, advance) is accepted, the control unit will immediately set its associated Flag.
- When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

The program is thus notified of the "inoperability" condition, without the use of special instructions.

GENERIC COMMANDS

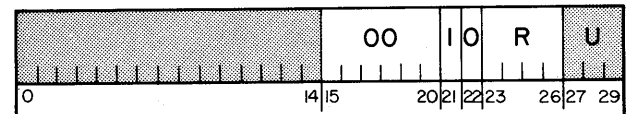
PEC - Peripheral-Equipment Claim



This command is accepted only if Control Unit R and device U are "available". (U may specify any of (up to) 8 devices associated with Control Unit R.)

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R enters the "claimed" state, and device U is selected and connected to it.

PER - Peripheral-Equipment Release

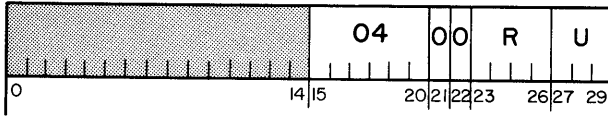


This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R and the previously selected device are left in the "available" state, a call-back is initiated, and the status indicators of Control Unit R are cleared.

MAGNETIC-TAPE COMMANDS

TWF — Tape Write Forward



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport starts to write tape in the forward direction.

Each CPU word is expanded to 36 bits by suffixing six "zero's" to the least significant end, and is transmitted from the control unit to the tape transport as six sequential 6-bit characters, from most significant to least significant. A seventh bit is generated by the control unit and recorded on the tape as a parity-check bit for each character, as specified by the U field. The parity is made "even" if U is even, "odd" if U is odd. (If even parity is used, and an all-zero character is encountered, it is transmitted as a "blank", octal code 20.)

Priority Flag R is set whenever the control unit is ready to accept a CPU word. When the CPU responds to this demand, it must execute an LDØ instruction in order to cause the transfer of data. If an LDØ instruction with C < 4 (see Table 5-1) is executed in response to a demand, an end-of-record gap will be recorded and the action of the tape transport will cease. If no LDØ instruction is executed in this priority level within a prescribed interval* following the demand, an end-of-record gap will be recorded, the action of the tape transport will cease, and the "timing error" status indicator will be set.

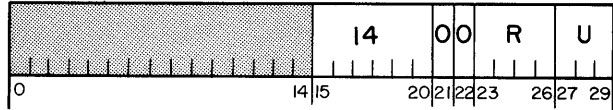
When the tape motion has stopped, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

*This interval is a function of the recording frequency of the tape station.

The final position of the tape will be such that the read-write head is in the end-of-record gap just written.

TWE — Tape Write End-of-File



This command is accepted only if Control Unit R is "claimed".

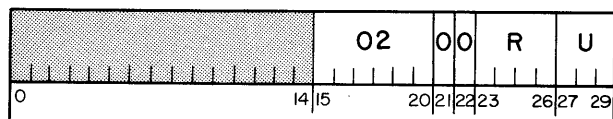
If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport advances, records an end-of-file record, and stops. The parity of this record is made "even" if U is even, "odd" if U is odd.

When the tape motion has stopped, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI instruction will read into memory the control-unit status indicators.

The final position of the tape will be such that the read-write head is in the gap following the end-of-file just written.

TRF — Tape Read Forward



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport starts to read tape in the forward direction. Six sequential 6-bit characters are assembled in the control unit to form a 36-bit word. The parity of each character is checked as specified by the U field to assure that it is "even" if U is even, "odd" if U is odd. The sixth character is then discarded.

Priority Flag R will subsequently be set whenever a computer word has been assembled in the control unit for transmission to the CPU. When the CPU responds to this demand, it must execute an STI instruction in order to cause the transfer of data. C codes for this STI instruction are presented in Table 5-1.

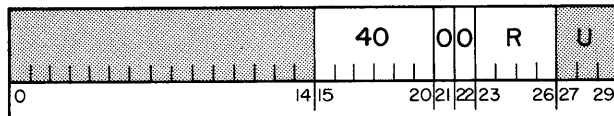
If no STI instruction is executed in this priority level within a prescribed interval* following the demand, the remainder of the record will not be read, and the "timing error" status indicator will be set.

When an end-of-record is sensed, the action of the tape transport will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

The final position of the tape will be such that the read-write head is in the end-of-record gap following the record just read.

TAR — Tape Advance Record



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport starts to scan tape in the forward direction.

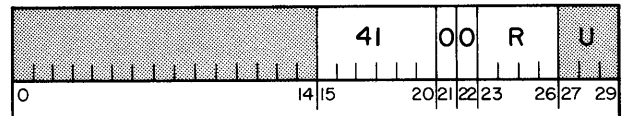
When an end-of-record is sensed, the action of the tape transport will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

*This interval is a function of the recording frequency of the tape station.

The final position of the tape will be such that the read-write head is in the end-of-record gap following the record just scanned.

TBR — Tape Backspace Record



This command is accepted only if Control Unit R is "claimed".

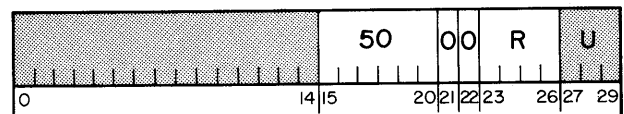
If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport starts to scan tape in the reverse direction.

When an end-of-record or load point is sensed, the action of the tape transport will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

The final position of the tape will be such that the read-write head is in the end-of-record gap preceding the record just scanned.

TAF — Tape Advance File



This command is accepted only if Control Unit R is "claimed."

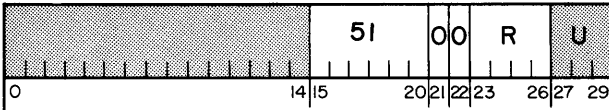
If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport starts to scan tape in the forward direction.

When an end-of-file (or an end-of-record gap, following the end-of-tape warning point) is sensed, the action of the tape transport will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

The final position of the tape will be such that the read-write head is in the gap following the end-of-file just sensed.

TBF — Tape Backspace File



This command is accepted only if Control Unit R is "claimed."

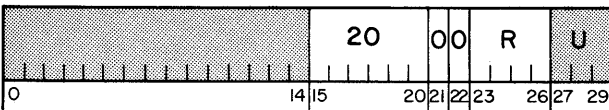
If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected tape transport starts to scan tape in the reverse direction.

When an end-of-file or load point is sensed, the action of the tape transport will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

The final position of the tape will be such that the read-write head is in the gap preceding the end-of-file just sensed.

TRW — Tape Rewind

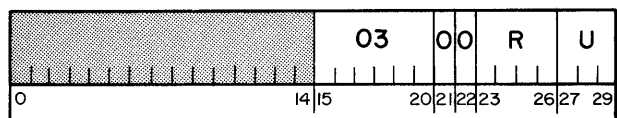


This command is accepted only if Control Unit R is "claimed."

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R enters the "busy" state, and the previously selected tape transport starts to rewind. When the rewind motion has started, Control Unit R will return to the "available" state and initiate call-back. The tape station continues to rewind until the load point is reached. The tape motion will then stop, and another call-back signal will be initiated.

LINE-PRINTER COMMANDS

LAP — Line Advance and Print



This command is accepted only if Control Unit R is "claimed."

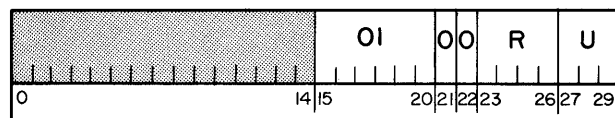
If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected printer starts to advance the paper.

Priority Flag R is set immediately and will be set again whenever the control unit is ready to accept another word from the CPU. When the CPU responds to each of these demands, it must execute an LDØ instruction in order to cause the transfer of data. Each such instruction transmits to the control unit one CPU word, containing five 6-bit characters (see Appendix I) to be printed in consecutive columns. Each LDØ instruction with $C \geq 4$ (see Table 5-1) indicates the availability of additional output data for this line of print. When the number of characters transmitted equals the number of print positions available, the line is "full". An LDØ instruction with $C < 4$ indicates that the remainder of this line is to be blank, and the line is then considered "full". When the line is "full", Control Unit R does not set priority Flag R again until after the line is printed.

Meanwhile, the paper advances until the perforated control tape within the printer mechanism reaches the next perforation in the track (0-7) specified by U. When the paper-advance action has been completed and the line is "full", the line of characters will be printed, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators. (The "End-of-File" indicator is used to denote that the paper is positioned for printing the last line of a page; i. e., "Bottom of Form".)

LPA — Line Printer Advance



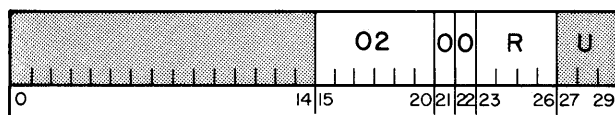
This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected printer starts to advance the paper. The paper advances until the perforated control tape within the printer mechanism reaches the next perforation in the track (0-7) specified by U.

When the paper-advance action has been completed, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators. (The "End-of-File" indicator is used to denote that the paper is positioned for printing the last line of a page; i. e., "Bottom of Form".)

LPR — Line Print



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state.

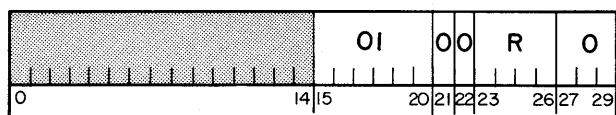
Priority Flag R is set immediately and will be set again whenever the control unit is ready to accept another word from the CPU. When the CPU responds to each of these demands, it must execute an LDØ instruction in order to cause the transfer of data. Each such instruction transmits to the control-unit one CPU word, containing five 6-bit characters (see Appendix I) to be printed in consecutive columns. Each LDØ instruction with $C \geq 4$ (see Table 5-1) indicates the availability of additional output data for this line of print. When the number of characters transmitted equals the number of print positions available, the line is "full". An LDØ instruction with $C < 4$ indicates that the remainder of this line is to be blank, and the line is then considered "full".

When the line is "full", the line of characters will be printed, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators. (The "End-of-File" indicator is used to denote that the paper is positioned for printing the last line of a page; i. e., "Bottom of Form".)

CARD-PROCESSING COMMANDS

CRA — Card Read Alphanumeric



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected card reader starts to read a card. Alphanumeric card columns are read, converted to 6-bit characters (see Appendix I) and are automatically assembled by the control unit into computer words of five characters each. Each CRA command generates up to 16 full words (80 characters).

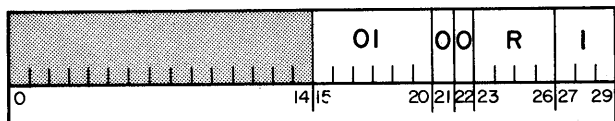
Priority Flag R will subsequently be set whenever a word is ready for transmission to the CPU.

When the CPU responds to this demand, it must execute an STI instruction in order to cause the transfer of data. C code interpretations for this STI are presented in Table 5-1.

When the end of the card has passed the reading station, the action of the card reader will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators. (The "Data Error" indicator is used to denote that at least one card column contained an invalid code; i.e., not one of the 63 characters listed in Appendix L. The "End-of-File" indicator is used to denote that the card feed hopper is empty.)

CRB — Card Read Binary



This command is accepted only if Control Unit R is "claimed".

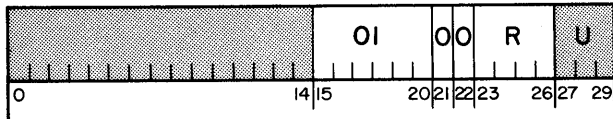
If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected card reader starts to read a card. Starting with card column 1, each group of three columns is assembled into a 30-bit computer word. (Row 12, column 1 is the most significant bit; and row 3, column 3 is the least significant bit of the first word, etc.) Rows 4 through 9 of each column divisible by three are deleted. If any of the deleted bits is punched, the "data error" status indicator will be set. Each CRB command generates up to 27 computer words, bits 24 through 29 of the 27th word being "zeros".

Priority Flag R will subsequently be set whenever the control unit has assembled a computer word for transmission to the CPU. When the CPU responds to this demand, it must execute an STI instruction in order to cause the transfer of data. C-field interpretations for this STI are presented in Table 5-1.

When the end of the card has passed the reading station, the action of the card reader will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators. (The "End-of-File" indicator is used to denote that the card feed hopper is empty.)

CPR — Card Punch by Row



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected card punch starts to feed a card past the punch position.

Priority Flag R will subsequently be set whenever the control unit is ready to accept data from the CPU to be punched in a card row.

When the CPU responds to this demand, it must execute an LDØ instruction for each portion (columns 1-30, 31-60, 61-80) of the card row to be punched. Bit 0 of each CPU word is punched in column 1, 31, or 61. C codes for these instructions (see Table 5-1) are:

C VALUE	CARD COLUMNS	NOTES
0	None	No further data for this row, punch row
1	1-30	Last word for this row, punch row
2	31-60	Last word for this row, punch row
3	61-80	Last word for this row, punch row
5	1-30	More data to follow
6	31-60	More data to follow
C = 6 may not precede C = 1 or C = 5		

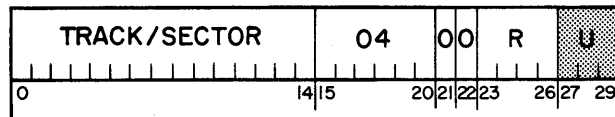
If no LDØ with C < 4 is executed before a row must be punched, the "timing error" status indicator is set.

When the last card row has been punched, the action of the card punch will cease, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

DRUM COMMANDS

DRW — Drum Write



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected drum starts to scan for the track and sector specified by bits 0 through 14 of the DRW word.

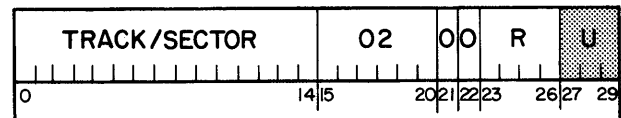
Each CPU word is transmitted from the control unit to the drum as thirty sequential bits, from most significant to least significant. A 31st bit is generated by the control unit and recorded on the drum as a parity-check bit for each word.

Priority Flag R is set whenever the control unit is ready to accept a CPU word. When the CPU responds to this demand, it must execute an LDØ instruction in order to cause the transfer of data. If an LDØ instruction with $C < 4$ (see Table 5-1) is executed in response to a demand, the remainder of the drum sector will be cleared. If no LDØ instruction is executed in this priority level within a prescribed interval* following the demand, the remainder of the drum sector will be cleared and the "timing error" status indicator will be set.

When the last word of the data block has been recorded, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

DRR—Drum Read



This command is accepted only if Control Unit R is "claimed".

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state, and the previously selected drum starts to scan for the track and sector specified by bits 0 through 14 of the DRR word. Thirty sequential bits are assembled in the control unit to form a computer word. The parity of each word is checked, and the "data error" status indicator is set if incorrect parity is detected.

Priority Flag R will subsequently be set whenever a computer word has been assembled in the control unit for transmission to the CPU. When the CPU responds to this demand, it must execute an STI instruction in order to cause the transfer of data. C codes for this STI instruction are presented in Table 5-1.

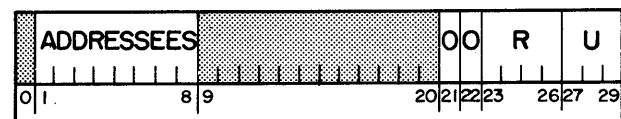
If no STI instruction is executed in this priority level within a prescribed interval* following the demand, the remainder of the record will not be read, and the "timing error" status indicator will be set.

When an end-of-record is sensed, Control Unit R will automatically enter the "claimed" state and initiate call-back, and priority Flag R will be set.

When the CPU responds to this demand, any STI or LDØ instruction will generate a DSI signal, and any STI will read into memory the control-unit status indicators.

INTERCOM COMMAND

ICT— INTERCOM Transmit



This command is accepted only if Control Unit R is "claimed" and no higher precedence subsystem has "simultaneously" claimed its INTERCOM Control Unit.

*This interval is a function of the recording frequency of the drum.

If the command is accepted, a DSI signal is generated, and the RCA 4102 proceeds to the next instruction in sequence. Control Unit R is left in the "busy" state.

Priority Flag R must subsequently be set once under program control, and will be set automatically whenever the control unit is ready to accept another word from the CPU. When the CPU responds to each of these demands, it must execute an LDØ instruction in order to cause the transfer of data. Each such instruction transmits to the control-unit one CPU word, to be transmitted continuously on the INTERCOM trunk until all addressed subsystems (specified by the presence of "one's" in bits 1-8 of the ICT word) have acknowledged receipt of the data.

Each LDØ instruction with $C \geq 4$ (see Table 5-1) indicates the availability of additional output data. An LDØ instruction with $C < 4$ indicates that the end-of-message is being transmitted, and a DSI signal is generated.

When the end-of-message transmission has been acknowledged, Control Unit R will automatically enter the "claimed" state and initiate call-back. (If U is odd, the addressee(s) will subsequently reply, via INTERCOM, with the message requested by the CPU; e.g., bulk storage subsystem.)

APPENDIX A NUMBER SYSTEMS

A number system is a set of symbols and rules used to represent and manipulate values. The basic rules remain the same for the different number systems, but, since familiar symbols are used in an unfamiliar manner, some explanation is required.

There are three number systems that are of interest to a computer programmer.

1. The DECIMAL (radix 10) number system, using the symbols (digits) 0 through 9, is of course required since problems and their results will usually be stated using this number system.
2. The BINARY (radix 2) number system, using the symbols (bits) 0 and 1, is used internally by the computer and should be understood by the programmer. Computer components are inherently binary in nature - that is, transistors are conducting or not, materials are magnetized in one direction or the other, etc. Therefore, the binary number system is the most efficient for machine operation.
3. The OCTAL (radix 8) number system, using the symbols (digits) 0 through 7, is used as a shorthand method of recording long binary numbers. For example, a binary number containing 30 bits becomes less unwieldy when written as a 10-digit octal number.

Note: In examples where the number system being used could be misunderstood, the radix, or number system base (10, 2, or 8) is shown as a subscript.

These number systems are positional in nature. That is, each symbol is implicitly assigned a weighting factor, determined by the radix and by the position of the symbol relative to the radical point (e.g., decimal point, binary point, or octal point). For example, the decimal representation, 652.54 is interpreted as follows:

$$652.54_{10} = 6 \times 10^2 + 5 \times 10^1 + 2 \times 10^0 + 5 \times 10^{-1} + 4 \times 10^{-2}$$

$$= 600 + 50 + 2 + .5 + .04$$

The general formula for positional representation is given by the power series:

$$N = \dots + (A_k r^k) + \dots + (A_2 r^2) + (A_1 r^1) + (A_0 r^0)$$

$$+ (A_{-1} r^{-1}) + (A_{-2} r^{-2}) + \dots$$

Where

N is the value of the number

r is the radix (i.e., the total number of symbols permissible in the number system)

k is the position of the symbol (k=0 for the digit immediately to the left of the radical point, with positive values of k for positions further to the left and negative values of k for positions to the right)

A_k may be any permissible symbol (0, 1, ..., r-1)

Note: Mathematically $r^0 = 1$ regardless of the value of r.

In practice, it is usually necessary to limit the power series to a finite set of terms. If only negative values of k are retained, only fractions can be directly represented. If only non-negative values of k are retained, only integers can be directly represented.

NUMBER CONVERSIONS

The following are some rules for converting values from one number system to another.

Octal-to-Binary

Use the accompanying table to convert each octal digit to three bits (binary digits).

Octal Digit	0	1	2	3	4	5	6	7
Binary Equivalent }	<u>000</u>	<u>001</u>	<u>010</u>	<u>011</u>	<u>100</u>	<u>101</u>	<u>110</u>	<u>111</u>

Binary-to-Octal

Group the bits by three in each direction from the binary point, and use the preceding table to convert each group to its equivalent octal digit. (Supply 0's as needed to complete groups of three at either end.)

Examples:

$$\begin{array}{ccccccc}
 \underline{10} & \underline{001} & \underline{111} & . & \underline{000} & \underline{011} & \underline{1_2} \\
 \underline{2} & \underline{1} & \underline{7} & . & \underline{0} & \underline{3} & \underline{4_8} \\
 \hline
 010 & 001 & 111 & . & 000 & 011 & 100_2
 \end{array}$$

Decimal-to-Octal

Integers are converted by dividing the number (and each succeeding quotient) by eight. The remainders from these divisions are the desired octal digits, in reverse order. For example, to convert 143_{10} to octal:

$$\begin{array}{r}
 0 \text{ r } 2 \\
 8 \overline{) 2} \text{ r } 1 \\
 8 \overline{) 17} \text{ r } 7 \\
 8 \overline{) 143}
 \end{array}$$

Therefore, $143_{10} = 217_8$

Fractions are converted by multiplying the number repeatedly by eight. The integer portions of the products are the desired octal digits, and do not enter subsequent multiplications. For example, to convert $.0547_{10}$ to octal:

$$\begin{array}{r}
 .0547 \\
 \underline{\times 8} \\
 0.4376 \\
 \underline{\times 8} \\
 3.5008 \\
 \underline{\times 8} \\
 4.0064
 \end{array}$$

Therefore, $.0547_{10} = .034_8^+$

Mixed Numbers are converted by treating the integer and fraction portions separately, according to the above rules:

$$143.0547_{10} = 217.034_8^+$$

Octal-to-Decimal

Integers are converted by alternate multiplication by eight and addition of successive digits, from the left.

For example, to convert 217_8 to decimal:

$$\begin{array}{r}
 2 \\
 \underline{\times 8} \\
 16 + 1 = 17 \\
 \underline{\times 8} \\
 136 + 7 = 143
 \end{array}$$

Therefore, $217_8 = 143_{10}$

Fractions are converted by alternate division by eight, and addition of successive digits, from the right. For example, to convert $.034_8$ to decimal:

$$\begin{array}{r}
 8 \overline{) 4} \\
 \underline{.5} \\
 + 3 \\
 8 \overline{) 3.5} \\
 \underline{.4375} \\
 + 0 \\
 8 \overline{) 0.4375} \\
 \underline{.0547^-}
 \end{array}$$

Therefore, $.034_8 = .0547_{10}^-$

Mixed Numbers are converted by treating the integer and fraction portions separately, according to the above rules:

$$217.034_8 = 143.0547_{10}^-$$

Decimal-to-Binary and Binary-to-Decimal

Conversions between decimal and binary representations are most easily performed in two steps, converting to octal notation in the first step; i.e., decimal-to-octal-to-binary or binary-to-octal-to-decimal:

$$10 \ 001 \ 111.000 \ 011 \ 1_2 = 217.034_8 = 143.0547_{10}^-$$

ALGEBRAIC VALUES

The preceding paragraphs have presented the principles used for representing a non-negative real number in any radix system. In practice, the power-series representation (on page 37) is modified. One term (called the "sign bit") is prefixed to the truncated series, allowing the representation of negative, as well as positive, values. Regardless of the radix

used, only two symbols are permissible in the sign-bit term: 0 or -1. (This constraint is not universally applicable, but is convenient for the current purpose.)

In dealing with signed numbers, the symbol (-1) should be written with the "minus" sign above the "one" to avoid confusion:

$$\bar{1}290_{10} \text{ means } -1000 + 200 + 90 = -710_{10}$$

$$\bar{1}.367_{10} \text{ means } -1 + .3 + .06 + .007 = -.633_{10}$$

$$\bar{1}.001_2 \text{ means } -1 + 2^{-3} = -7/8$$

When the magnitude (absolute value) of a negative number is desired, or vice versa, the most convenient technique is "complementing". Complementing is performed by (1) subtracting each digit of the given representation from the largest symbol (r-1) permitted in the radix system, and then (2) adding unity to the rightmost digit of the resulting number, propagating carries as necessary. Thus, in the preceding examples:

$$\begin{array}{r} 999 \\ \bar{1}290_{10} \text{ given negative number} \\ \hline 709 \text{ subtract each digit from 9} \\ +1 \\ \hline 710 \end{array}$$

$$\begin{array}{r} 999 \\ \bar{1}.367_{10} \text{ given negative number} \\ \hline .632 \text{ subtract each digit from 9} \\ +1 \\ \hline .633 \end{array}$$

$$\begin{array}{r} 111 \\ \bar{1}.001_2 \text{ given negative number} \\ \hline .110 \text{ subtract each digit from 1} \\ +1 \\ \hline .111 \text{ absolute value} = 7/8 \end{array}$$

It must be noted that negative binary numbers are often written without an explicit "minus" sign over the sign bit, which then becomes indistinguishable from any binary digit. For arithmetic purposes, the presence of this implicit sign is vital.

OCTAL REPRESENTATION VERSUS OCTAL VALUE

When using octal notation for the representation of a 30-bit signed binary number, it must be recognized that this octal representation differs from the octal value. Octal representation is generated by grouping bits from either end of the computer word, rather than from the binary point.

Thus, the sign bit becomes part of the first digit in octal representation, whereas it remains a separate symbol when writing the octal value.

This distinction must be remembered when reading the Control Panel displays and when entering data words in a program.

Examples:

$$+ .75_{10} = 0.6_8$$

$$= 0.110000000000000000000000_2$$

Octal representation 3000000000

$$- .5_{10} = \bar{1}.4_8$$

$$= \bar{1}.100000000000000000000000_2$$

Octal representation 6000000000

ARITHMETIC

Because numbers are represented in computer words of finite length, it is necessary to define the result of arithmetic processes which tend to exceed this length. The general rule applicable to such situations is defined in the language of residue arithmetic.

In residue arithmetic, all numbers are made to correspond to a set of m numbers by repeated addition or subtraction of the "modulus", m (expressed or implied). As a familiar example, any angle has a "residue equivalent" in the range from zero through 359° by use of the modulus, m = 360°:

$$370^\circ - 1(360^\circ) = 10^\circ$$

$$1962^\circ - 5(360^\circ) = 162^\circ$$

$$-735^\circ + 3(360^\circ) = 345^\circ$$

Numbers which differ by an exact multiple of the modulus are thus considered equivalent in residue arithmetic (i.e., "congruent, modulo m").

For example, this principle is applied in the computer representation of index values which range from 0 through 16383, modulo 16384. Thus, -5 + 1(16384) = 16379, the computer representation of the index value, -5. Similarly, the addition of 16382 to an index value (e.g., 16379) is equivalent to subtracting two from the index value:

$$16379 + 16382 = 32761$$

$$= 16377 + 1(16384)$$

or

$$16379 - 2 = 16377$$

In analogous fashion, data words in the RCA 4102 CPU may have 2^{30} discrete values: $-1, -1 + 2^{-29}, \dots, -2^{-29}, 0, + 2^{-29}, \dots, + 1 - 2^{-29}$.

Arithmetic results are interpreted as residues with respect to the modulus, $m = 2.0 = 2^{30} (2^{-29})$.

Where

2^{30} is the size of the number set

2^{-29} is the quantum size

The arithmetic rules for processing numbers are analogous in any radix system. The addition and

multiplication tables for the three systems discussed are illustrated in Table A-1.

No special treatment is afforded the "sign bit" position of an algebraic representation. Carries from lower order terms propagate into this position in normal fashion. The addition table for this position is:

+	1	0
1	2*	1
0	1	0

+	1	0
1	1	0
0	0	1*

(with carry from adjacent column)

*The starred entries are invalid symbols for this term, and represent an "overflow" situation.

TABLE A-1. ADDITION AND MULTIPLICATION TABLES

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7	0	7	16	25	34	43	52	61																																																																																																																																																																																																																																											

Addition Examples:

Conventional		Algebraic Representations		
	Decimal	Decimal	Octal	Binary
1)	+13 <u>+28</u> +41	013 <u>028</u> 041	015 <u>034</u> 051	0 001 101 <u>0 011 100</u> 0 101 001
2)	-13 <u>+28</u> +15	$\bar{1}87$ <u>028</u> 015	$\bar{1}63$ <u>034</u> 017	$\bar{1}$ 110 011 <u>0 011 100</u> 0 001 111
3)	+13 <u>-28</u> -15	013 <u>172</u> 185	015 <u>144</u> 161	0 001 101 <u>1 100 100</u> 1 110 001
4)	-13 <u>-28</u> -41	$\bar{1}87$ <u>172</u> 159	$\bar{1}63$ <u>144</u> 127	$\bar{1}$ 110 011 <u>1 100 100</u> 1 010 111
5)	+46 <u>+57</u> 103	046 <u>057</u> 103	056 <u>071</u> 147	0 101 110 <u>0 111 001</u> 1 100 111
				↑ ↑ ↑ Invalid symbol -- overflow condition
6)	-46 <u>-57</u> -103	$\bar{1}54$ <u>143</u> 297	$\bar{1}22$ <u>107</u> 231	$\bar{1}$ 010 010 <u>1 000 111</u> 2 011 001
				↑ ↑ ↑ Invalid symbol -- overflow condition

In the last two examples (overflow conditions), the rules of residue arithmetic cause ambiguity to arise in the sign bit. Thus, in Example 5, the sign bit of "1" would be indistinguishable from "1". In the last example, the sign bit of "2" would similarly appear as "0".

APPENDIX B

POWERS-OF-TWO TABLE

2^n	n	2^{-n}											
1	0	1.0											
2	1	0.5											
4	2	0.25											
8	3	0.125											
16	4	0.062 5											
32	5	0.031 25											
64	6	0.015 625											
128	7	0.007 812 5											
256	8	0.003 906 25											
512	9	0.001 953 125											
1 024	10	0.000 976 562 5											
2 048	11	0.000 488 281 25											
4 096	12	0.000 244 140 625											
8 192	13	0.000 122 070 312 5											
16 384	14	0.000 061 035 156 25											
32 768	15	0.000 030 517 578 125											
65 536	16	0.000 015 258 789 062 5											
131 072	17	0.000 007 629 394 531 25											
262 144	18	0.000 003 814 697 265 625											
524 288	19	0.000 001 907 348 632 812 5											
1 048 576	20	0.000 000 953 674 316 406 25											
2 097 152	21	0.000 000 476 837 158 203 125											
4 194 304	22	0.000 000 238 418 579 101 562 5											
8 388 608	23	0.000 000 119 209 289 550 781 25											
16 777 216	24	0.000 000 059 604 644 775 390 625											
33 554 432	25	0.000 000 029 802 322 387 695 312 5											
67 108 864	26	0.000 000 014 901 161 193 847 656 25											
134 217 728	27	0.000 000 007 450 580 596 923 828 125											
268 435 456	28	0.000 000 003 725 290 298 461 914 062 5											
536 870 912	29	0.000 000 001 862 645 149 230 957 031 25											
1 073 741 824	30	0.000 000 000 931 322 574 615 478 515 625											
2 147 483 648	31	0.000 000 000 465 661 287 307 739 257 812 5											
4 294 967 296	32	0.000 000 000 232 830 643 653 869 628 906 25											
8 589 934 592	33	0.000 000 000 116 415 321 826 934 814 453 125											
17 179 869 184	34	0.000 000 000 058 207 660 913 467 407 226 562 5											
34 359 738 368	35	0.000 000 000 029 103 830 456 733 703 613 281 25											
68 719 476 736	36	0.000 000 000 014 551 915 228 366 851 806 640 625											
137 438 953 472	37	0.000 000 000 007 275 957 614 183 425 903 320 312 5											
274 877 906 944	38	0.000 000 000 003 637 978 807 091 712 951 660 156 25											
549 755 813 888	39	0.000 000 000 001 818 989 403 545 856 475 830 078 125											

APPENDIX D FRACTION CONVERSION TABLE

OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.
.000	.000000	.100	.125000	.200	.250000	.300	.375000
.001	.001953	.101	.126953	.201	.251953	.301	.376953
.002	.003906	.102	.128906	.202	.253906	.302	.378906
.003	.005859	.103	.130859	.203	.255859	.303	.380859
.004	.007812	.104	.132812	.204	.257812	.304	.382812
.005	.009765	.105	.134765	.205	.259765	.305	.384765
.006	.011718	.106	.136718	.206	.261718	.306	.386718
.007	.013671	.107	.138671	.207	.263671	.307	.388671
.010	.015625	.110	.140625	.210	.265625	.310	.390625
.011	.017578	.111	.142578	.211	.267578	.311	.392578
.012	.019531	.112	.144531	.212	.269531	.312	.394531
.013	.021484	.113	.146484	.213	.271484	.313	.396484
.014	.023437	.114	.148437	.214	.273437	.314	.398437
.015	.025390	.115	.150390	.215	.275390	.315	.400390
.016	.027343	.116	.152343	.216	.277343	.316	.402343
.017	.029296	.117	.154296	.217	.279296	.317	.404296
.020	.031250	.120	.156250	.220	.281250	.320	.406250
.021	.033203	.121	.158203	.221	.283203	.321	.408203
.022	.035156	.122	.160156	.222	.285156	.322	.410156
.023	.037109	.123	.162109	.223	.287109	.323	.412109
.024	.039062	.124	.164062	.224	.289062	.324	.414062
.025	.041015	.125	.166015	.225	.291015	.325	.416015
.026	.042968	.126	.167968	.226	.292968	.326	.417968
.027	.044921	.127	.169921	.227	.294921	.327	.419921
.030	.046875	.130	.171875	.230	.296875	.330	.421875
.031	.048828	.131	.173828	.231	.298828	.331	.423828
.032	.050781	.132	.175781	.232	.300781	.332	.425781
.033	.052734	.133	.177734	.233	.302734	.333	.427734
.034	.054687	.134	.179687	.234	.304687	.334	.429687
.035	.056640	.135	.181640	.235	.306640	.335	.431640
.036	.058593	.136	.183593	.236	.308593	.336	.433593
.037	.060546	.137	.185546	.237	.310546	.337	.435546
.040	.062500	.140	.187500	.240	.312500	.340	.437500
.041	.064453	.141	.189453	.241	.314453	.341	.439453
.042	.066406	.142	.191406	.242	.316406	.342	.441406
.043	.068359	.143	.193359	.243	.318359	.343	.443359
.044	.070312	.144	.195312	.244	.320312	.344	.445312
.045	.072265	.145	.197265	.245	.322265	.345	.447265
.046	.074218	.146	.199218	.246	.324218	.346	.449218
.047	.076171	.147	.201171	.247	.326171	.347	.451171
.050	.078125	.150	.203125	.250	.328125	.350	.453125
.051	.080078	.151	.205078	.251	.330078	.351	.455078
.052	.082031	.152	.207031	.252	.332031	.352	.457031
.053	.083984	.153	.208984	.253	.333984	.353	.458984
.054	.085937	.154	.210937	.254	.335937	.354	.460937
.055	.087890	.155	.212890	.255	.337890	.355	.462890
.056	.089843	.156	.214843	.256	.339843	.356	.464843
.057	.091796	.157	.216796	.257	.341796	.357	.466796
.060	.093750	.160	.218750	.260	.343750	.360	.468750
.061	.095703	.161	.220703	.261	.345703	.361	.470703
.062	.097656	.162	.222656	.262	.347656	.362	.472656
.063	.099609	.163	.224609	.263	.349609	.363	.474609
.064	.101562	.164	.226562	.264	.351562	.364	.476562
.065	.103515	.165	.228515	.265	.353515	.365	.478515
.066	.105468	.166	.230468	.266	.355468	.366	.480468
.067	.107421	.167	.232421	.267	.357421	.367	.482421
.070	.109375	.170	.234375	.270	.359375	.370	.484375
.071	.111328	.171	.236328	.271	.361328	.371	.486328
.072	.113281	.172	.238281	.272	.363281	.372	.488281
.073	.115234	.173	.240234	.273	.365234	.373	.490234
.074	.117187	.174	.242187	.274	.367187	.374	.492187
.075	.119140	.175	.244140	.275	.369140	.375	.494140
.076	.121093	.176	.246093	.276	.371093	.376	.496093
.077	.123046	.177	.248046	.277	.373046	.377	.498046

APPENDIX D FRACTION CONVERSION TABLE (Cont)

OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.
.000000	.000000	.000100	.000244	.000200	.000488	.000300	.000732
.000001	.000003	.000101	.000247	.000201	.000492	.000301	.000736
.000002	.000007	.000102	.000251	.000202	.000495	.000302	.000740
.000003	.000011	.000103	.000255	.000203	.000499	.000303	.000743
.000004	.000015	.000104	.000259	.000204	.000503	.000304	.000747
.000005	.000019	.000105	.000263	.000205	.000507	.000305	.000751
.000006	.000022	.000106	.000267	.000206	.000511	.000306	.000755
.000007	.000026	.000107	.000270	.000207	.000514	.000307	.000759
.000010	.000030	.000110	.000274	.000210	.000518	.000310	.000762
.000011	.000034	.000111	.000278	.000211	.000522	.000311	.000766
.000012	.000038	.000112	.000282	.000212	.000526	.000312	.000770
.000013	.000041	.000113	.000286	.000213	.000530	.000313	.000774
.000014	.000045	.000114	.000289	.000214	.000534	.000314	.000778
.000015	.000049	.000115	.000293	.000215	.000537	.000315	.000782
.000016	.000053	.000116	.000297	.000216	.000541	.000316	.000785
.000017	.000057	.000117	.000301	.000217	.000545	.000317	.000789
.000020	.000061	.000120	.000305	.000220	.000549	.000320	.000793
.000021	.000064	.000121	.000308	.000221	.000553	.000321	.000797
.000022	.000068	.000122	.000312	.000222	.000556	.000322	.000801
.000023	.000072	.000123	.000316	.000223	.000560	.000323	.000805
.000024	.000076	.000124	.000320	.000224	.000564	.000324	.000808
.000025	.000080	.000125	.000324	.000225	.000568	.000325	.000812
.000026	.000083	.000126	.000328	.000226	.000572	.000326	.000816
.000027	.000087	.000127	.000331	.000227	.000576	.000327	.000820
.000030	.000091	.000130	.000335	.000230	.000579	.000330	.000823
.000031	.000095	.000131	.000339	.000231	.000583	.000331	.000827
.000032	.000099	.000132	.000343	.000232	.000587	.000332	.000831
.000033	.000102	.000133	.000347	.000233	.000591	.000333	.000835
.000034	.000106	.000134	.000350	.000234	.000595	.000334	.000839
.000035	.000110	.000135	.000354	.000235	.000598	.000335	.000843
.000036	.000114	.000136	.000358	.000236	.000602	.000336	.000846
.000037	.000118	.000137	.000362	.000237	.000606	.000337	.000850
.000040	.000122	.000140	.000366	.000240	.000610	.000340	.000854
.000041	.000125	.000141	.000370	.000241	.000614	.000341	.000858
.000042	.000129	.000142	.000373	.000242	.000617	.000342	.000862
.000043	.000133	.000143	.000377	.000243	.000621	.000343	.000865
.000044	.000137	.000144	.000381	.000244	.000625	.000344	.000869
.000045	.000141	.000145	.000385	.000245	.000629	.000345	.000873
.000046	.000144	.000146	.000389	.000246	.000633	.000346	.000877
.000047	.000148	.000147	.000392	.000247	.000637	.000347	.000881
.000050	.000152	.000150	.000396	.000250	.000640	.000350	.000885
.000051	.000156	.000151	.000400	.000251	.000644	.000351	.000888
.000052	.000160	.000152	.000404	.000252	.000648	.000352	.000892
.000053	.000164	.000153	.000408	.000253	.000652	.000353	.000896
.000054	.000167	.000154	.000411	.000254	.000656	.000354	.000900
.000055	.000171	.000155	.000415	.000255	.000659	.000355	.000904
.000056	.000175	.000156	.000419	.000256	.000663	.000356	.000907
.000057	.000179	.000157	.000423	.000257	.000667	.000357	.000911
.000060	.000183	.000160	.000427	.000260	.000671	.000360	.000915
.000061	.000186	.000161	.000431	.000261	.000675	.000361	.000919
.000062	.000190	.000162	.000434	.000262	.000679	.000362	.000923
.000063	.000194	.000163	.000438	.000263	.000682	.000363	.000926
.000064	.000198	.000164	.000442	.000264	.000686	.000364	.000930
.000065	.000202	.000165	.000446	.000265	.000690	.000365	.000934
.000066	.000205	.000166	.000450	.000266	.000694	.000366	.000938
.000067	.000209	.000167	.000453	.000267	.000698	.000367	.000942
.000070	.000213	.000170	.000457	.000270	.000701	.000370	.000946
.000071	.000217	.000171	.000461	.000271	.000705	.000371	.000949
.000072	.000221	.000172	.000465	.000272	.000709	.000372	.000953
.000073	.000225	.000173	.000469	.000273	.000713	.000373	.000957
.000074	.000228	.000174	.000473	.000274	.000717	.000374	.000961
.000075	.000232	.000175	.000476	.000275	.000720	.000375	.000965
.000076	.000236	.000176	.000480	.000276	.000724	.000376	.000968
.000077	.000240	.000177	.000484	.000277	.000728	.000377	.000972

APPENDIX D FRACTION CONVERSION TABLE (Cont)

OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.
.000400	.000976	.000500	.001220	.000600	.001464	.000700	.001708
.000401	.000980	.000501	.001224	.000601	.001468	.000701	.001712
.000402	.000984	.000502	.001228	.000602	.001472	.000702	.001716
.000403	.000988	.000503	.001232	.000603	.001476	.000703	.001720
.000404	.000991	.000504	.001235	.000604	.001480	.000704	.001724
.000405	.000995	.000505	.001239	.000605	.001483	.000705	.001728
.000406	.000999	.000506	.001243	.000606	.001487	.000706	.001731
.000407	.001003	.000507	.001247	.000607	.001491	.000707	.001735
.000410	.001007	.000510	.001251	.000610	.001495	.000710	.001739
.000411	.001010	.000511	.001255	.000611	.001499	.000711	.001743
.000412	.001014	.000512	.001258	.000612	.001502	.000712	.001747
.000413	.001018	.000513	.001262	.000613	.001506	.000713	.001750
.000414	.001022	.000514	.001266	.000614	.001510	.000714	.001754
.000415	.001026	.000515	.001270	.000615	.001514	.000715	.001758
.000416	.001029	.000516	.001274	.000616	.001518	.000716	.001762
.000417	.001033	.000517	.001277	.000617	.001522	.000717	.001766
.000420	.001037	.000520	.001281	.000620	.001525	.000720	.001770
.000421	.001041	.000521	.001285	.000621	.001529	.000721	.001773
.000422	.001045	.000522	.001289	.000622	.001533	.000722	.001777
.000423	.001049	.000523	.001293	.000623	.001537	.000723	.001781
.000424	.001052	.000524	.001296	.000624	.001541	.000724	.001785
.000425	.001056	.000525	.001300	.000625	.001544	.000725	.001789
.000426	.001060	.000526	.001304	.000626	.001548	.000726	.001792
.000427	.001064	.000527	.001308	.000627	.001552	.000727	.001796
.000430	.001068	.000530	.001312	.000630	.001556	.000730	.001800
.000431	.001071	.000531	.001316	.000631	.001560	.000731	.001804
.000432	.001075	.000532	.001319	.000632	.001564	.000732	.001808
.000433	.001079	.000533	.001323	.000633	.001567	.000733	.001811
.000434	.001083	.000534	.001327	.000634	.001571	.000734	.001815
.000435	.001087	.000535	.001331	.000635	.001575	.000735	.001819
.000436	.001091	.000536	.001335	.000636	.001579	.000736	.001823
.000437	.001094	.000537	.001338	.000637	.001583	.000737	.001827
.000440	.001098	.000540	.001342	.000640	.001586	.000740	.001831
.000441	.001102	.000541	.001346	.000641	.001590	.000741	.001834
.000442	.001106	.000542	.001350	.000642	.001594	.000742	.001838
.000443	.001110	.000543	.001354	.000643	.001598	.000743	.001842
.000444	.001113	.000544	.001358	.000644	.001602	.000744	.001846
.000445	.001117	.000545	.001361	.000645	.001605	.000745	.001850
.000446	.001121	.000546	.001365	.000646	.001609	.000746	.001853
.000447	.001125	.000547	.001369	.000647	.001613	.000747	.001857
.000450	.001129	.000550	.001373	.000650	.001617	.000750	.001861
.000451	.001132	.000551	.001377	.000651	.001621	.000751	.001865
.000452	.001136	.000552	.001380	.000652	.001625	.000752	.001869
.000453	.001140	.000553	.001384	.000653	.001628	.000753	.001873
.000454	.001144	.000554	.001388	.000654	.001632	.000754	.001876
.000455	.001148	.000555	.001392	.000655	.001636	.000755	.001880
.000456	.001152	.000556	.001396	.000656	.001640	.000756	.001884
.000457	.001155	.000557	.001399	.000657	.001644	.000757	.001888
.000460	.001159	.000560	.001403	.000660	.001647	.000760	.001892
.000461	.001163	.000561	.001407	.000661	.001651	.000761	.001895
.000462	.001167	.000562	.001411	.000662	.001655	.000762	.001899
.000463	.001171	.000563	.001415	.000663	.001659	.000763	.001903
.000464	.001174	.000564	.001419	.000664	.001663	.000764	.001907
.000465	.001178	.000565	.001422	.000665	.001667	.000765	.001911
.000466	.001182	.000566	.001426	.000666	.001670	.000766	.001914
.000467	.001186	.000567	.001430	.000667	.001674	.000767	.001918
.000470	.001190	.000570	.001434	.000670	.001678	.000770	.001922
.000471	.001194	.000571	.001438	.000671	.001682	.000771	.001926
.000472	.001197	.000572	.001441	.000672	.001686	.000772	.001930
.000473	.001201	.000573	.001445	.000673	.001689	.000773	.001934
.000474	.001205	.000574	.001449	.000674	.001693	.000774	.001937
.000475	.001209	.000575	.001453	.000675	.001697	.000775	.001941
.000476	.001213	.000576	.001457	.000676	.001701	.000776	.001945
.000477	.001216	.000577	.001461	.000677	.001705	.000777	.001949

APPENDIX E PRIMARY INSTRUCTIONS

MNE-MONIC	OCTAL CODE	INSTRUCTION NAME	PRIMARY FUNCTION	CYC + μ s	B VALUE	REFERENCE APPENDIX F	PAGE
WORD TRANSMISSION INSTRUCTIONS							
STA	41	Store AC	$C(AC) \rightarrow C(E)$	3*	0-7	A	15
LDA	61	Load AC	$C(E) \rightarrow C(AC)$	3*	0-7	A	15
XAS	57	Exchange AC and Storage	$C(E) \leftrightarrow C(AC)$	3 + 1*	0-7	A	15
STZ	45	Store Zero	$0 \rightarrow C(E)$	3*	0-7	A	16
LDZ	73	Load Zero	$0 \rightarrow C(AC)$	2	None	A	16
LDX	67	Load Index	$C(L) \rightarrow C(B)$	4	0-6	A	16
STX	47	Store Index	$C(B) \rightarrow C(L)$	4	1-6	A	16
PAX	56	Place AC in Index	$C(AC) \rightarrow C(B)$	3	1-6	A	16
PXA	54	Place Index in AC	$C(B) \rightarrow C(AC)$ (See PXA Text.)	3	1-6	A	16
LOGIC INSTRUCTIONS							
ANA	34	AND to AC	$C(AC) \cap C(E) \rightarrow C(AC)$	3*	0-7	A	17
ANR	35	AND and Replace	$C(AC) \cap C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	17
ERA	36	Exclusive OR to AC	$C(AC) \oplus C(E) \rightarrow C(AC)$	3*	0-7	A	17
ERR	37	Exclusive OR and Replace	$C(AC) \oplus C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	17
ORA	32	OR to AC	$C(AC) \cup C(E) \rightarrow C(AC)$	3*	0-7	A	18
ORR	33	OR and Replace	$C(AC) \cup C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	18
ORS	53	OR to Storage	$C(AC) \cup C(E) \rightarrow C(E)$	3*	0-7	A	18
SHIFT INSTRUCTIONS							
SAL	01	Shift AC Logical	Shift $C(AC)$, E places right	2+2*	0-6	A	18
SAC	03	Shift AC Circular	Rotate $C(AC)$, E places right	to	0-6	A	19
SAA	05	Shift AC Algebraic	$C(AC) \times 2^{-E} \rightarrow C(AC)$	2+32*	0-6	A	19
ARITHMETIC INSTRUCTIONS							
ADD	10	Add	$C(AC) + C(E) \rightarrow C(AC)$	3*	0-7	A	20
ADR	11	Add and Replace	$C(AC) + C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	20
ADM	12	Add Magnitude	$ C(AC) + C(E) \rightarrow C(AC)$	3*	0-7	A	20
AMR	13	Add Magnitude and Replace	$ C(AC) + C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	20
SUB	14	Subtract	$-C(AC) + C(E) \rightarrow C(AC)$	3*	0-7	A	20
SBR	15	Subtract and Replace	$-C(AC) + C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	21
SBM	16	Subtract Magnitude	$- C(AC) + C(E) \rightarrow C(AC)$	3*	0-7	A	21
SMR	17	Subtract Magnitude and Replace	$- C(AC) + C(E) \rightarrow C(AC) \rightarrow C(E)$	3*	0-7	A	21
MPY	22	Multiply	$C(AC) \times C(E) \rightarrow C(AC)$	3+59*	0-7	A	21
MPH	23	Multiply Half-Word	$C(AC)_{0-14} \times C(E) \rightarrow C(AC)$	3+29*	0-7	A	21
DIV	24	Divide	$C(AC) / C(E) \rightarrow C(AC)$	3+57*	0-7	A	22
DVH	25	Divide Half-Word	$C(AC) / C(E) \rightarrow C(AC)_{0-14}$	3+29*	0-7	A	22
BRANCH INSTRUCTIONS							
JAC	72	Jump on AC	$E \rightarrow C(IL)$	2*	0-7	C	22
JIX	72	Jump on Index	$L \rightarrow C(IL)$	3	1-6	D	23
JSX	72	Jump and Set Index	$L \rightarrow C(IL)$	3	1-6	E	22
TST	77	Test Storage	$C(IL) + D \rightarrow C(IL)$	3*	0-7	F	23
SKP	76	Skip	$C(IL) - D - 1 \rightarrow C(IL)$	3*	0-7	F	23
CONTROL INSTRUCTIONS							
FLS	71	Flag Set	$C(F) \cup L \rightarrow C(F)$	2	None	A	24
ALX	65	Add L to Index	$C(B) + L \rightarrow C(B)$	3	1-6	B	24
HLT	00	Halt	Stop CPU or Suicide	3*	0-7	A	25
NOP	56	No Operation	None	3	0	A	24
INPUT-OUTPUT INSTRUCTIONS							
STI	43	Store Input Word	Input $\rightarrow C(E)$	3*	0-7	G	25
LD \emptyset	63	Load Output Word	$C(E) \rightarrow$ Output Device	3+8*	0-6	G	26
			$C(AC) \rightarrow$ Output Device	7			
I \emptyset C	62	Input Output Control	$C(E) \rightarrow$ Control Unit	3+8*	0-6	G	26
			$C(AC) \rightarrow$ Control Unit	7			
<p>*Indexable; add 1 cycle if B = 1-6. Also, add 1 cycle for each priority interruption.</p>							

APPENDIX F SECONDARY INSTRUCTIONS

SYM-BOL	OC-TAL C	D VALUE	BRANCH CONDITION	BRANCH DESTINATION	SUBSIDIARY ACTIONS	
					CONDITIONAL	UNCONDITIONAL
Table A. NORMAL						
—	0	even	None	None	None	None
JØV	0	odd	None	None	None	Do not set V
JXC	1*	0-7	Initial C(B) ≠ 0	C(IL) + D	None	C(B) -1→C(B)
DIX	2*	0-7	None	None	None	C(B) -1→C(B)
APZ	3	0-7	Final C(AC) ≥ 0	C(IL) + D	None	None
AGZ	4	0-7	Final C(AC) > 0	C(IL) + D	None	None
ANZ	5	0-7	Final C(AC) ≠ 0	C(IL) + D	None	None
AEZ	6	0-7	Final C(AC) = 0	C(IL) + D	None	None
ALZ	7	0-7	Final C(AC) < 0	C(IL) + D	None	None
*C = 1, 2 with OP codes LDZ, FLS, LDX, STX, PAX, and PXA.						
Table B. ALX						
—	0	—	None	None	None	C(B) + L→C(B)
JXC	1	0-7	C(B) + L > 37777 ₈	C(IL) + D	None	C(B) + L→C(B)
DIX	2	—	None	None	None	C(B) + L→C(B)
APZ	3	0-7	C(AC) ≥ 0	C(IL) + D	None	C(B) + L→C(B)
AGZ	4	0-7	C(AC) > 0	C(IL) + D	None	C(B) + L→C(B)
ANZ	5	0-7	C(AC) ≠ 0	C(IL) + D	None	C(B) + L→C(B)
AEZ	6	0-7	C(AC) = 0	C(IL) + D	None	C(B) + L→C(B)
ALZ	7	0-7	C(AC) < 0	C(IL) + D	None	C(B) + L→C(B)
Table C. JAC						
—	0	0	Unconditional	E	None	None
JØV	0	1	Initial V = 1	E	None	Clear V, C(IL) ₀
APZ	3	0	C(AC) ≥ 0	E	None	None
AGZ	4	0	C(AC) > 0	E	None	None
ANZ	5	0	C(AC) ≠ 0	E	None	None
AEZ	6	0	C(AC) = 0	E	None	None
ALZ	7	0	C(AC) < 0	E	None	None
Table D. JIX						
JXC	1	0	Initial C(B) ≠ 0	L	None	C(B) -1→C(B)
JXD	2	0	Unconditional	L	None	C(B) -1→C(B)
Table E. JSX						
—	0	2	Unconditional	L	Initial C(IL)→C(B)	None
JØV	0	3	Initial V = 1	L	Initial C(IL)→C(B)	Clear V, C(IL) ₀
APZ	3	2	C(AC) ≥ 0	L	Initial C(IL)→C(B)	None
AGZ	4	2	C(AC) > 0	L	Initial C(IL)→C(B)	None
ANZ	5	2	C(AC) ≠ 0	L	Initial C(IL)→C(B)	None
AEZ	6	2	C(AC) = 0	L	Initial C(IL)→C(B)	None
ALZ	7	2	C(AC) < 0	L	Initial C(IL)→C(B)	None
Table F. TST/SKP						
EGZ	0	0-7	C(E) > 0	TST: C(IL) + D SKP: C(IL) -1 -D	None	None
ENZ	1	0-7	C(E) ≠ 0		None	None
EEZ	2	0-7	C(E) = 0		None	None
ELZ	3	0-7	C(E) < 0		None	None
EGA	4	0-7	C(E) > C(AC)		None	None
ENA	5	0-7	C(E) ≠ C(AC)		None	None
EEA	6	0-7	C(E) = C(AC)		None	None
ELA	7	0-7	C(E) < C(AC)	None	None	
Table G. STI, LDØ						
0-7 (Subsidiary peripheral address)	0-7	0-7	C(B) ≠ 0 and no DSI	C(IL) + D	None	C(B) -1→C(B)

APPENDIX G IØC COMMAND WORDS

MNEMONIC CODE	COMMAND NAME	A FIELD (OCTAL)	T FIELD (BINARY)	U FIELD INTERPRETATION	PAGE NO.
GENERIC COMMANDS					
PEC	Peripheral-Equipment Claim	00	01	Device Number	29
PER	Peripheral-Equipment Release	00	10	Not Interpreted	29
MAGNETIC-TAPE COMMANDS					
TWF	Tape Write Forward	04	00	Parity Select	30
TWE	Tape Write End-of-File	14	00	Parity Select	30
TRF	Tape Read Forward	02	00	Parity Check	30
TAR	Tape Advance Record	40	00	Not Interpreted	31
TAF	Tape Advance File	50	00	Not Interpreted	31
TBR	Tape Backspace Record	41	00	Not Interpreted	31
TBF	Tape Backspace File	51	00	Not Interpreted	32
TRW	Tape Rewind	20	00	Not Interpreted	32
LINE-PRINTER COMMANDS					
LPA	Line Printer Advance	01	00	Paper Advance Control	33
LPR	Line Print	02	00	Not Interpreted	33
LAP	Line Advance and Print	03	00	Paper Advance Control	32
CARD-PROCESSING COMMANDS					
CPR	Card Punch	01	00	Not Interpreted	34
CRA	Card Read Alphanumeric	01	00	Must be Even	33
CRB	Card Read Binary	01	00	Must be Odd	34
DRUM COMMANDS					
DRW	Drum Write	04	00	Not Interpreted	35
DRR	Drum Read	02	00	Not Interpreted	35
INTERCOM COMMAND					
ICT	INTERCOM Transmit	Not Interpreted	00	Reply Request	35

APPENDIX H

BLOCK TRANSFER STATUS INDICATOR WORD FORMAT

Status Word (Octal Value)	IØC Commands Affected →	T T T T T T T L L L C C C D D
	Interpretation	W W R A B A B P P A R P R A B W R
000000005	End of File at Load Point	
000000004	Load Point	
000000003	End of File at End of Medium	
000000002	End of Medium	X X X X X X X X X
000000001	End of File	X X X X X X X X X X X
000000000	Normal Operation	X X X X X X X X X X X X X
400000030-37	Data Error & Timing Error	X X X X X X X X X X X X X
400000020-27	Data Error	X X X X X X X X X X X X X
400000010-17	Timing Error	X X X X X X X X X X X X X
400000000	Inoperable	X X X X X X X X X X X X X

APPENDIX I ALPHANUMERIC CODES

CARD CODE	BINARY CODE	LINE PRINTER	FLEXO-WRITER	CARD CODE	BINARY CODE	LINE PRINTER	FLEXO-WRITER
Invalid	000 000	Blank		11	100 000	-	-
1	001	1	1	11-1	001	J	J
2	010	2	2	11-2	010	K	K
3	011	3	3	11-3	011	L	L
4	100	4	4	11-4	100	M	M
5	101	5	5	11-5	101	N	N
6	110	6	6	11-6	110	Ø	Ø
7	111	7	7	11-7	111	P	P
8	001 000	8	8	11-8	101 000	Q	Q
9	001	9	9	11-9	001	R	R
0	010	0	0	11-0	010	±	K
8-3	011	=	=	11-8-3	011	\$	L
8-4	100	~	4	11-8-4	100	*	*
8-5	101	"	5	11-8-5	101	'	N
8-6	110	<	6	11-8-6	110	:	Ø
8-7	111	≤	7	11-8-7	111	;	P
Blank	010 000	Blank	Space	12	110 000	+	+
0-1	001	/	/	12-1	001	A	A
0-2	010	S	S	12-2	010	B	B
0-3	011	T	T	12-3	011	C	C
0-4	100	U	U	12-4	100	D	D
0-5	101	V	V	12-5	101	E	E
0-6	110	W	W	12-6	110	F	F
0-7	111	X	X	12-7	111	G	G
0-8	011 000	Y	Y	12-8	111 000	H	H
0-9	001	Z	Z	12-9	001	I	I
0-8-2	010	↓	Car Ret	12-0	010	→	Tab
0-8-3	011		T	12-8-3	011	.	D
0-8-4	100	(U	12-8-4	100)	E
0-8-5	101	[V	12-8-5	101]	F
0-8-6	110	≥	W	12-8-6	110	≠	F
0-8-7	111	>	X	12-8-7	111	↑	?

Flexowriter characters enclosed by box are printed in red.

APPENDIX J EXECUTIVE SPACE ASSIGNMENTS

PRIORITY	IL	INDEX REGISTERS						WORK * SPACE	
		6	5	4	3	2	1		
(Low)	P	37777	37776	37775	37774	37773	37772	37771	37770
	Ø	37767	37766	37765	37764	37763	37762	37761	37760
	N	37757	37756	37755	37754	37753	37752	37751	37750
	M	37747	37746	37745	37744	37743	37742	37741	37740
	L	37737	37736	37735	37734	37733	37732	37731	37730
	K	37727	37726	37725	37724	37723	37722	37721	37720
	J	37717	37716	37715	37714	37713	37712	37711	37710
	I	37707	37706	37705	37704	37703	37702	37701	37700
	H	37677	37676	37675	37674	37673	37672	37671	37670
	G	37667	37666	37665	37664	37663	37662	37661	37660
	F	37657	37656	37655	37654	37653	37652	37651	37650
	E	37647	37646	37645	37644	37643	37642	37641	37640
	D	37637	37636	37635	37634	37633	37632	37631	37630
	C	37627	37626	37625	37624	37623	37622	37621	37620
	B	37617	37616	37615	37614	37613	37612	37611	37610
(High)	A	37607	37606	37605	37604	37603	37602	37601	37600

*May be addressed by the LDX instruction as well as by absolute addressing.

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OPERATION CODE INDEX

ALPHABETIC

NUMERIC

MNE-MONIC	OCTAL CODE	INSTRUCTION NAME	PAGE
ADD	10	Add	20
ADM	12	Add Magnitude	20
ADR	11	Add and Replace	20
ALX	65	Add L to Index	24
AMR	13	Add Magnitude and Replace	20
ANA	34	AND to AC	17
ANR	35	AND and Replace	17
DIV	24	Divide	22
DVH	25	Divide Half-Word	22
ERA	36	Exclusive ØR to AC	17
ERR	37	Exclusive ØR and Replace	17
FLS	71	Flag Set	24
HLT	00	Halt	25
IØC	62	Input Output Control	26
JAC	72	Jump on AC	22
JIX	72	Jump on Index	23
JSX	72	Jump and Set Index	22
LDA	61	Load AC	15
LDØ	63	Load Output Word	26
LDX	67	Load Index	16
LDZ	73	Load Zero	16
MPH	23	Multiply Half-Word	21
MPY	22	Multiply	21
NØP	56	No Operation	24
ØRA	32	ØR to AC	18
ØRR	33	ØR and Replace	18
ØRS	53	ØR to Storage	18
PAX	56	Place AC in Index	16
PXA	54	Place Index in AC	16
SAA	05	Shift AC, Algebraic	19
SAC	03	Shift AC, Circular	19
SAL	01	Shift AC, Logical	18
SBM	16	Subtract Magnitude	21
SBR	15	Subtract and Replace	21
SKP	76	Skip	23
SMR	17	Subtract Magnitude and Replace	21
STA	41	Store AC	15
STI	43	Store Input Word	25
STX	47	Store Index	16
STZ	45	Store Zero	16
SUB	14	Subtract	20
TST	77	Test Storage	23
XAS	57	Exchange AC and Storage	15

OCTAL CODE	MNE-MONIC	INSTRUCTION NAME	PAGE
00	HLT	Halt	25
01	SAL	Shift AC, Logical	18
03	SAC	Shift AC, Circular	19
05	SAA	Shift AC, Algebraic	19
10	ADD	Add	20
11	ADR	Add and Replace	20
12	ADM	Add Magnitude	20
13	AMR	Add Magnitude and Replace	20
14	SUB	Subtract	20
15	SBR	Subtract and Replace	21
16	SBM	Subtract Magnitude	21
17	SMR	Subtract Magnitude and Replace	21
22	MPY	Multiply	21
23	MPH	Multiply Half-Word	21
24	DIV	Divide	22
25	DVH	Divide Half-Word	22
32	ØRA	ØR to AC	18
33	ØRR	ØR and Replace	18
34	ANA	AND to AC	17
35	ANR	AND and Replace	17
36	ERA	Exclusive ØR to AC	17
37	ERR	Exclusive ØR and Replace	17
41	STA	Store AC	15
43	STI	Store Input Word	25
45	STZ	Store Zero	16
47	STX	Store Index	16
53	ØRS	ØR to Storage	18
54	PXA	Place Index in AC	16
56	PAX	Place AC in Index	16
56	NØP	No Operation	24
57	XAS	Exchange AC and Storage	15
61	LDA	Load AC	15
62	IØC	Input Output Control	26
63	LDØ	Load Output Word	26
65	ALX	Add L to Index	24
67	LDX	Load Index	16
71	FLS	Flag Set	24
72	JAC	Jump on AC	22
72	JIX	Jump on Index	22
72	JSX	Jump and Set Index	22
73	LDZ	Load Zero	16
76	SKP	Skip	23
77	TST	Test Storage	23



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