



varian data machines / a varian subsidiary

**DATA 620/i
SYSTEM
REFERENCE
MANUAL**

**DATA 620/i
SYSTEM
REFERENCE
MANUAL**



varian data machines / a varian subsidiary
2722 michelson drive / irvine / california / 92664 / (714)833-2400
© 1988 printed in USA

VDM-3000
Revision A
March 1968

CONTENTS

		Page
SECTION 1	INTRODUCTION	
	1.1 General	1-1
	1.2 Specifications	1-2
	1.3 Use of this Manual	1-6
SECTION 2	SYSTEM DESCRIPTION	
	2.1 Computer Organization	2-1
	2.2 Computer Word Formats	2-6
	2.3 Computer Options	2-11
SECTION 3	OPERATIONAL INSTRUCTIONS	
	3.1 General	3-1
	3.2 Single-Word Instructions	3-1
	3.3 Double-Word Instructions	3-31
SECTION 4	INPUT/OUTPUT SYSTEM	
	4.1 Introduction	4-1
	4.2 Organization	4-1
	4.3 Program Control Functions	4-3
	4.4 Optional Automatic Control Functions	4-11

		Page
SECTION 5	CONTROL CONSOLE OPERATION	
	5.1 Controls and Indicators	5-1
	5.2 Manual Operation	5-1
APPENDICES	A DATA 620/i Number System	A-1
	B Standard DATA 620/i Subroutines	B-1
	C Table of Powers of Two	C-1
	D Octal-Decimal Integer Conversion Table	D-1
	E Octal-Decimal Fraction Conversion Table	E-1
	F DATA 620/i Instructions (Alphabetical Order)	F-1
	G DATA 620/i Instructions (By Type)	G-1
	H DATA 620/i Reserved Instruction Codes	H-1
	I Standard Character Codes	I-1

SECTION 1 INTRODUCTION

1.1 GENERAL

The DATA 620/i is a high-speed, parallel, binary computer. Its flexible design and modular packaging make it ideal for operation both as a general-purpose machine and for application as an on-line system component. Its features include:

Fast operation:	1.8-microsecond memory cycle.
Large instruction repertoire:	107 standard, 18 optional; with approximately 200 additional instruction configurations which can be microcoded.
Word length:	16- or 18-bit configurations.
Modular memory:	4096 word minimum, 32,768 words maximum.
Multiple addressing modes:	Direct, indirect, relative, index, immediate, and extended (optional).
Flexible I/O:	Up to 10 devices may be placed on the I/O bus. The I/O system is easily expandable to include features such as automatic block transfer, priority interrupt, and "cycle-stealing" data transfers.
Extensive software:	Complete package includes an assembler, mathematics and I/O library, AID diagnostics, and an ASA FORTRAN subset.
Modular packaging:	Mounts in a standard 19-inch cabinet. No special mechanical or environmental facilities are required.

The advanced design techniques used throughout the DATA 620/i system provide solutions to real-time data acquisition, telemetry processing, process control, and simulation problems. In addition, the DATA 620/i is well suited for scientific computations. Special attention has been given to the interfacing problems usually encountered in integrating a digital computer into a system. As a result, the DATA 620/i can be joined to a system with unparalleled efficiency.

The unique design of the DATA 620/i makes it easy to program, operate and maintain. The entire mainframe includes the processor, all processor options, and a 4096-word core memory in a convenient 10-1/2 inch high rack-mountable package. Only 17 circuit boards of 11 different types are used in the basic 16-bit configuration.

Power supplies for the processor and up to 8192 words of core memory are a separate 10-1/2 inch high package that mounts behind the mainframe. Thus, the entire computer requires only 10-1/2 inches of a standard 19-inch rack. Installation is easy, requiring no special mounting, cabling, or air conditioning provisions.

Maintainability of the DATA 620/i is enhanced by easy front access to all wiring, making it unnecessary to remove panels on the computer rack to obtain access to the modules, connectors, and wiring.

A complete set of software provided with the DATA 620/i permits rapid preparation of application programs. The system software includes:

FORTRAN:	Subset of ASA FORTRAN.
DATA 620/i Assembly System (DAS):	Two-pass symbolic assembler.
AID:	On-line debugging and utility package.
MAINTAIN:	Complete set of computer and peripheral diagnostics.
Subroutine Library:	Complete library of transcendental functions, single- and double-precision and floating-point arithmetic, format conversion, and peripheral service routines.

A wide variety of peripheral equipment is available to provide the DATA 620/i user with a complete system suited to specific needs.

1.2 SPECIFICATIONS

Specifications of the DATA 620/i computer are listed in table 1-1.

Table 1-1. DATA 620/i Specifications

Specification	Characteristics
Type	General-purpose digital computer for on-line data system applications. Magnetic core memory: binary, parallel, single-address, with bus organization.
Memory	Magnetic core, 16 bits (18 bits optional); 1.8 microseconds full-cycle, 700-nanosecond access time, 4096 words minimum, expandable in 4096-word modules to 32,768 words. Power-failure protection optional, non-volatile. Thermal over-load protection is standard.
Arithmetic	<p>Parallel, binary, fixed point, 2's complement.</p> <p>Word Length 16 bits standard; 18 bits optional.</p> <p>Speed (fetch and execute)</p> <p> Add or Subtract 3.6 microseconds.</p> <p> Multiply (optional) 16 bits - 18.0 microseconds. 18 bits - 19.8 microseconds.</p> <p> Divide (optional) 16 bits - 18.0 to 25.2 microseconds. 18 bits - 19.8 to 28.8 microseconds.</p> <p> Register Change 1.8 microseconds.</p> <p> Input/Output</p> <p> From A or B register - 3.6 microseconds.</p> <p> From memory - 5.4 microseconds.</p> <p>Registers</p> <p> A Register Accumulator, input/output, 16 or 18 bits.</p> <p> B Register Low-order accumulator, input/output, index register, 16 or 18 bits.</p> <p> X Register Index register, multi-purpose register, 16 or 18 bits.</p>

Table 1-1. (Continued)

Specification	Characteristics
<p data-bbox="207 1545 440 1577">Instruction Types</p> <p data-bbox="207 1770 363 1801">Instructions</p> <p data-bbox="207 1864 378 1927">Micro-EXEC (optional)</p>	<p data-bbox="634 405 1377 436">P Register Instruction counter, 16 or 18 bits.</p> <p data-bbox="634 468 1295 499">U Register Instruction register, 16 bits.</p> <p data-bbox="634 531 1365 562">L Register Memory address register, 16 bits.</p> <p data-bbox="634 594 1341 657">W Register Memory word register, 16 or 18 bits.</p> <p data-bbox="634 688 1198 720">S Register Shift register, 5 bits.</p> <p data-bbox="634 751 1349 783">R Register Operand register, 16 or 18 bits.</p> <p data-bbox="570 814 670 846">Control</p> <p data-bbox="634 877 1105 909">Addressing Modes Six as follows:</p> <p data-bbox="570 930 886 961">Direct: to 2048 words.</p> <p data-bbox="570 1003 1068 1035">Relative to P register: to 512 words.</p> <p data-bbox="570 1066 1373 1129">Index with X register hardware: to 32,768 words (does not add to execution time).</p> <p data-bbox="570 1161 1365 1224">Index with B register hardware: to 32,768 words (does not add to execution time).</p> <p data-bbox="570 1255 1092 1287">Multilevel indirect: to 32,768 words.</p> <p data-bbox="570 1318 1292 1350">Immediate: operand immediately follows instruction.</p> <p data-bbox="570 1381 1333 1444">Extended: operand address immediately follows instruction</p> <p data-bbox="570 1476 967 1507">(optional): to 32,768 words.</p> <p data-bbox="570 1539 800 1570">Four, as follows:</p> <p data-bbox="570 1602 906 1633">Single word, addressing.</p> <p data-bbox="570 1644 967 1675">Single word, non-addressing.</p> <p data-bbox="570 1686 914 1717">Double word, addressing.</p> <p data-bbox="570 1728 979 1759">Double word, non-addressing.</p> <p data-bbox="570 1770 1333 1833">107 standard, approximately 200 microinstructions, plus 18 optional.</p> <p data-bbox="570 1864 1325 1959">Facility and hardware to construct a hardwired program external to the DATA 620/i. Eliminates stored program memory accessing for hardwired programs.</p>

Table 1-1. (Continued)

Specification	Characteristics
Control Panel	Selectable display and data entry switches, three sense switches, instruction repeat, single step, run, power on/off, system reset.
Input Output	
Data Transfer	Three types as follows: Single word to/from memory (program control). Single word to/from A and B registers (program control). Optional direct memory access (cycle-steal).
External Control (select)	Up to 512 external control lines.
Program Sense	Up to 512 status lines may be sensed.
Interrupts (optional)	Power failure, priority interrupts (expandable in groups of eight) with group enable/disable and individual arm/disarm. Each interrupt line is associated with a unique memory location.
Physical Characteristics	
Dimensions	10-1/2 inches high, 13 inches deep.
Weight	90 pounds, including power supplies.
Power	360 watts, single phase, 115 vac \pm 10 vac, 48-62 Hz. Power supplies are regulated. Additional regulation is not required with normal commercial power sources.
Expansion	Mainframe package contains a 4096-word memory, the processor, and space for processor options. Additional memory requires an additional 10-1/2 inches of rack height for up to 8192 words of additional storage. Peripheral controllers are mounted external to the mainframe.
Installation	Mainframe and power supply packages require 10-1/2 inches of standard 19-inch racks. No air-conditioning, subflooring, special wiring, or site preparation is required.
Environment	10°C to 45°C, 10% to 90% relative humidity.

Table 1-1. (Continued)

Specification	Characteristics
Logic and Signals	The logic of the computer utilizes DTL and TTL integrated circuits employing 5-volt levels. The logic levels on the transmission buses (I/O bus, interrupt bus, etc.) are also +3 v to reduce cross talk and current requirements. Internal logic conventions are 5 v for logical 1, and 0 v for logical 0. Logic conventions on the buses are +3 v for logical 0, and 0 v for logical 1.
Software	
DAS Assembler	Modular two-pass symbolic assembler which operates within the base 4096-word memory. It includes 17 basic pseudo-ops. The 8192-word memory version includes over 30 pseudo-ops for programming ease.
FORTRAN	Modular one-pass compiler; subset of ASA FORTRAN for 8192-word memory.
AID	Program analysis package which assists programmers in operating the machine and debugging other programs. Includes basic operational executive subroutines.
MAINTAIN	Modular, two-mode diagnostic package which provides fast verification of central processor and peripheral operation, and assists in isolating and correcting suspected faults.
Subroutines	Complete library of basic mathematical, fixed- and floating-point, single- and double-precision, number conversion and peripheral communication subroutines plus provisions for adding application-oriented routines.

1.3 USE OF THIS MANUAL

This manual provides the basic information required for programming and using the DATA 620/i, and is intended to be used in conjunction with other publications for the 620-series computers. These publications are listed in table 1-2.

The interface reference manual provides detailed information for integrating the DATA 620/i with special system components.

Table 1-2. DATA 620/i Documents

Publication Number	Title
VDM-3000	System Reference Manual
VDM-3001	Interface Reference Manual
VDM-3002	Programming Reference Manual
VDM-3003	FORTRAN Manual
VDM-3004	Subroutine Manual
VDM-3005	Maintenance Manuals
VDM-3006	ASR-33 Teletype Controller Reference Manual
VDM-3007	Buffer Interlace Controller Reference Manual
VDM-3008	Magnetic Tape Controller Reference Manual
VDM-3009	600 LPM Line Printer Controller Reference Manual
VDM-3010	300 LPM Line Printer Controller Reference Manual
VDM-3011	Paper Tape System Controller Reference Manual
VDM-3013	Priority Interrupt Reference Manual
VDM-3014	A/D Converter Reference Manual
VDM-3015	Optical Scanner Controller Manual
VDM-3016	ASR-35 Teletype Controller Reference Manual
VDM-3017	Digital Plotter Controller Reference
VDM-3018	DDC Disc Controller Reference Manual
VDM-3019	Console Printer Controller Reference Manual
VDM-3020	Installation Manual

Information required by the programmer for using the software packages is contained in the programming reference, FORTRAN, and subroutine manuals.

The maintenance manuals contain detailed design theory, logic and timing diagrams, circuit board data, maintenance procedures, and diagnostic programs.

Detailed design and maintenance information on peripheral device controllers is contained in individual reference manuals for these units. Operation and maintenance procedures for optional peripheral devices (tape transports, printers, etc.) are contained in the manufacturers' reference manuals furnished with the equipment.

Section 2 of this manual contains an overall description of the DATA 620/i system, and describes the word formats used in the computer. Section 3 describes the complete instruction set for the computer. The input/output system, including all input/output, sense, control, and interrupt instructions is described in section 4. Section 5 provides information required for using the control console of the computer.

SECTION 2 SYSTEM DESCRIPTION

2.1 COMPUTER ORGANIZATION

The DATA 620/i is organized with a unique bus structure, selection logic, and nine registers. The organization provides universal information routing, buffered processing, microprogramming capability, indexing without time penalty, and buffered input/output data transfer. A unique optional facility, Micro-EXEC, is also available which permits complex algorithms to be implemented with external control hardware. This capability provides increases in processing speed in excess of 400 percent over normal programmed operations.

The organization of the DATA 620/i is shown in figure 2-1. This diagram shows the major functional elements of the machine, including the registers and buses provided for information transfer.

The major functional elements of the DATA 620/i, indicated in figure 2-1, are: control section, arithmetic/logic section, operational registers, internal buses, input/output (I/O) bus, and memory.

2.1.1 Control Section

The control section provides the timing and control signals required to perform all operations in the computer. The major elements in this section are the U register, the timing and decoding logic, and the shift control.

The U register (instruction register) is 16 bits long. This register receives each instruction from memory through the W bus and holds the instruction during its execution. The control fields of the instruction word are routed to the decoding and timing logic where the codes determine the required timing and control signals. The address field from the U register, used for various addressing operations, is also routed to the arithmetic/logic section.

The decoding logic decodes the fields of the instruction word held in the U register to determine the control signal levels required to perform the operations specified by the instruction. These levels select the timing signals generated by the timing unit.

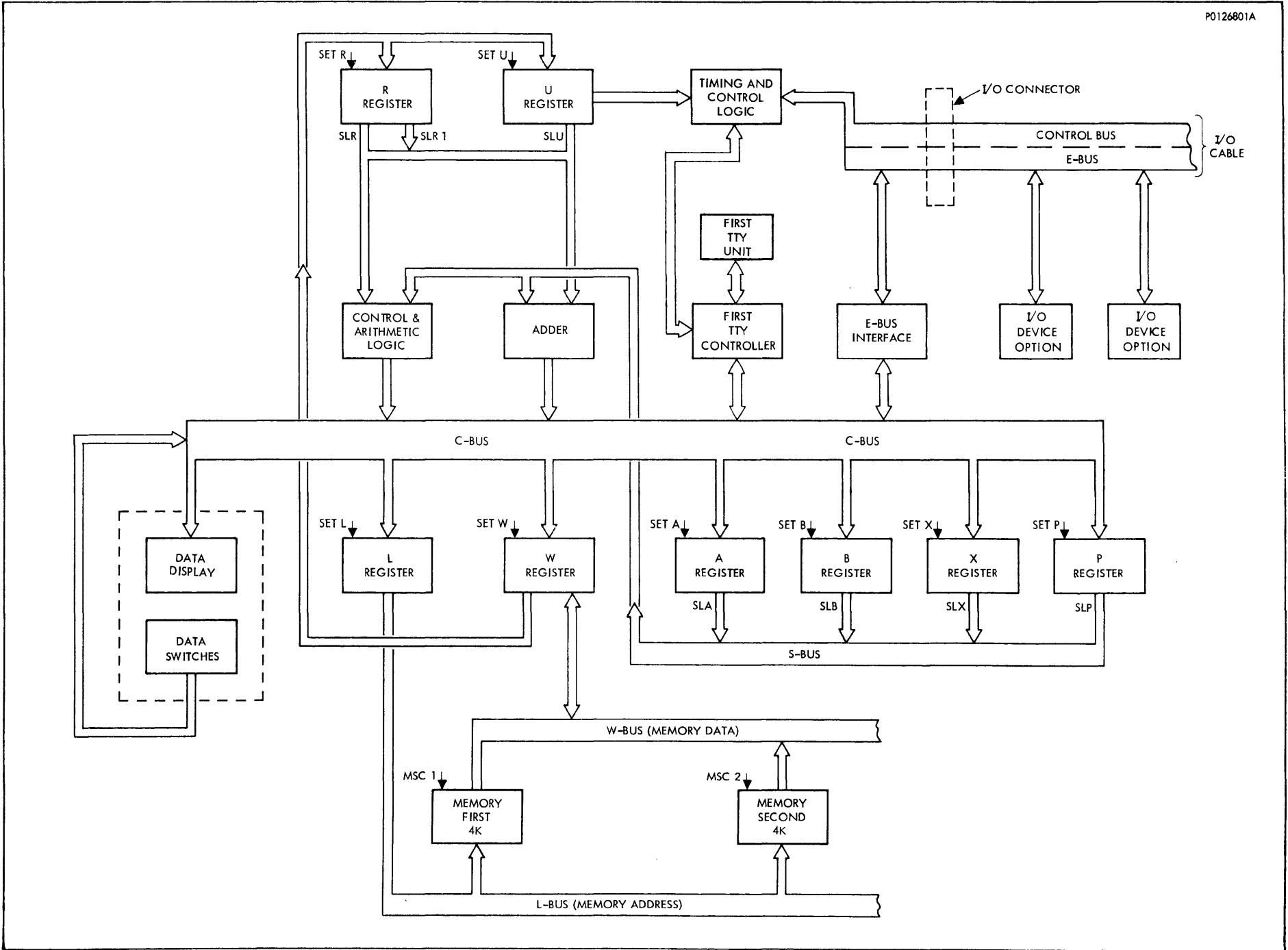


Fig. 2-1. DATA 620/i Organization

Timing logic generates the basic 4.4-MHz system clock. From this clock, timing logic derives the timing pulses which control the sequence of all operations in the computer.

The shift control contains the shift counter and logic to control operations performed by the shift, multiply, and divide instructions.

2.1.2 Arithmetic/Logic Section

This section consists of two elements; the R register and the arithmetic unit.

The R register receives operands from memory and holds them during instruction execution. The operand may be either data or address words. This register permits transfers between memory and I/O bus during the execution of extended-cycle instructions.

The arithmetic unit contains gating required for all arithmetic, logic, and shifting operations performed by the computer. Indexed and relative address modifications are performed in this section without increased instruction execution time.

The arithmetic unit also controls the gating of words from the operational registers and the I/O bus onto the C bus where they are distributed to the operational registers or to memory registers. This facility is used to implement many of the microinstructions of the computer.

2.1.3 Operational Registers

The basic DATA 620/i computer contains nine registers.

The operational registers consist of the A, B, X, and P registers. The A, B, and X registers are directly accessible to the programmer. The P register is indirectly accessible through use of the jump-class instructions which modify the program sequence. The operational registers are described in the following paragraphs.

A register. This full-length register is the upper half of the accumulator. This register accumulates the results of logical and addition/subtraction operations, the most-significant half of the double-length product in multiplication, and the remainder in division. It may also be used for input/output transfers under program control.

B register. This full-length register is the lower half of the accumulator. This register accumulates the least-significant half of the double-length product in multiplication, and the quotient in division. It may also be used for input/output transfers under program control and as a second hardware index register.

X register. This full-length register permits indexing of operand addresses without adding time to execution of indexed instructions.

P register. This full-length register holds the address of the current instruction and is incremented before each new instruction is fetched. A full complement of instructions is available for conditional and unconditional modification of this register.

S register. This five-bit register controls the length of shift instructions in combination with the U register.

2.1.4 Internal Buses

The basic computer contains five buses. These are the C, S, W, L, and I/O buses. Buses C, S, W, and L are described in the following paragraphs. The I/O bus is described in paragraph 2.1.5.

C bus. This bus provides the parallel path and selection logic for routing data between the arithmetic unit, the I/O bus, the operational registers, and the memory registers. The console display indicators are also driven from the C bus. Distribution of data simultaneously to multiple operational registers is facilitated by this bus.

S bus. This bus provides the parallel path and selection logic for routing data from the operational registers to the arithmetic unit.

W bus. The memory word (W) register is directly connected to all memory modules through the W bus. The bus is bidirectional and time-shared among memory modules.

L bus. The memory address (L) register is directly connected to all memory modules through the L bus. The bus is unidirectional.

2.1.5 Input/Output Bus

The standard DATA 620/i is provided with a bidirectional input/output (I/O) bus that permits programmed data transfers between peripheral devices and the computer.

2.1.6 Memory

The internal storage of the computer consists of 4096-word modules connected to the L and W buses. The mainframe can accommodate one 4096-word module. Additional modules are added in an additional frame that is attached to the mainframe. The computer memory can be expanded to a maximum of 32,768 words using 4096-word modules. Instruction words read from memory are transferred to the control section for execution. Words may be transferred, under program control, from memory to the arithmetic/logic section, to the operational registers, or to the I/O bus. Words may be transferred, under program control, to memory from the operational registers or the I/O bus. When the direct memory access option is used, the system is capable of direct transfer between memory and peripheral devices on the I/O bus, concurrent with computations.

2.1.7 Direct Memory Access

The direct-memory-access (DMA) option allows data transfer into or out of memory modules without disturbing the contents of the operational registers. Only the L and W registers are altered. Access to memory using the DMA facility is on a "cycle-steal" basis and requires 2.7 microseconds of processor time per transfer.

2.1.8 Micro-EXEC

The Micro-EXEC option is a unique hardware technique for microstep sequencing of the computer. This option provides hardware logic in which all computer control signals are

made available on an external cable connector so that special hardware routines can be constructed. External control and special return instructions are provided for easy program entry and exit.

2.2 COMPUTER WORD FORMATS

There are three basic word formats used in the DATA 620/i: data, indirect address, and instruction. The instruction word format is further divided into four types: single-word addressing, single-word non-addressing, double-word addressing, and double-word non-addressing.

2.2.1 Data Word Format

The data word format is shown in figure 2-2. This word may be either 16 or 18 bits depending upon the word length configuration of the particular machine.

In the 16-bit format, the data occupy bit positions 0-14, with the sign in position 15. Negative numbers are represented in 2's complement form. In the 18-bit format, the data occupy bits 0-16, with the sign in position 17.

2.2.2 Indirect Address Word Format

The indirect address word format is shown in figure 2-3. This word occupies a location in memory which is accessed by an instruction in the indirect address mode. Bit 15 contains the I Bit. If $I = 0$, bits 0-14 contain the location of

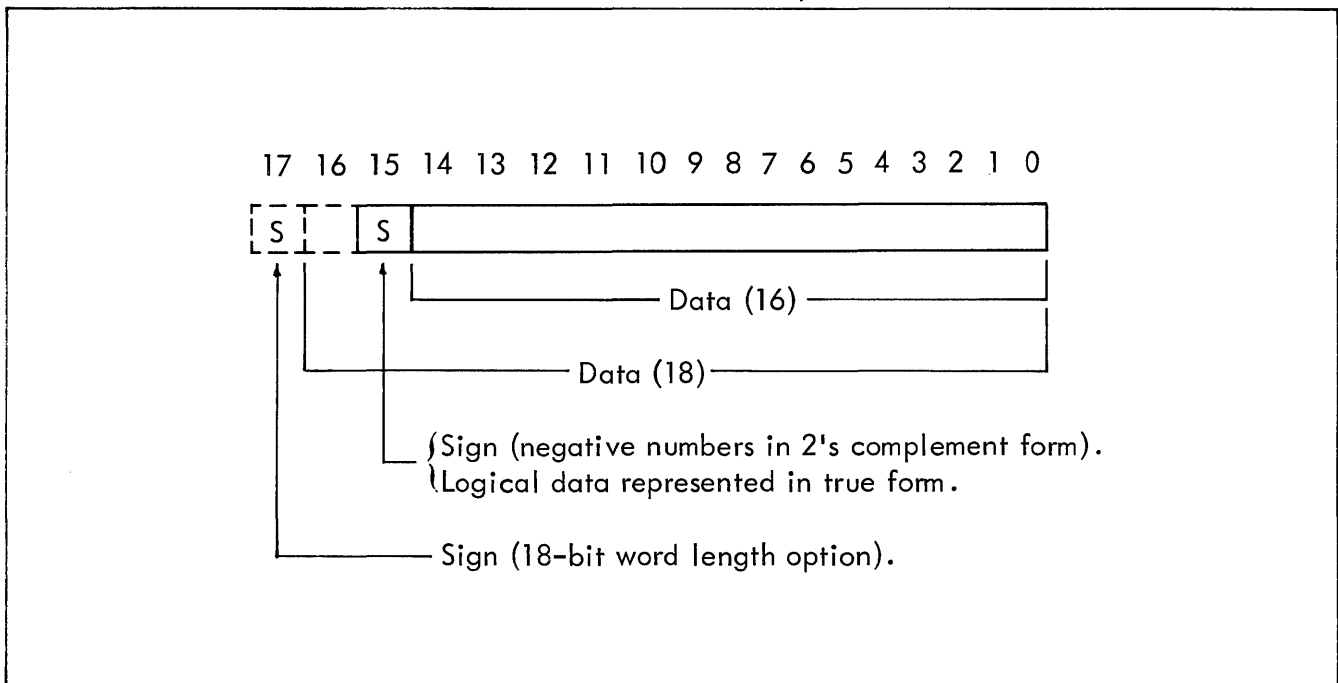


Figure 2-2. Data Word Format

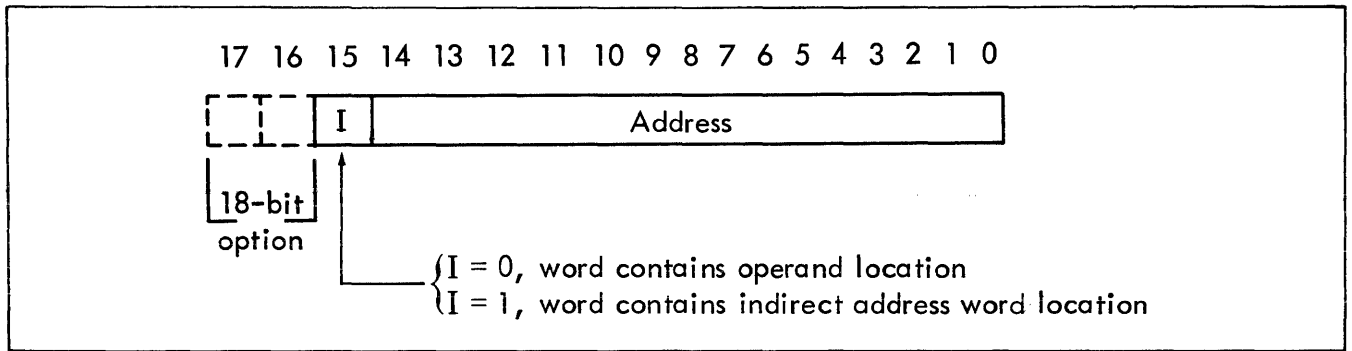


Figure 2-3. Indirect Address Word Format

an operand or instruction in memory. If $I = 1$, bits 0-14 contain the location of another indirect address word. Indirect addressing may be extended to any desired level. Each level of indirect addressing adds one cycle (1.8 microseconds) to the basic execution time of an instruction.

2.2.3 Single-Word Instruction Formats

Single-word instructions may be either addressing or non-addressing, as described in the following paragraphs.

Addressing instructions. The single-word addressing instruction format is shown in figure 2-4. This type of word contains three fields, as follows:

- O - Operation code
- M - Addressing mode
- A - Address field

All single-word addressing instructions may be executed in any one of five addressing modes: direct, relative to P register, index with X register, index with B register, and indirect.

Single-word addressing instruction groups are as follows:

- LOAD/STORE
- ARITHMETIC
- LOGICAL

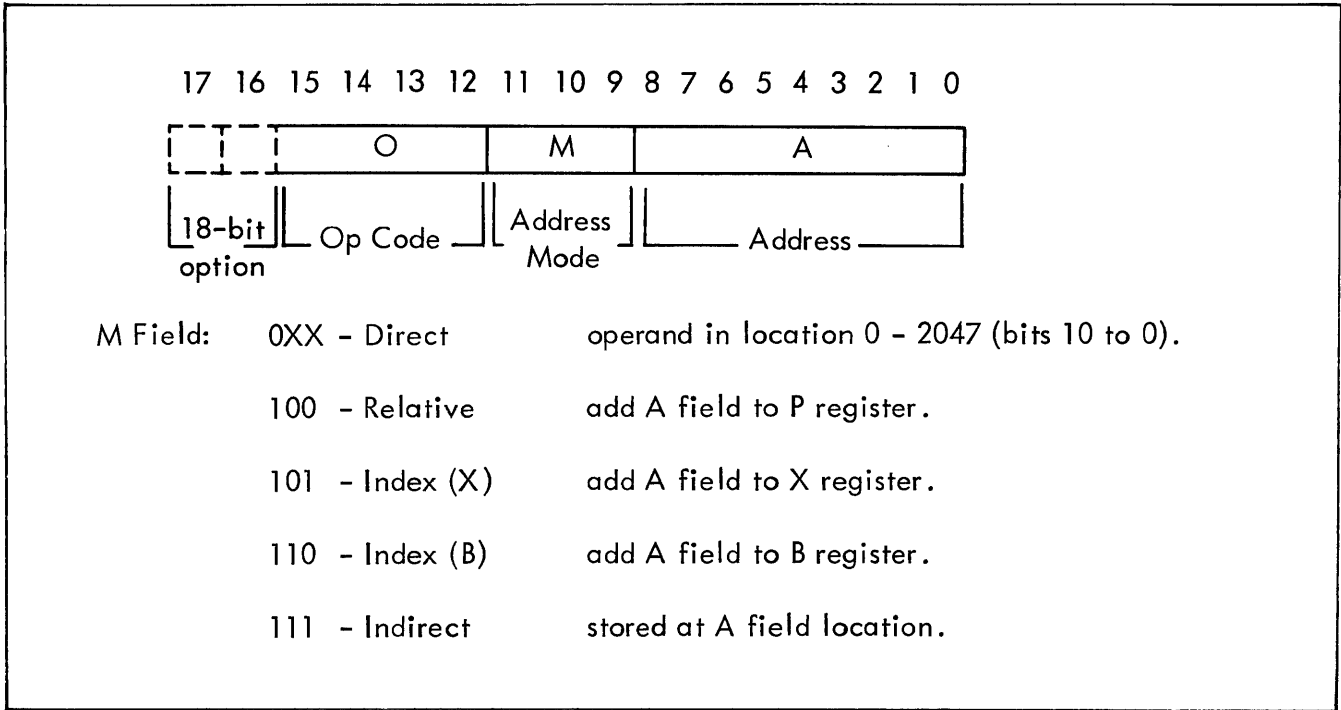


Figure 2-4. Single-Word Addressing Instruction Format

Non-addressing instructions. The single-word non-addressing instruction format is shown in figure 2-5. This instruction contains the following three fields:

- C - Class code
- O - Operation code
- D - Definition

The D (definition field) specifies the action to be performed by the computer such as:

- a. Number of shifts.
- b. Kind of register change as well as source and destination registers.
- c. Input/output.
- d. Halt code.

Single-word non-addressing instruction groups are as follows:

- SHIFT
- CONTROL
- REGISTER CHANGE
- INPUT/OUTPUT

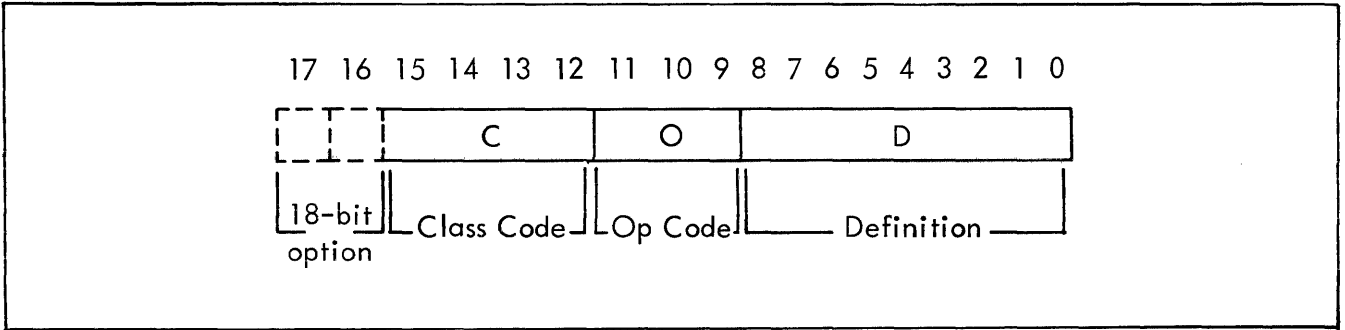


Figure 2-5. Single-Word Non-Addressing Instruction Format

2.2.4 Double-Word Instruction Formats

Double-word instructions may be either addressing or non-addressing.

Addressing instructions. This instruction contains three fields:

- C - Class code
- O - Operation code
- D - Definition

The double-word addressing instruction is shown in figure 2-6. This format is used for the following instruction types:

- JUMP
- JUMP AND MARK
- EXECUTE
- EXTENDED ADDRESS

For the jump, jump-and-mark, and execute groups, the definition field of the first word defines a set of nine logical states which condition the execution of the instruction. The second word contains the jump address, jump-and-mark address, or the location of the instruction to be executed if the condition is met. Indirect addressing is permitted.

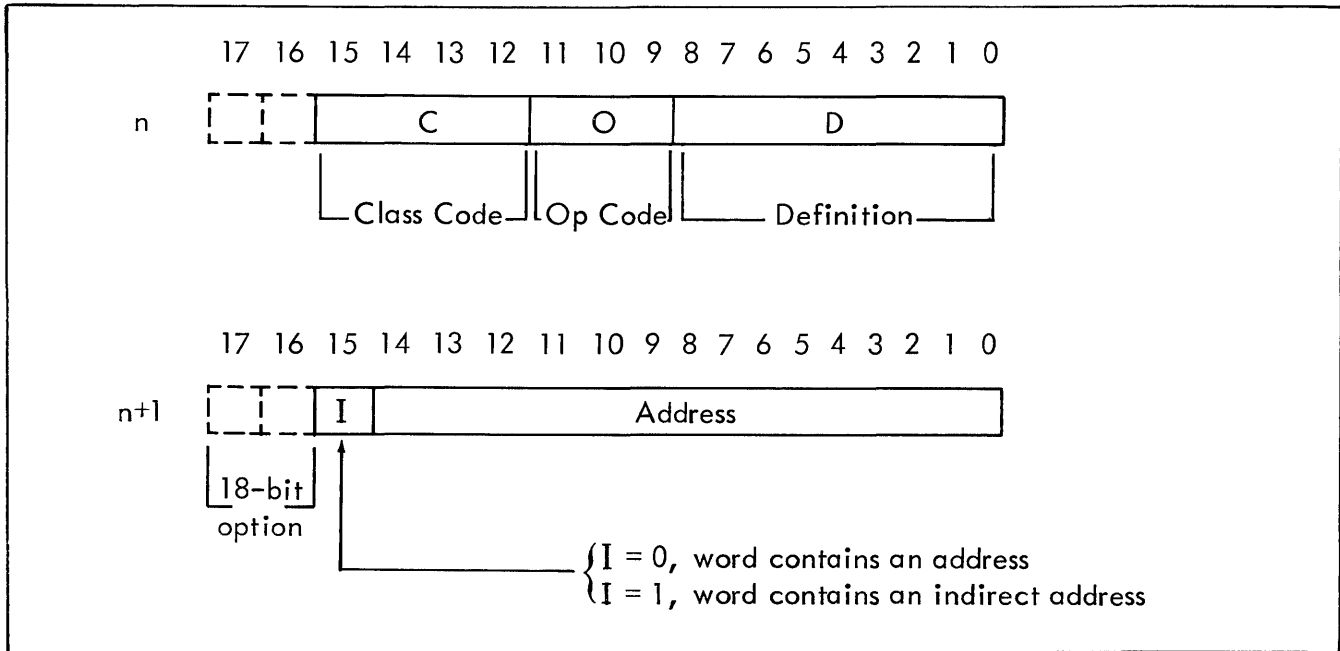


Figure 2-6. Double-Word Addressing Instruction Format

For the extended address group of instructions, the definition field is further divided into three subfields. The M field contains bits 0-2, the op code contains bits 3-6, with bits 7 and 8 left blank. Extended address instructions are identical in operation to the single-word addressing instructions except that they allow direct addressing to 32,768 words of memory.

For the memory input/output group, the definition field of the first word contains the number of the peripheral device and its mode, and the second word contains the memory address of the data to be transferred. Indirect addressing is not permitted.

Non-addressing instructions. The double-word non-addressing instruction format is shown in figure 2-7. This format is used for the immediate group of instructions. There are 12 standard and two optional instructions in this group.

The op-code field contains the operation to be performed (bits 3-6). All single-word addressing type instructions may be performed as an immediate type instruction. The operand is contained in the second word. Indirect addressing is not applicable.

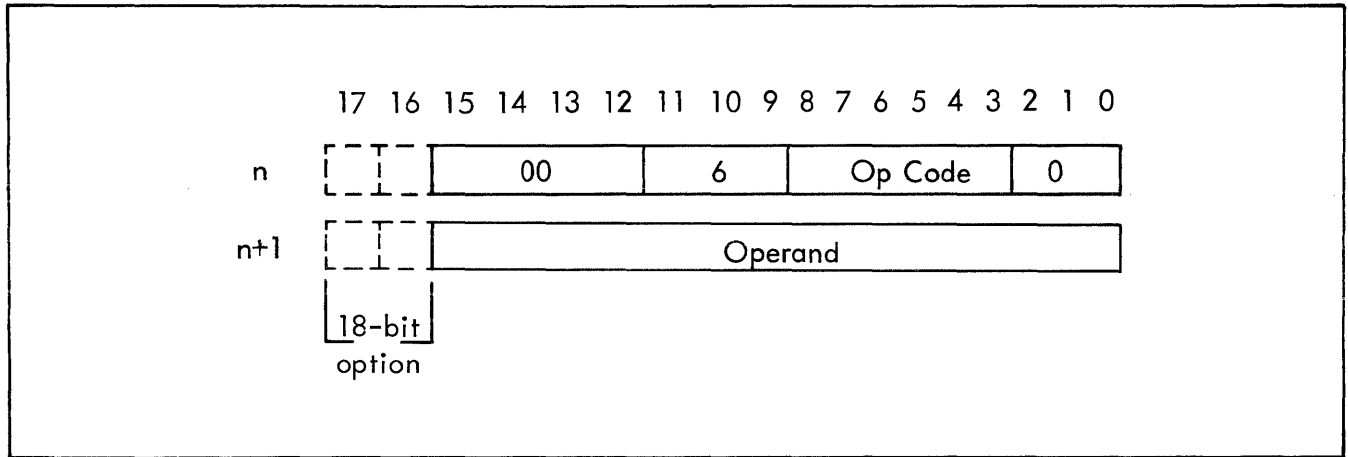


Figure 2-7. Double-Word Instruction Format, Immediate Type Instructions

2.3 COMPUTER OPTIONS

The following options can be mounted in the basic computer rack.

620/i-10 This option provides three additional features for the computer. These are: multiply, divide, and extended addressing.

During multiply, the contents of the B register are multiplied by the contents of a specified memory location. The original contents of the A register are added to the final product. Execution time is 18 microseconds for the basic 16-bit computer; 19.8 microseconds for the 18-bit model.

During divide, the contents of the A and B registers are divided by the contents of a specified memory location. Execution time is 18 to 25.2 microseconds for the basic 16-bit computer; 19.8 to 28.8 microseconds for the 18-bit model.

During extended addressing, all single-word instructions can be programmed as double-word instructions, where the second word contains the effective address of the operand. This option is used with the basic DATA 620/i-00.

620/i-01 Memory/Peripheral Controller Expansion Chassis. This option provides the necessary power supply and mounting hardware required for the 620/i-02 memory module and/or a peripheral controller chassis. The chassis (backpanel wiring) is divided into halves. Each half can accommodate a 4096-word memory module. Alternately, a peripheral control chassis may be installed in the right half. Each peripheral controller chassis can contain up to four controllers.

This option requires 10-1/2 inches of height in a 19-inch rack and mounts below the mainframe.

620/i-02 Memory Module. This option is a 4096-word (16-bit) memory module that provides additional on-line core storage for the standard DATA 620/i-00 computer. The memory has a cycle time of 1.8 microseconds and utilizes a unique stack-temperature compensation scheme that does not require a stack heater.

This concept allows stack temperature to follow ambient temperature but compensate by controlling drive circuits with a simple and unique electronic servo. This servo senses stack temperature and automatically adjusts drive and inhibit currents to their optimum values. This method avoids operation near marginal limits and makes the memory instantly available regardless of ambient temperature.

The memory is expandable to 32,768 words in 4096-word increments. This memory option requires one or more 620/i-01 expansion chassis. Two memory modules can be contained in an expansion chassis. Up to seven 620/i-02 options can be on-line to the computer.

620/i-12 Direct Memory Access and Interrupt. This option DMA/I provides "cycle-stealing" capability to the party-line I/O system. It permits external devices to request service from the computer on a priority basis and to interrupt the computer for 2.7 microseconds while the memory is cycled. DMA/I permits data transfers to occur at a rate

of over 200,000 words (16 or 18 bits) per second. This operation does not disturb the operational registers (A, B, X, P) of the computer, thus allowing the program to proceed normally at the conclusion of the data transfer. This option is physically mounted in the DATA 620/i mainframe.

- 620/i-13 Real-Time Clock. The real-time clock provides a flexible time-orientation system that can be used in a variety of real-time functions, including time-of-day accumulation and as an interval timer.

The real-time clock can generate two interrupts. The first interrupt is a time-base signal that increments a specific memory location when recognized by the computer. The second interrupt occurs when the incremented memory location reaches a count of 40,000. The frequency of the first interrupt can range from 100 Hz to 10 kHz, or an external frequency source can be used. This option is physically mounted in the DATA 620/i mainframe. Direct memory access and interrupt must be installed before this option may be used.

- 620/i-14 Power Fail/Restart. This option permits automatic recovery and restart of a program when ac line power to the computer is discontinuous.

A power failure is detected when the 115-vac supply falls below an adjustable threshold (105 vac). Any time a power failure is detected, a power-fail interrupt is generated, and memory-data-save and processor-reset operations are initiated before dc power falls below operating level.

This option is installed in the DATA 620/i mainframe.

- 620/i-16 Priority Interrupt. This option provides the DATA 620/i with a multi-level priority interrupt system that includes single-instruction execute, group enable/disable, and selective arm/disarm capability. Each interrupt line is assigned a

unique memory destination address which is the first of a pair of locations. The system is modular and expendable in groups of eight levels. This option is mounted in the DATA 620/i mainframe or in a 620/i-01 expansion chassis.

The interrupt system is automatically scanned every 900 nanoseconds and the interrupt is recognized before the fetch cycle of the next instruction to be executed. If signals exist on one or more interrupt line, the highest-priority interrupt is recognized.

Each group of eight interrupt can be enabled/disabled individually and contains an eight-bit mask register that controls the individual interrupt lines. Acknowledgment of an interrupt by the computer causes the instruction-specified memory address of the interrupt to be accessed. The instruction can be any of the DATA 620/i repertoire. This technique permits an interrupt to be serviced in one instruction period. If the executed instruction is jump and mark, the interrupt system is automatically inhibited, permitting the inhibit to be terminated under program control.

The DATA 620/i interrupt system provides high-speed reaction time, expansion capability, and arm/disarm versatility for real-time control.

SECTION 3

OPERATIONAL INSTRUCTIONS

3.1 GENERAL

This section describes DATA 620/i instructions which effect operations in the computer. Input/output instructions are described in section 4. Information provided for each instruction is as follows:

- a. The mnemonic that is recognized by the DATA 620/i assembler (DAS).
- b. Mnemonic definition.
- c. Instruction timing.
- d. Instruction description.
- e. Registers altered by execution of the instruction.
- f. Addressing modes permitted.
- g. A flow chart, when required for complete understanding.

Instructions are divided into two classes: single-word and double-word. Each class contains both addressing and non-addressing groups of instructions. Microprogramming operations which can be implemented for various instruction types are summarized in appendix G.

3.2 SINGLE-WORD INSTRUCTIONS

Single-word instructions may be either addressing or non-addressing. The addressing instruction groups are load/store, arithmetic (multiply/divide optional), and logical.

The non-addressing instruction groups are control, shift, and register change.

3.2.1 Single-Word Addressing Instructions

The format of the single-word addressing class instructions is shown in figure 2-4. The operation is specified by the O field (bits 12-15). The address field, A (bits 0-8), contains the base location of an operand in memory. Operand addressing may be in any one of five modes specified by the M field (bits 9-11).

Table G-1 (d), appendix G, summarizes the addressing modes, and tables G-1 (a), G-1 (b), and G-1 (c) summarize the operation codes for the single-word addressing instructions. Figure 3-1 shows the general operand addressing flow for this class of instructions.

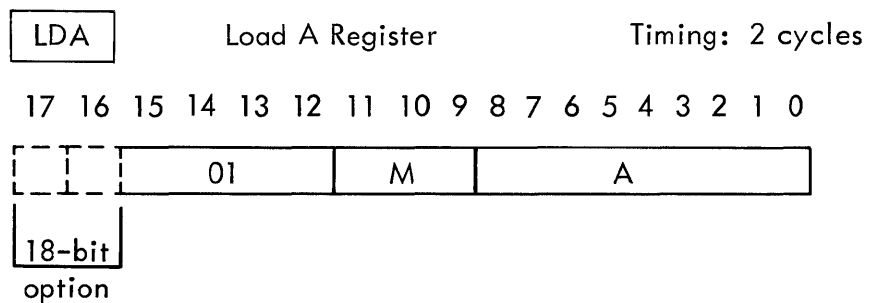
For direct addressing, bits 0-10 specify the location of an operand within the first 2048 (0-2047) words of memory.

For relative addressing, the address field is added to the P register, mod 2^9 , to form the effective address. This mode permits addressing an operand up to 511 words in advance of the current program location.

For index addressing with the X or B register, the address field is added to the X or B register, mod 2^{15} , to form the effective address. Indexing does not increase the basic instruction execution time.

For indirect addressing, the address field specifies the location of an indirect address word within the first 512 (0-511) words of memory. If $I = 0$ in the address word, the word contains the location of an operand. If $I = 1$, the word specifies the location of another indirect address word. Each level of indirect addressing adds one cycle (1.8 microseconds) to the basic instruction execution time.

Load/store instruction group. The following paragraphs provide the mnemonic, description, and timing for each instruction in the load/store group. Figures 3-2 and 3-3 show the general flow for the load/store instruction group.



The contents of the addressed memory location are placed in the A register.

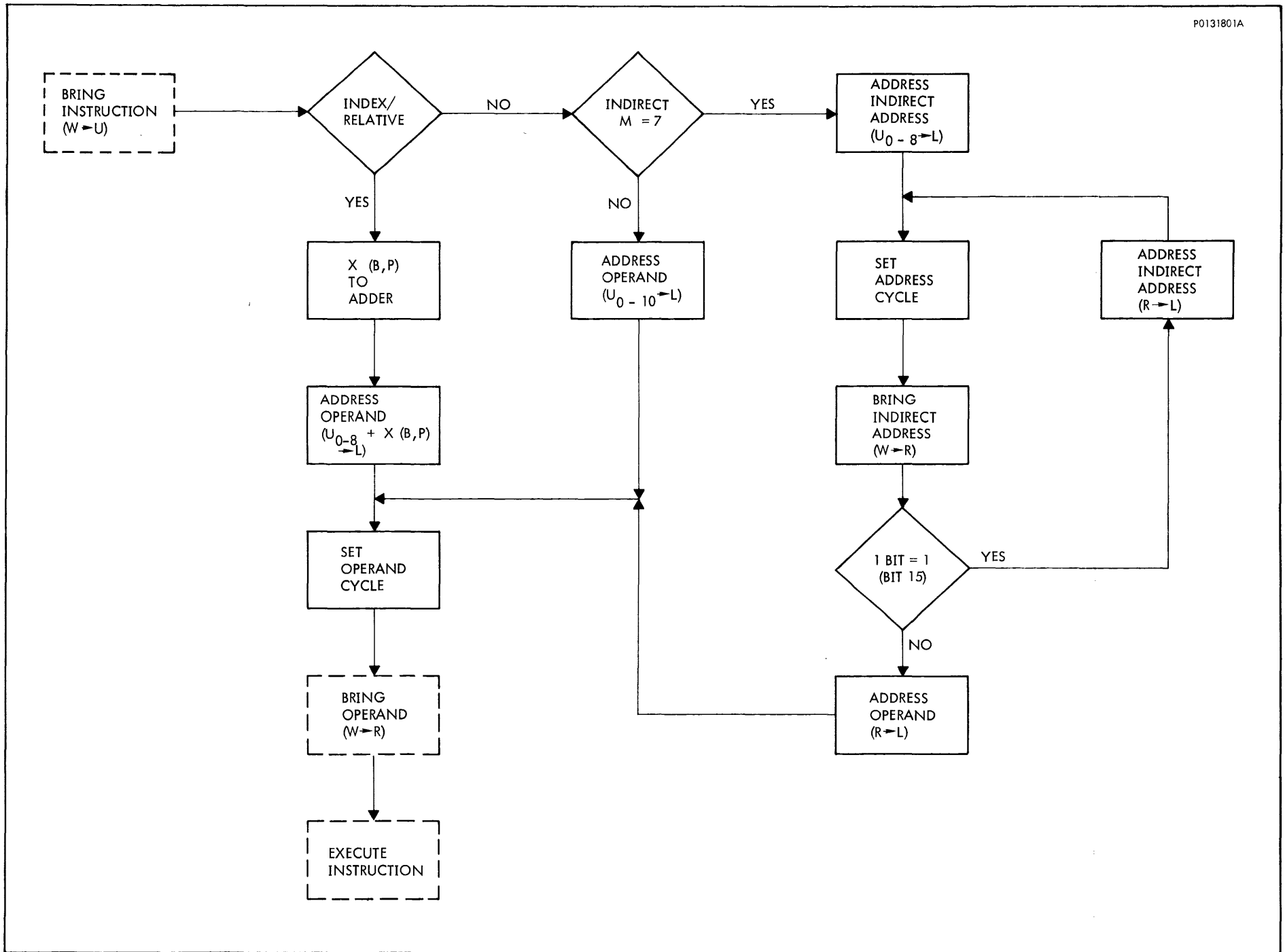


Fig. 3-1 Single-Word-Address Instruction, Operand Addressing, General Flow

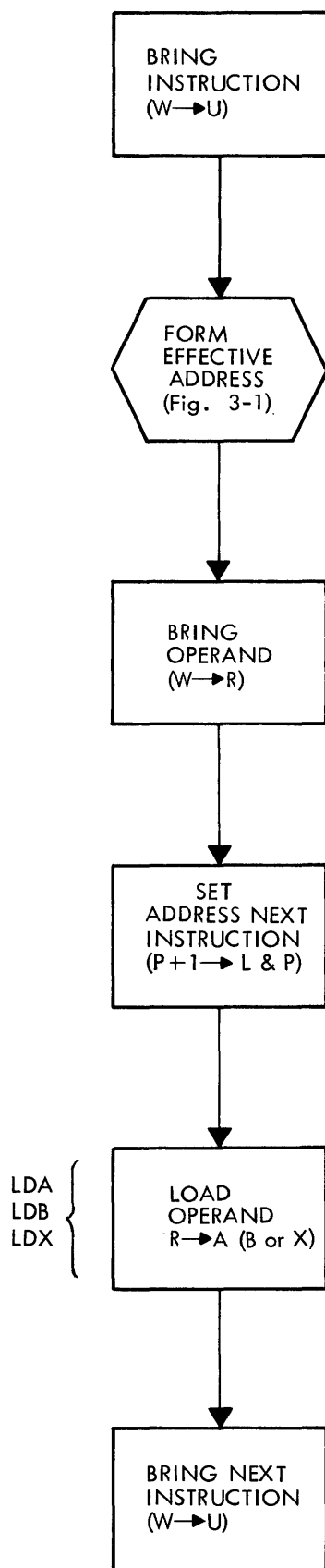


Fig. 3-2 Load Type Instruction, General Flow

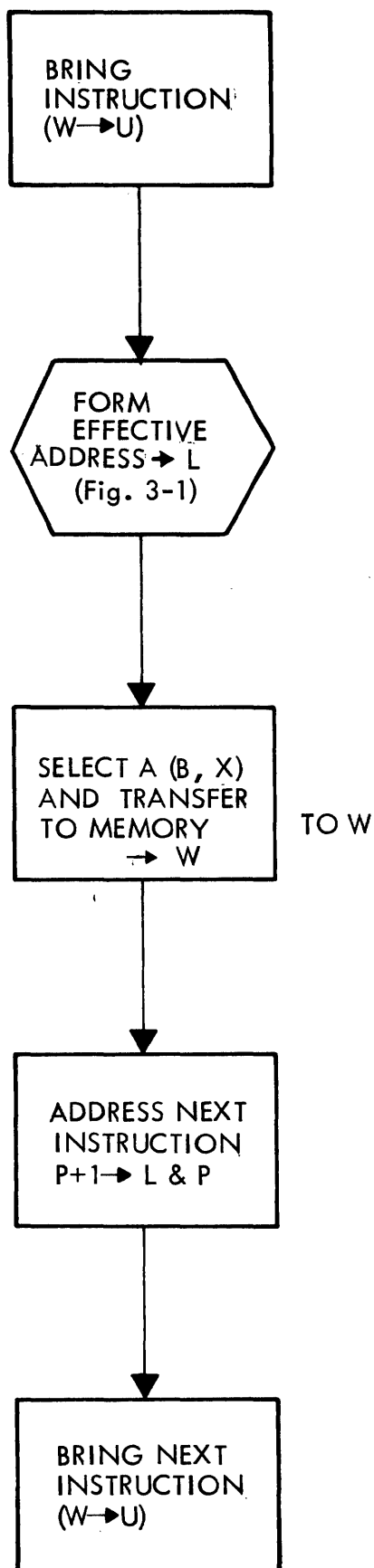
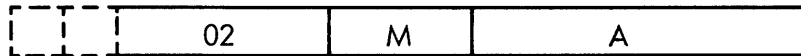


Fig. 3-3 Store-Type Instruction, General Flow

Relative: Yes
 Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A

LDB Load B Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



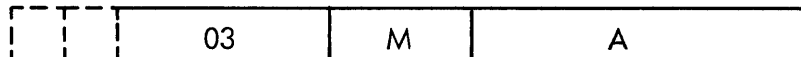
18-bit
option

The contents of the effective memory location are placed in the B register.

Relative: Yes
 Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: B

LDX Load Index Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



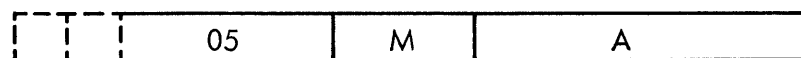
18-bit
option

The contents of the effective memory location are placed in the index register.

Relative: Yes
 Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: X

STA Store A Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



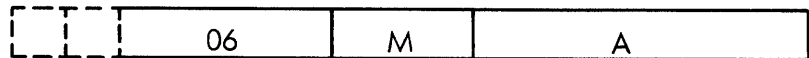
18-bit
option

The contents of the A register are placed in the effective memory location.

Relative: Yes
Indexing: Yes
Indirect Addressing: Yes
Registers Altered: Memory

STB Store B Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



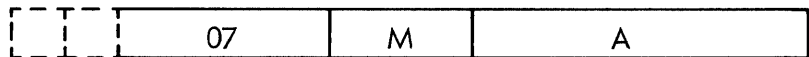
18-bit
option

The contents of the B register are placed in the effective memory location.

Relative: Yes
Indexing: Yes
Indirect Addressing: Yes
Registers Altered: Memory

STX Store Index Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

The contents of the X register are placed in the effective memory location.

Relative: Yes
Indexing: Yes
Indirect Addressing: Yes
Registers Altered: Memory

Arithmetic instruction group. The following paragraphs provide the mnemonic, description, and timing for each instruction in the arithmetic group. Figures 3-4 and 3-5 show the general flow for the arithmetic instruction group.

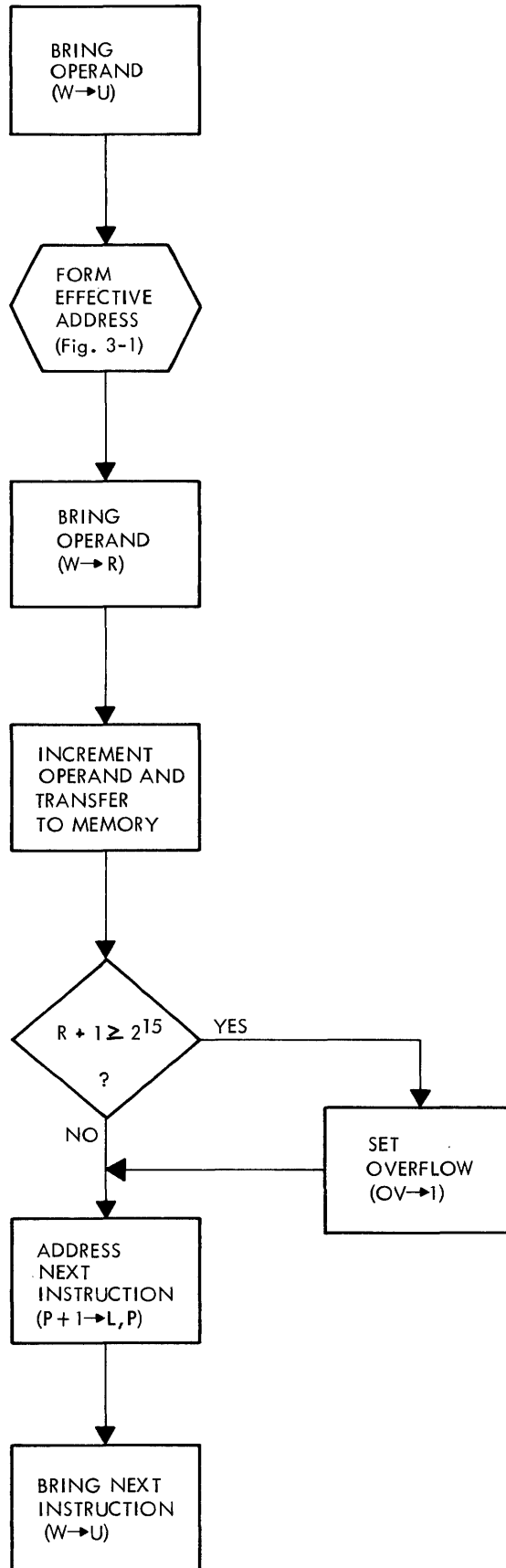


Fig. 3-4 Increment Memory-and-Replace Instruction, General Flow

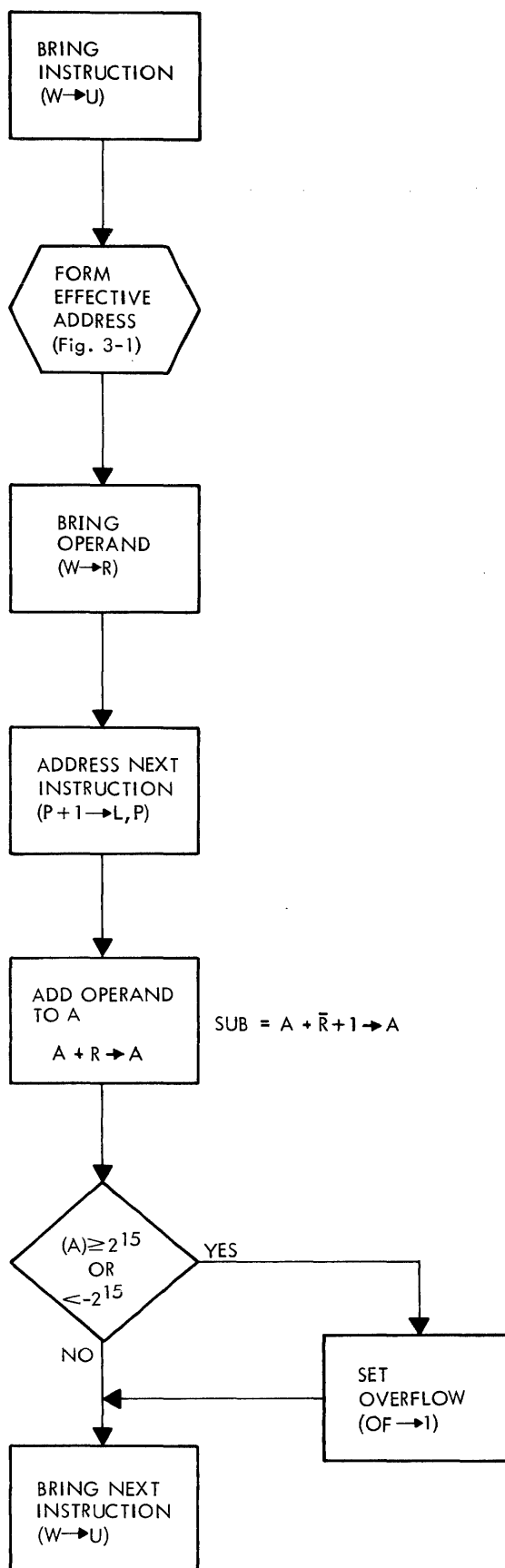
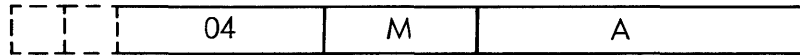


Fig. 3-5 Add Instruction, General Flow

INR Increment Memory and Replace Timing: 3 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

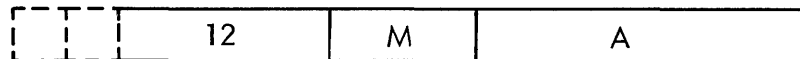
The contents of the effective memory location are incremented by one, mod 2^{16} (2^{18}).

After execution, if $(M) \geq 2^{15}$ (2^{17}), the overflow indicator (OF) is set.

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: Memory, OF

ADD Add Memory to A Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

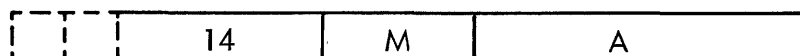
The contents of the effective memory location are added to the contents of the A register and the sum is placed in the A register.

After execution, if $(A) \geq 2^{15}$ (2^{17}) or $\leq -2^{15}$ (-2^{17}), the overflow indicator (OF) is set.

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A, OF

SUB Subtract Memory from A Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

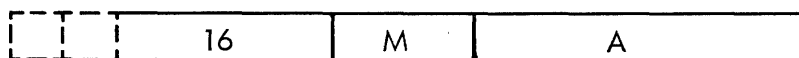
The contents of the effective memory location are subtracted from the A register and the difference is placed in the A register.

After execution, if $(A) \leq 2^{15} (2^{17})$ or $< -2^{15} (-2^{17})$, the overflow indicator (OF) is set.

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A, OF

MUL	Multiply (optional)	Timing: 10 cycles (16 bits) 11 cycles (18 bits)
-----	---------------------	--

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

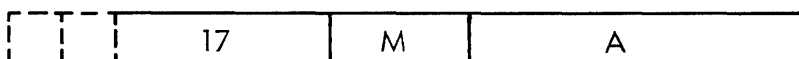
The contents of the B register are multiplied by the contents of the effective memory location. The original contents of the A register are added to the final product. The product is placed in the A and B registers, with the most-significant half of the product in the A register and the least-significant half in the B register. The sign of the product is contained in the sign position of the A register. The sign position of the B register is reset to zero.

The algorithm is in the form $R \cdot B + A$.

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A, B, OF

DIV	Divide (optional)	Timing: 10-14 cycles (16 bits) 11-15 cycles (18 bits)
-----	-------------------	--

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

The contents of the A and B registers are divided by the contents of the effective memory location. The quotient is placed in the B register with sign, and the remainder is placed in the A register with the sign of the dividend.

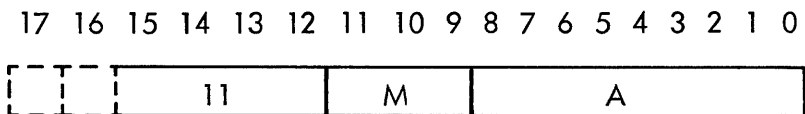
If
$$\frac{(A, B)}{M} \leq 1$$

(divisor > dividend, taken as a binary fraction), overflow will not occur. If overflow does occur, the overflow indicator (OF) is set.

Logical instruction group. The following paragraphs provide the mnemonics, description, and timing for each instruction in the logical instruction group.

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A, B, OF

ØRA Inclusive-OR Memory and A Timing: 2 cycles



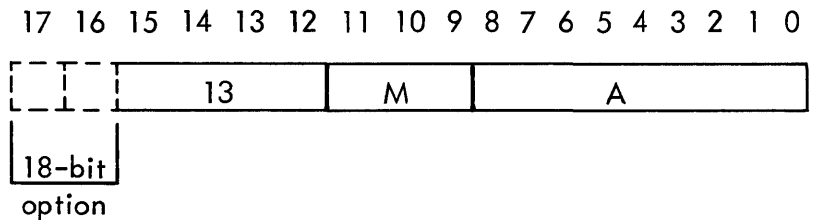
18-bit
option

An inclusive-OR operation is performed between the effective memory location and the contents of the A register. The result is placed in the A register. If either the effective memory location or A contains a one in the same bit position, a one is placed in the result. The truth table is shown below, where n = bit position.

Condition		Result
$A_{(n)}$	Effective Memory Location (n)	$A_{(n)}$
0	0	0
0	1	1
1	0	1
1	1	1

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A

ERA Exclusive-OR Memory Timing: 2 cycles and A



An exclusive-OR operation is performed between the effective memory location and the contents of the A register. The result is placed in the A register. If the same bit position of the effective memory location and A contain a zero, or if both bit positions contain a one, the result is zero. If the same bit position of the effective memory location and A are not equal; i.e., one contains a zero and the other a one the result is a one. The truth table is shown below, where n = bit position:

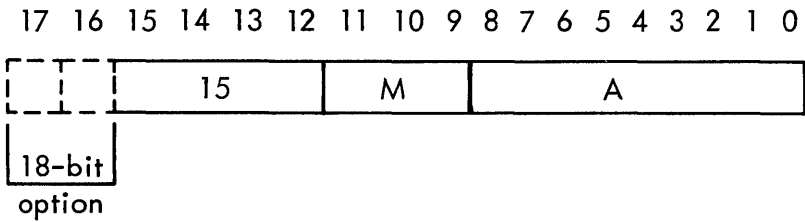
Condition		Result
$A_{(n)}$	Effective Memory Location (n)	$A_{(n)}$
0	0	0
0	1	1
1	0	1
1	1	0

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A

ANA

AND Memory and A

Timing: 2 cycles



The logical-AND is performed between the contents of the A register and the contents of the effective memory location. The result is placed in the A register. If the same bit position of both the effective memory location and A contain a one, the result is a one. The truth table is shown below, where n = bit position:

Condition		Result
$A_{(n)}$	Effective Memory Location (n)	$A_{(n)}$
0	0	0
0	1	0
1	0	0
1	1	1

Indexing: Yes
 Indirect Addressing: Yes
 Registers Altered: A

3.2.2 Single-Word Non-Addressing Instructions

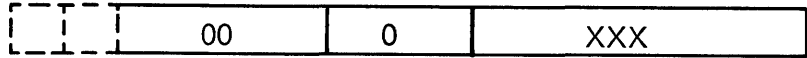
The format of the single word non-addressing instruction class is shown in figure 2-5.

The non-addressing single-word instructions include the control group, the shift group, and the register change group. The operation is defined by the M field. The address field (A) is not used by the control group instructions. For the shift group, the A field defines the type and number of shifts. For the register change group, the A field defines the type of transfer and the registers affected.

Control instruction group. The following paragraphs provide mnemonic, description, and timing for each instruction in the control group. Table G-2, appendix G, summarizes the control instructions.

HLT Halt Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



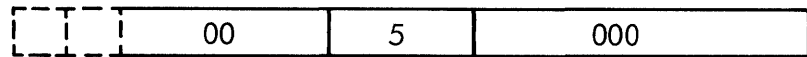
18-bit
option

When the computer executes the halt instruction, computation is stopped and the computer is placed in the step mode. When the RUN button is pressed, computation starts with the next instruction in sequence.

Indexing: No
Indirect Addressing: No
Registers Altered: None

NØP No Operation Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



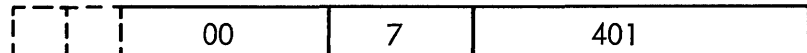
18-bit
option

Execution of the NOP instruction does not affect the A, B, X registers or memory.

Indexing: No
Indirect Addressing: No
Registers Altered: None

SØF Set Overflow Indicator Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



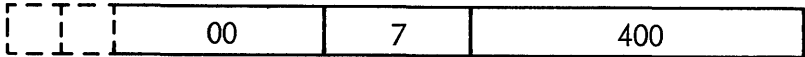
18-bit
option

The overflow indicator (OF) is set.

Indexing: No
 Indirect Addressing: No
 Registers Altered: OF

RØF	Reset Overflow Indicator	Timing: 1 cycle
-----	--------------------------	-----------------

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit option

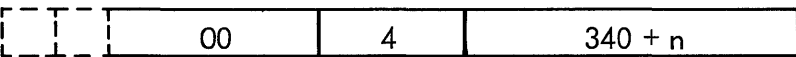
The overflow indicator (OF) is reset

Indexing: No
 Indirect Addressing: No
 Registers Altered: OF

Shift instruction group. For shift instructions 0-31, the address field, A, defines the type of shift (bits 5-8) and the number of bit positions to be shifted (bits 0-4). The instruction format showing the use of each A-field bit is given in table G-3 (a), appendix G. Twelve of the possible sixteen shift operations defined by bits 5-8 are implemented. These are summarized in table G-3 (b). Figure 3-6 shows the general flow for the shift instructions.

LSRA	Logical Shift Right A	Timing: $1 + 0.25n$ cycles (n = number of shifts)
------	-----------------------	---

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit option

The contents of the A register are shifted n places to the right ($n = 0$ to 37_8). Zeros are shifted into the high-order positions of the A register. Information shifted out of the low-order position of the A register is lost.

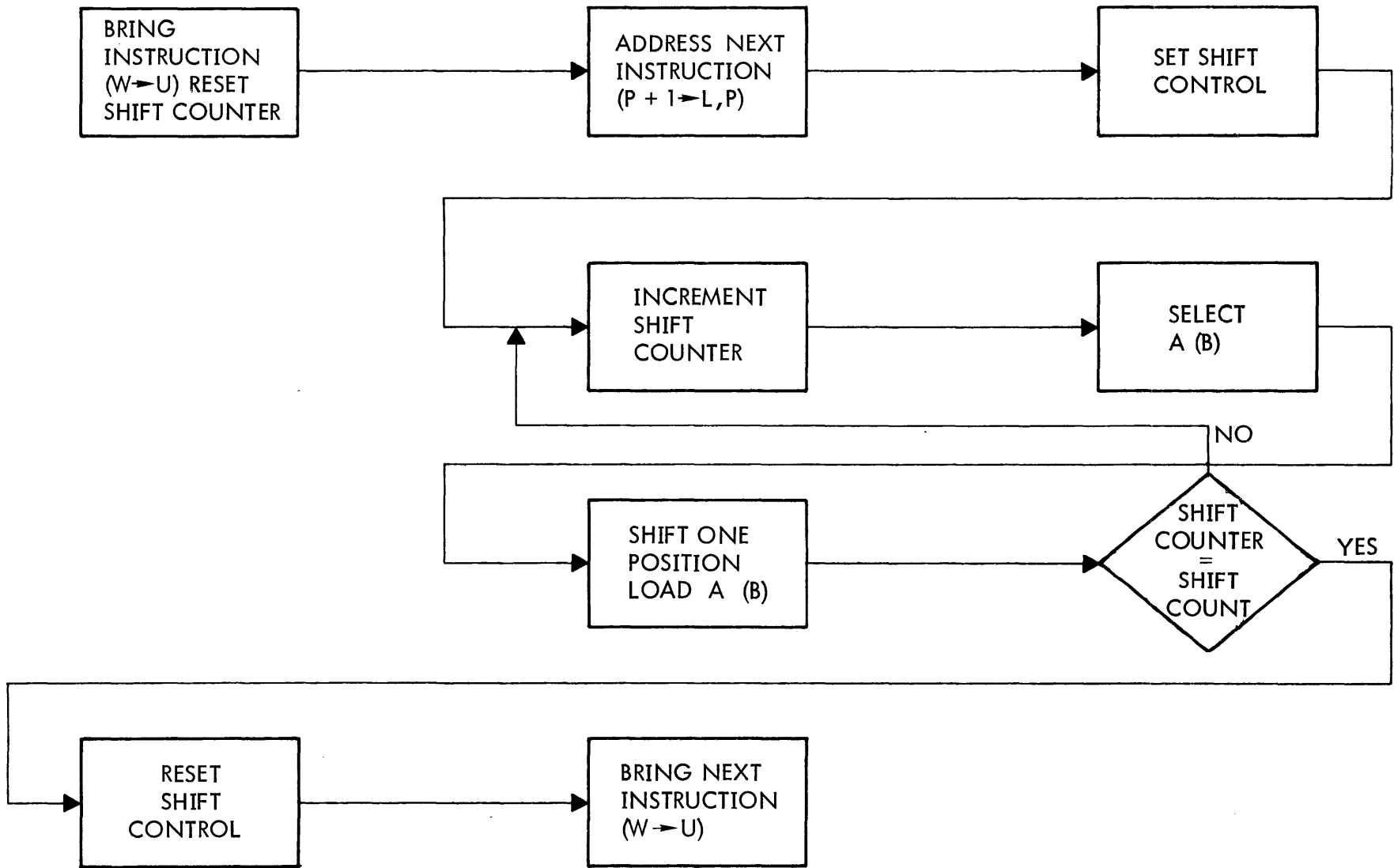
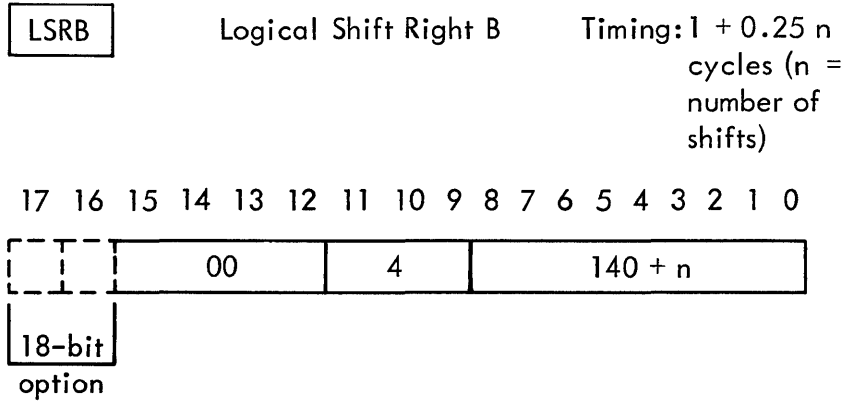


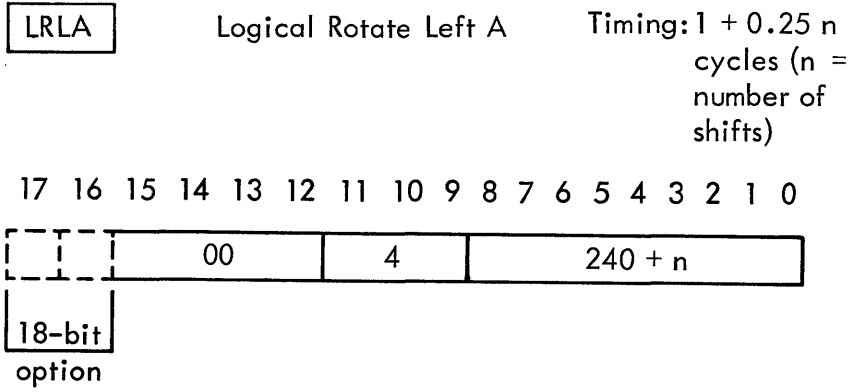
Fig. 3-6 Single-Register Shift Instruction, General Flow

Indexing: No
 Indirect Addressing: No
 Registers Altered: A



The contents of the B register are shifted n places to the right (n = 0 to 37₈). Information shifted out of the low-order position of the B register is lost. Zeros are shifted into the high-order position of the B register.

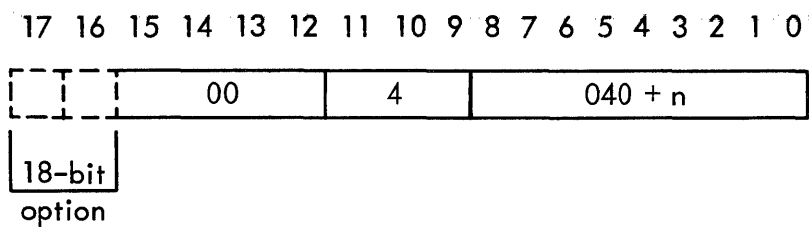
Indexing: No
 Indirect Addressing: No
 Registers Altered: B



The contents of the A register are rotated left n places (n = 0 to 37₈). Bit position A₁₅ (A₁₇) is rotated into bit position A₀.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A

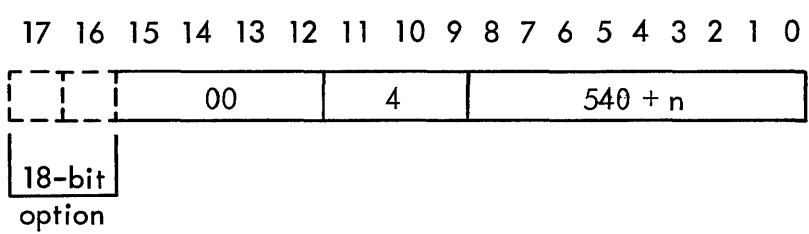
LRLB Logical Rotate Left B Timing: $1 + 0.25 n$ cycles (n = number of shifts)



The contents of the B register are rotated n positions to the left (n = 0 to 37₈). Bit position B₁₅ (B₁₇) is rotated into bit position B₀.

Indexing: No
Indirect Addressing: No

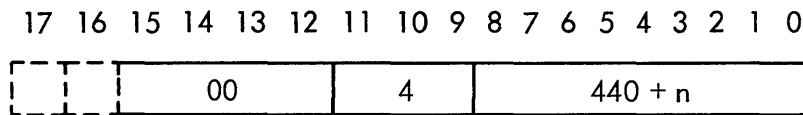
LLSR Long Logical Shift Right Timing: $1 + 0.50 n$ cycles (n = number of shifts)



The contents of the A and B registers are shifted right n positions (n = 0 to 37₈). Bits shifted out of the low-order position of B are lost. Zeros are shifted into the high-order position of the A register.

Indexing: No
Indirect Addressing: No
Registers Altered: A, B

LLRL Long Logical Rotate Left Timing: $1 + 0.50 n$ cycles ($n =$ number of shifts)

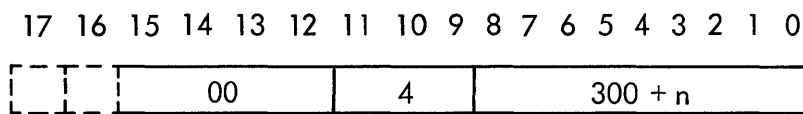


18-bit
option

The contents of the A and B registers are rotated n positions to the left ($n = 0$ to 37_8). Bit position A_{15} (A_{17}) is shifted into bit position B_0 .

Indexing: No
Indirect Address: No
Registers Altered: A, B

ASRA Arithmetic Shift A Right Timing: $1 + 0.25 n$ cycles ($n =$ number of shifts)



18-bit
option

The contents of the A register are shifted n positions to the right ($n = 0$ to 37_8). Bits shifted out of the low-order positions of A are lost. The sign bit of A, A_{15} (A_{17}) is extended n places to the right.

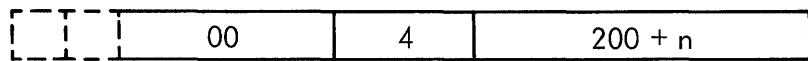
Indexing: No
Indirect Addressing: No
Registers Altered: A

ASLA

Arithmetic Shift A Left

Timing: $1 + 0.25 n$
cycles
(n = number
of shifts)

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

The contents of the A register are shifted n places to the left ($n = 0$ to 37_8). The sign bit, A_{15} (A_{17}), is retained and zeros are shifted into the low-order positions of A. Bits shifted out of A_{14} (A_{16}) are lost.

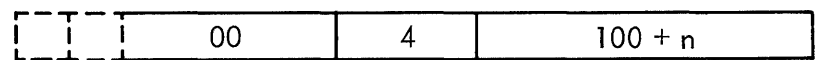
Indexing: No
Indirect Addressing: No
Registers Altered: A

ASRB

Arithmetic Shift B Right

Timing: $1 + 0.25 n$
cycles
(n = number
of shifts)

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



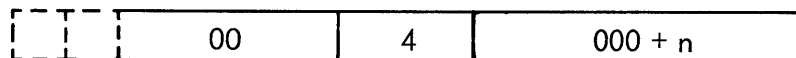
18-bit
option

The contents of the B register are shifted n places to the right ($n = 0$ to 37_8). Information shifted out of the low-order position of B are lost. The sign bit of B, B_{15} (B_{17}) is extended n places to the right.

Indexing: No
Indirect Addressing: No
Register Altered: B

ASLB	Arithmetic Shift B Left	Timing: $1 + 0.25 n$ cycles (n = number of shifts)
------	-------------------------	---

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



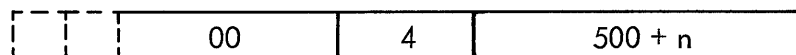
18-bit
option

The contents of the B register are shifted n places to the left ($n = 0$ to 37g). The sign bit of B, B_{15} (B_{17}), is retained and zeros are shifted into the low-order positions of B. Bits shifted out of B_{14} (B_{16}) are lost.

Indexing: No
Indirect Addressing: No

LASR	Long Arithmetic Shift Right	Timing: $1 + 0.50 n$ cycles (n = number of shifts)
------	--------------------------------	---

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

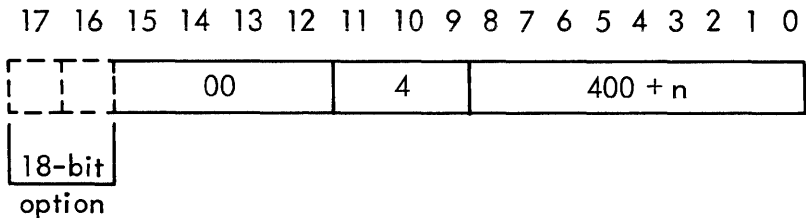


18-bit
option

The contents of the A and B registers are shifted n places to the right ($n = 0$ to 37g). Bit position A_0 is shifted into bit position B_{14} (B_{16}). The sign of the A register, A_{15} (A_{17}), is extended n places to the right. The sign bit, B_{15} (B_{17}) of the B register remains unchanged. Bits shifted out of the low-order position of the B register are lost.

Indexing: No
Indirect Addressing: No
Register Altered: A, B

LASL	Long Arithmetic Shift Left	Timing: $1 + 0.50 n$ cycles ($n =$ number of shifts)
------	-------------------------------	--



The contents of the A and B registers are shifted n places to the left ($n = 0$ to 378). Bit position B_{14} (B_{16}) is shifted into bit position A_0 , with the sign of B, B_{15} (B_{17}) remaining unchanged. The sign of the A register, A_{15} (A_{17}) is not altered. Information shifted out of A_{14} (A_{16}) is lost and zeros are shifted into the low-order positions of the B register.

Indexing: No
Indirect Addressing: No
Registers Altered: A, B

Register change group. The register change instruction group provides a macrooperation facility, in that these instructions may combine several register change operations in a single instruction. The instruction format is shown in figure 3-7.

The address field (A) defines the source and destination of a parallel word transfer within the operational register set A, B, and X. Any combination of registers may be selected. The A field also specifies whether the word transferred will be unchanged, incremented, decremented, or complemented. The transfer may also be conditional on the overflow indicator.

Table G-4 (a), in appendix G, defines the transfer control specified by the A field. If more than one source register is specified, the result will be the inclusive-OR of the group. Complementing causes transfer of the complement of the inclusive-OR (NOR) of a combination of source registers.

A total of 512 different register change operations are possible. The most useful instructions are contained in the mnemonic repertoire recognized by the DAS assembler, summarized in table G-4 (b), appendix G.

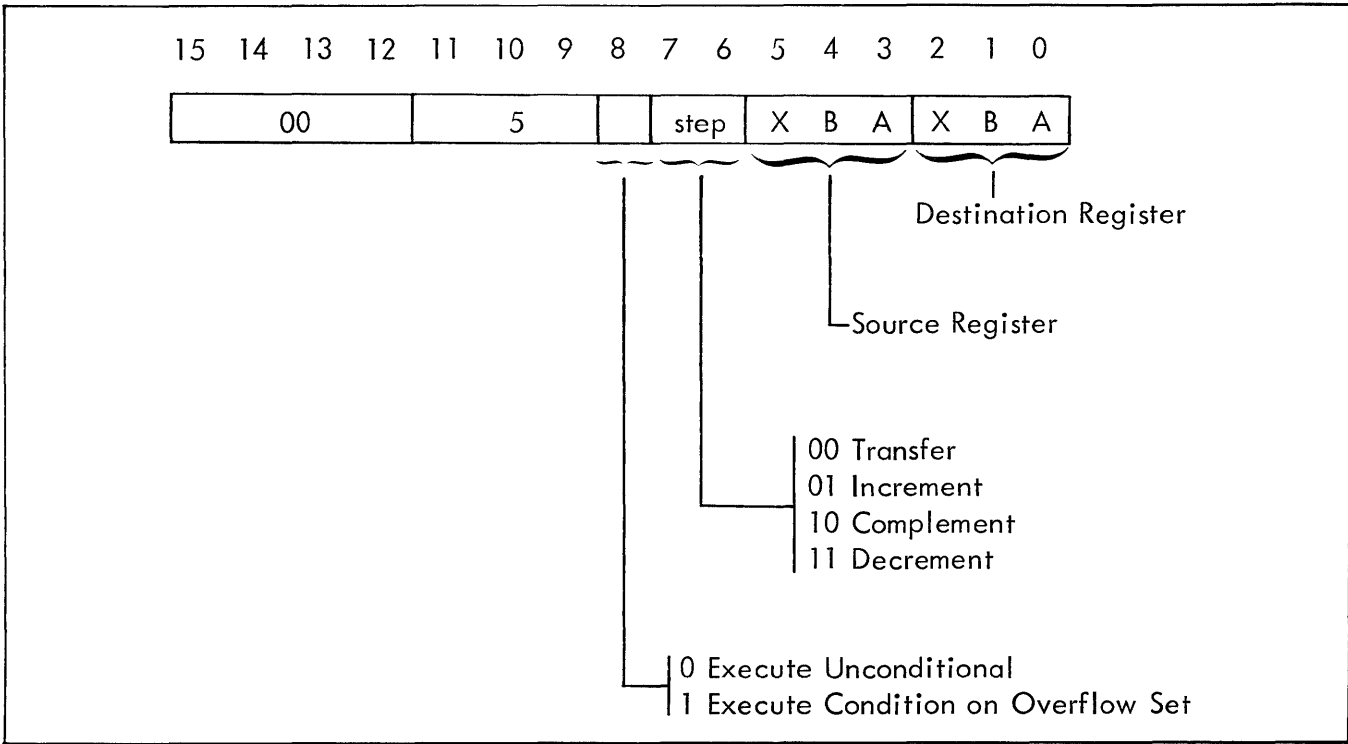
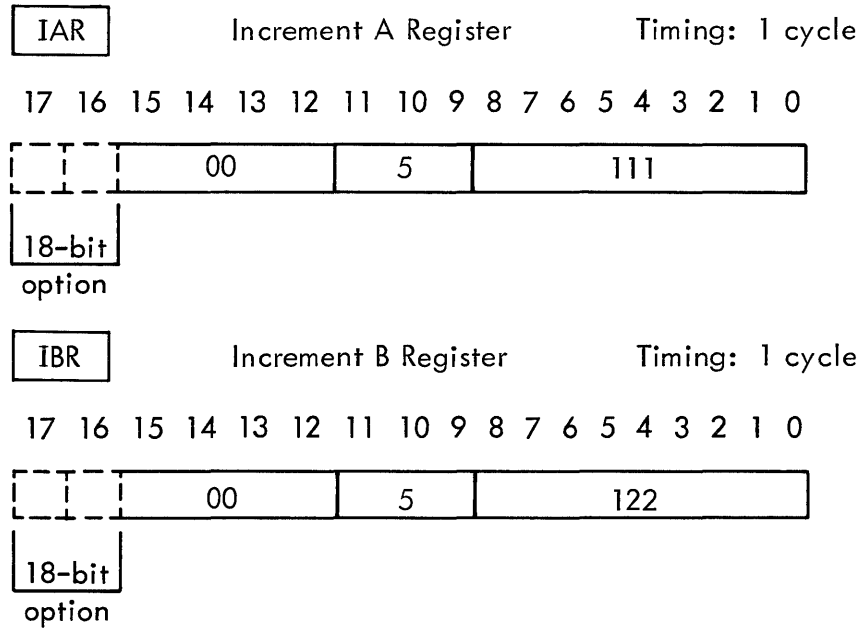
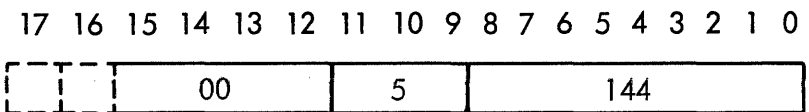


Figure 3-7. Register Change Instruction



IXR Increment X Register Timing: 1 cycle

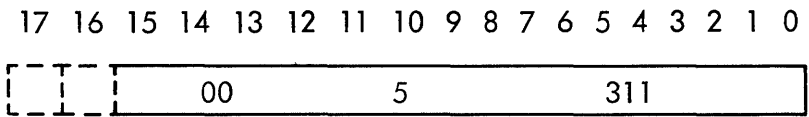


18-bit
option

The contents of the A (B,X) register are incremented by one, mod 2^{16} (2^{18}). If the sign of the A (B,X) register changes from plus to minus, the overflow indicator (OF) is set.

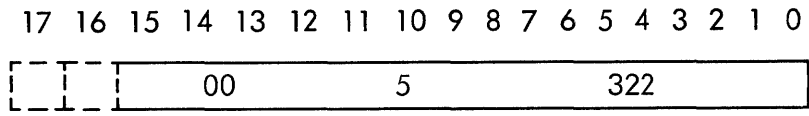
Indexing: No
Indirect Addressing: No
Registers Altered: A (B,X), OF

DAR Decrement A Register Timing: 1 cycle



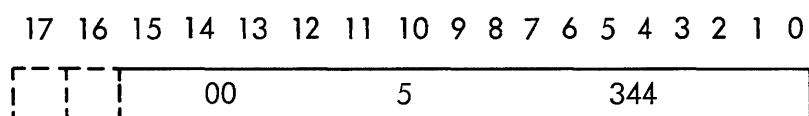
18-bit
option

DBR Decrement B Register Timing: 1 cycle



18-bit
option

DXR Decrement X Register Timing: 1 cycle



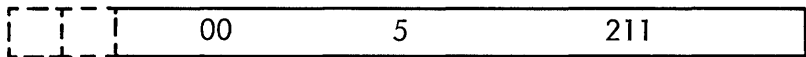
18-bit
option

The contents of the A (B, X) register are decremented by one, mod 2^{16} (2^{18}). If the sign bit of the A (B, X) register is changed from minus to plus, the overflow indicator (OF) is set.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A (B, X), OF

CPA Complement A Register Timing: 1 cycle

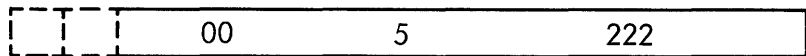
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit option

CPB Complement B Register Timing: 1 cycle

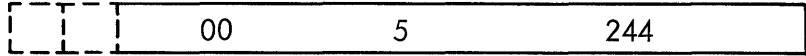
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit option

CPX Complement X Register Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit option

The contents of the A (B, X) register are complemented (1's-complement).

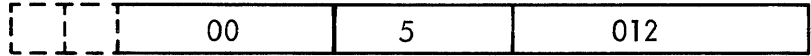
Indexing: No
 Indirect Addressing: No
 Register Altered: A (B, X)

TAB

Transfer A Register
to B Register

Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit

option

The contents of the A register are placed in the B register.

Indexing: No

Indirect Addressing: No

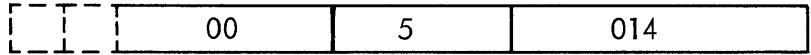
Registers Altered: B

TAX

Transfer A Register
to X Register

Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit

option

The contents of the A register are placed in the X register.

Indexing: No

Indirect Addressing: No

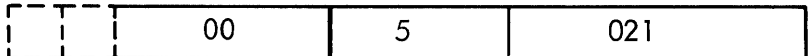
Registers Altered: X

TBA

Transfer B Register
to A Register

Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



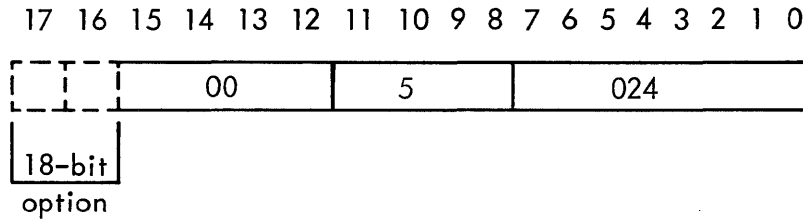
18-bit

option

The contents of the B register are placed in the A register.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A

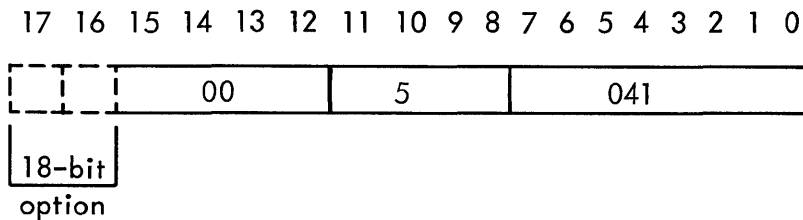
TBX Transfer B Register
 to X Register Timing: 1 cycle



The contents of the B register are placed in the X register.

Indexing: No
 Indirect Addressing: No
 Registers Altered: X

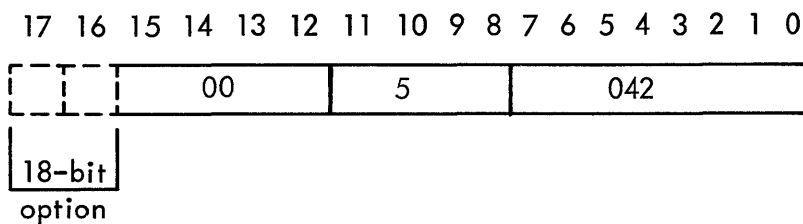
TXA Transfer X Register
 to A Register Timing: 1 cycle



The contents of the X register are placed in the A register.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A

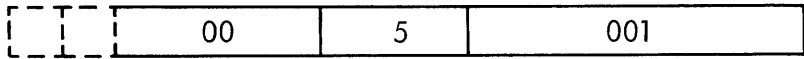
TXB Transfer X Register
 to B Register Timing: 1 cycle



The contents of the X register are placed in the B register.

TZA Transfer Zero to A Register Timing: 1 cycle

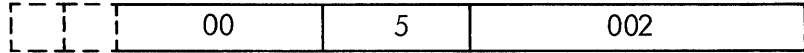
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

TZB Transfer Zero to B Register Timing: 1 cycle

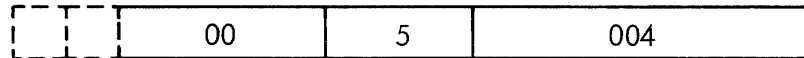
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

TZX Transfer Zero to X Register Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



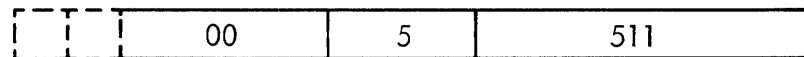
18-bit
option

The A (B, X) register is cleared to zero.

Indexing: No
Indirect Addressing: No
Registers Altered: A (B, X)

AØFA Add Overflow to A Register Timing: 1 cycle

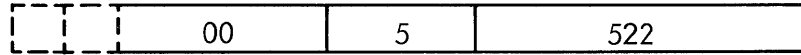
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

AØFB Add Overflow to B Register Timing: 1 cycle

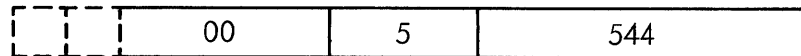
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

AØFX Add Overflow to X Register Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



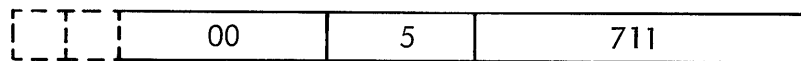
18-bit
option

The contents of the overflow indicator (OF) are added to the A (B,X) register, mod 2^{16} (2^{18}). The sum is placed in the A (B,X) register. The overflow flip-flop does not change.

Indexing: No
Indirect Addressing: No
Registers Altered: A (B,X)

SØFA Subtract Overflow from A Register Timing: 1 cycle

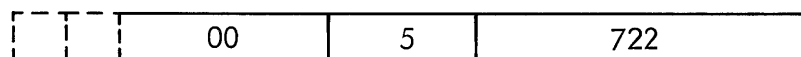
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

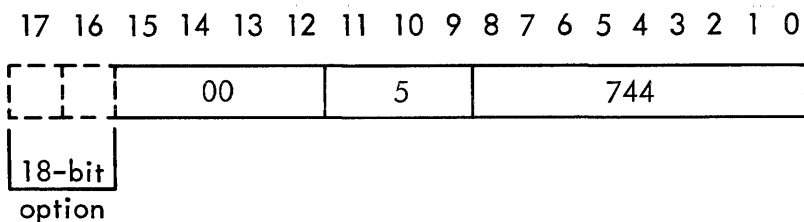
SØFB Subtract Overflow from B Register Timing: 1 cycle

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

SØFX	Subtract Overflow from X Register	Timing: 1 cycle
------	--------------------------------------	-----------------



The contents of the overflow indicator (OF) are subtracted from the A (B,X) register, mod 2^{16} (2^{18}). The overflow flip-flop does not change.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A (B,X)

3.3 DOUBLE-WORD INSTRUCTIONS

Double-word instructions may be either addressing or non-addressing. The instructions of the double-word addressing group are jump, jump and mark, execute, and extended addressing.

The instructions in the double-word non-addressing group are the immediate instructions.

3.3.1 Double-Word Addressing Instructions

For double-word addressing instructions, the second word is contained in the memory location following the instruction word. The second word may contain an operand or an address. The address may be either indirect or direct. The general flow chart for double-word instructions is shown in figure 3-8.

Bits 0 through 8 determine the conditions for execution of the instruction. The condition is tested if the corresponding bit is equal to one. For example, if bit 0 equals one, the instruction will examine the status of the overflow flip-flop. If overflow is set, the command will be executed. If overflow is not set, the next instruction in sequence will be executed.

Jump instruction group. For the jump instruction group, the address field A, contains a set of nine flags which define the logical conditions for execution of the jump function. The jump address is contained in the second word of the double-word instruction. Table G-5(a), in appendix G, summarizes the logical condition associated with each bit in the address

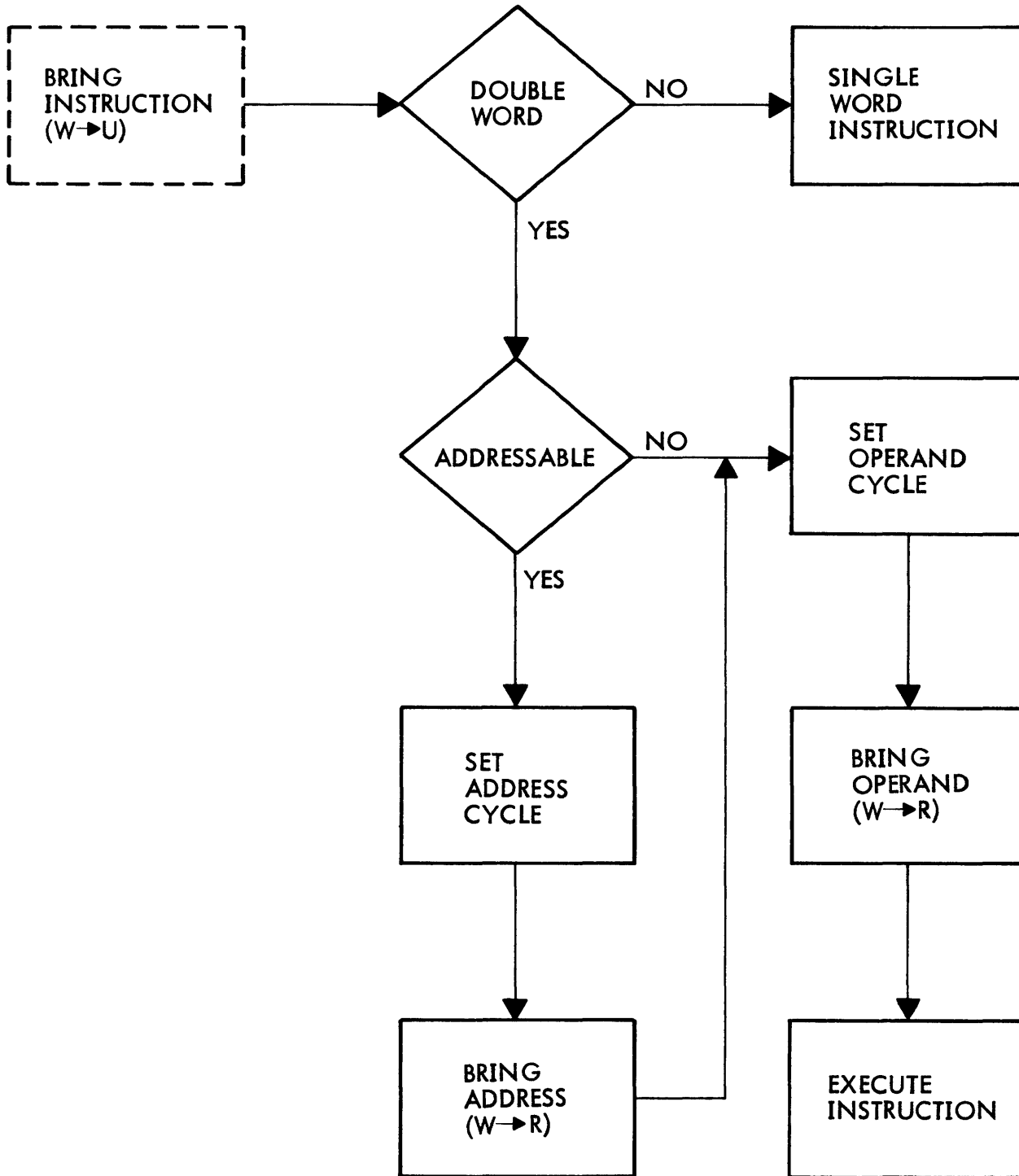
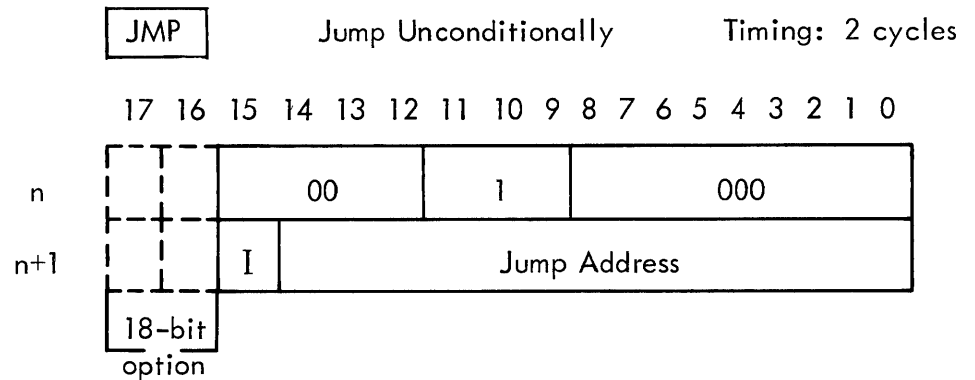


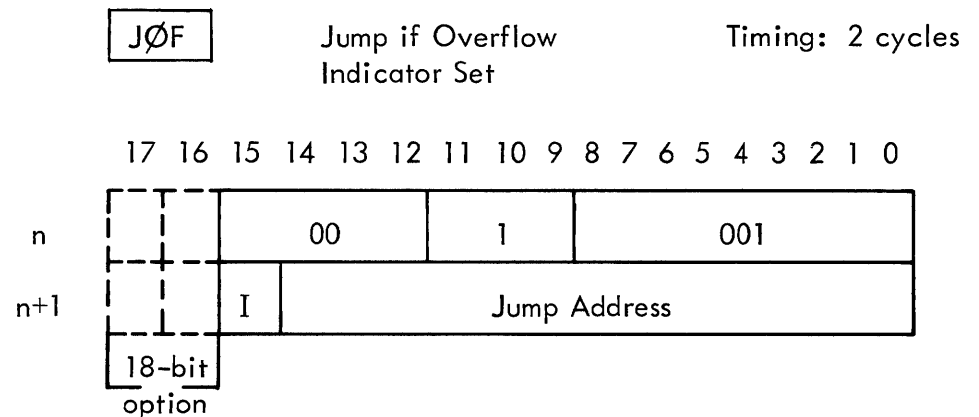
Fig. 3-8 Double Word Instruction, General Flow

field. The jump condition is the logical-AND of all ones in the field. Thus, there are 512 possible combinations, but not all are useful. The most useful conditional jump instructions are contained in the mnemonic instruction repertoire recognized by the DAS assembler, summarized in table G-5(b). The general flow for jump instruction is shown in figure 3-9.



The next instruction executed is at the jump address.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: P



If the overflow indicator (OF) is set, the next instruction executed is at the jump address. If the overflow indicator is not set, the next instruction in sequence is executed. The overflow indicator is reset upon execution of the JOF instruction.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: OF

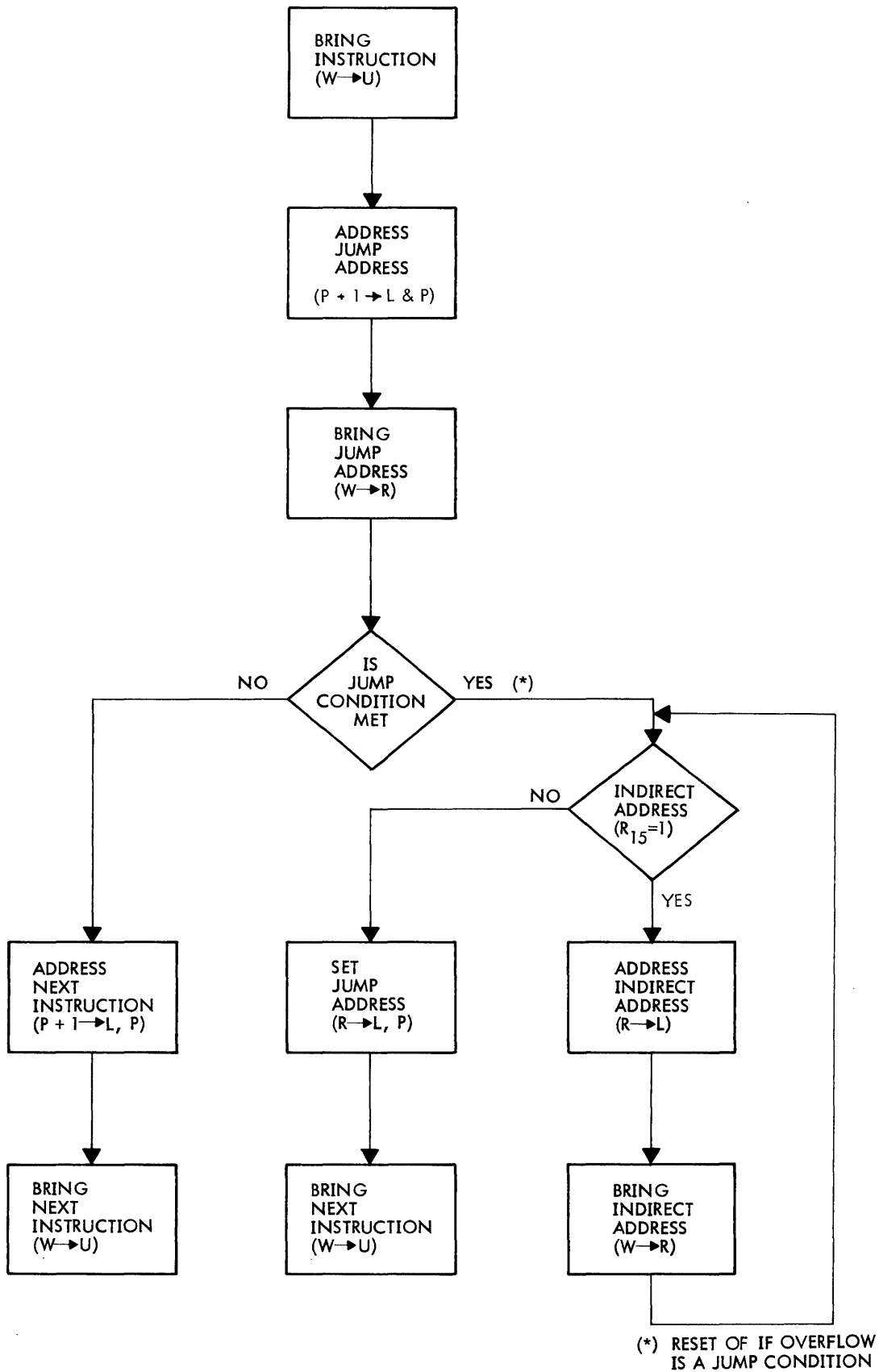
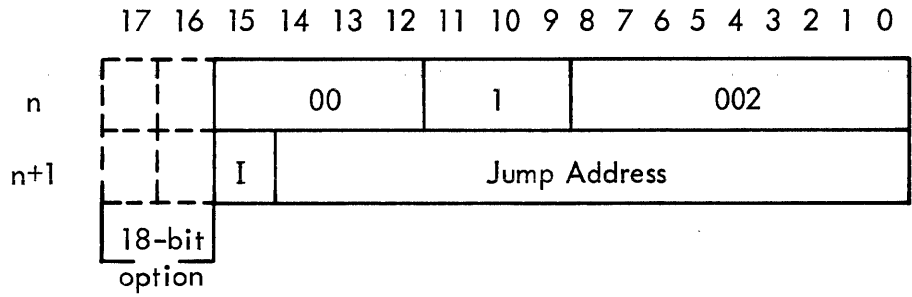


Fig. 3-9 Jump Instruction, General Flow

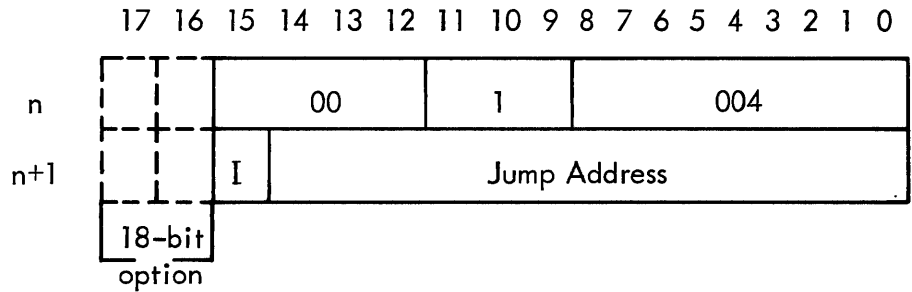
JAP Jump if A Register Positive Timing: 2 cycles



If the contents of the A register are positive or zero, the next instruction executed is at the jump address. If the A register is negative, the next instruction in sequence is executed.

Indexing: No
Indirect Addressing: Yes
Registers Altered: P

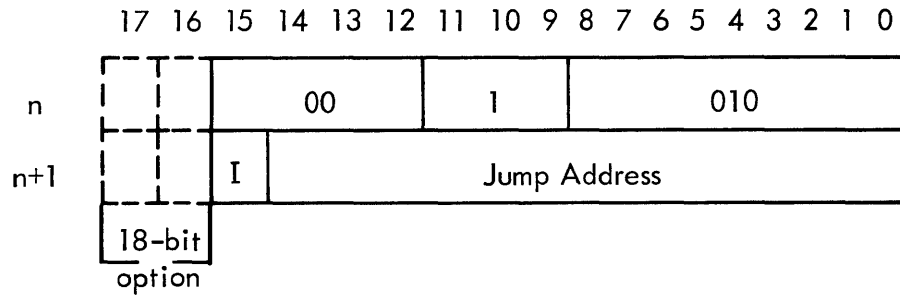
JAN Jump if A Register Negative Timing: 2 cycles



If the A register is negative, the next instruction executed is at the jump address. If the A register is positive, the next instruction in sequence is executed.

Indexing: No
Indirect Addressing: Yes
Registers Altered: P

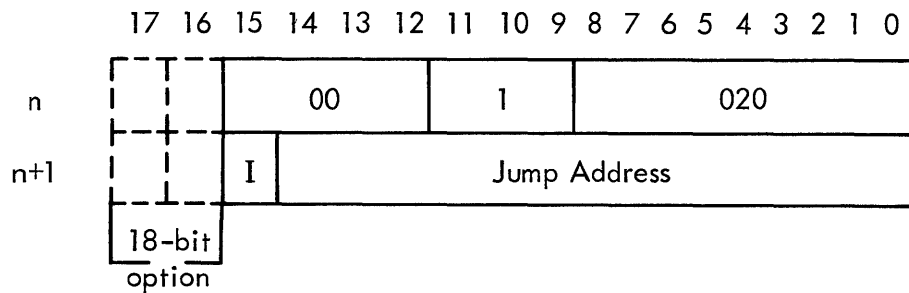
JAZ Jump if A Register Zero Timing: 2 cycles



If the A register is zero, the next instruction executed is at the jump address. If the A register is not zero, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: P

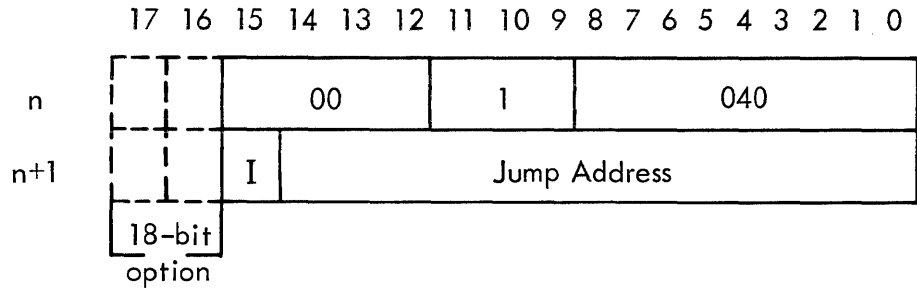
JBZ Jump if B Register Zero Timing: 2 cycles



If the B register is zero, the next instruction executed is at the jump address. If the B register is not zero, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: P

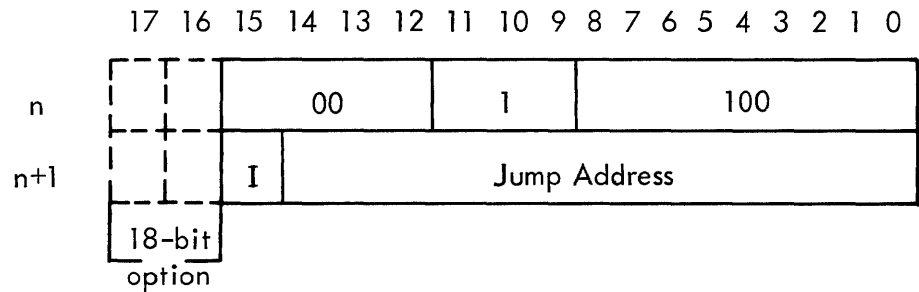
JXZ Jump if X Register Zero Timing: 2 cycles



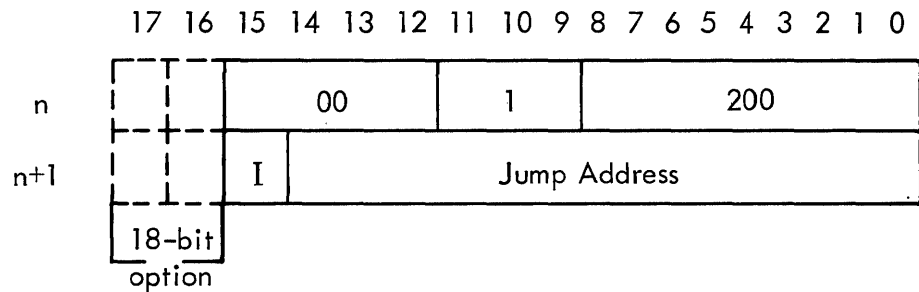
If the index register (X) is zero, the next instruction executed is at the jump address. If the register is not zero, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: P

JSS1 Jump if Sense Switch 1 Set Timing: 2 cycles

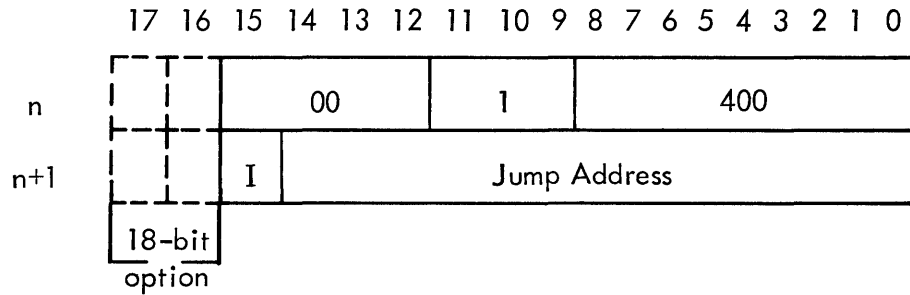


JSS2 Jump if Sense Switch 2 Set Timing: 2 cycles



JSS3

Jump if Sense Switch 3 Set Timing: 2 cycles



If sense switch 1 (2,3) is set, the next instruction executed is at the jump address. If the sense switch being tested is not set, the next instruction in sequence is executed.

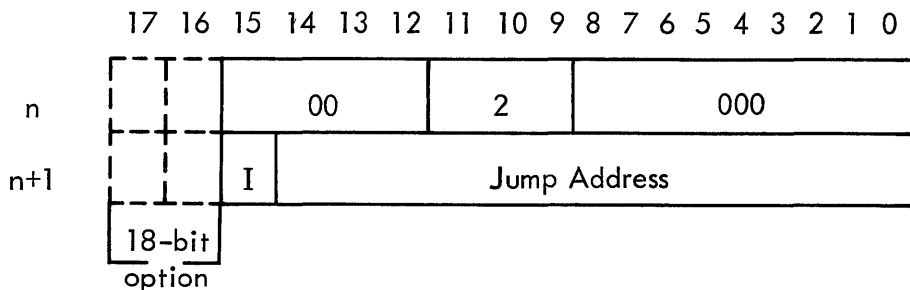
Indexing: No
Indirect Addressing: Yes
Registers Altered: P

Jump-and-Mark Instruction Group. For the jump-and-mark group of instructions, the address field, A, defines the same set of logical conditions specified for the jump group. These conditions are summarized in table G-6 (a) in appendix G. Thus, there are 512 possible combinations, but not all are useful. The most convenient instructions are contained in the mnemonic instruction repertoire recognized by the DAS assembler. These are summarized in table G-6(b). Figure 3-10 illustrates the general flow for the jump-and-mark instructions.

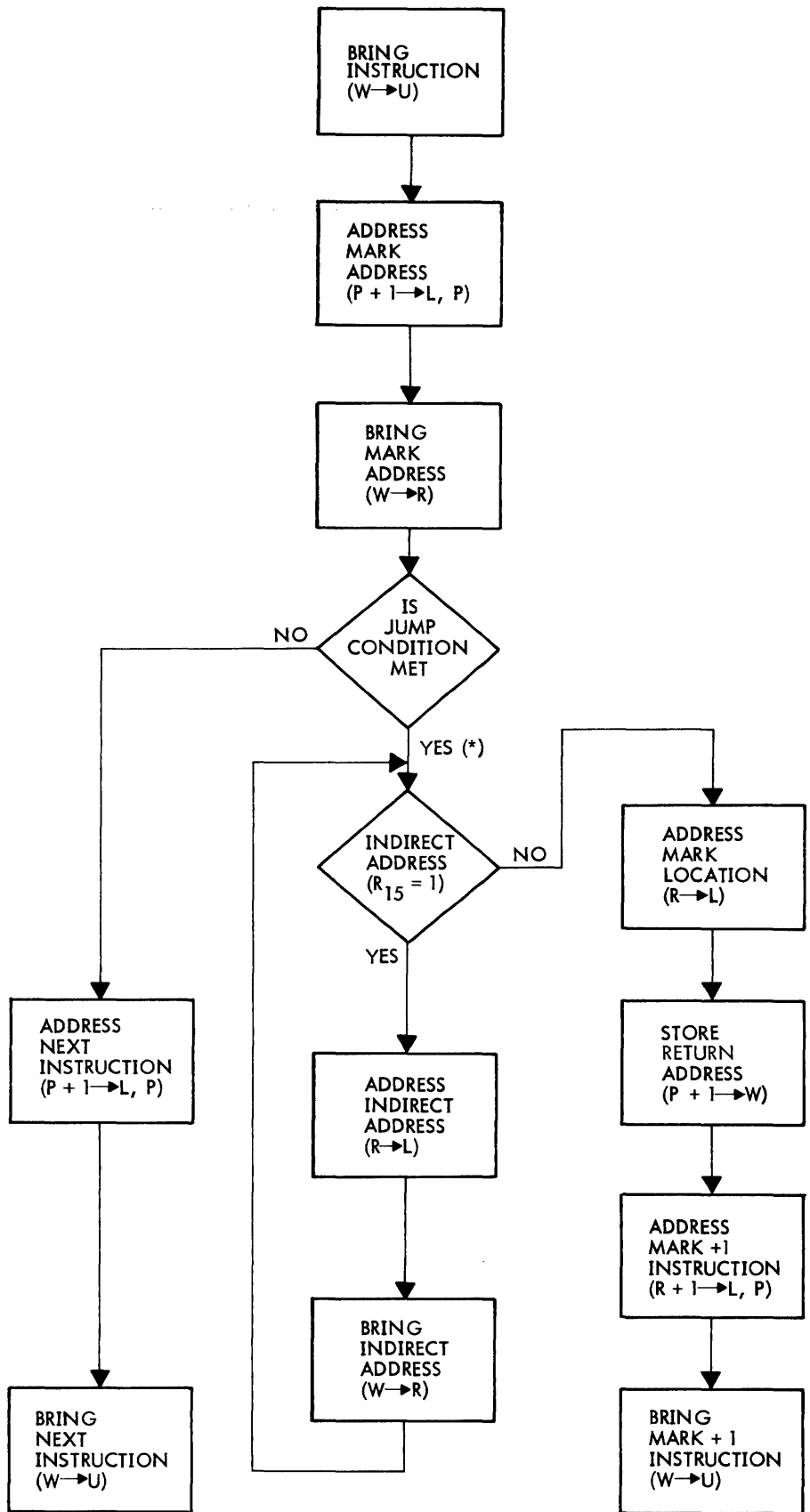
JMPM

Jump and Mark Unconditionally

Timing: 3 cycles



The contents of the instruction counter (P) are stored at the jump address. The next instruction executed is at the jump address plus one.

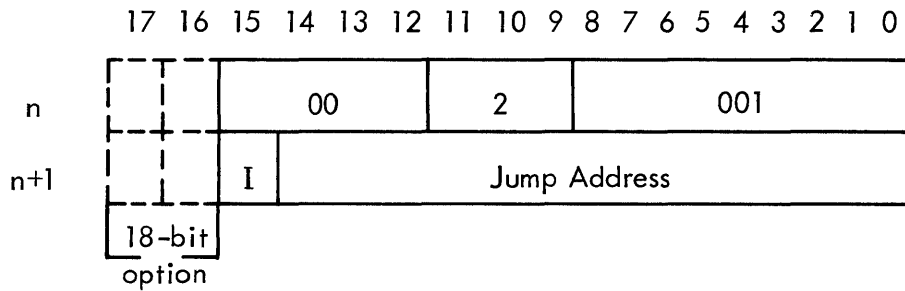


(*) - RESET OF IF OVERFLOW IS A JUMP CONDITION

Fig. 3-10 Jump-and-Mark Instruction, General Flow

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: Jump address, P

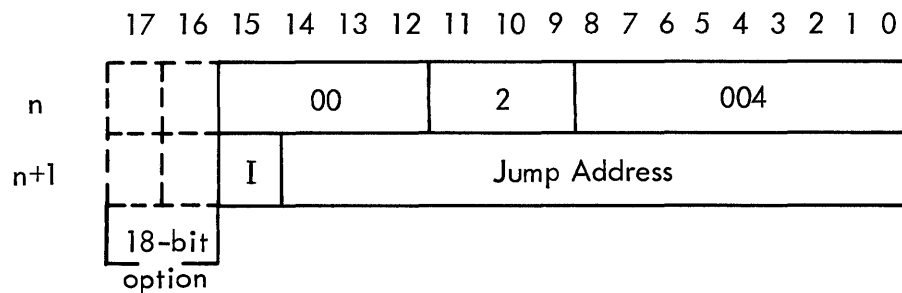
JØFM Jump and Mark if Overflow Set Timing: 2-3 cycles



If the overflow indicator (OF) is set, the contents of the instruction counter (P) are stored at the jump address, and the instruction at the jump address plus one is executed. If the overflow indicator is not set, the next instruction in sequence is executed. The overflow indicator is reset upon execution of the JØFM instruction.

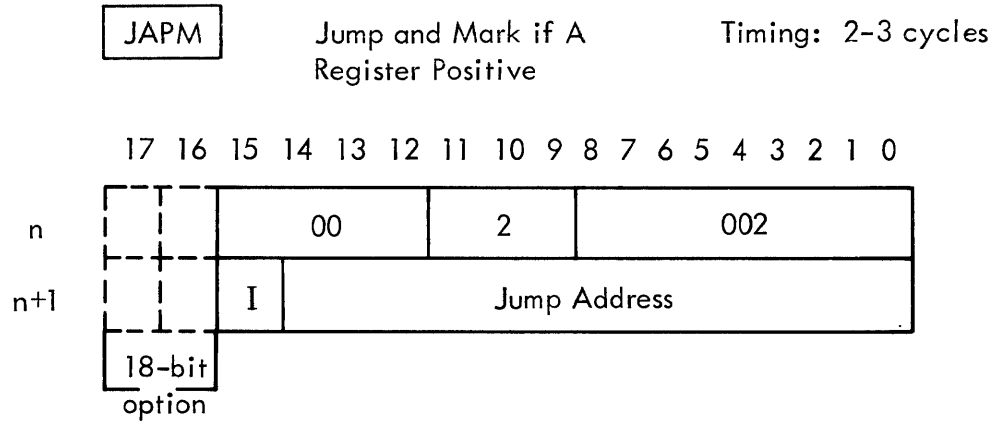
Indexing: No
 Indirect Addressing: Yes
 Registers Altered: Jump address, P, OF

JANM Jump and Mark if A Register Negative Timing: 2-3 cycles



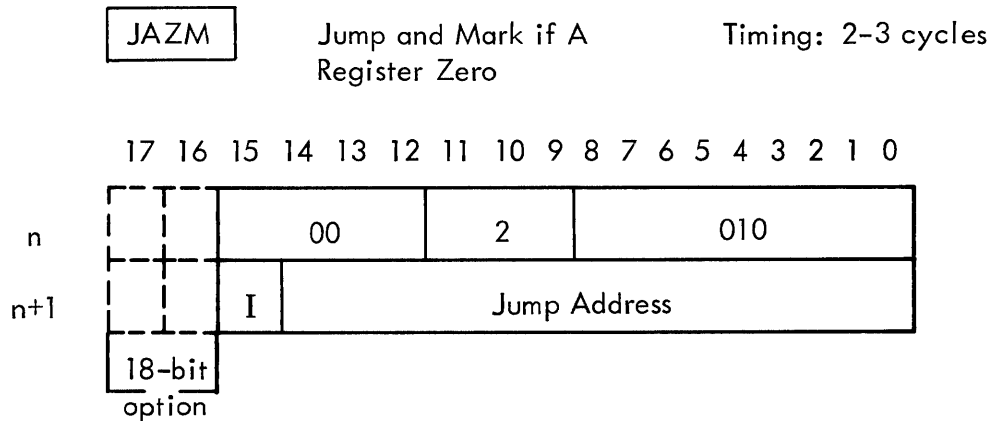
If the A register is negative, the contents of the instruction counter (P) are placed at the jump address, and the instruction at the jump address plus one is executed. If the A register is positive, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: Jump address, P



If the A register is positive or zero, the contents of the instruction counter (P) are placed at the jump address, and the instruction at the jump address plus one is executed. If the A register is negative, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: Jump address, P



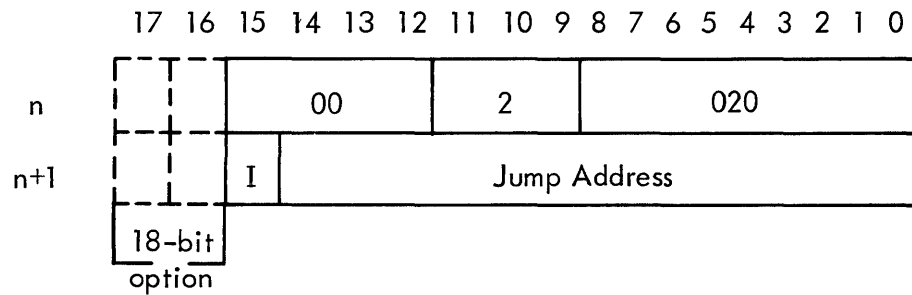
If the A register is zero, the instruction counter (P) is placed at the jump address and the instruction at the jump address plus one is executed. If the A register is not zero, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: Jump address, P

JBZM

Jump and Mark if B
Register Zero

Timing: 2-3 cycles



If the B register is zero, the contents of the instruction counter (P) are placed at the jump address, and the instruction at the jump address plus one is executed. If the B register is not zero, the next instruction in sequence is executed.

Indexing: No

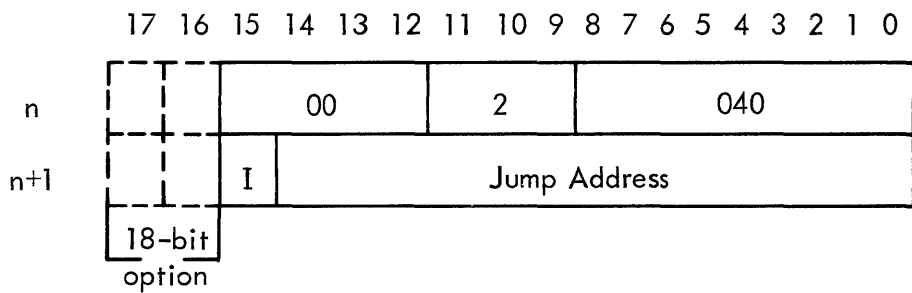
Indirect Addressing: Yes

Registers Altered: Jump address, P

JXZM

Jump and Mark if X
Register Zero

Timing: 2-3 cycles



If the X register is zero, the contents of the instruction counter (P) are placed at the jump address and the instruction at the jump address plus one is executed. If the X register is not zero, the next instruction in sequence is executed.

Indexing: No

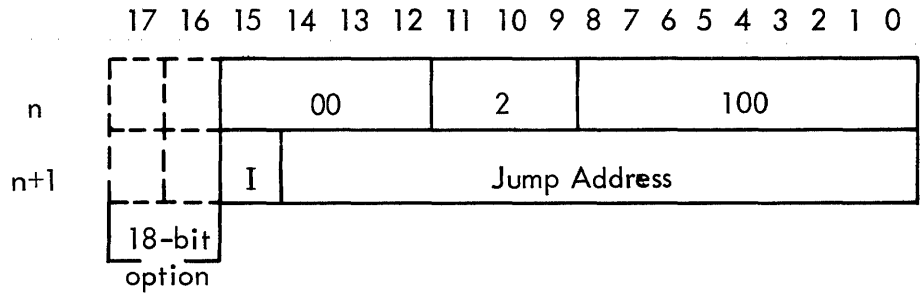
Indirect Addressing: Yes

Registers Altered: Jump address, P

JS1M

Jump and Mark if Sense
Switch 1 Set

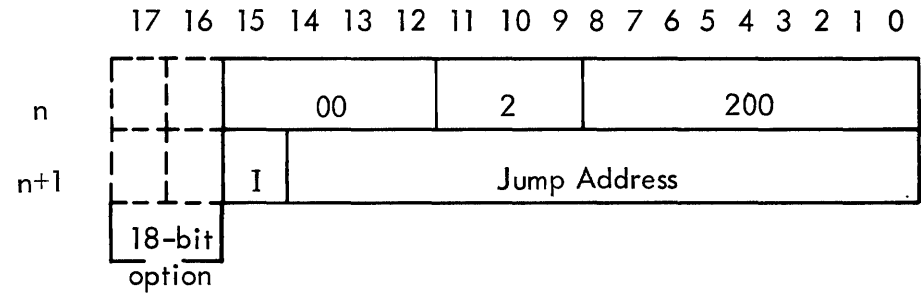
Timing: 2-3 cycles



JS2M

Jump and Mark if Sense
Switch 2 Set

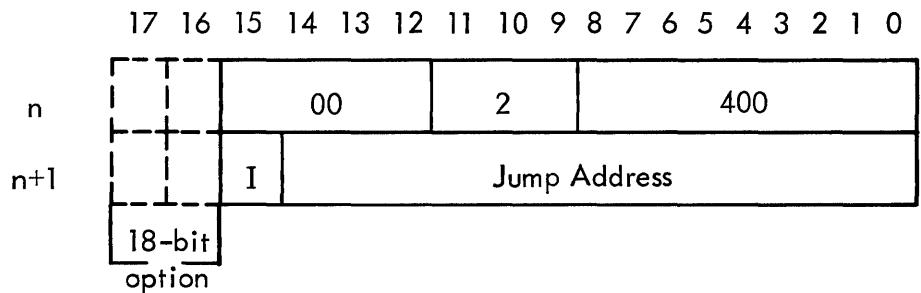
Timing: 2-3 cycles



JS3M

Jump and Mark if Sense
Switch 3 Set

Timing: 2-3 cycles



If sense switch 1 (2,3) is set, the instruction counter (P), is placed at the jump address, and the instruction at the jump address plus one is executed. If the tested sense switch is not set, the next instruction in sequence is executed.

Indexing: No

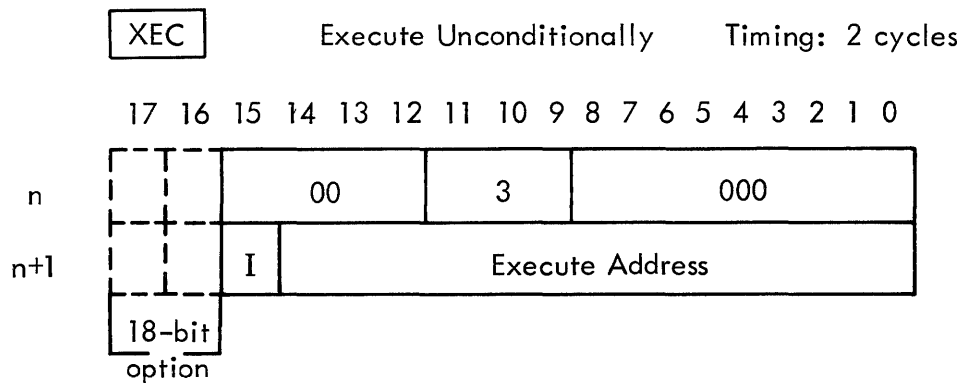
Indirect Addressing: Yes

Registers Altered: Jump address, P

Execute instruction group. For the execute group of instructions, the address field, A, contains a set of nine flags which define the logical conditions for executing an instruction contained at the effective execution address. The execution address is contained in the second word of the double-word instruction. Table G-7 (a), appendix G, summarizes the logical conditions associated with each bit in the address field. The execute condition is the logical-AND of all ones in the A field. The most useful of the 512 possible execute instructions are contained in the mnemonic instruction repertoire recognized by the DAS assembler, summarized in table G-7 (b). Figure 3-11 illustrates the general flow for the execute instructions.

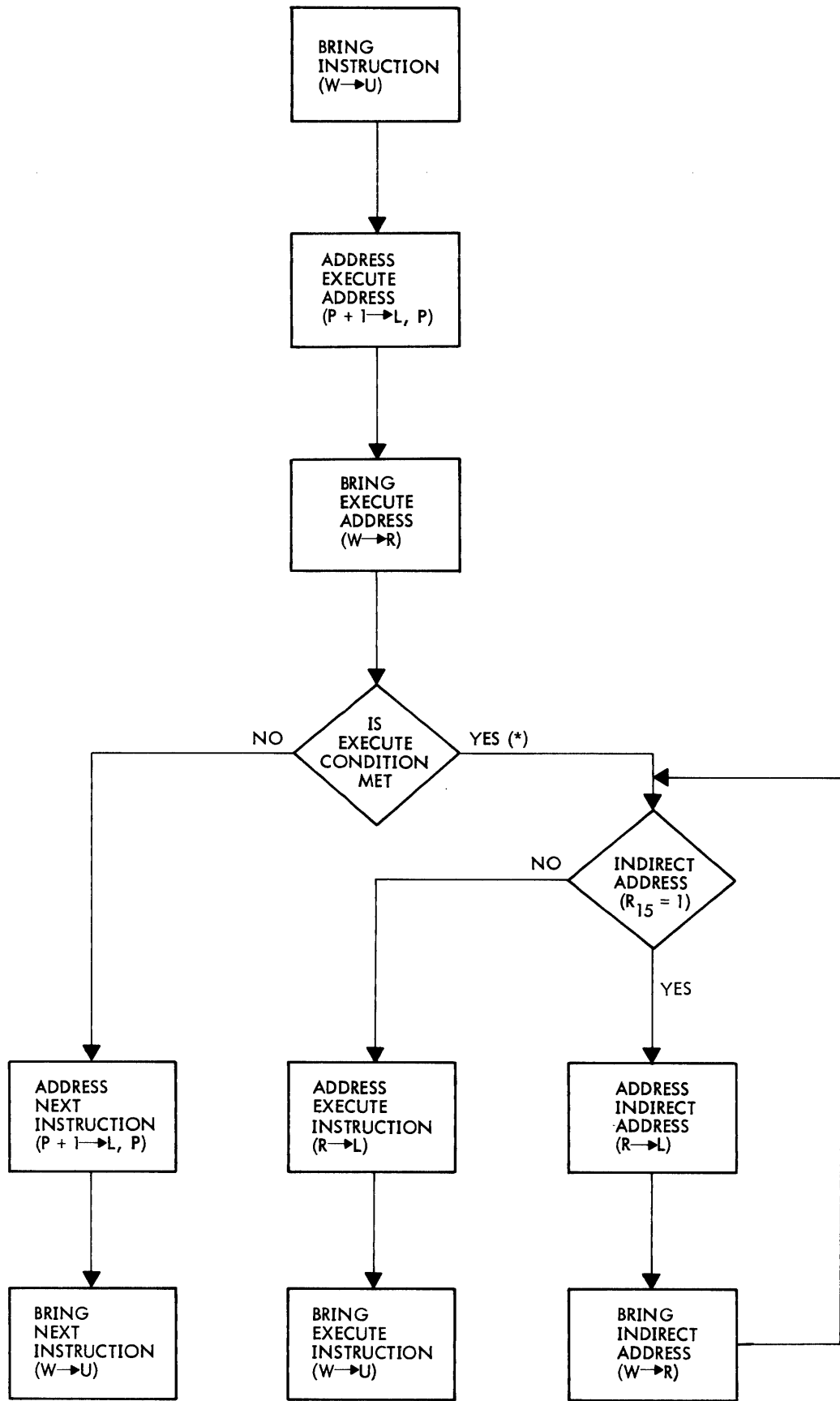
It is important to note that only single-word instructions should be executed. The single-word instruction groups are load/store, arithmetic, logical, control, shift and register change.

If the execute is attempted on double-word instructions, erroneous operations will occur. The double-word instruction groups are jump, jump and mark, execute, extended addressing (optional), and immediate.



The instruction located at the execute address is executed and then the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: None



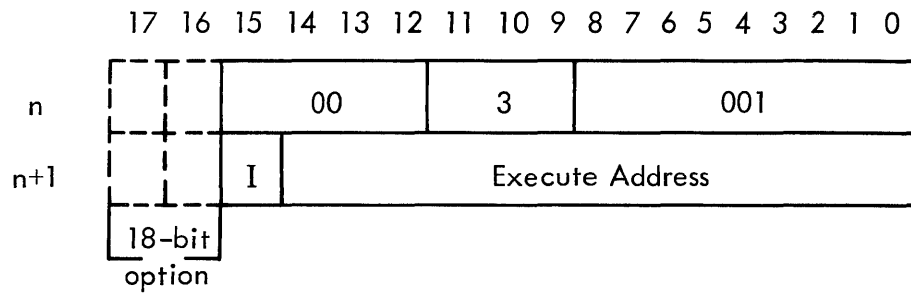
(*) RESET OF IF OVERFLOW WAS AN EXECUTE CONDITION

Fig. 3-11 Execute Instruction, General Flow

XOF

Execute if Overflow Set

Timing: 2 cycles



If the overflow indicator (OF) is set, the instruction at the execute address is executed, and then the next instruction in sequence is executed.

If the overflow indicator is not set, the next instruction in sequence is executed. Execution of the XOF instruction resets the overflow indicator.

Indexing: No

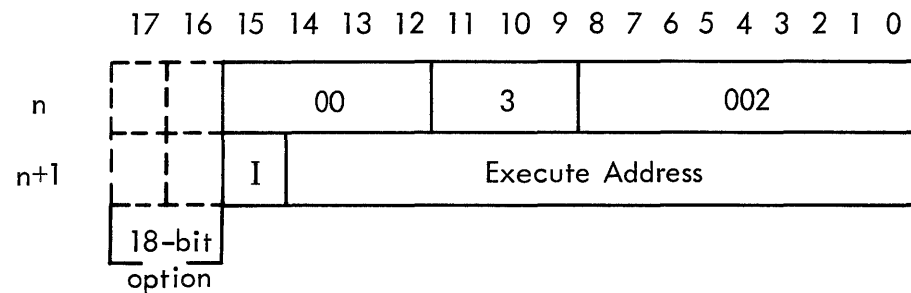
Indirect Addressing: Yes

Registers Altered: OF (reset)

XAP

Execute if A Register Positive

Timing: 2 cycles



If the A register is positive or zero, the instruction at execute address is executed, and then the next instruction in sequence is executed. If the A register is negative, the next instruction in sequence is executed.

Indexing: No

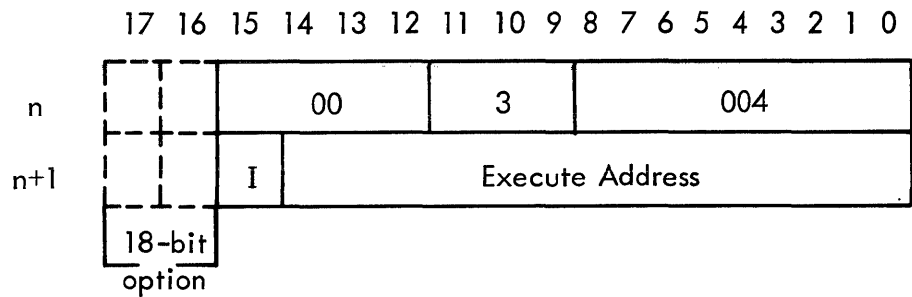
Indirect Addressing: Yes

Registers Altered: None

XAN

Execute if A Register
Negative

Timing: 2 cycles



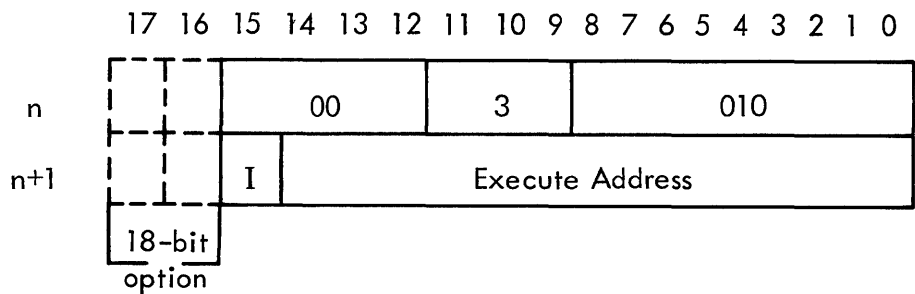
If the A register is negative, the instruction at the execute address is executed, and then the next instruction in sequence is executed. If the A register is positive, the next instruction in sequence is executed.

Indexing: No
Indirect Addressing: Yes
Registers Altered: None

XAZ

Execute if A Register
Zero

Timing: 2 cycles



If the A register is zero, the instruction at the execute address is executed, and then the next instruction sequence is executed.

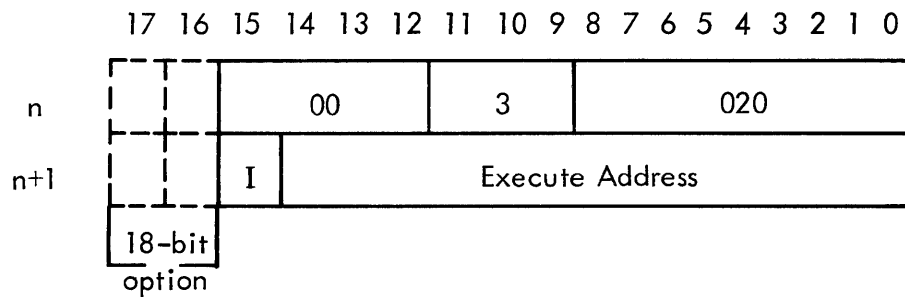
If the A register is not zero the next instruction in sequence is executed.

Indexing: No
Indirect Addressing: Yes
Registers Altered: None

XBZ

Execute if B Register
Zero

Timing: 2 cycles



If the B register is zero, the instruction at the execute address is executed, and then the next instruction in sequence is executed.

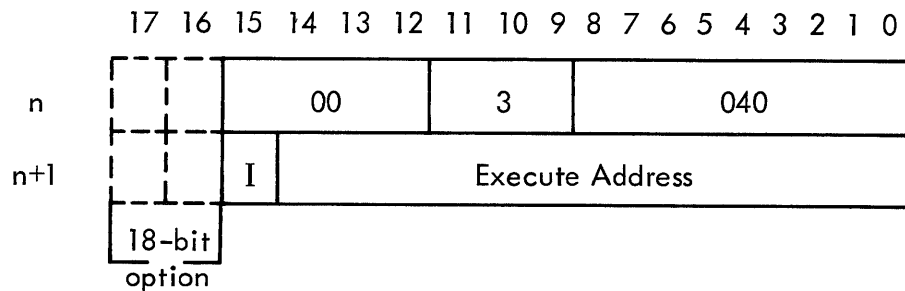
If the B register is not zero, the next instruction in sequence is executed.

Indexing: No
Indirect Addressing: Yes
Registers Altered: None

XXZ

Execute if X Register
Zero

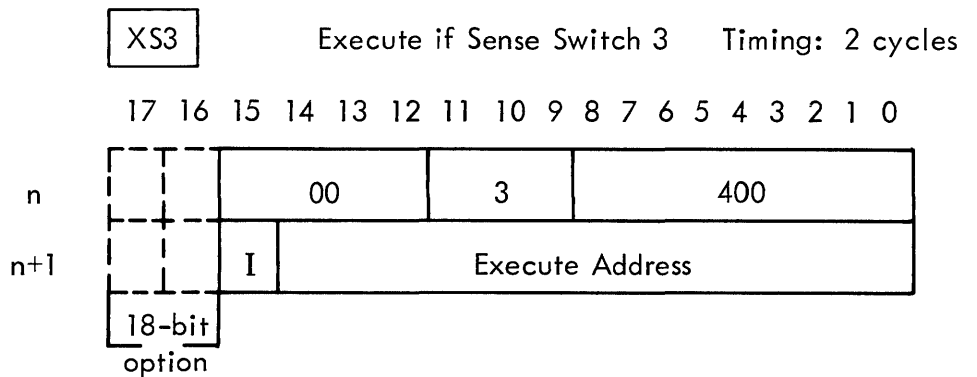
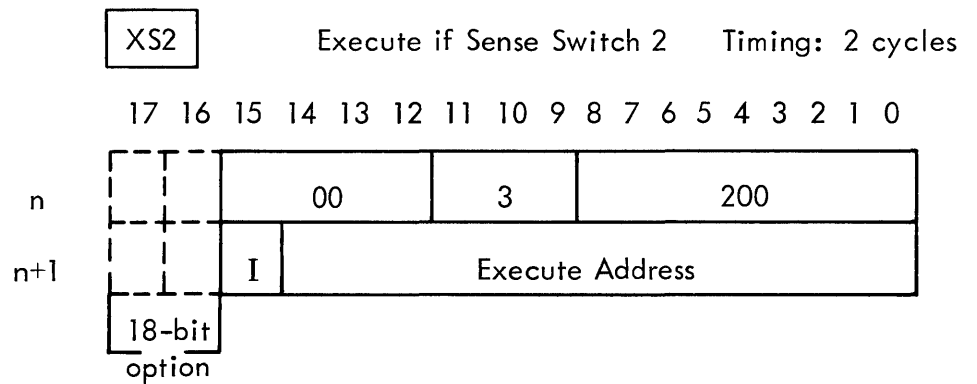
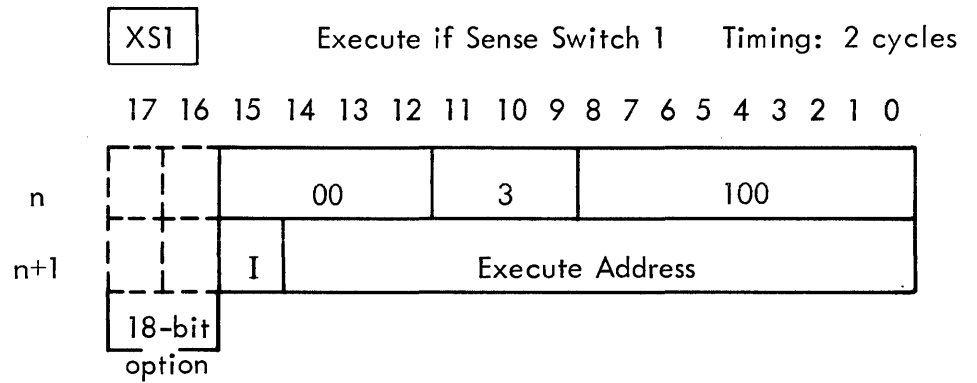
Timing: 2 cycles



If the index register (X) is zero, the instruction at the execute address is executed, and then the next instruction in sequence is executed:

If the index register is not zero, the next instruction in sequence is executed.

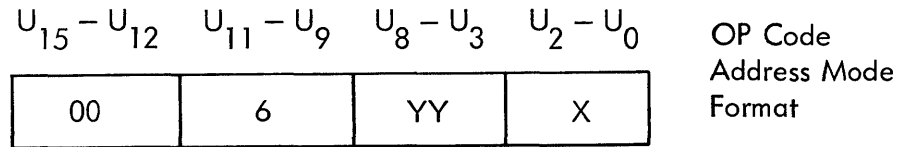
Indexing: No
Indirect Addressing: Yes
Register Altered: None



If sense switch 1, (2, 3) is set, the instruction at the execute address is executed and then the next instruction in the sequence is executed. If the sense switch tested is not set, the next instruction is executed.

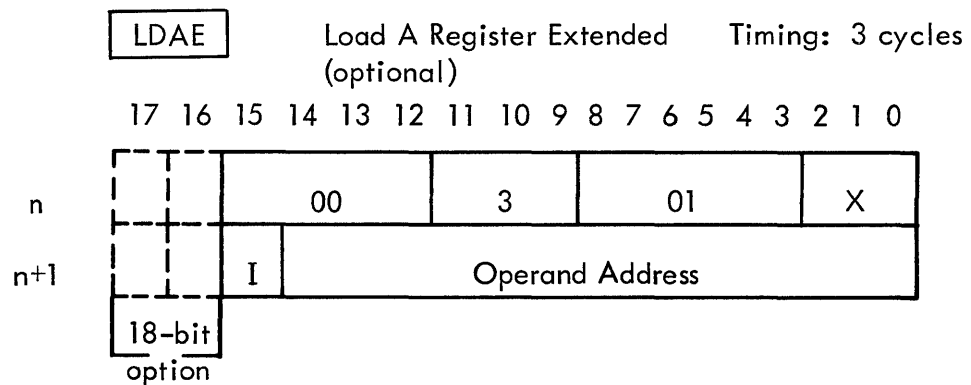
Indexing: No
 Indirect Addressing: Yes
 Register Altered: None

Extended-addressing instruction group (optional). The extended address mode instructions are similar in format to the immediate instructions. However, the second word of the double-word instruction contains the effective address. The address can be indirect or direct. This is determined by bit 15 of the second word.



YY equals any single word instruction in the op code.

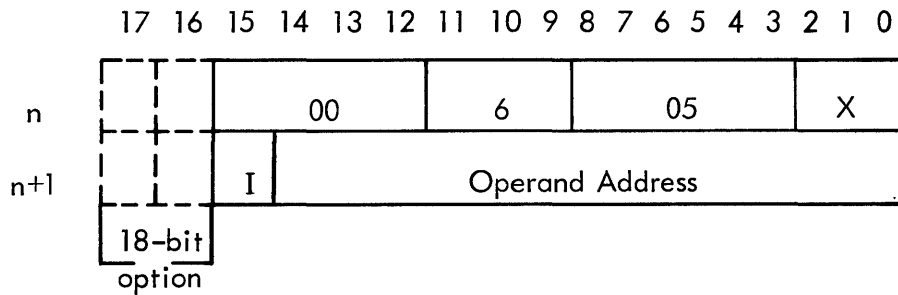
If X =	Address Mode	Effective Address
0-3	Immediate	Second word contains operand
4	Relative to P	Contents of second word plus (P register plus 1)
5	Indexed with X	Contents of second word plus X register
6	Indexed with B	Contents of second word plus B register
7	Direct or indirect	Contents of second word is the direct address if bit 15 is zero. Contents of second word is an indirect address if bit 15 is one.



The contents of the memory location as addressed by the operand address at location n + 1 are placed in the A register.

Indexing: Yes
 Indirect Addressing: Yes
 Register Altered: A

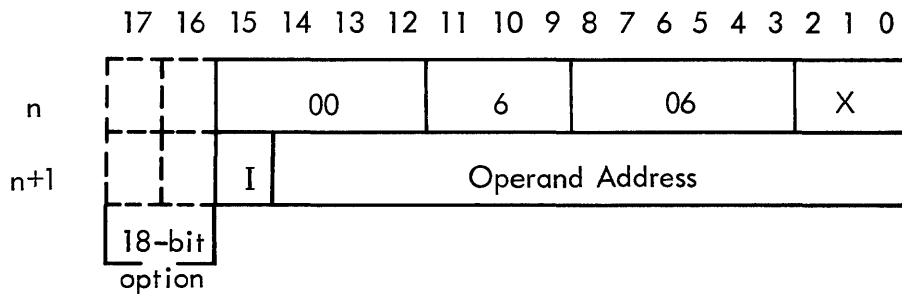
STAE Store A Register Extended Timing: 3 cycles (optional)



The contents of the A register are stored in the memory location as addressed by the operand address at location n + 1.

Indexing: Yes
 Indirect Addressing: Yes
 Register Altered: Memory

STBE Store B Register Extended Timing: 3 cycles (optional)



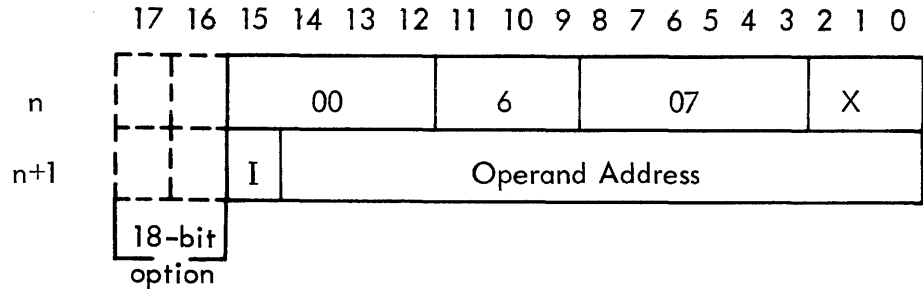
The contents of the B register are stored in the memory location as addressed by the operand address to location n + 1.

Indexing: Yes
 Indirect Addressing: Yes
 Register Altered: Memory

STXE

Store Index Register
Extended (optional)

Timing: 3 cycles



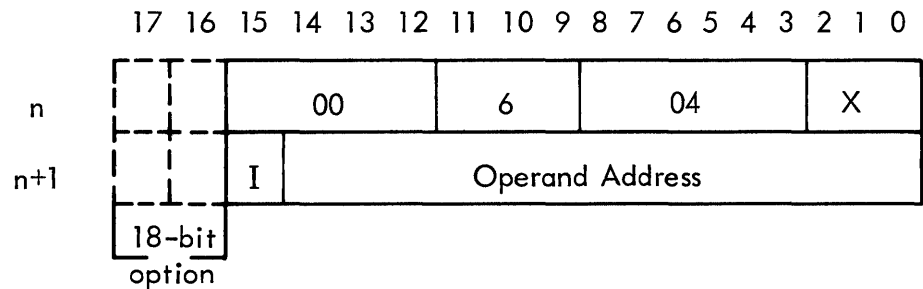
The contents of the index register are stored in the memory location as addressed by the operand address at location $n + 1$.

Indexing: Yes
Indirect Addressing: Yes
Register Altered: Memory

INRE

Increment Memory and
Replace Extended (optional)

Timing: 4 cycles



The contents of the memory location as addressed by the operand address at location $n + 1$ are incremented by one, mod 2^{16} (2^{18}).

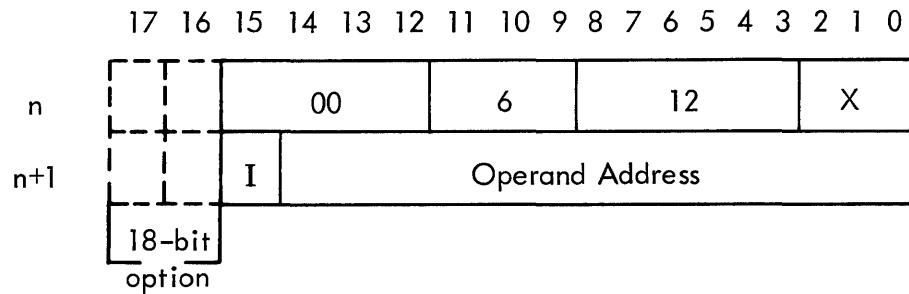
After execution, if $(M) \geq 2^{15}$ (2^{17}), the overflow indicator (OF) is set.

Indexing: Yes
Indirect Addressing: Yes
Register Altered: Memory, OF

ADDE

Add Memory to A
Extended (optional)

Timing: 3 cycles



The contents of the memory location as addressed by the operand address at location n + 1 are added to the contents of the A register and the sum is placed in the A register.

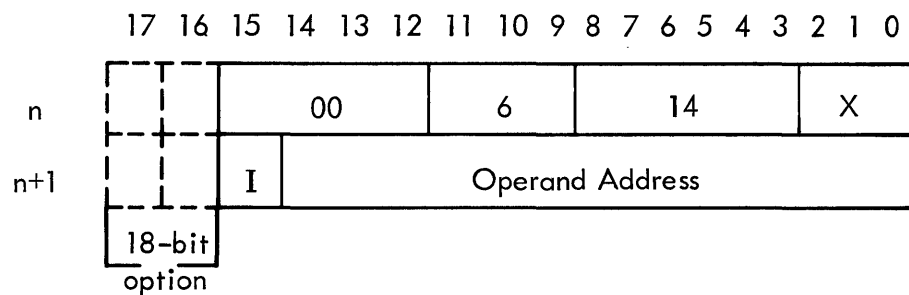
After execution, if $(A) \geq 2^{15} (2^{17})$ or $< -2^{15} (-2^{17})$, the overflow indicator (OF) is set.

Indexing: Yes
Indirect Addressing: Yes
Register Altered: A, OF

SUBE

Subtract Memory from A
Extended (optional)

Timing: 3 cycles



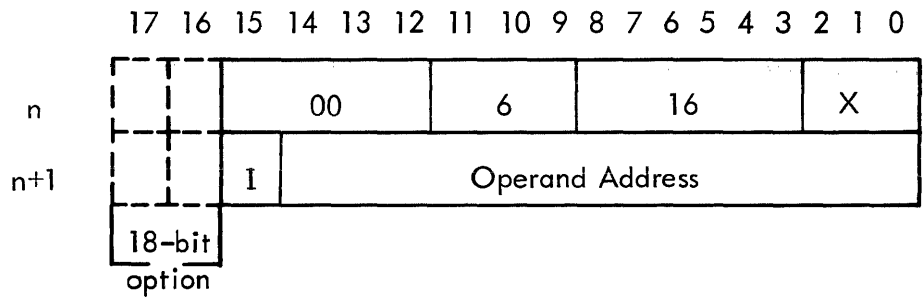
The contents of the memory location as addressed by the operand address at location n + 1 are subtracted from the contents of the A register and the difference is placed in the A register.

After execution, if $(A) \geq 2^{15} (2^{17})$ or $< -2^{15} (-2^{17})$, the overflow indicator (OF) is set.

Indexing: Yes
Indirect Addressing: Yes
Register Altered: A, OF

MULE

Multiply Extended Timing: 11 cycles (16 bits) (optional) 12 cycles (18 bits)



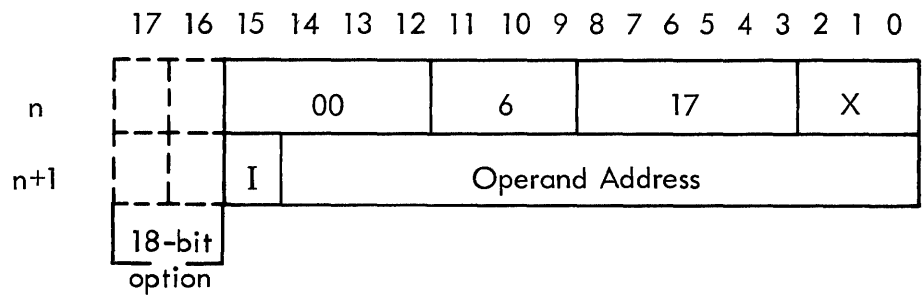
The contents of the B register are multiplied by the contents of the memory location as addressed by the operand address in location n + 1. The original contents of the A register are added to the final product. The product is placed in the A and B registers with the most-significant half of the product in the A register and the least-significant half in the B register. The sign of the product is contained in the sign position of the A register. The sign position of the B register is reset to zero.

The algorithm is in the form (M)• (B) + (A*).

- Indexing: Yes
- Indirect Addressing: Yes
- Register Altered: A, B, OF

DIVE

Divide Extended Timing: 11-15 cycles (16 bits) (optional) 12-16 cycles (18 bits)



The contents of the A and B registers are divided by the contents of the memory location as addressed by the operand address at location n + 1. The quotient is placed in the B register and the remainder is placed in the A register.

* Original value.

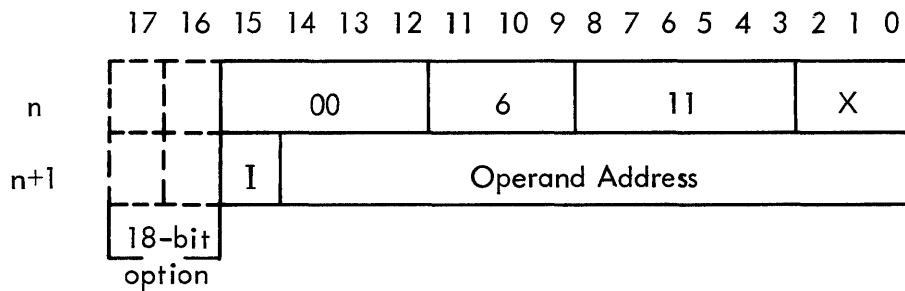
If

$$\frac{(A, B)}{M} \leq 1$$

(divisor > dividend, taken as a binary fraction), overflow will not occur. If overflow does occur, the overflow indicator (OF) is set.

Indexing: Yes
 Indirect Addressing: Yes
 Register Altered: A, B, OF

ØRAE Inclusive-OR Memory Timing: 3 cycles
 and A Extended (optional)



The inclusive-OR operation is performed between the contents of the A register and the contents of the memory location as addressed by the operand address in location n + 1.

The result is placed in the A register. If either the memory or A contains a one in the same position, a one is placed in the result. The truth table is shown below, where n = bit position.

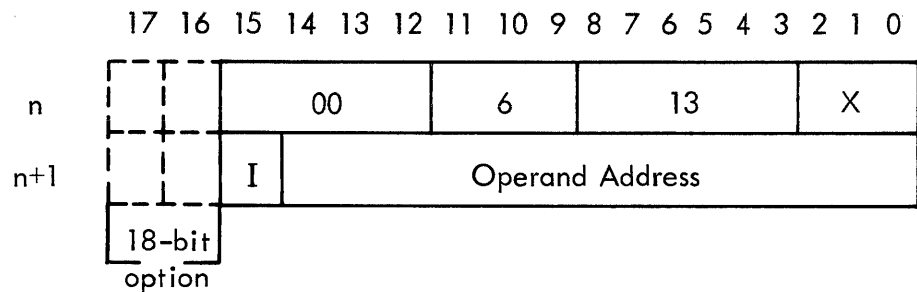
Condition		Result
A _(n)	Effective Memory Location (n)	A _(n)
0	0	0
0	1	1
1	0	1
1	1	1

Indexing: Yes
 Indirect Addressing: Yes
 Register Altered: A

ERAЕ

Exclusive-OR Memory
and A Extended (optional)

Timing: 3 cycles



An exclusive-OR operation is performed between the contents of the A register and the contents of the memory location as addressed by the operand address in location n + 1. The result is placed in the A register. If the same bit position of the memory location and the A register contains a zero, or if both bit positions contains a one, the result is zero. The truth table is shown below, where n = bit position:

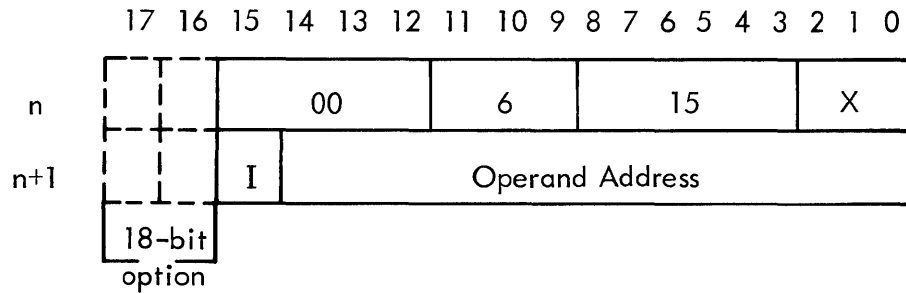
Condition		Result
$A_{(n)}$	Effective Memory Location (n)	$A_{(n)}$
0	0	0
0	1	1
1	0	1
1	1	0

Indexing: Yes
Indirect Addressing: Yes
Register Altered: A

ANAE

AND Memory and A
Extended (optional)

Timing: 3 cycles



The logical-AND operation is performed between the contents of the A register and the contents of the memory location as addressed by the operand address in location $n + 1$. The result is placed in the A register. If the same bit position of both the memory location and the A register contains a one the result is a one. The truth table is shown below, where $n =$ bit position:

Condition		Result
$A_{(n)}$	Effective Memory Location (n)	$A_{(n)}$
0	0	0
0	1	0
1	0	0
1	1	1

Indexing: Yes
 Indirect Addressing: Yes
 Register Altered: A

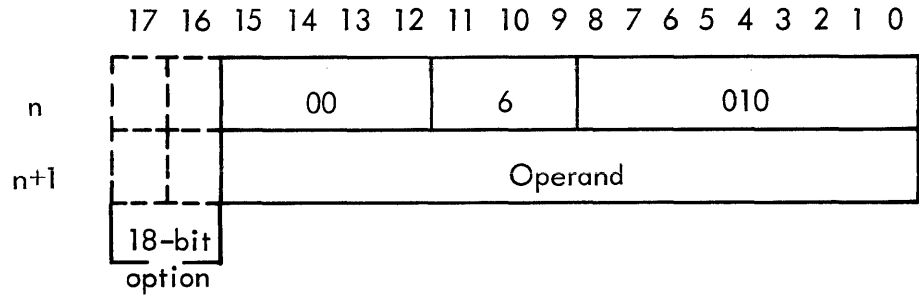
3.3.2 Double-Word Non-Addressing Instructions

The double-word non-addressing instructions consist of the immediate instruction group. The operand for the immediate instruction is contained in the second word of the double-word instruction. Address modification is not permitted for this group of instructions. The immediate instruction group codes are summarized in table G-10, appendix G.

LDAI

Load A Register
Immediate

Timing: 2 cycles



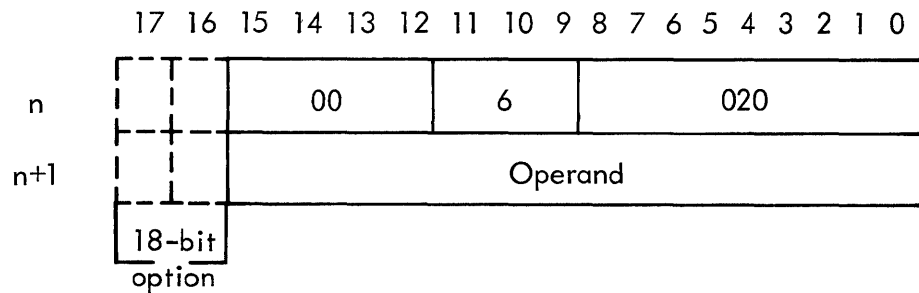
The contents of the operand at location $n + 1$ are placed in the A register.

Indexing: No
Indirect Addressing: No
Registers Altered: A

LDBI

Load B Register
Immediate

Timing: 2 cycles



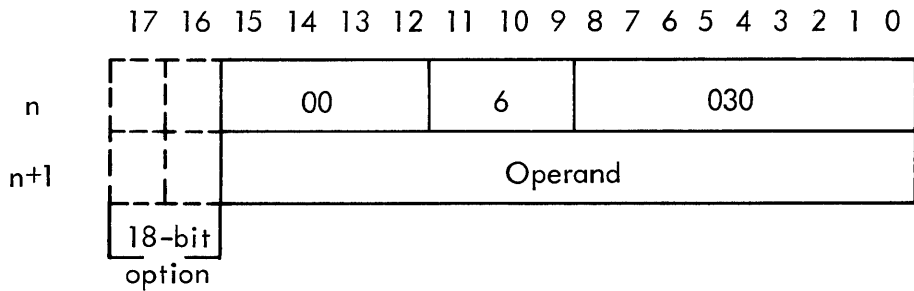
The contents of the operand at location $n + 1$ are placed in the B register.

Indexing: No
Indirect Addressing: No
Registers Altered: B

LDXI

Load X Register
Immediate

Timing: 2 cycles



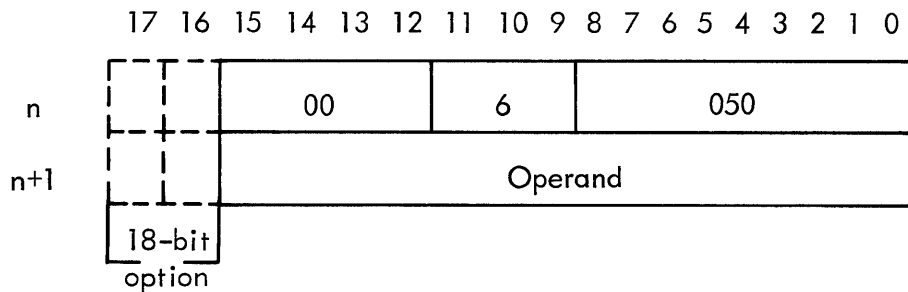
The contents of the operand at location $n + 1$ are placed in the X register.

Indexing: No
Indirect Addressing: No
Registers Altered: X

STAI

Store A Register
Immediate

Timing: 2 cycles



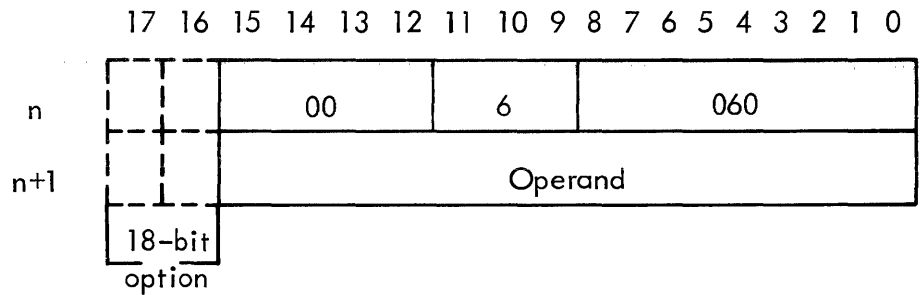
The contents of the A register are placed in the operand at location $n + 1$.

Indexing: No
Indirecting Addressing: No
Registers Altered: Operand

STBI

Store B Register
Immediate

Timing: 2 cycles



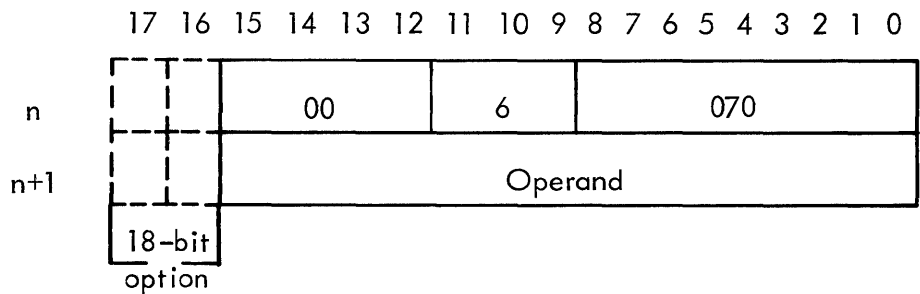
The contents of the B register are placed in the operand at location n + 1.

Indexing: No
Indirect Addressing: No
Registers Altered: Operand

STXI

Store X Register
Immediate

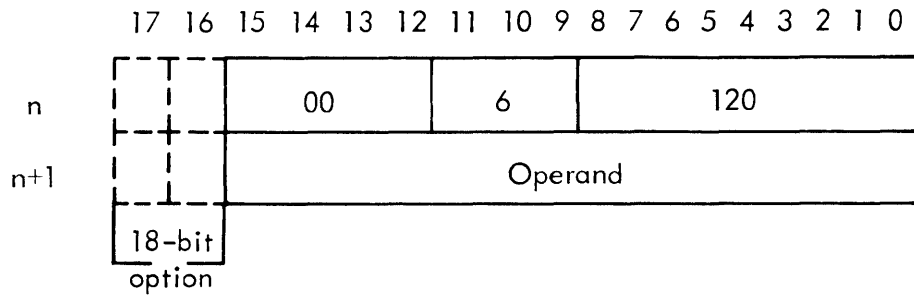
Timing: 2 cycles



The contents of the index register are placed in the operand at location n + 1.

Indexing: No
Indirect Addressing: No
Registers Altered: Operand

ADDI Add Immediate Timing: 2 cycles

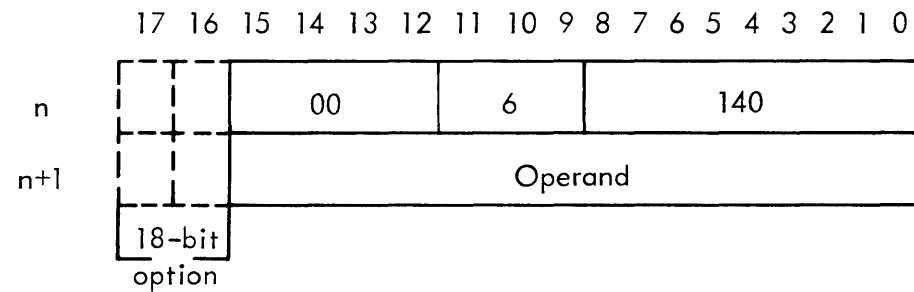


The contents of the A register are added to the contents of the operand at location n + 1. The sum is placed in the A register.

After execution, if $(A) \geq 2^{15} (2^{17})$ or $< -2^{15} (-2^{17})$, the overflow indicator (OF) is set.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A, OF

SUBI Subtract Immediate Timing: 2 cycles

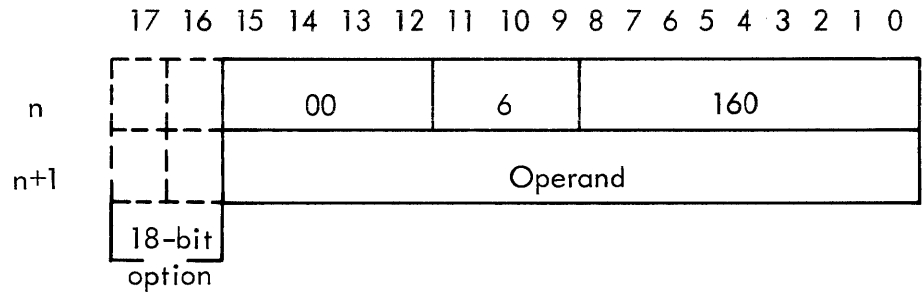


The contents of the operand at location n + 1 are subtracted from the contents of the A register. The difference is placed in the A register. After execution, if $(A) \geq 2^{15} (2^{17})$ or $< -2^{15} (-2^{17})$, the overflow indicator (OF) is set.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A, OF

MULI

Multiply Immediate Timing: 10 cycles (16 bits)
(optional) 11 cycles (18 bits)



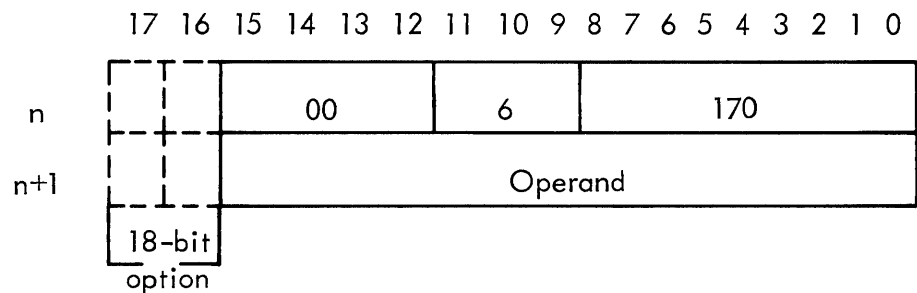
The contents of the B register are multiplied by the contents of the operand at location $n + 1$. The original contents of the A register are added to the final product. The product is placed in the A and B registers, with the most-significant half of the product in the A register and the least-significant half in the B register. The sign of the product is contained in the sign position of the A register. The sign position of the B register is reset to zero.

The algorithm is in the form $R \cdot B + A$.

Indexing: No
Indirect Addressing: No
Registers Altered: A, B, OF

DIVI

Divide Immediate Timing: 10-14 cycles (16 bits)
(optional) 11-15 cycles (18 bits)



The contents of the A and B registers are divided by the contents of the operand at location $n + 1$. The quotient is placed in the B register with sign, and the remainder is placed in the A register with the sign of the dividend.

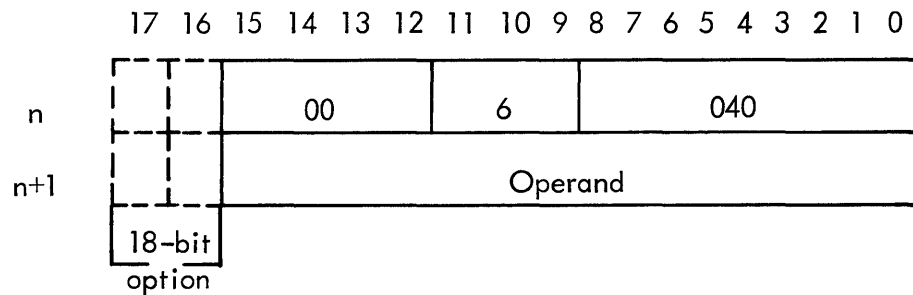
If

$$\frac{(A, B)}{M} \leq 1$$

(divisor > dividend, taken as a binary fraction), overflow will not occur. If overflow does occur, the overflow indicator (OF) is set.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A, B, OF

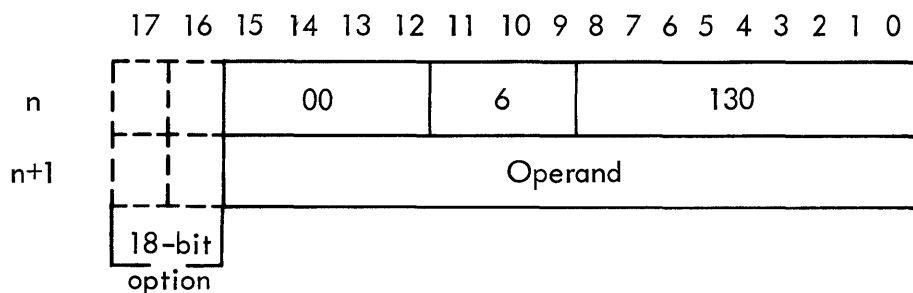
INRI Increment and Replace Timing: 3 cycles
 Immediate



The contents of the operand at location $n + 1$ are incremented by one, mod 2^{16} (2^{18}). After execution, if $(n + 1) 2^{15}$ (2^{17}), the overflow indicator (OF) is set.

Indexing: No
 Indirect Addressing: No
 Registers Altered: Operand, OF

ERAI Exclusive-OR Immediate Timing: 2 cycles

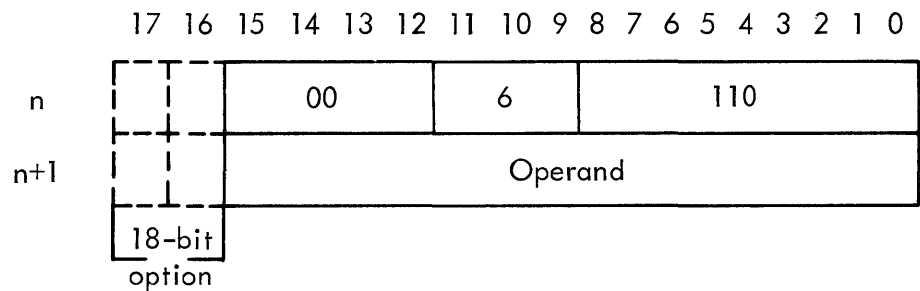


An exclusive-OR is performed between the contents of the operand at location $n + 1$ and the contents of the A register, and the result is placed in the A register. If the same bit position of the operand and the A register contains a zero, or if both bit positions contain a one, the result is zero. The truth table is shown below, where $n =$ bit position.

Condition		Result
$A_{(n)}$	Operand (n)	$A_{(n)}$
0	0	0
0	1	1
1	0	1
1	1	0

Indexing: No
 Indirect Addressing: No
 Registers Altered: A

ØRAI Inclusive-OR Immediate Timing: 2 cycles



An inclusive-OR is performed between the contents of the operand and the contents of the A register. The result is placed in the A register. If either the operand or the A register contains a one in the same bit position, a one is placed in the result in the A register. The truth table is shown below, where n = bit position:

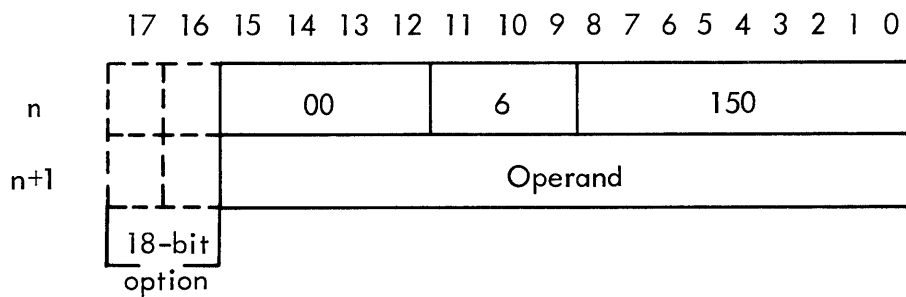
Condition		Result
$A_{(n)}$	Operand (n)	$A_{(n)}$
0	0	0
0	1	1
1	0	1
1	1	1

Indexing: No
 Indirect Addressing: No
 Registers Altered: A

ANAI

AND Immediate

Timing: 2 cycles



A logical-AND is performed between the contents of the operand and the contents of the A register. The result is placed in the A register. If the same bit position of the operand and the A register contains a one, the result is one; otherwise, the result is zero. The truth table is shown below, where n = bit position.

Condition		Result
$A_{(n)}$	Operand (n)	$A_{(n)}$
0	0	0
0	1	0
1	0	1
1	1	1

Indexing: No

Indirect Addressing: No

Registers Altered: A

SECTION 4

INPUT/OUTPUT SYSTEM

4.1 INTRODUCTION

This section describes the operation and instruction repertoire of the DATA 620/i input/output (I/O) system. The standard computer is equipped with a party line I/O system that has capabilities, under program control, to input data, output data, sense external signals, and generate control signals. The DATA 620/i input/output system is designed to facilitate integration of the computer into an overall system. Refer to the interface reference manual for detailed information required for special interface designs.

A wide selection of peripheral devices can be controlled by the 620/i.

4.2 ORGANIZATION

As shown in the block diagram, figure 2-1, the I/O section of the computer communicates with the operational registers and the memory through the internal C bus. Data and control signals are transmitted to and from external peripheral devices through the I/O bus.

4.2.1 Overall Operation

The overall organization of the DATA 620/i I/O system, including a typical set of peripheral devices, is shown in figure 4-1. Standard or special peripheral devices are in parallel on the I/O bus.

The following types of I/O commands can be executed by the standard computer.

Single word to/from memory. A single word may be transferred to or from any memory location.

Single word transfer to/from A or B register. A single word may be transferred to or from the A or B register under program control.

Test external sense line. The computer can sense the status of a selected external line under program control.

Generate external control line. An external control code may be transmitted, under program control, from the computer to an external device.

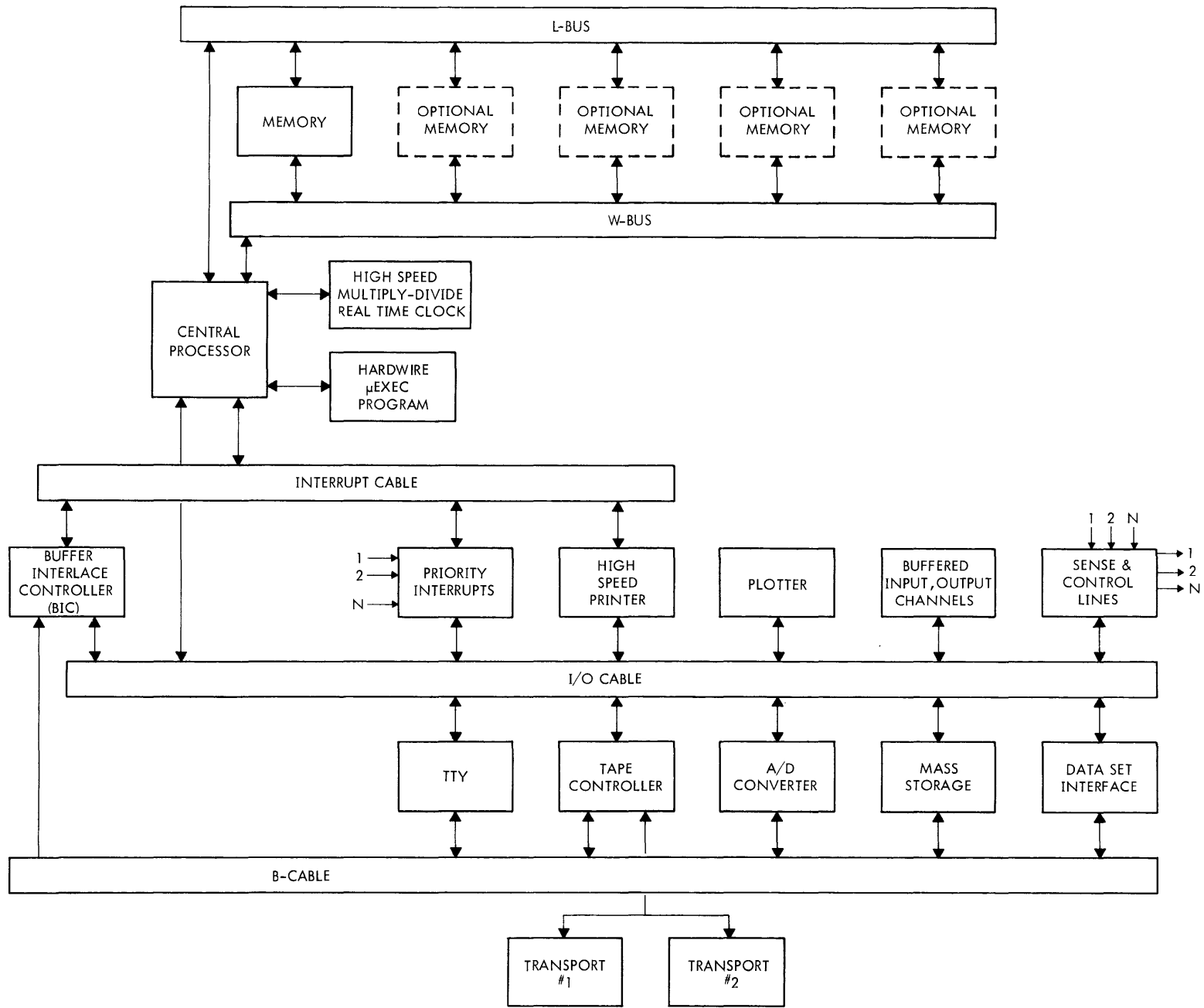


Fig. 4-1 DATA 620/i System Organization

4.2.2 Input/Output Bus Structure

The basic DATA 620/i computer (620/i-00, 622/i-00) is equipped with a positive-voltage-level party-line I/O bus. The party line is a bi-directional common communication channel containing the data and control lines required for system communication. Each transmission on the party line has two phases: The first phase is the route set-up (i.e. device selection); the second is the data transmission.

The party line permits plug-in expansion of all peripheral devices. The party line contains line drivers and line receivers to service up to ten standard peripheral devices. Modifications to the computer are not required to add peripherals. Each standard peripheral device contains a party-line data buffer. Thus, no device can tie-up the party line. The party line technique solves the troublesome problems usually encountered with on-site system expansion.

4.2.3 Input/Output Operations

During information transfers over the I/O bus, the E-bus lines may carry control codes, addresses, or data, depending upon the type of operation being performed. Table 4-1 defines the I/O cable control signals used to synchronize all I/O operations. Table 4-2 summarizes the signals on the interrupt cable.

NOTE

An I/O command is not transmitted intact over the E bus. Bits 11-15 are decoded in the central processor. The processor then generates an E-bus bit (EB11-EB15). Only one of these bits is true for each type of command. Bits 0-8 of the command are transmitted unchanged on the I/O cable.

4.3 PROGRAM CONTROL FUNCTIONS

Interfacing functions fall into two major categories: programmed operations and automatic operations. The programmed operations are: external control (single-bit out), sense operations (testing a single bit), data transfer in (full-word input) and data transfer out (full-word output). The following paragraphs describe the programmed operations and examples of their use. The I/O instruction group is summarized in table G-11, appendix G. This group of instructions is standard for the DATA 620/i.

Table 4-1. I/O-Cable Control Line Signals

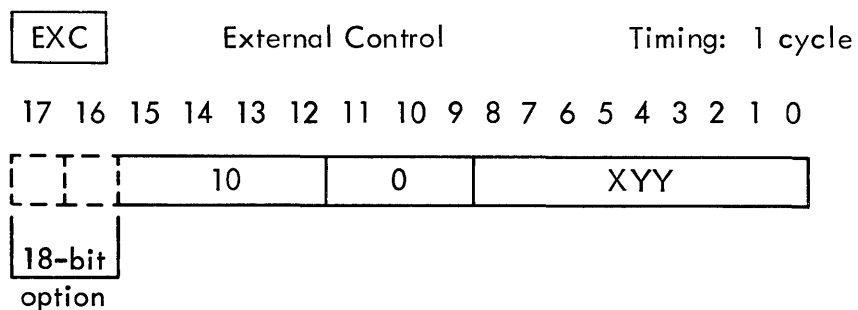
Control Line	Signal Name	Function
Function Ready	FRYX-I	Indicates that the E bus contains control or address information.
Data Ready	DRYX-I	Indicates that the E bus contains data.
Sense Response	SERX-I	Indicates logical state of line queried by sense line address on E bus.
Interrupt Acknowledge	IUAX-I	Indicates that external interrupt or trap demand is being acknowledged. Address is placed on E bus and removed with the function-ready signal.
System Reset	SYRT-I	Reset line for initializing peripheral controllers. Energized by console RESET switch.

Table 4-2. Interrupt-Cable Control Line Signals

Control Line	Signal Name	Function
Interrupt Request	IURX-I	Indicates a demand from the Interrupt module to force program to take one instruction from location specified by address on E bus. This address will be placed on E bus when IUAX-I is true.
Trap-Out Request	TPOX-I	Indicates that a buffer interlace controller or other trap device is requesting data transfer from memory.
Trap-In Request	TPIX-I	Indicates that a buffer interlace controller or other trap device is requesting data transfer to memory.
Interrupt Clock	IUXC-I	1.1-MHz clock provided on cable for interrupt module. May be used in any interface design. This clock is not present if the direct-memory-access-and-interrupt option is not included in the system.
Priority Out	PRIX-I	Priority lines used with interrupt and buffer-interlace-controller modules for priority determination.
Priority In	PR4X-I	Priority line returned to computer for permitting console interrupt.
Priority 2 and 3	PR2X-I, PR3X-I	Intermediate priority lines that are used to assign priority positions among trap and interrupt devices.
Interrupt Jump	IUJP-I	Indicates that instruction at interrupt location is a jump-and-mark (two-word) instruction.

4.3.1 External Control

The external control instruction is a single word, non-addressing instruction. It places a function code, contained in bits 0-8, on the E bus to initiate a control operation in an external device.

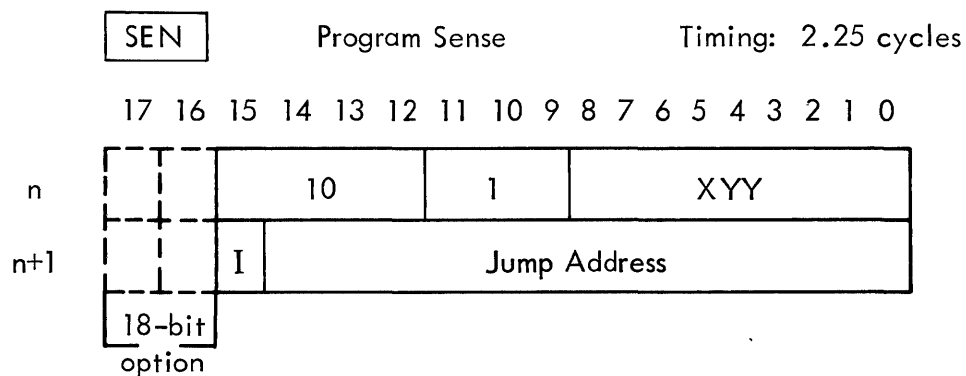


The nine bits represented by XYY are placed on the E bus for transmission to the peripheral controllers. The device address is contained in the YY portion of the data, and the function to be performed by the selected device is contained in the X portion.

Indexing: No
 Indirect Addressing: No
 Registers Altered: None

4.3.2 Program Sense

The sense instruction is a double-word, addressing instruction that senses the logical state of an external line. Figure 4-2 shows the execution of this instruction.



I = 0, word contains an address
 I = 1, word contains an indirect address

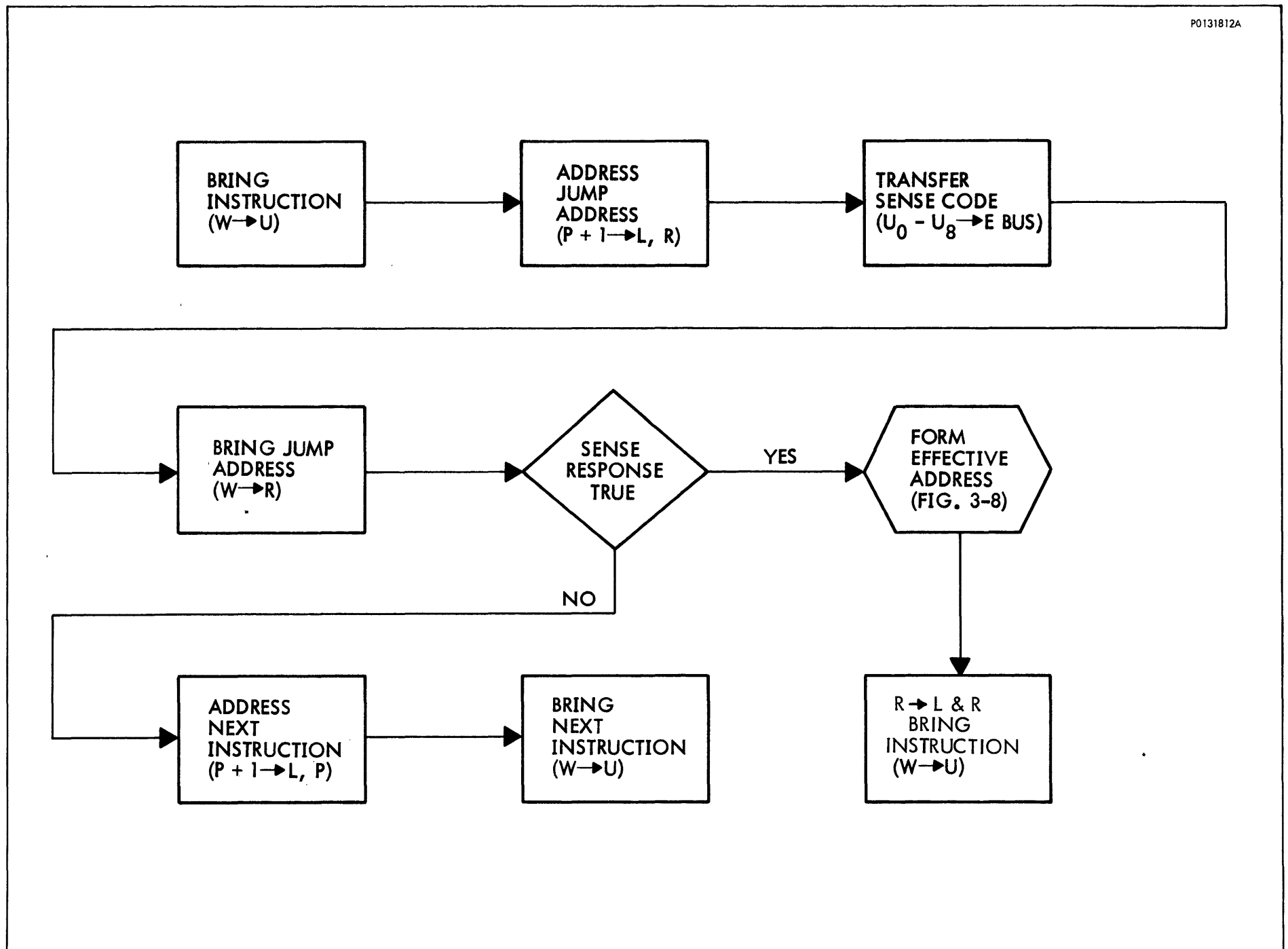


Fig. 4-2 Sense Instruction, General Flow

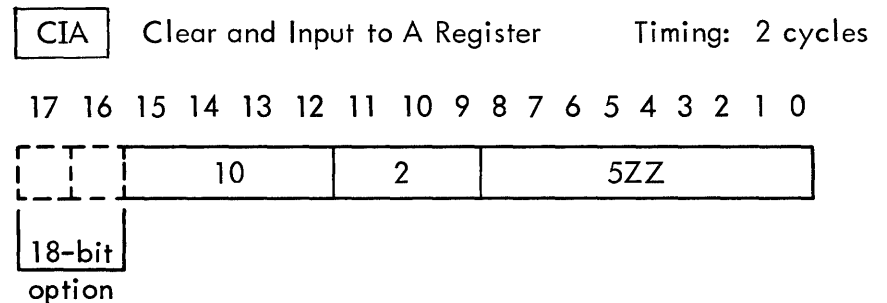
The nine bits represented by XYY are placed on the party line I/O bus and represent the condition to be tested. X defines a specific line within device YY. The associated peripheral controller replies with a true or false signal.

If a true signal is received by the DATA 620/i, a jump is made to the jump address. If a false signal is received, the next instruction in sequence is executed.

Indexing: No
 Indirect Addressing: Yes
 Registers Altered: P

4.3.3 Data Transfer In

Two types of data transfer in instructions are provided: input to operational registers, and input directly to memory. The first type of input instruction is a single-word, non-addressing instruction; the second type is a double-word addressing instruction.

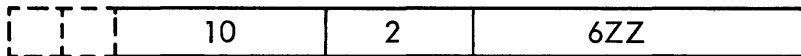


The A register is cleared and a data word from the selected device, ZZ, is transferred to the A register.

Indexing: No
 Indirect Addressing: No
 Registers Altered: A

CIB Clear and Input to B Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



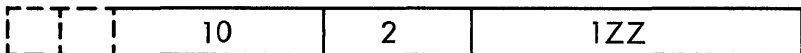
18-bit
option

The B register is cleared and a data word from the selected device, ZZ, is transferred to the B register.

Indexing: No
Indirect Addressing: No
Registers Altered: B

INA Input to A Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



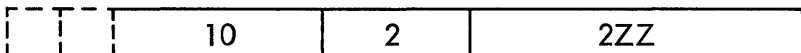
18-bit
option

A data word from the selected device, ZZ, is inclusively-OR'ed with the contents of the A register.

Indexing: No
Indirect Addressing: No
Registers Altered: A

INB Input to B Register Timing: 2 cycles

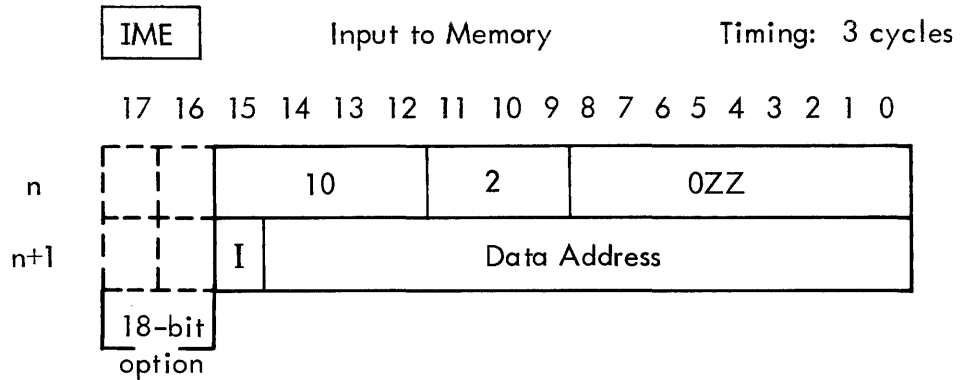
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

A data word from the selected device, ZZ, is inclusively-OR'ed with the contents of the B register.

Indexing: No
 Indirect Addressing: No
 Registers Altered: B

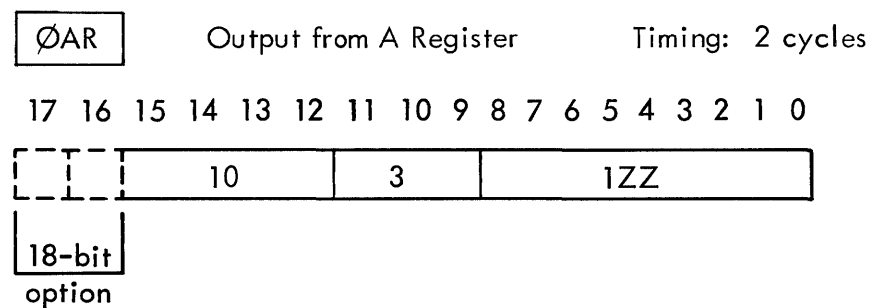


A data word from the selected device, ZZ, is placed in the cleared effective memory address. Figure 4-3 shows the execution of this instruction.

Indexing: No
 Indirect Addressing: No
 Registers Altered: Memory

4.3.4 Data Transfer Out

Two types of output data transfer instructions are provided: output from operational registers and output from memory. The first type of instruction is a single-word, non-addressing instruction; the second type is a double-word, addressing instruction.



The contents of the A register are transferred to the selected device, ZZ.

Indexing: No
 Indirect Addressing: No
 Registers Altered: None

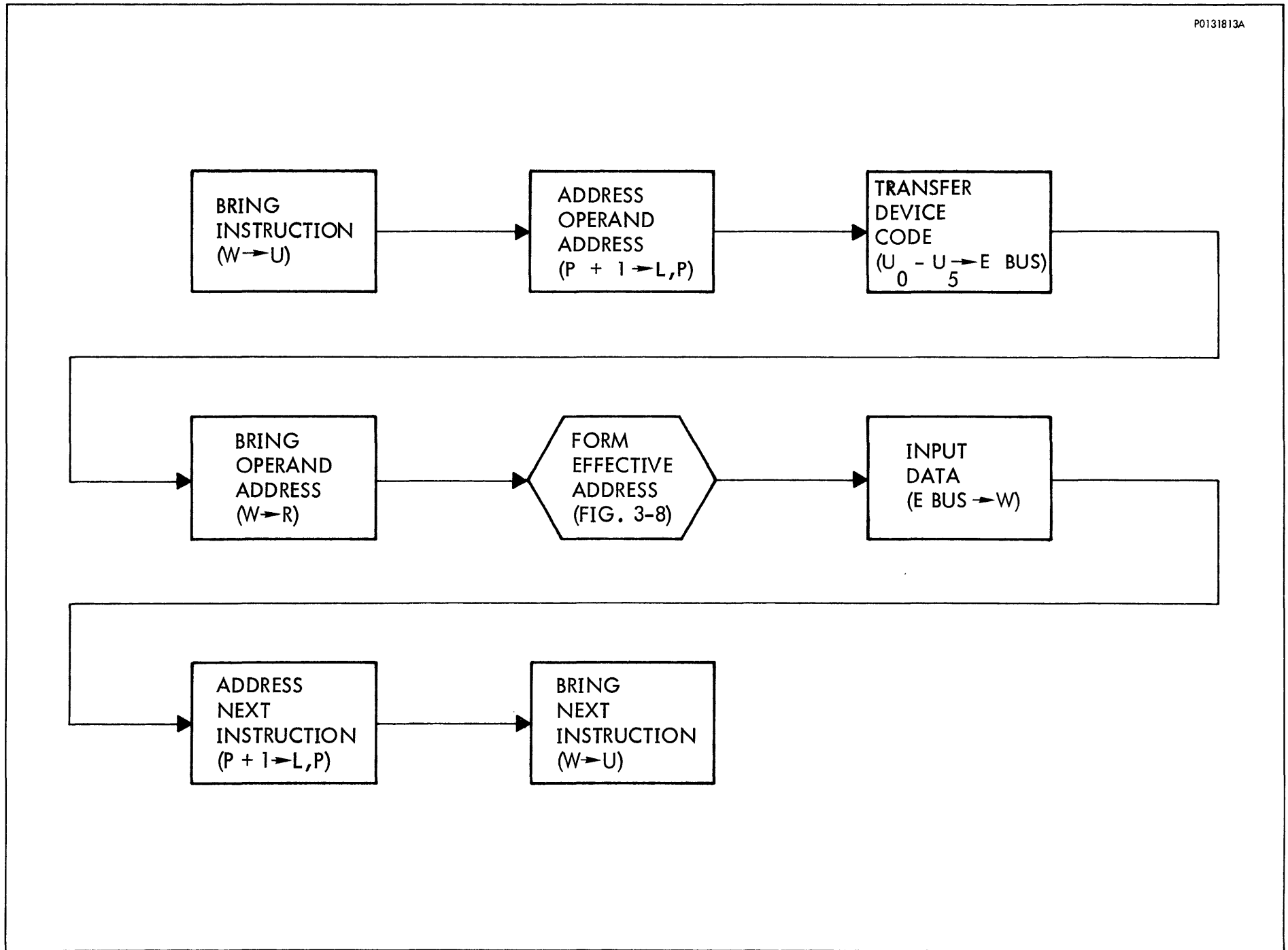
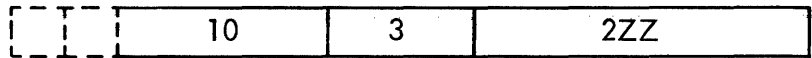


Fig. 4-3 Input-to-Memory, General Flow

\emptyset BR Output from B Register Timing: 2 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



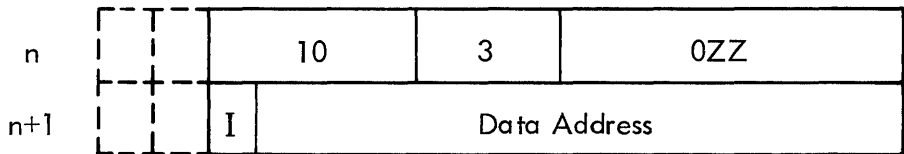
18-bit
option

The contents of the B registers are transferred to the selected device, ZZ.

Indexing: No
Indirect Addressing: No
Registers Altered: None

\emptyset ME Output from Memory Timing: 3 cycles

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



18-bit
option

The contents of the effective memory location are transferred to the selected device, ZZ.

Indexing: No
Indirect Addressing: No
Registers Altered: None

4.4 OPTIONAL AUTOMATIC CONTROL FUNCTIONS (direct-memory-access-and-interrupt logic option)

Two types of computer timing sequences are provided to automatically transfer control and information signals between peripheral devices and the DATA 620/i:

- a. An interrupt timing sequence is initiated when the DATA 620/i recognizes an external interrupt signal. This sequence forces the computer to execute an instruction at the memory location specified by interrupt logic through the E bus.

- b. A trap timing sequence is initiated when an external device signals that it must transfer a word to or from memory. The external device must supply the memory address of the word through the E bus. This sequence delays the internal program sequence for the time required to execute the I/O transfer (2.7 microseconds).

The devices that demand either of those automatic sequences must first have priorities to resolve two or more simultaneous demands for service. The priorities of devices demanding service are determined every 0.9 microseconds, and are clocked by the interrupt clock. Refer to the interface reference manual (VDM-3001) for a more detailed description. Priority assignment for devices on the I/O cable is optional and is a part of the system definition. Priorities may be fixed for any given configuration by properly connecting priority lines in the I/O cable. Priorities can be altered if the definition changes.

4.4.1 Interlace Data Transfers

Interlace optional data transfers may be performed concurrently with internal program operation. This type of operation uses the computer trap-timing sequence to delay the program for 2.7 microseconds while a word is transferred between memory and a peripheral device. The transfer is controlled by the external device, which must transmit the memory address of the data word, and must synchronize the operation using the signals transmitted on the I/O control lines. The maximum interlace transfer rate is 202,000 words per second.

The general trap-sequence flow is shown in figure 4-4. The maximum computer delay in acknowledging a trap request is 5.4 microseconds. However, the time delay experienced by a specific controller in receiving acknowledgment to a trap request may be extended by the time required for the computer to service higher-priority requests.

Special peripheral controllers designed for system applications (such as A/D and D/A converters) may utilize the trap facilities of the computer to implement automatic I/O operations (refer to the interface reference manual for detailed design information). A buffer interlace controller (BIC) is also available for use with all standard DATA 620/i peripheral equipment. Special system devices may be interfaced for interlace operations under control of the BIC.

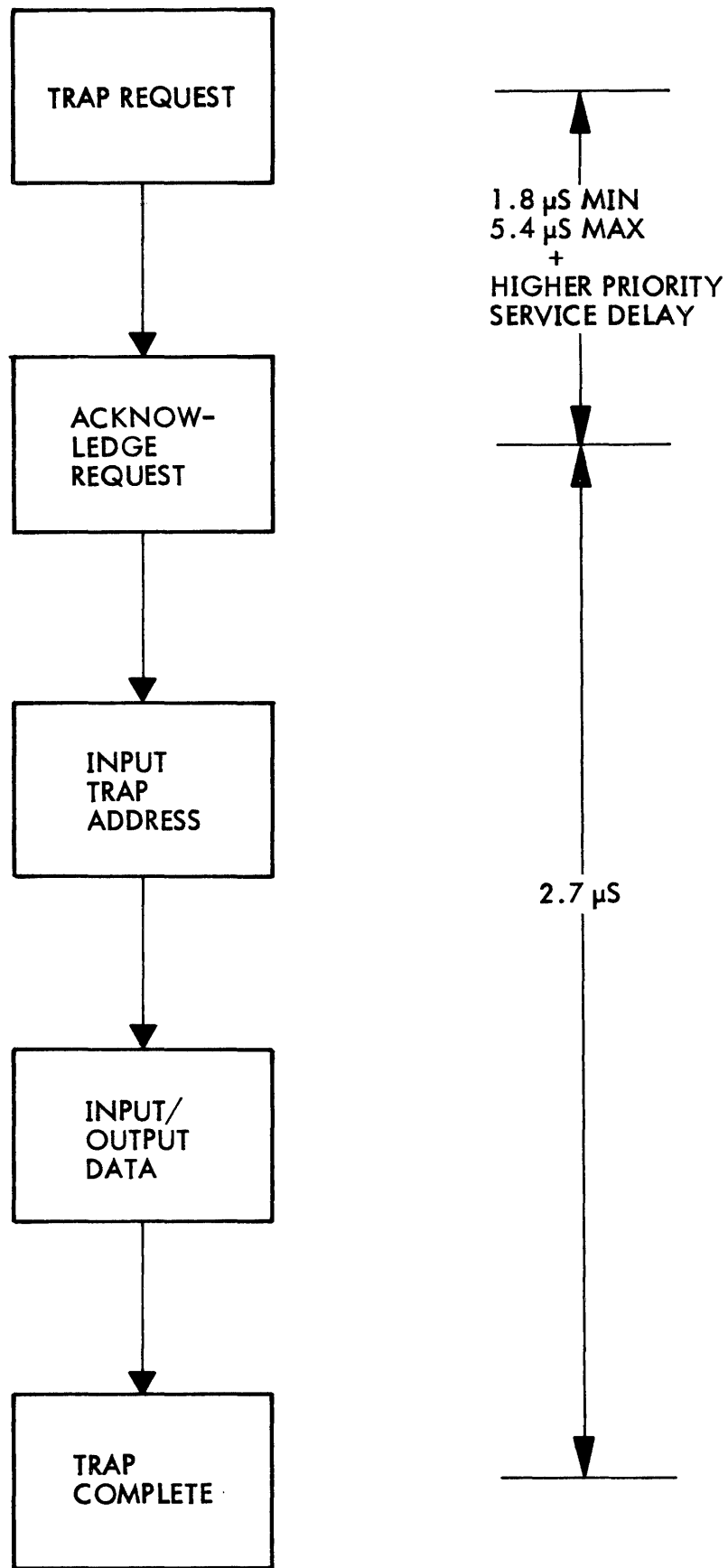


Fig. 4-4 Trap Sequence, General Flow

4.4.2 Program Interrupt (optional)

The DATA 620/i has a multi-level interrupt system with single execute, on/off and selective arm/disarm capability. Each interrupt line is assigned a unique memory interrupt address which is the first of a pair of locations. The system is modular and expandable in sets of eight levels.

Each optional interrupt line has an enable/disable flip-flop which is addressable and set by interrupt control instructions. If signals exist on one or more interrupt lines, the highest-priority line is recognized and the corresponding memory destination address is transmitted to the DATA 620/i after the current instruction is executed.

For each group of interrupts, enable is determined by an 8-bit mask word transferred under program control to the arm/disarm flip-flops in the interrupt system. The action initiated by an interrupt subroutine causes the interrupting device to remove its request signal. An acknowledgment of an interrupt causes the instruction located at the interrupt address to be executed. The instruction can be any of the DATA 620/i repertoire. This technique permits the interrupts to be of the single-execute type, whereby single-instruction responses to external signals can be serviced in one instruction period. A real-time clock can be implemented with an interrupt line and an external pulse generator. An automatic data channel can be implemented with as few as two interrupt lines. If the executed instruction is a jump-and-mark instruction, the interrupt system is automatically inhibited, permitting the inhibit to be terminated under program control. While in the inhibit mode, the interrupt subroutine may selectively enable and disable interrupt levels, and then enable the system, permitting the selected levels to interrupt the level being processed.

SECTION 5

CONTROL CONSOLE OPERATION

5.1 CONTROLS AND INDICATORS

The DATA 620/i console (figure 5-1) provides controls and displays required for operator communication with the computer. The contents of all operational registers, including the instruction register, can be displayed in binary-octal form. During normal operation (run mode) the contents of the computer C bus are displayed continuously. Data entry into a selected operational register is accomplished in the step mode (computer halted) by momentary-contact switches. During the run mode, these switches are inhibited to prevent accidental alteration of the register contents.

Control switches allow the operator to manually alter normal program operation. These switches, described in table 5-1, provide considerable control flexibility and are useful for maintenance, troubleshooting, and program debugging. The sense switches are useful in normal program operation to allow selection of particular program sequences to be executed.

5.2 MANUAL OPERATION

Control console operation may be understood by reference to table 5-1 and figure 5-1. The following paragraphs describe typical operating sequences which illustrate normal use of the computer.

5.2.1 Power Control

The POWER switch applies power to computer logic memory, and controller logic.

5.2.2 Manual Program Entry and Execution

When the computer is halted (step mode), programs and data may be read from memory and entered into memory, and a pre-stored program may be manually executed.

To load words into memory (either instructions or data), set the desired word in the A, B, or X register. Set the appropriate store-type instruction (STA, STB, STX) with the desired operand address in the instruction (U) register; then press the STEP switch to execute the store operation.

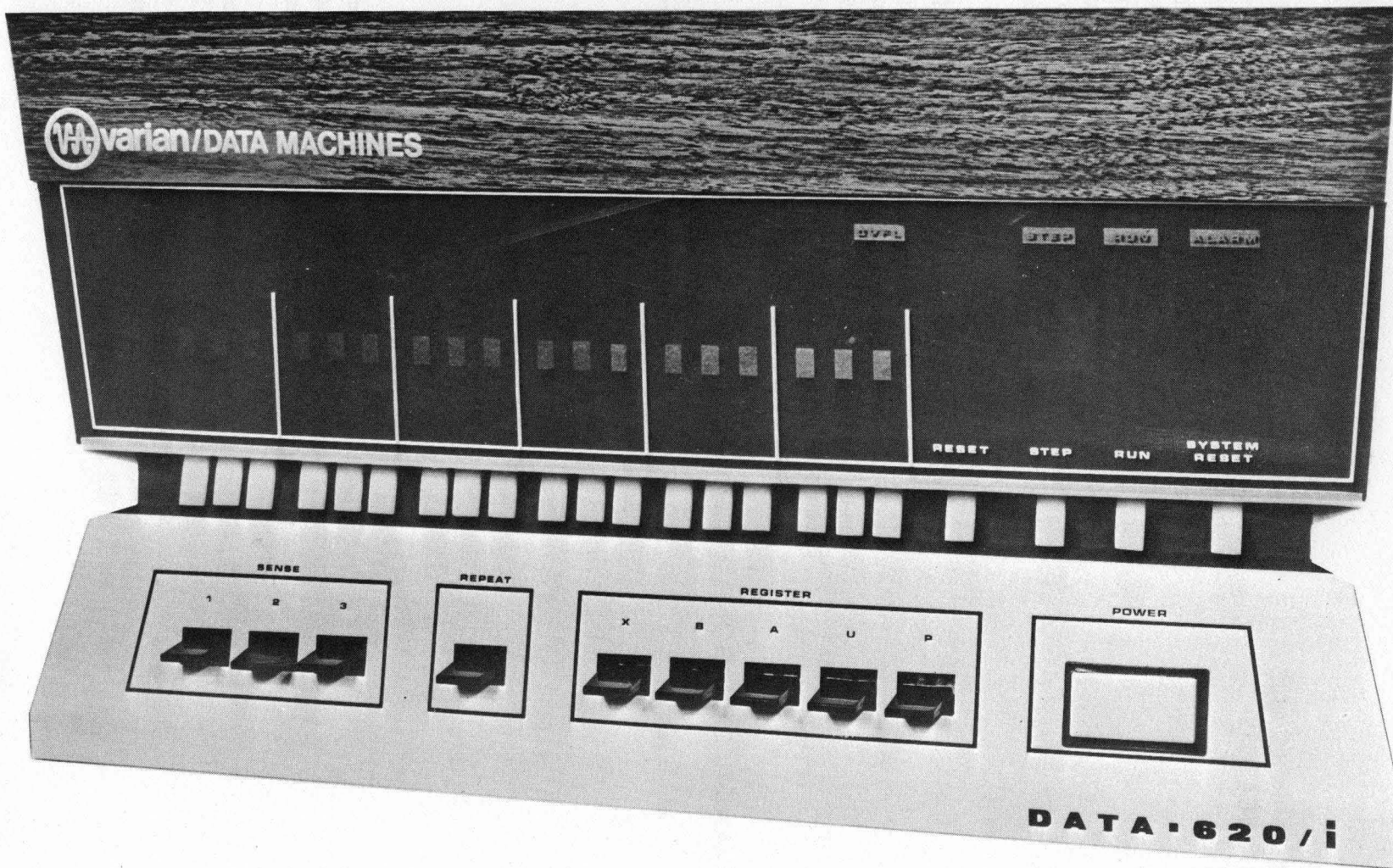


Fig. 5-1 Control Console

Table 5-1. Controls and Indicators

Control or Indicator	Function
Register Display	In-line display of 16 (or 18) bits in selected operational register. Register bits are numbered from right to left with the sign bit appearing on the far left side of the display. Lights are grouped in an octal arrangement. Selection of the register to be displayed is accomplished by the register select switches.
Register Select Switches	Five alternate-action switches used to select one of five registers for display. Only one register may be selected at a time. Selection of two or more registers at the same time disables the selection logic and the display becomes blank.
Status Display	Four indicators are provided to indicate the status of the machine. OVFL indicator lights when the overflow flip-flop is set. STEP indicator lights when the computer is in the step mode and the Micro-EXEC facility is not being used. RUN indicator lights when the computer is in the run mode. ALARM indicator lights when a thermal overload condition occurs.
RESET Switch	The RESET switch causes the selected register to be cleared. This switch is disabled when the computer is in the run mode.
STEP Switch	The STEP switch is a momentary-contact switch that causes the instruction in the instruction register to be executed if the computer is in the step mode. If the computer is in the run mode, pressing the STEP switch causes the computer to halt at the completion of the instruction being executed.
RUN Switch	The RUN switch causes the program to run at the location specified by the program counter after first executing the instruction in the instruction register.
SYSTEM RESET Switch	The SYSTEM RESET switch is a system-clear control that forces the computer to the halt mode and initializes control flip-flops in the processor. In addition, all peripheral devices are initialized by SYSTEM RESET. This control is normally used as an initialize control, but is useful to halt I/O operations.
REPEAT Switch	Toggle switch that permits manual repeat of an instruction in instruction register. Pressing STEP switch executes instruction and advances program counter; however, contents of the instruction register are left unchanged. Switch on the control console is activated only when the STEP light is on (operation halted).

Table 5-1. (Continued)

Control or Indicator	Function
SENSE Switches 1, 2, 3	Toggle switches that permit manual program control whenever sense-switch-jump, jump-and-mark, or execute instructions (JSS1, JSS2, JSS3, JS1M, JS2M, JS3M, XS1, XS2, XS3) are performed. The indicated jump and execute operations are performed only if the corresponding SENSE switch is ON.
POWER On/Off	Alternate-action switch/indicator that turns power supplies on and off. Indicator/switch is illuminated when power is on; indicator is off when power is off.

To display the contents of any memory cell in the A, B, or X register; set the appropriate load-type instruction (LDA, LDB, LDX) with the proper memory address in the instruction register; then press the STEP switch to load the selected word into the register. To manually execute a program stored in memory, set the starting address of the program in the program counter. When the STEP switch is pressed, the instruction contained in the instruction register is executed, and the instruction of the selected address is transferred to the instruction register. Repeated operation of the STEP switch will then step through the program one instruction at a time. All operations such as multi-level indirect addressing will be performed for each instruction as the STEP switch is operated. Note that I/O instructions involving an asynchronous device that transfers data in a block (such as a magnetic tape unit or teletype) generally cannot be operated in the step mode.

5.2.3 Instruction Repeat

In the step mode, the instruction register contains the next instruction to be executed when STEP is pressed. The program counter contains the location of the next instruction to be transferred to the instruction register after the current instruction is executed.

In some cases, it is desirable to manually execute an instruction several times. When the REPEAT switch is on, instruction register loading (when STEP is pressed) is inhibited even though the instruction counter is advanced each time. This mode is

particularly useful for loading words into sequential memory locations, or for displaying the contents of sequential memory locations. To load a group of sequential memory cells, set the appropriate store-type instruction (STA, STB, STX) in the instruction register with the relative address mode in the M field and the base address in the A field. Repeated operation of the STEP switch will store the contents of the A, B, or X register into sequential memory locations. The word loaded on each step may be changed by entering the desired value into the operational register for each step.

To display the contents of a group of sequential memory cells, set the appropriate load-type instruction (LDA, LDB, LDX) in the instruction register, in the relative address mode, with the base address in the P register and the A field of the U register = 0. The contents of the sequential locations will be displayed in the selected operational register with each operation of the STEP switch.

5.2.4 Sense Switches

The SENSE switches allow the operator to dynamically alter a program sequence in either the run or step mode. The three SENSE switches provide a logical-AND function with bits 6-8 of the jump, jump-and-mark, or execute instruction word, and consequently can be used for various logical branches selected at the console.

APPENDICES

Appendix A
DATA 620/i Number System

DATA 620/i Number System

Binary numbers in the DATA 620/i are represented in 2's-complement form. Single-precision numbers are 15 bits plus sign (16-bit configuration) or 17 bits plus sign (18-bit configuration). The sign bit occupies the most-significant bit position (15 or 17). A "0" in the sign position denotes a positive number; a "1" in the sign position denotes a negative number. The negative of a positive number is represented in 2's-complement form.

The 2's-complement of a number may be found in either of two ways:

- a. Take the 1's-complement of the number (i.e., complement each bit); add "1" in the least-significant bit position. Example:

+9	0000000000001001
1's-complement	111111111110110
2's-complement	$\begin{array}{r} \\ +1 \\ \hline 111111111110111 \end{array}$
(-9)	

- b. For an n-bit number (including sign) subtract it from 2^{n+1} . Example:

2^{n+1}	1000000000000000
-(+9)	$\begin{array}{r} -0000000000001001 \\ \hline \end{array}$
-9	111111111110111

It is generally convenient to express binary numbers by their octal equivalent. This conversion is easily performed by grouping the binary bits by threes, starting with the least-significant bit. Thus, in the 18-bit configuration, numbers may be expressed by six full octal digits (000000-777777₈).

In the 16-bit configuration, the range of octal numbers is less than six full digits (000000-177777₈). The octal equivalents for the above examples are:

Decimal	Octal
+9	000011 ₈
-9	177767 ₈

The range of numbers in the DATA 620/i is from -2^{15} to $+2^{15} - 1$ for the 16-bit configuration and -2^{17} to $+2^{17} - 1$ for the 18-bit configuration. The zero minus 1 and plus/minus full-scale numbers for the 16-bit configuration are:

Binary	Octal	Decimal	
0111111111111111	077777_8	+32,767	+Full Scale
0000000000000000	000000	0	0
1111111111111111	177777_8	-1	-1
1000000000000000	100000_8	-32,768	-Full Scale

The negative of the octal equivalent number is found by subtracting the number from 177777_8 and adding 1 in the least-significant digit (subtract from 777777_8 for the 18-bit configuration). Example:

$$\begin{array}{r}
 177777_8 \\
 -(9) \quad -000011_8 \\
 \hline
 \quad \quad \quad +1 \\
 \hline
 (-9) \quad 177767_8
 \end{array}$$

In performing addition or subtraction, it is possible for the results to exceed the \pm full scale range of the machine. For example:

Decimal	Octal	
+21,980	052734_8	
+11,843	$+027103_8$	
<hr/>	<hr/>	
33,823	102037_8	-31,713

The negative result is in error. The same type of error occurs if the sum of the two negative numbers exceeds the minus full-scale range:

Decimal	Octal
-21,980	125044 ₈
(+)-11,843	150675 ₈
<hr/>	<hr/>
-33,823	(1)075741 ₈ 31,803

Note that the carry out of the most-significant octal digit position is generally lost. However, to inform the programmer that the true result of an addition/subtraction falls outside the range of the machine, an overflow indicator is provided. The overflow indicator is set if the sign bit changes when two numbers of the same sign are added together (where the sign of the subtrahend is changed in subtraction).

In multiplication, a double-length product is formed in the arithmetic registers (A or B). Since the product cannot exceed 32-bits (36-bits in the 18-bit configuration), overflow will never occur as the result of a multiply. The sign of the product is automatically determined.

Example:

Decimal	Octal
21,980	052734
X 11,843	027103
<hr/>	<hr/>
65,940	200624
87,920	52734
175,840	454404
21,980	125670
21,980	
<hr/>	<hr/>
260,299,140	001741000224
	A B

The double-length result is accumulated in the A and B registers.

In division, an overflow (underflow) can occur if the divisor is less than or equal to the dividend.

Appendix B
Standard DATA 620/i Subroutines

Standard DATA 620/i Subroutines

Subroutines	Locations	Time
Elementary Functions*		
Log ^e (1 + X), (0 ≤ X < 1)	19	365 usec
Exponential (e ^{-X}) (0 ≤ X < 1)	17	283 usec
Exponential (e ^{+X}) (0 ≤ X < 1)	17	333 usec
Square Root (0 ≤ X < 1)	58	493 usec
Sine X (-π < X < π)	31	315 usec
Cosine X (-π < X < π)	20	310 usec
Arctan (-1 to 1)	15	380 usec
Single Precision (fixed point)		
Multiply (optional)	hardware	18 usec
Divide (optional)	hardware	27 usec
Divide (programmed)	27	300 usec
Double Precision (fixed point)		
Open		
Addition	7	20 usec
Subtraction	7	20 usec
Multiplication	16	97.2 usec
Divide	28	1036 usec
Closed		
Addition	23	54.0 usec
Subtraction	25	57.6 usec
Multiply	36	127.8 usec
Divide	35	1050 usec

*All elementary functions except square root require a subroutine called POLY, which takes 42 locations.

Subroutines	Locations	Time
Conversion		
Binary-to-BCD (4 characters)	32	249 usec
BCD-to-Binary	28	205 usec

Appendix C
Table of Powers of Two

Table of Powers of Two

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
Octal-Decimal Integer Conversion Table

OCTAL-DECIMAL INTEGER CONVERSION TABLE

4000 to 4777 (Octal) | 2048 to 2559 (Decimal)

Octal Decimal
10000 - 4096
20000 - 8192
30000 - 12288
40000 - 16384
50000 - 20480
60000 - 24576
70000 - 28672

Table with 8 columns (0-7) and 80 rows (4000-4370, 4200-4370, 4300-4370).

Table with 8 columns (0-7) and 80 rows (4400-4470, 4500-4570, 4600-4670, 4700-4770).

5000 to 5777 (Octal) | 2560 to 3071 (Decimal)

Table with 8 columns (0-7) and 80 rows (5000-5170, 5200-5270, 5300-5370).

Table with 8 columns (0-7) and 80 rows (5400-5470, 5500-5570, 5600-5670, 5700-5770).

Appendix E
Octal-Decimal Fraction Conversion Table

Octal-Decimal 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

Octal-Decimal Fraction Conversion Table

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

Octal-Decimal Fraction Conversion Table

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 F
DATA 620/i Instructions (Alphabetical Order)

Appendix F
DATA 620/i Instructions (Alphabetical Order)

Mnemonic	Octal	Description	WDS/ Inst	Time Cycles	Indirect Address
ADD	120000	Add to A Register	1	2	Yes
ADDE*	006120	Add to A Register Extended	2	3	Yes
ADDI	006120	Add to A Register Immediate	2	2	No
ANA	150000	AND to A Register	1	2	Yes
ANAE*	006150	AND to A Register Extended	2	3	Yes
ANAI	006150	AND to A Register Immediate	2	2	No
AØFA	005511	Add OF to A Register	1	1	No
AØFB	005522	Add OF to B Register	1	1	No
AØFX	005544	Add OF to X Register	1	1	No
ASLA	004200+n	Arithmetic Shift Left A n Places	1	1+0.25n	No
ASLB	004000+n	Arithmetic Shift Left B n Places	1	1+0.25n	No
ASRA	004300+n	Arithmetic Shift Right A n Places	1	1+0.25n	No
ASRB	004100+n	Arithmetic Shift Right B n Places	1	1+0.25n	No
CIA	102500	Clear and Input to A Register	1	2	No
CIB	102600	Clear and Input to B Register	1	2	No
CPA	005211	Complement A Register	1	1	No
CPB	005222	Complement B Register	1	1	No
CPX	005244	Complement X Register	1	1	No
DAR	005311	Decrement A Register	1	1	No
DBR	005322	Decrement B Register	1	1	No

*Optional Instructions

Mnemonic	Octal	Description	WDS/ Inst	Time Cycles	Indirect Address	
DIV*	170000	Divide AB Register	16-Bit	1	10-14	Yes
			18-Bit	1	11-15	
DIVE*	006170	Divide AB Register Extended	16-Bit	2	11-15	Yes
			18-Bit		12-16	
DIVI*	006170	Divide AB Register Immediate	16-Bit	2	10-14	No
			18-Bit		11-15	
DXR	005344	Decrement X Register		1	1	No
ERA	130000	Exclusive OR to A Register		1	2	Yes
ERAE*	006130	Exclusive OR to A Register Extended		2	3	Yes
ERAI	006130	Exclusive OR to A Register Immediate		2	2	No
EXC	100000	External Control Function		1	1	No
HLT	000000	Halt		1	1	No
IAR	005111	Increment A Register		1	1	No
IBR	005122	Increment B Register		1	1	No
IME	102000	Input to Memory		2	3	No
INA	102100	Input to A Register		1	2	No
INB	102200	Input to B Register		1	2	No
INR	040000	Increment and Replace		1	3	Yes
INRE*	006040	Increment and Replace Extended		2	4	Yes
INRI	006040	Increment and Replace Immediate		2	3	No
IXR	005144	Increment X Register		1	1	No
JAN	001004	Jump if A Register Negative		2	2	Yes
JANM	002004	Jump and Mark if A Register Negative		2	2-3	Yes

*Optional Instructions

Mnemonic	Octal	Description	WDS/ Inst	Time Cycles	Indirect Address
JAP	001002	Jump if A Register Positive	2	2	Yes
JAPM	002002	Jump and Mark if A Register Positive	2	2-3	Yes
JAZ	001010	Jump if A Register Zero	2	2	Yes
JAZM	002010	Jump and Mark if A Register	2	2-3	Yes
JBZ	001020	Jump if B Register Zero	2	2	Yes
JBZM	002020	Jump and Mark if B Register Zero	2	2-3	Yes
JMP	001000	Jump Unconditionally	2	2	Yes
JMPM	002000	Jump and Mark if Unconditionally	2	3	Yes
JØF	001001	Jump if Overflow On	2	2	Yes
JØFM	002001	Jump and Mark if Overflow On	2	2-3	Yes
JS1M	002100	Jump and Mark if Sense Switch 1 On	2	2-3	Yes
JS2M	002200	Jump and Mark if Sense Switch 2 On	2	2-3	Yes
JS3M	002400	Jump and Mark if Sense Switch 3 On	2	2-3	Yes
JSS1	001100	Jump if Sense Switch 1 On	2	2	Yes
JSS2	001200	Jump if Sense Switch 2 On	2	2	Yes
JSS3	001400	Jump if Sense Switch 3 On	2	2	Yes
JXZ	001040	Jump X Register Zero	2	2	Yes
JXZM	002040	Jump and Mark X Register Zero	2	2-3	Yes
LASL	004400+n	Long Arithmetic Shift Left n Places	1	1+0.50n	No
LASR	004500+n	Long Arithmetic Shift Right n Places	1	1+0.50n	No

Mnemonic	Octal	Description	WDS/ Inst	Time Cycles	Indirect Address
LDA	010000	Load A Register	1	2	Yes
LDAE*	006010	Load A Register Extended	2	3	Yes
LDAI	006010	Load A Register Immediate	2	2	No
LDB	020000	Load B Register	1	2	Yes
LDBE*	006020	Load B Register Extended	2	3	Yes
LDBI	006020	Load B Register Immediate	2	2	No
LDX	030000	Load X Register	1	2	Yes
LDXE*	006030	Load X Register Extended	2	3	Yes
LDXI	006030	Load X Register Immediate	2	2	No
LLRL	004440+n	Long Logical Rotate Left n Places	1	1+0.50n	No
LLSR	004540+n	Long Logical Shift Right n Places	1	1+0.50n	No
LRLA	004240+n	Logical Rotate Left A n Places	1	1+0.25n	No
LRLB	004040+n	Logical Rotate Left B n Places	1	1+0.25n	No
LSRA	004340+n	Logical Shift Right A n Places	1	1+0.25n	No
LSRB	004140+n	Logical Shift Right B n Places	1	1+0.25n	No
MUL*	160000	Multiply B Register 16-Bit 18-Bit	1	10 11	Yes
MULE*	006160	Multiply B Register Extended 16-Bit 18-Bit	2	11 12	Yes
MULI*	006160	Multiply B Register Immediate 16-Bit 18-Bit	2	10 11	No
NØP	00500	No Operation	1	1	No
ØAR	103100	Output from A Register	1	2	No
ØBR	103200	Output from B Register	1	2	No

*Optional Instructions

Mnemonic	Octal	Description	WDS/ Inst	Time Cycles	Indirect Address
ØME	103000	Output from Memory	2	3	No
ØRA	110000	Inclusive OR to A Register	1	2	Yes
ØRAE*	006110	Inclusive OR to A Register Extended	2	3	Yes
ØRAI	006110	Inclusive OR to A Register Immediate	2	2	No
RØF	007400	Reset Overflow	1	1	No
SEN	101000	Sense Input/Output Lines	2	2.25	Yes
SØF	007401	Set Overflow	1	1	No
SØFA	005711	Subtract OFLO from A Register	1	1	No
SØFB	005722	Subtract OFLO from B Register	1	1	No
SØFX	005744	Subtract OFLO from X Register	1	1	No
STA	050000	Store A Register	1	2	Yes
STAE*	006050	Store A Register Extended	2	3	Yes
STAI	006050	Store A Register Immediate	2	2	No
STB	060000	Store B Register	1	2	Yes
STBE*	006060	Store B Register Extended	2	3	Yes
STBI	006060	Store B Register Immediate	2	2	No
STX	070000	Store X Register	1	2	Yes
STXE*	006070	Store X Register Extended	2	3	Yes
STXI	006070	Store X Register Immediate	2	2	No
SUB	140000	Subtract from A Register	1	2	Yes
SUBE*	006140	Subtract from A Register Extended	2	3	Yes

*Optional Instructions

Mnemonic	Octal	Description	WDS/ Inst	Time Cycles	Indirect Address
SUBI	006140	Subtract from A Register Immediate	2	2	No
TAB	005012	Transfer A to B Register	1	1	No
TAX	005014	Transfer A to X Register	1	1	No
TBA	005021	Transfer B to A Register	1	1	No
TBX	005024	Transfer B to X Register	1	1	No
TXA	005041	Transfer X to A Register	1	1	No
TXB	005042	Transfer X to B Register	1	1	No
TZA	005001	Transfer Zero to A Register	1	1	No
TZB	005002	Transfer Zero to B Register	1	1	No
TZX	005004	Transfer Zero to X Register	1	1	No
XAN	003004	Execute A Register Negative	2	2	Yes
XAP	003002	Execute A Register Positive	2	2	Yes
XAZ	003010	Execute A Register Zero	2	2	Yes
XBZ	003020	Execute B Register Zero	2	2	Yes
XEC	003000	Execute Unconditionally	2	2	Yes
XØF	003001	Execute Overflow Set	2	2	Yes
XS1	003100	Execute Sense Switch 1 Set	2	2	Yes
XS2	003200	Execute Sense Switch 2 Set	2	2	Yes
XS3	003400	Execute Sense Switch 3 Set	2	2	Yes
XXZ	003040	Execute X Register Zero	2	2	Yes

*Optional Instructions

Appendix G
DATA 620/i Instructions (By Type)

Table G-1
Single-Word Addressed Instructions

Table G-1(a)
Load/Store Instruction Group

Op Code		Instruction	Timing (Cycles)
Octal	Mnemonic		
01	LDA	Load A Register	2
02	LDB	Load B Register	2
03	LDX	Load X Register	2
05	STA	Store A Register	2
06	STB	Store B Register	2
07	STX	Store X Register	2

Table G-1(b)
Arithmetic Instruction Group

Op Code		Instruction	Timing (Cycles)
Octal	Mnemonic		
04	INR	Increment and Replace	3
12	ADD	Add Memory to A	2
14	SUB	Subtract Memory from A	2
16	MUL(*)	Multiply 16-bit	10
		18-bit	11
17	DIV(*)	Divide 16-bit	10-14
		18-bit	11-15

*Optional Instructions

Table G-1(c)
Logical Instruction Group

Op Code		Instruction	Timing (Cycles)
Octal	Mnemonic		
11	ØRA	Inclusive OR, Memory and A	2
13	ERA	Exclusive OR, Memory and A	2
15	ANA	AND Memory and A	2

Table G-1(d)
Addressing Modes for Single Word Addressed Instructions

M Field			Addressing Mode	Operation
11	10	9		
0	X	X	Direct	Combine bits 9, 10 with a field (0-8) to form effective address (0000 - 2047).
1	0	0	Relative	Add a field (bits 0-8) to contents of P to form effective address (Mod 2^{15}).
1	0	1	Index (X Register)	Add a field (bits 0-8) to contents of X to form effective address (Mod 2^{15}).
1	1	0	Index (B Register)	Add a field (bits 0-8) to contents of B to form effective address (Mod 2^{15}).
1	1	1	Indirect	a field (bits 0-8) specifies location of an address word.

Table G-2
Control Instruction Group Codes
(Single-Word, Non-Addressable)

Op Code		M Field	A Field	Instruction	Timing (Cycles)
Octal	Mnemonic				
00	HLT	0	XXX	Halt	1
00	NØP	5	000	No Operation	1
00	RØF	7	400	Reset Overflow	1
00	SØF	7	401	Set Overflow	1

Table G-3
Shift Instruction Group

Table G-3(a)
Instruction Format

Octal	Octal	A Field								
OP Code	M Field	U ₈	U ₇	U ₆	U ₅	U ₄	U ₃	U ₂	U ₁	U ₀
		0 = A or B 1 = A & B	0 = B 1 = A	0 = Left 1 = Right	0 = Arith. 1 = Logical rotate	Shift Count (0 - 31)				

Table G-3(b)
Instruction Format

U ₈	U ₇	U ₆	U ₅	Mnemonic	Shift Instruction	Timing (Cycles)
0	0	0	0	ASLB	Arithmetic Shift B Left	1 + 0.25n
0	0	0	1	LRLB	Logical Rotate B Left	1 + 0.25n
0	0	1	0	ASRB	Arithmetic Shift B Right	1 + 0.25n
0	0	1	1	LSRB	Logical Shift B Right	1 + 0.25n
0	1	0	0	ASLA	Arithmetic Shift A Left	1 + 0.25n
0	1	0	1	LRLA	Logical Rotate A Left	1 + 0.25n
0	1	1	0	ASRA	Arithmetic Shift A Right	1 + 0.25n
0	1	1	1	LSRA	Logical Shift A Right	1 + 0.25n
1	0	0	0	LASL	Long Arithmetic Shift A, B Left	1 + 0.50n
1	0	0	1	LLRL	Long Logical Rotate A, B Registers Left	1 + 0.50n
1	0	1	0	LASR	Long Arithmetic Shift A, B Right	1 + 0.50n
1	0	1	1	LLSR	Long Logical Shift, A, B Registers	1 + 0.50n
1	1	0	0		Invalid	
1	1	0	1		Invalid	
1	1	1	0		Invalid	
1	1	1	1		Invalid	

Table G-4
Register Change Instruction Group

Table G-4(a)
Instruction Format

Octal		A Field									Type of Transfer
		Source						Dest.			
Class Code	M Field	U ₈	U ₇	U ₆	U ₅	U ₄	U ₃	U ₂	U ₁	U ₀	
00	5		0	0							Transfer Unchanged
			0	1							Transfer Incremented
			1	0	X	B	A	X	B	A	Transfer Complemented
			1	1							Transfer Decrement

Note: Multiple source transfer results in inclusive-OR; multiple source complemented results in complement inclusive-OR.

Table G-4(b)
Register Change Instruction Codes

Class Code Field Octal	Mnemonic	Register Change Instruction	Timing
0 0 1	TZA	Transfer Zero to A Register	1
0 0 2	TZB	Transfer Zero to B Register	1
0 0 4	TZX	Transfer Zero to X Register	1
0 1 2	TAB	Transfer A Register to B Register	1
0 1 4	TAX	Transfer A Register to X Register	1
0 2 1	TBA	Transfer B Register to A Register	1
0 2 4	TBX	Transfer B Register to X Register	1
0 4 1	TXA	Transfer X Register to A Register	1
0 4 2	TXB	Transfer X Register to B Register	1
1 1 1	IAR	Increment A Register	1
1 2 2	IBR	Increment B Register	1
1 4 4	IXR	Increment X Register	1
3 1 1	DAR	Decrement A Register	1
3 2 2	DBR	Decrement B Register	1
3 4 4	DXR	Decrement X Register	1
5 1 1	AØFA	Add Overflow to A Register	1
5 2 2	AØFB	Add Overflow to B Register	1
5 4 4	AØFX	Add Overflow to X Register	1
7 1 1	SØFA	Subtract Overflow from A Register	1
7 2 2	SØFB	Subtract Overflow from B Register	1
7 4 4	SØFX	Subtract Overflow from X Register	1

Table G-5
Jump Instruction Group

Table G-5(a)
Instruction Format

Octal		A Field								
OP Code	M Field	U ₈	U ₇	U ₆	U ₅	U ₄	U ₃	U ₂	U ₁	U ₀
00	1	SS3 ON	SS2 ON	SS1 ON	X = 0	B = 0	A = 0	A < 0	A ≥ 0	OF = 1

Note: Jump condition is logical AND of all a field bits.

Table G-5(b)
Jump Instruction Codes

A Field Octal	Mnemonic	Jump Instruction	Timing (Cycles)
0 0 0	JMP	Jump Unconditionally	2
0 0 1	JØF	Jump If Overflow Set	2
0 0 2	JAP	Jump If A Register Positive	2
0 0 4	JAN	Jump If A Register Negative	2
0 1 0	JAZ	Jump If A Register Zero	2
0 2 0	JBZ	Jump If B Register Zero	2
0 4 0	JXZ	Jump If X Register Zero	2
1 0 0	JSS1	Jump If Sense Switch 1 Set	2
2 0 0	JSS2	Jump If Sense Switch 2 Set	2
4 0 0	JSS3	Jump If Sense Switch 3 Set	2

Table G-6
Jump-and-Mark Instruction Group

Table G-6(a)
Instruction Format

Octal		A Field								
OP Code	M Field	U ₈	U ₇	U ₆	U ₅	U ₄	U ₃	U ₂	U ₁	U ₀
00	2	SS3	SS2	SS1	X = 0	B = 0	A = 0	A < 0	A ≥ 0	OF = 1

Note: Jump and Mark condition is logical-AND of all a field bits.

Table G-6(b)
Jump-and-Mark Instruction Codes

A Field Octal	Mnemonic	Jump-and-Mark Instructions	Timing (Cycles)
000	JMPM	Jump and Mark Unconditionally	3
001	JØFM	Jump and Mark if Overflow Set	2 (3 if Jump)
002	JANM	Jump and Mark if A Register Negative	2 (3 if Jump)
003	JAPM	Jump and Mark if A Register Positive	2 (3 if Jump)
010	JAZM	Jump and Mark if A Register Zero	2 (3 if Jump)
020	JBZM	Jump and Mark if B Register Zero	2 (3 if Jump)
040	JXZM	Jump and Mark if X Register Zero	2 (3 if Jump)
100	JS1M	Jump and Mark if Sense Switch 1 On	2 (3 if Jump)
200	JS2M	Jump and Mark if Sense Switch 2 On	2 (3 if Jump)
400	JS3M	Jump and Mark if Sense Switch 3 On	2 (3 if Jump)

Table G-7
Execute Instruction Group

Table G-7(a)
Instruction Format

Octal		A Field								
OP Code	M Field	U ₈	U ₇	U ₆	U ₅	U ₄	U ₃	U ₂	U ₁	U ₀
00	3	SS3 ON	SS2 ON	SS1 ON	X = 0	B = 0	A = 0	A 0	A 0	OF = 1

Note: Execute condition is logical-AND of all a field bits. Executed instruction must be single word.

Table G-7(a)
Instruction Format

A Field Octal	Mnemonic	Execute Instruction	Timing (Cycles)
000	XEC	Execute Unconditionally	2
001	XØF	Execute if Overflow Set	2
002	XAP	Execute if A Register Positive	2
004	XAN	Execute if A Register Negative	2
010	XAZ	Execute if A Register Zero	2
020	XBZ	Execute if B Register Zero	2
040	XXZ	Execute if X Register Zero	2
100	XS1	Execute if Sense Switch 1	2
200	XS2	Execute if Sense Switch 2	2
400	XS3	Execute if Sense Switch 3	2

Table G-10
Immediate Instruction Group

OP Code		Octal		Instruction	Timing (Cycles)
Octal	Mnemonic	M Field	A Field		
00	LDAI	6	010	Load A Immediate	2
00	LDBI	6	020	Load B Immediate	2
00	LDXI	6	030	Load X Immediate	2
00	INRI	6	040	Increment and Replace Immediate	2
00	STAI	6	050	Store A Immediate	2
00	STBI	6	060	Store B Immediate	2
00	STXI	6	070	Store X Immediate	2
00	ØRAI	6	110	Inclusive OR Immediate	2
00	ADDI	6	120	Add Immediate	2
00	ERAI	6	130	Exclusive OR Immediate	2
00	SUBI	6	140	Subtract Immediate	2
00	ANAI	6	150	AND Immediate	2
00	MULI*	6	160	Multiply Immediate	16 bits 18 bits
00	DIVI*	6	170	Divide Immediate	16 bits 18 bits

*Optional Instructions

Table G-11
Input/Output Instruction Group

OP Code		Octal		Instruction	Timing (Cycles)
Octal	Mnemonic	M Field	A Field		
10	EXC	0	XZZ	External Control	1
10	SEN	1	XZZ	Program Sense	2
10	IME	2	0ZZ	Input to Memory	3
10	INA	2	1ZZ	Input to A	2
10	INB	2	2ZZ	Input to B	2
10	CIA	2	5ZZ	Clear and Input to A	2
10	CIB	2	6ZZ	Clear and Input to B	2
10	ØME	3	0ZZ	Output from Memory	3
10	ØAR	3	1ZZ	Output from A	2
10	ØBR	3	2ZZ	Output from B	2

X - Mode or logical unit number

Z - Device number

Table G-12
Extended Address Instruction Group (Optional)

OP Code		Octal		Instruction	Timing (Cycles)
Octal	Mnemonic	M Field	A Field		
00	LDAE	6	01X	Load A Register Extended	3
00	LDBE	6	02X	Load B Register Extended	3
00	LDXE	6	03X	Load X Register Extended	3
00	STAE	6	05X	Store A Register Extended	3
00	STBE	6	06X	Store B Register Extended	3
00	STXE	6	07X	Store X Register Extended	3
00	INRE	6	04X	Increment and Replace Extended	4
00	ADDE	6	12X	Add Memory to A Register Extended	3
00	SUBE	6	14X	Subtract Memory from A Register Extended	3
00	MULE	6	16X	Multiply 16-Bit Extended	11
				Multiply 18-Bit Extended	12
00	DIVE	6	17X	Divide 16-Bit Extended	11 - 15
				Divide 18-Bit Extended	12 - 16
00	ØRAE	6	11X	Inclusive OR Extended	3
00	ERAЕ	6	13X	Exclusive OR Extended	3
00	ANAE	6	15X	AND Extended	3

Appendix H
DATA 620/i Reserved Instruction Codes

Table H-1
Interrupt Module Reserved Instruction Codes

The following instruction codes are for use with the first interrupt module. Device addresses 40_8 through 47_8 are reserved for interrupt modules.

Mnemonic	Octal	Function
A. External Control		
EXC 140*	100140	Clear AC Register
EXC 240	100240	Enable Interrupt Module
EXC 440	100440	Inhibit Interrupt Module
EXC 540	100540	Initialize Interrupt Module
B. Transfer		
OME 40	103040	Load Mask from Memory
OAR 40	103140	Load Mask from A Register
OBR 40	103240	Load Mask from B Register
C. Sense		
None		

*AC option only

Table H-2
BIC Reserved Instruction Codes

The following instruction codes are for use with the first buffer interface controller. Device addresses 20_8 through 27_8 are reserved for BIC's.

Mnemonic	Octal	Function
A. External Control		
EXC 020	100020	Activate Enable
EXC 021	100021	Initialize
B. Transfer		
ØAR 20	103120	Load Initial Register from A
ØBR 20	103220	Load Initial Register from B
ØME 20	103020	Load Initial Register from Memory
ØAR 21	103121	Load Final Register from A
ØBR 21	103221	Load Final Register from B
ØME 21	103021	Load Final Register from Memory
INA 20	102120	Read Initial Register into A
INB 20	102220	Read Initial Register into B
IME 20	102020	Read Initial Register into Memory
CIA 20	102520	Read Initial Register into Cleared A
CIB 20	102620	Read Initial Register into Cleared B
C. Sense		
SEN 20	101020	Sense BIC Not Busy
SEN 21	101021	Sense Abnormal Device Stop

Table H-3
Teletype Reserve Instruction Codes

Table H-3(a)
Model A Teletype Instructions

Mnemonic	Octal	Function
A. External Control		
EXC 000	100000	Select High-Speed Input
EXC 100	100100	Select Paper Tape Input
EXC 200	100200	Select Keyboard Input
EXC 300	100300	Select Page and/or Paper Tape Out
EXC 400	100400	Select Off
B. Transfer		
OAR 00	103100	Transfer A Register to TTY Buffer
OBR 00	103200	Transfer B Register to TTY Buffer
OME 00	103000	Transfer Memory to TTY Buffer
INA 00	102100	Transfer TTY Buffer to A Register
INB 00	102200	Transfer TTY Buffer to B Register
IME 00	102000	Transfer TTY Buffer to Memory
CIA 00	102500	Transfer TTY Buffer to A Register cleared
CIB 00	102600	Transfer TTY Buffer to B Register cleared
C. Sense		
SEN 000	101000	Sense TTY Not Busy
SEN 100	101100	Sense TTY Buffer Ready
SEN 300	101300	Sense TTY Reader Ready

The following are A-type teletypes:

620-60A

Table H-3(b)
Model B Teletype Instructions

Mnemonic	Octal	Function	
A. External Control			
EXC 101	100101	Connect Write Register to BIC	
EXC 201	100201	Connect Read Register to BIC	
EXC 401	100401	Initialize	
B. Transfer			
OAR 01	103101	Transfer A Register to Write Register	
OBR 01	103201	Transfer B Register to Write Register	
OME 01	103001	Transfer Memory Register to Write Register	
IAR 01	102101	Transfer Read Register to A Register	
IBR 01	102201	Transfer Read Register to B Register	
IME 01	102001	Transfer Read Register to Memory Register	
CIA 01	102501	Transfer Read Register to Cleared A Register	
CIB 01	102601	Transfer Read Register to Cleared B Register	
C. Sense			
SEN 101	101101	Write Register Ready	
SEN 201	101201	Read Register Ready	
D. Teletype Command Codes			
Function	Symbol	Code	Typed As
Print Enable	SOM	201	Control and A
Print Suppress	EOT	204	Control and D
Reader On	XON	221	Control and Q
Punch On	TAPE	222	Control and R
Reader Off	XOFF	223	Control and S
Punch Off	TAPE OFF	224	Control and T

The following models are B-type teletypes:

620-60B	(ASR-33 TM)
620-61B	(ASR-35 TM)
620-62B	(KSR-35 TM)

Note: External control instructions are for use only with the BIC.

Table H-4
Card Reader Reserved Instruction Codes

The following instruction codes are for use with the 90 CPM or 1100 CPM card reader. For additional card readers, device addresses will be assigned at the time of system definition.

Mnemonic	Octal	Function
A. External Control		
EXC 230	100230	Read One Card
*EXC 630	100630	Step Read One Character
B. Transfer		
INA 30	102130	Transfer to A Register
INB 30	102230	Transfer to B Register
IME 30	102030	Transfer to Memory
CIA 30	102530	Transfer to A Register Cleared
CIB 30	102630	Transfer to B Register Cleared
C. Sense		
SEN 130	101130	Sense Character Ready
*SEN 230	101230	Sense Reader Not Busy
SEN 630	101630	Sense Reader Ready

*Delete for 1100 CPM reader.

Table H-5
Gated-Input-Channel Reserved Instruction Codes

The following instruction codes are for use with the gated input channel. Device addresses for additional input channels will be assigned at the time of system definition.

Mnemonic	Octal	Function
A. External Control		
None		
B. Transfer		
INA 60	102160	Input from Channel to A Register
INB 60	102260	Input from Channel to B Register
IME 60	102060	Input from Channel to Memory
CIA 60	102560	Input from Channel to Cleared A Register
CIB 60	102660	Input from Channel to Cleared B Register
C. Sense		
SEN 460	101460	Sense Transfer in Request

Table H-6
Buffer-Input-Channel Reserved Instruction Codes

The following instruction codes are for use with the buffer input channel. Device addresses for additional input channels will be assigned at the time of system definition.

Mnemonic	Octal	Function
A. External Control		
None		
B. Transfer		
INA 62	102162	Input from Channel to A Register
INB 62	102262	Input from Channel to B Register
IME 62	102062	Input from Channel to Memory
CIA 62	102562	Input from Channel to Cleared A Register
CIB 62	102662	Input from Channel to Cleared B Register
C. Sense		
SEN 462	101462	Sense Transfer in Request

Table H-7
Gated-Output-Channel Reserved Instruction Codes

The following instruction codes are for use with the gated output channel. Device addresses for additional output channels will be assigned at the time of system definition.

Mnemonic	Octal	Function
A. External Control		
None		
B. Transfer		
ØAR 60	103160	Output from A Register through Channel
ØBR 60	103260	Output from B Register through Channel
ØME 60	103060	Output from Memory through Channel
C. Sense		
SEN 260	101260	Sense Data Request

Table H-8
Buffer-Output-Channel Reserved Instruction Code

The following codes are for use with the buffer output channel. Device addresses for additional output channels will be assigned at the time of system definition.

Mnemonic	Octal	Function
A. External Control		
None		
B. Transfer		
ØAR 62	103162	Output from A Register through Channel
ØBR 62	103262	Output from B Register through Channel
ØME 62	103062	Output from Memory through Channel
C. Sense		
SEN 262	101262	Sense Data Request

Table H-9
High-Speed Paper Tape I/O Reserved Instruction Codes

The following instruction codes are for use with the paper tape I/O unit. For additional units, device addresses will be assigned at the time of system definition. If only a reader or a punch is attached, use only those codes which apply.

Mnemonic	Octal	Function
A. External Control		
EXC 037	100037	Connect Punch to BIC
EXC 437	100437	Stop Reader
EXC 537	100537	Start Reader
EXC 637	100637	Punch Buffer
EXC 737	100737	Read One Character
B. Transfer		
OAR 37	103137	Load Buffer from A Register
OBR 37	103237	Load Buffer from B Register
OME 37	103037	Load Buffer from Memory
INA 37	102137	Read Buffer into A Register
INB 37	102237	Read Buffer into B Register
IME 37	102037	Read Buffer into Memory
CIA 37	102537	Read Buffer into Cleared A Register
CIB 37	102637	Read Buffer into Cleared B Register
C. Sense		
SEN 537	101537	Sense Buffer Ready

Table H-10
Magnetic Tape Unit Reserved Instruction Codes

The following instruction codes are for use with the first magnetic tape unit. Device addresses 10_8 through 13_8 are reserved for other magnetic tape.

Mnemonic	Octal	Function
A. External Control		
EXC 010	100010	Read One Record Binary
EXC 110	100110	Read One Record BCD
EXC 210	100210	Write One Record Binary
EXC 310	100310	Write One Record BCD
EXC 410	100410	Write File Mark
EXC 510	100510	Forward One Record
EXC 610	100610	Backspace One Record
EXC 710	100710	Rewind
B. Transfer		
ØAR 10	103110	Load Buffer from A Register
ØBR 10	103210	Load Buffer from B Register
ØME 10	103010	Load Buffer from Memory
INA 10	102110	Read Buffer into A Register
INB 10	102210	Read Buffer into B Register
IME 10	102010	Read Buffer into Memory
CIA 10	102510	Read Buffer into Cleared A Register
CIB 10	102610	Read Buffer into Cleared B Register
C. Sense		
SEN 010	101010	Sense Parity Error
SEN 110	101110	Sense Buffer Ready
SEN 210	101210	Sense MTU Ready
SEN 310	101310	Sense File Mark
SEN 410	101410	Sense High Density
SEN 510	101510	Sense End of Tape
SEN 610	101610	Sense Beginning of Tape
SEN 710	101710	Sense Rewinding

Appendix I
Standard Character Codes

Appendix I
DATA 620/i Standard BCD Codes

Symbol	ASCII	Printer	Mag Tape	Hollerith	FORTTRAN
@	300	00	32	0-2-8	77
A	301	01	61	12-1	13
B	302	02	62	12-2	14
C	303	03	63	12-3	15
D	304	04	64	12-4	16
E	305	05	65	12-5	17
F	306	06	66	12-6	20
G	307	07	67	12-7	21
H	310	10	70	12-8	22
I	311	11	71	12-9	23
J	312	12	41	11-1	24
K	313	13	42	11-2	25
L	314	14	43	11-3	26
M	315	15	44	11-4	27
N	316	16	45	11-5	30
O	317	17	46	11-6	31
P	320	20	47	11-7	32
Q	321	21	50	11-8	33
R	322	22	51	11-9	34
S	323	23	22	0-2	35
T	324	24	23	0-3	36
U	325	25	24	0-4	37
V	326	26	25	0-5	40
W	327	27	26	0-6	41

DATA 620/i Standard BCD Codes (continued)

Symbol	ASCII	Printer	Mag Tape	Hollerith	FORTRAN
X	330	30	27	0-7	42
Y	331	31	30	0-8	43
Z	332	32	31	0-9	44
[333	33	75	12-5-8	76*
\	334	34	36	0-6-8	76*
]	335	35	55	11-5-8	76*
↑	336	36	17	7-8	76*
			(Note)		
←	337	37	20	2-8	76 ¹
blank	240	40	20	No Punch	00
!	241	41	52	11-2-8	51
"	242	42	35	0-5-8	62
#	243	43	37	0-7-8	63
\$	244	44	53	11-3-8	60
%	245	45	57	11-7-8	64
&	246	46	77	12-7-8	65
'	247	47	14	4-8	66
(250	50	34	0-4-8	52
)	251	51	74	12-4-8	53
*	252	52	54	11-4-8	47
+	253	53	60	12	45
,	254	54	33	0-3-8	54
-	255	55	40	11	46
.	256	56	73	12-3-8	51
/	257	57	21	0-1	50

DATA 620/i Standard BCD Codes (continued)

Symbol	ASCII	Printer	Mag Tape	Hollerith	FORTTRAN
0	260	60	12	0	01
1	261	61	01	1	02
2	262	62	02	2	03
3	263	63	03	3	04
4	264	64	04	4	05
5	265	65	05	5	06
6	266	66	06	6	07
7	267	67	07	7	10
8	270	70	10	8	11
9	271	71	11	9	12
:	272	72	15	5-8	67
;	273	73	56	11-6-8	70
<	274	74	76	12-6-8	76*
=	275	75	13	3-8	55
>	276	76	16	6-8	76 ²
?	277	77	72	12-2-8	76

Note: End-of-file for mag tape.

*: Undefined character.

1: Form control: Return to col 1.

2: Tab control: Skip to col 7.

} FORTRAN System only

Teletype Character Codes

Teletype Character	DATA 620/i Internal Code	Teletype Character	DATA 620/i Internal Code
0	260	Y	331
1	261	Z	332
2	262	blank	240
3	263	!	241
4	264	'	242
5	265	#	243
6	266	\$	244
7	267	%	245
8	270	&	246
9	271	'	247
A	301	(250
B	302)	251
C	303	*	252
D	304	+	253
E	305	,	254
F	306	-	255
G	307	.	256
H	310	/	257
I	311	:	272
J	312	;	273
K	313		274
L	314	=	275
M	315		276
N	316	?	277
O	317	@	300
P	320		333
Q	321		334
R	322		335
S	323		336
T	324		337
U	325	Rub Out	377
V	326	NUL	200
W	327	SOM	201
X	330	EOA	202

Teletype Character Codes (continued)

Teletype Character	DATA 620/i Internal Code	Teletype Character	DATA 620/i Internal Code
EOM	203	X-OFF	223
EOT	204	TAPE OFF	
WRU	205	AUX	224
RU	206	ERROR	225
BEL	207	SYNC	226
FE	210	LEM	227
H TAB	211	SO	230
LINE FEED	212	S1	231
V TAB	213	S2	232
FORM	214	S3	233
RETURN	215	S4	234
SO	216	S5	235
SI	217	S6	236
DCO	220	S7	237
X-ON	221		
TAPE AUX			
ON	222		



varian data machines / a varian subsidiary