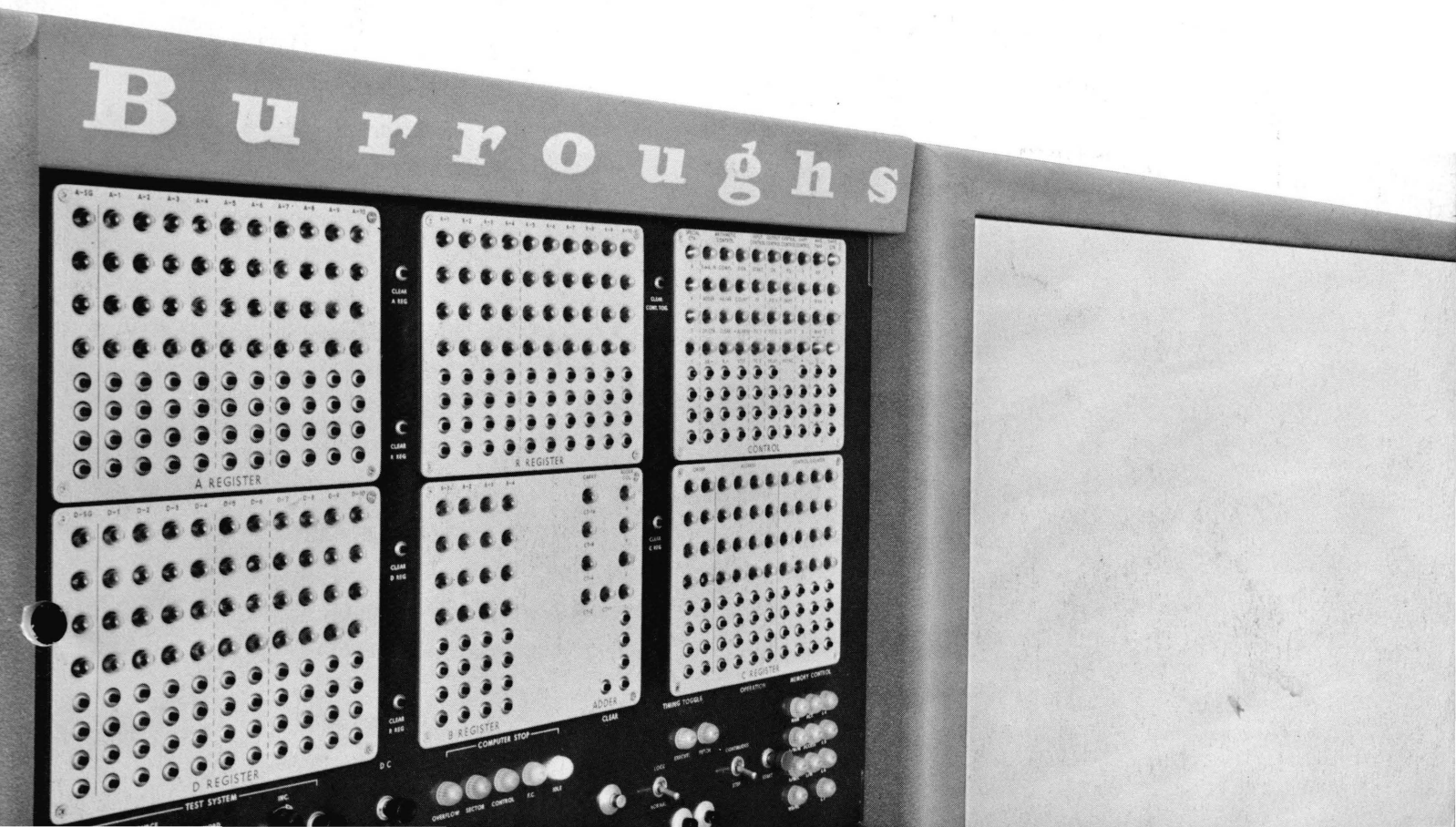


Burroughs 205

ELECTRONIC DATA PROCESSING SYSTEMS

HANDBOOK

central computer



This handbook supersedes and replaces previous editions of Bulletin 3010, Summary Instruction List, and Bulletin 3040A (Programming and Coding Manual). Symbols and nomenclature used to designate instructions conform to the revised standard practice adopted in March, 1956.

First printing March, 1956

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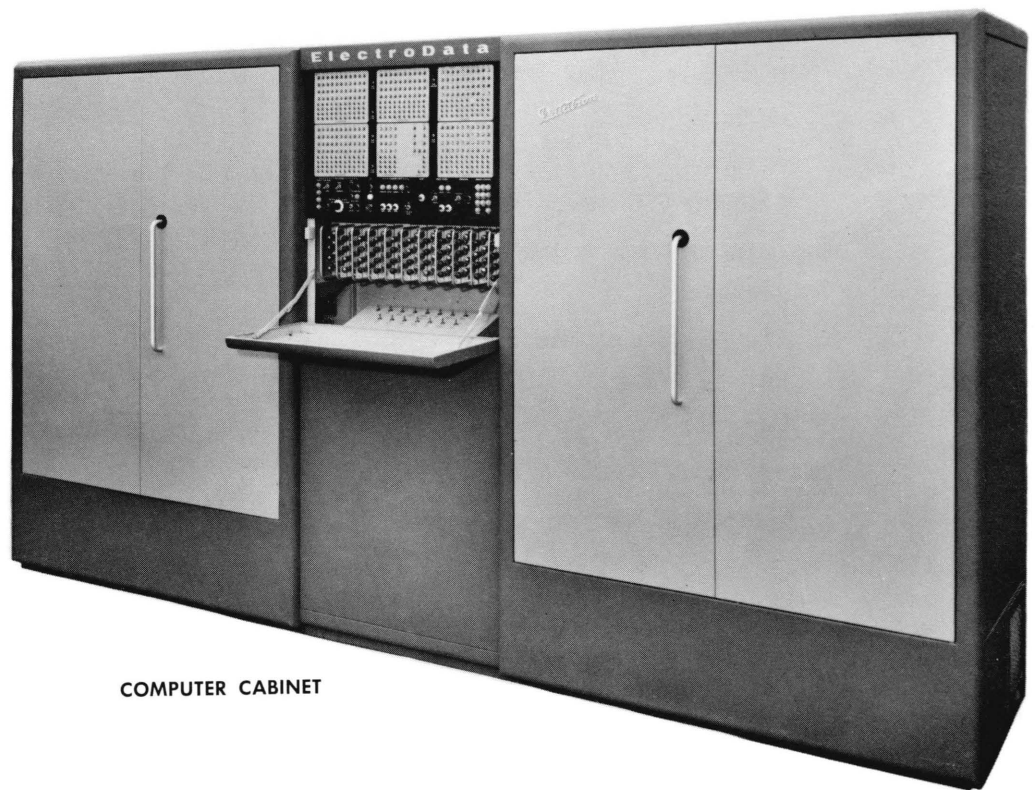
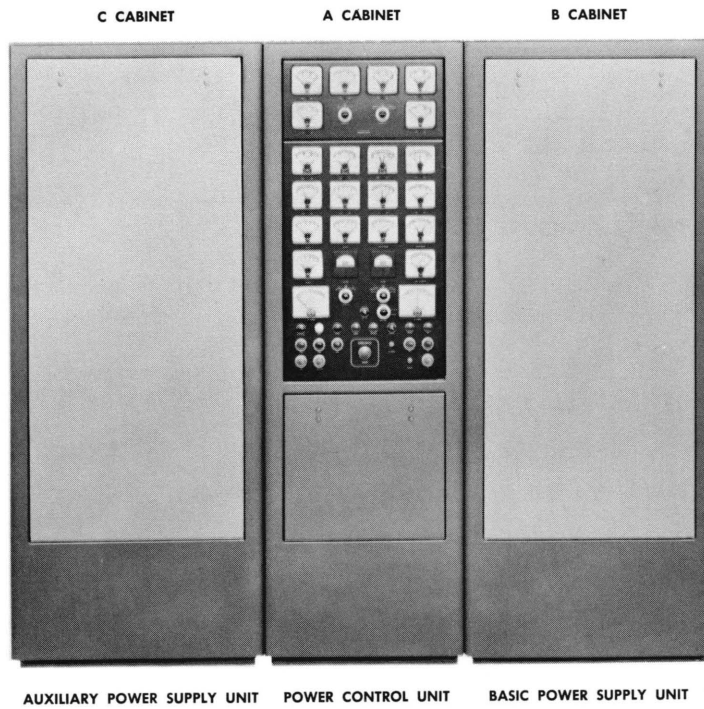
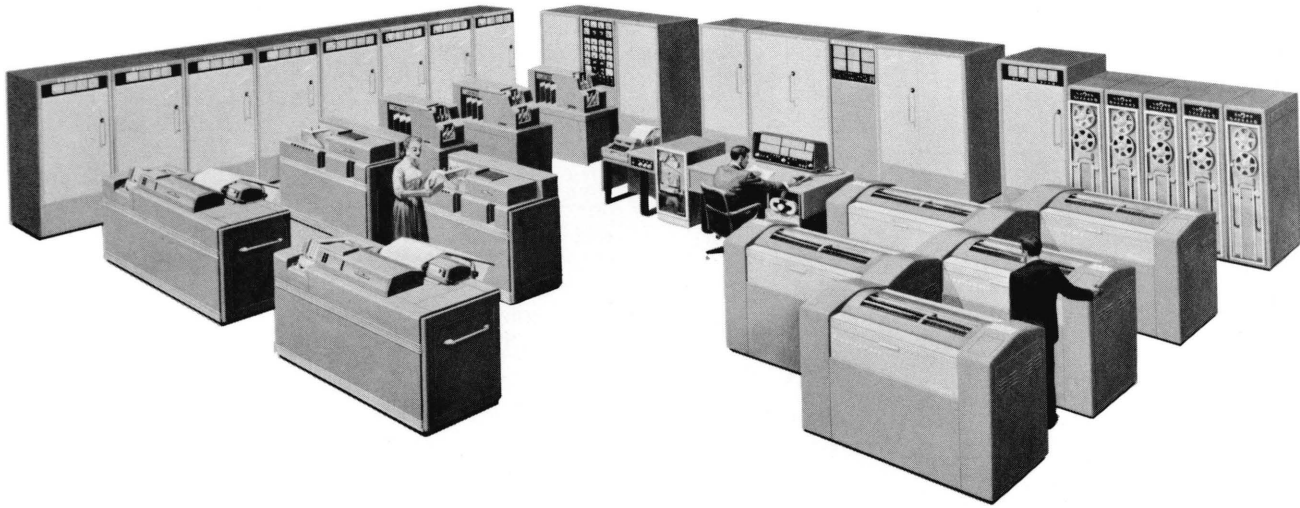


Figure 1 Magnetic Amplifier Power Supply – Computer Cabinet



DATATRON DIGITAL COMPUTER MODEL 205

GENERAL

Electronic data processing systems have five components — input, storage (working and auxiliary), arithmetic, control, and output. This handbook describes the characteristics and explains the use of the DATATRON Digital Computer Model 205 (called the DATATRON). This unit, which consists of the Computer Cabinet, the Power Control, and Magnetic Amplifier Power Supply (Figure 1), contains the working storage, arithmetic, and control components of a complete system.

DATATRON ELECTRONIC DATA PROCESSING SYSTEMS

The DATATRON is a general purpose, internally programmed, decimal, electronic computer with magnetic drum storage. It is the heart, or central controlling and processing unit, of an electronic data processing system which accomplishes the functions of:

1. Accepting data directly from punched cards, punched tape, magnetic tape, keyboard — employing input units singly or in multiple.
2. Selecting from magnetic tape files the historical or reference records necessary to process data.
3. Processing data — comparing, computing, analyzing, sorting, classifying as required — in obedience to a series of instructions which have previously been stored in the system (stored program).
4. Bringing up to date the historical or reference records maintained on magnetic tape, and returning the up-dated records to magnetic tape.
5. Transmitting required information directly into punched cards, punched tape, magnetic tape, printed documents, visual indications — employing output units singly or in multiple.

As a result of its ability to control data processing systems of wide scope, and because of its economical and reliable operation, the DATATRON has been applied effectively to a wide range of commercial, manufacturing, scientific and engineering problems.

In speed of computer operation, the DATATRON is classed below the very large-scale electronic data processors — and considerably above card-programmed computers, other externally programmed computers, and the small, stored program computers.

In capacity and data processing capability, the DATATRON (as the central unit in a system) approaches large-scale systems in power and ability to produce an effective and economical flow of work.

COMPONENTS OF THE DATATRON

The Computer Cabinet contains the arithmetic and control units (see Figure 1). The center section contains the magnetic drum working storage and the Control Panel. Switches, indicators, and displays required by the operator are mounted on this panel.

The Magnetic Electronic Power Supply is a compact, electronically controlled power system which provides all voltages necessary for the Burroughs 205 computing system. Many features are included, such as complete metering circuits, metering display of all voltages, and dependable regulation under varying load conditions and input line variations.

The power system shown in Figure 1 is composed of three consoles: the Basic Power Control Unit (A cabinet); the Basic Power Supply Unit (B cabinet); and the Auxiliary Power Supply Unit (C cabinet). All Burroughs 205 Systems require the Basic Power Supply Unit and Power Control Unit. Only systems that include Cardatron require the additional Auxiliary Power Supply Unit.

OPERATING CHARACTERISTICS OF THE DATATRON

HOW INFORMATION IS REPRESENTED IN THE DATATRON

Information is represented in the DATATRON as fixed length numbers, each of which contains ten decimal digits. Each ten digit number is preceded by an additional digit (Figure 2) which

- represents the algebraic sign of the number, or
- is sometimes used to control machine operation, or
- is an arbitrary zero having no special significance.

Each of these 11 digit units of information, called a **word**, may represent numerical data, alphabetic data, or a mixture (alphanumeric data), or an instruction which the DATATRON is to obey. For example:

0 4259 64 4955 represents the number + 4 259 644 955
 0 4259 64 4955 represents the noun B R U I N
 0 4259 64 4955 represents the command "Clear the A Register. Add the contents of storage cell 4955."

By changing two digits in the sample word, an alphanumeric word can be represented:

0 4259 **86** 4955 represents Part Number B R 6 I N

The interpretation of the word is controlled by the programmer as he arranges the instructions and data for input to the computer.

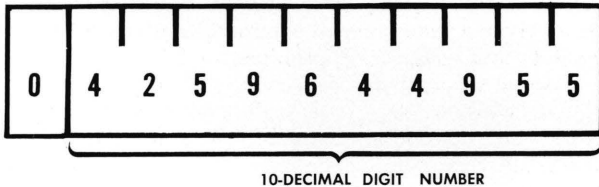


Figure 2

The 11 digit word is treated as a unit by the DATATRON. It is stored as a unit, and it is manipulated as a unit. However, if it is necessary to break up a word into smaller units of information, or to combine words into longer records, this can be done by placing the proper series of instructions in the DATATRON.

HOW INFORMATION IS STORED IN THE DATATRON

Over 4000 words of information are stored in the DATATRON on the surface of a large-capacity magnetic drum which revolves at 3570 revolutions per minute. This unusual storage capacity makes possible

- adequate reference to data,
- adequate facility for classification of data,
- convenient use of long programs,
- convenient insertion of temporary programs for "spot" analysis,
- improved internal sorting techniques, and
- a reduction, in many cases, in the number of times the same data must be fed through the central data processor to secure the desired results.

Once placed on the drum, information is retained (even if the power is turned off) until it is "erased" by writing new information on the drum over the old information.

Only the digits **zero** and **one** are represented on the surface of the magnetic drum - and this representation is made by magnetizing a small spot on the drum for each digit. All **zero** spots are magnetized in the same direction of polarity, and all **one** spots are magnetized alike in the opposite direction. Four such spots (called bits of information or binary digits) are used to represent one decimal digit. In this scheme of representation (binary-coded decimal), one bit of information is assigned the value 1, the second bit is assigned the value 2, the third bit is assigned the value 4, and the fourth bit is assigned the value 8. Decimal digits are represented according to the following table:

	0	1	2	3	4	5	6	7	8	9
8 Bit	0	0	0	0	0	0	0	0	1	1
4 Bit	0	0	0	0	1	1	1	1	0	0
2 Bit	0	0	1	1	0	0	1	1	0	0
1 Bit	0	1	0	1	0	1	0	1	0	1

Write heads and read heads are mounted on the magnetic drum casing (Figure 3). As the drum cylinder revolves inside the casing, the surface of the drum passes these heads. The function of each write head is to place

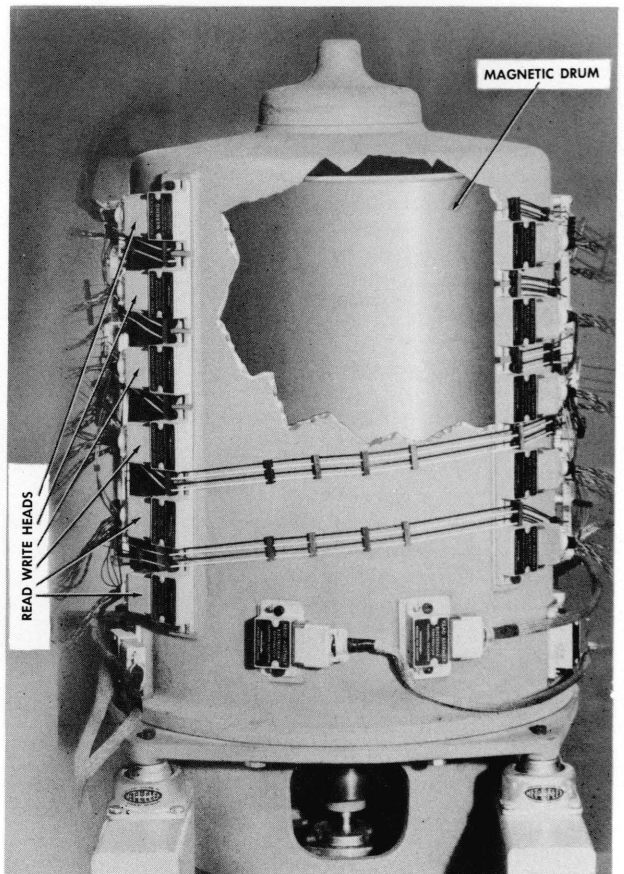


Figure 3 Magnetic Drum Assembly

information on the surface of the drum by magnetizing four spots at a time according to the code tabulated above. The function of each read head is to interpret the pattern of magnetic spots on the surface of the drum, four bits of information at a time, thus making the information available for use.

LOCATION OF INFORMATION ON THE MAGNETIC DRUM

A space on the drum large enough to write the contents of exactly one word is called a **storage cell**. Storage cells are arranged in bands which extend around the circumference of the magnetic drum. Each band consists of four tracks of magnetized spots (Figure 4), making possible the use of the binary-coded decimal scheme of representing digits. Four **zeros**, one in each of the tracks, separate each word from its adjoining words. Associated with each band is a read head and a write head, or a combination read-write head.

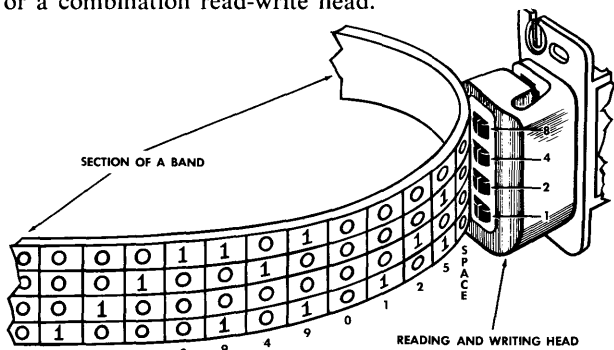


Figure 4 Information Stored on a Drum

Each storage cell on the magnetic drum has its own **address**, a four digit number which identifies the cell and specifies its location. The top 20 bands on the magnetic drum (Figure 5) each contain 200 words, a total of 4000 storage cells being located in the portion of the magnetic drum called **main storage**. The addresses of these cells are the numbers 0000 through 3999.

The bottom four bands on the drum are reserved for high-speed storage. Only 20 different words are stored in each of these quick-access bands, but each word is repeated ten times at equal intervals around the drum. This provides the basis for faster access to each word in the band—as described below.

The bands can be addressed from 4000 through 4999, 5000 through 5999, 6000 through 6999, and 7000 through 7999. Because each word is repeated ten times, the word in 4000 will be repeated in 4020, 4040, 4060, 4080; however, the word can be addressed without regard to the second address digit. Thus the word in 4000 could be addressed as 4100, 4520, 4760, 4980, etc.; cell 5569 will contain the same word as cell 5009; cell 6738 will contain the same word as cell 6018, etc.

OPERATION OF QUICK-ACCESS BANDS

Each main storage band has associated with it **one combination** read-write head (Figure 6). A word stored in a main storage cell passes the read-write head only once in every revolution of the magnetic drum. A word stored in a main storage cell is available for use, then, once in every revolution of the drum. The access time (or waiting time) for this word can vary from zero to 0.017

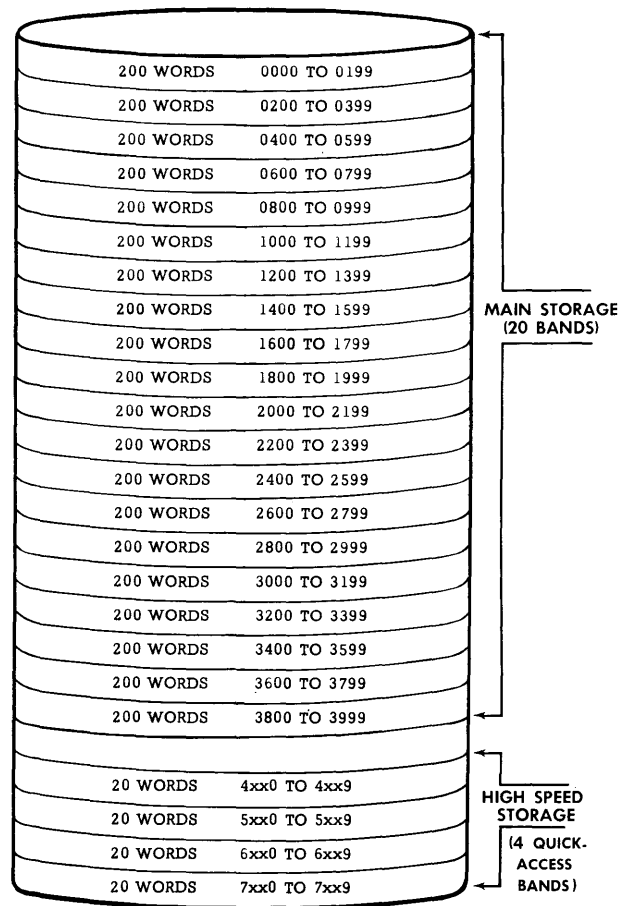


Figure 5 Location of Information on Magnetic Drum

seconds (17 milliseconds). The average access time for the word is 8.5 milliseconds, the time for a half-revolution of the drum.

Each quick access band has a **separate** read head and, 20 words distant from this head along the drum circumference, a **separate** write head (Figure 7). Since a complete band around the magnetic drum contains 200 words, these two heads are one-tenth of the drum circumference apart.

As each word passes under the read head, it is **always** immediately rewritten twenty words back along the drum circumference. If a block of 20 words is placed in a quick access band this continual process of reading and writing will duplicate the 20 words in **ten locations** around the drum—in the first revolution of the magnetic drum following the transfer of information into the band.

A word stored in one of the cells of a quick access band is available for use once in every one-tenth of a drum revolution, or **ten times in every revolution**. In effect, the quick access bands supply data and instructions at the same rate as if the magnetic drum were revolving at 35,700 revolutions per minute. The access time for a word in a band can vary from zero to 1.7 milliseconds. The average access time for a word stored in a band is 0.85 milliseconds.

In most applications, DATATRON instructions are transferred from main storage into the quick-access bands before the execution of the instructions. Similarly, data and intermediate results are normally stored in the quick access bands, or transferred from main storage into the quick access bands.

To accomplish the necessary manipulation of information, block transfer instructions are used. These instructions move 20 words at a time from main storage to band, or from band to main storage, at the rate of 1.7 milliseconds per block of 20 words. This is the amount of time required for 20 words to pass by a read head. The actual transfer of each digit is almost instantaneous.

Words transferred from main storage to a band remain (in unaltered form) in main storage, facilitating the process of making memo entries in records. Words transferred from a band to main storage remain (in unaltered form) in the band.

DATATRON programs are written to maintain a continuous flow of data and instructions through the bands. Thus, the DATATRON maintains the high rate of processing associated with optimum (or minimal access) programming, but retains the reliability inherent in a conservative speed of drum revolution.

ELECTRONIC REGISTERS

On the magnetic drum, each decimal digit is represented by a combination of four magnetized spots, each spot being an indicator of either zero or one. This method of representing information has proven to be extremely reliable.

An electronic circuit, called a **flip-flop**, can also represent zero or one by being in one of two possible states — either “low” or “high.” Several registers, or storage cells with zero access time, use the **flip-flop** circuit to store information. In these registers, each decimal digit is represented by four flip-flops. Just as in the case of the magnetized spots on the magnetic drum, relative values are assigned to each flip-flop. The first flip-flop is assigned the value 1, the second flip-flop is assigned the value 2, the third flip-flop is assigned the value 4, and the fourth flip-flop is assigned the value 8. Decimal digits are represented in electronic registers according to the table of combinations used to represent decimal digits on the drum. (Refer to How Information is Stored in the DATATRON.)

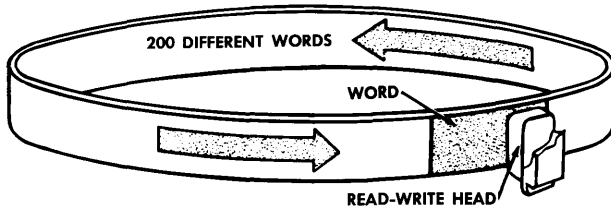


Figure 6 Access to Word Stored in Main Storage Band

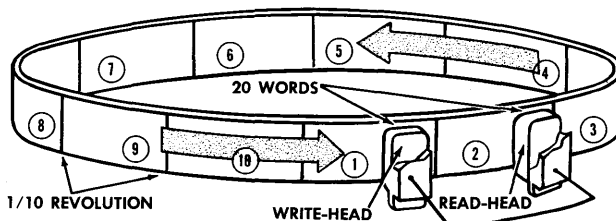


Figure 7 Access to Word Stored in Quick Access Band

ARITHMETIC REGISTERS

Three electronic registers are used to contain numbers involved in computation and data processing (Figure 8).

A Register holds an 11 digit word. This register is an accumulator in which the results of all arithmetic operations appear.

R Register holds ten decimal digits. This register is primarily an extension of the A Register. However, multiplication and division are the only arithmetic operations which affect the R Register.

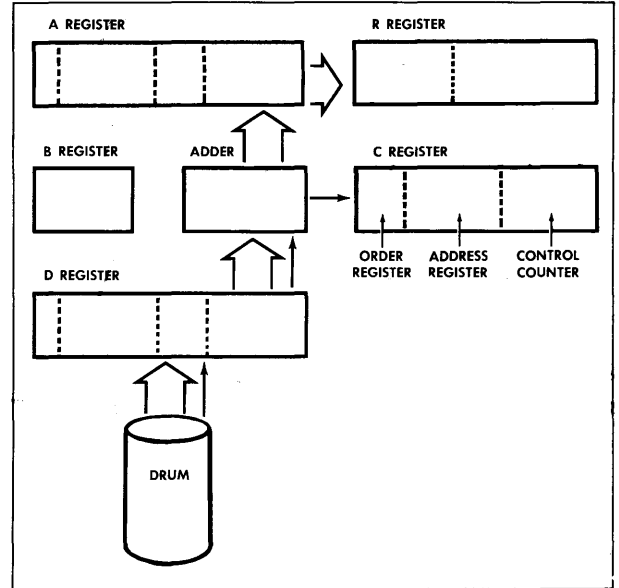


Figure 8 Arithmetic Registers

D Register holds an 11 digit word which cannot be manipulated by the programmer. Words entering the A, R and C registers from an input medium, or from main storage, first pass through this register.

In an arithmetic operation one of the numbers involved is always in the A Register, or in the combined A Register and R Register. The second number involved is always transferred from the drum into the D Register.

INSTRUCTION FORMAT

A DATATRON instruction is made up of three parts (Figure 9):

- the four digit address — which designates the location of the storage cell referred to during execution of the instruction;
- The two digit order — which designates the specific operation to be performed;
- the four control digits — which designate variations in the execution of the instruction

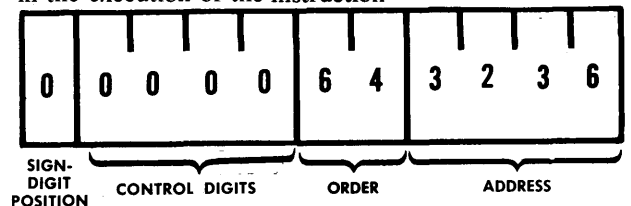


Figure 9 Instruction Format

C REGISTER

C Register receives each instruction from the magnetic drum through the D Register (Figure 10). The function of this register is to start the operation of the control component of the DATATRON.

The C Register is composed of three sub-registers (reading from left to right):

Order Register holds the two digits which designate the specific operation to be performed.

Address Register holds the four digits which designate the location of the storage cell referred to during execution of the instruction. The contents of the Order Register and the Address Register, together, are the same as the six right hand digits of the instruction word as it appears in the D Register and on the magnetic drum.

Control Counter holds the four digits which specify the address of the next instruction which will be executed — after the completion of the operation specified in the Order Register and the Address Register.

OPERATION SEQUENCE

In normal, continuous operation, instructions are executed in the order in which they are stored on the magnetic drum. Thus, if instructions are stored in storage cells 1000, 1001, and 1002, the instruction stored in cell 1001 will be executed after the instruction stored in cell 1000 and the instruction stored in cell 1002 will be executed after the instruction stored in cell 1001.

The Control Counter counts up 1 after each instruction comes into the C Register so that the next instruction will be read from the next cell. In the preceding example, when the instruction stored in cell 1000 is being executed,

the Control Counter will read 1001. When the instruction stored in cell 1001 is being executed, the Control Counter will read 1002 (Figure 10).

To change this normal method of sequential operation, change of control instructions are used. These instructions may be used to alter the sequence of instruction execution arbitrarily — in which case they are **unconditional changes of control**. A similar series of instructions may be used to alter the sequence of instruction execution only in response to the presence of a machine condition (see **Overflow**, below). These **conditional changes of control** are used for decision-making or branching.

Instead of allowing the Control Counter to count up 1, the change of control instructions insert their address digits into the Control Counter, and thus specify the next instruction to be executed.

TIMING CYCLE

The timing cycle of the DATATRON has two distinct phases:

In the **fetch phase** of the timing cycle (Figure 11), the instruction word located in the storage cell specified in the Control Counter is brought from the magnetic drum, through the D Register, through the Adder, to the C Register.

In the **execute phase** of the timing cycle (Figure 12), the data word specified in the instruction just fetched is brought from the magnetic drum, through the D Register, through the Adder (where an arithmetic operation takes place) to the A Register.

During DATATRON operation, the fetch phase and the execute phase alternate as the timing cycle repeats.

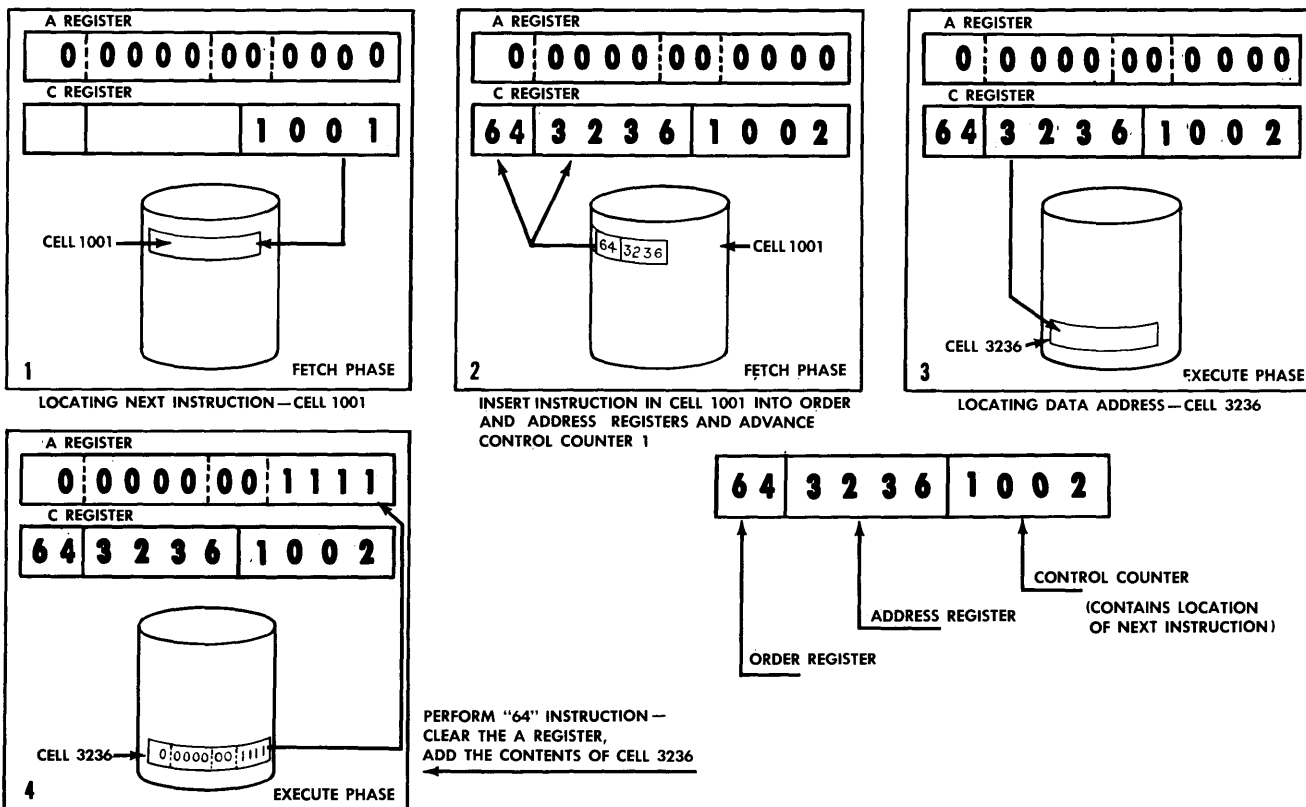


Figure 10 Action of Control Counter

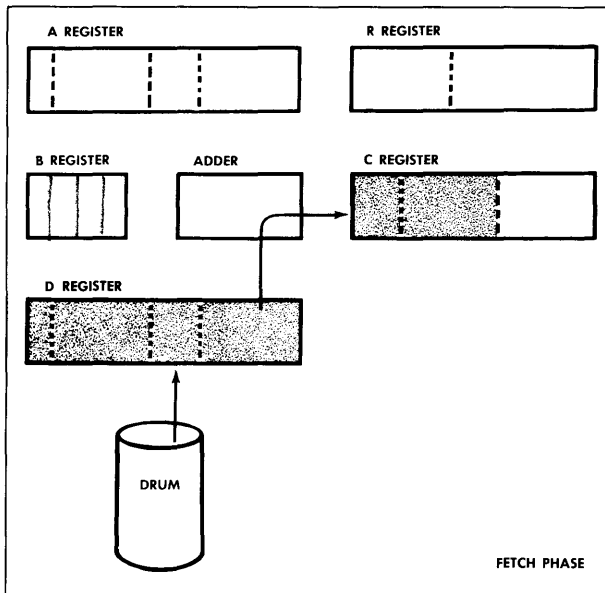


Figure 11 Timing Cycle

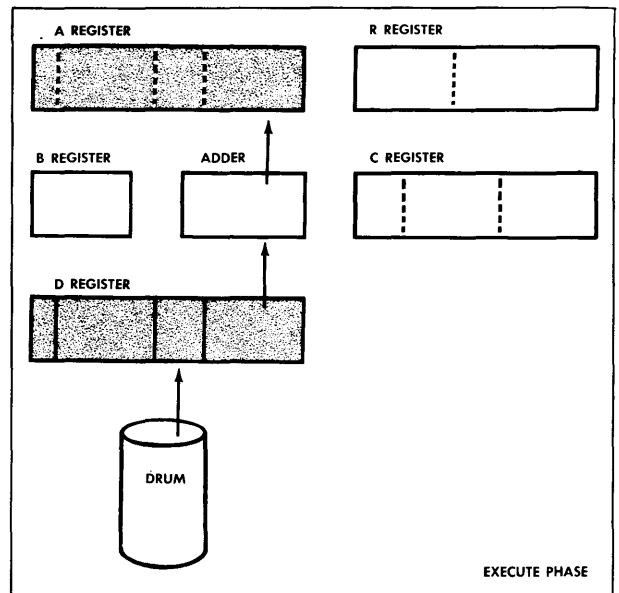


Figure 12 Timing Cycle

B REGISTER

The **B Register** holds any four decimal digits from 0000 to 9999. These digits can be added to the address digits of an **instruction word** as the instruction goes through the Adder to the C Register (Figure 13).

The addition of the contents of the B Register to an instruction (address modification) is signaled by the first control digit of the instruction word, when the word reaches the D Register. If the digit is 1, the contents of the B Register are added. If the control digit of the instruction word is 0, the contents of the B Register are not added (see Figure 11).

The contents of the B Register can be increased by **one**, or decreased by **one**, during the execution of a series of instructions. When the series of instructions is repeated many times, the B Register can serve, in this case, as a tallying device.

DECIMAL POINT

Inside the DATATRON, a decimal point is considered to be fixed at the left of each ten digit word stored on the magnetic drum or in the electronic registers.

The eleventh digit, at the left of the decimal point, represents the algebraic sign of numerical data (**zero** for **plus** and **one** for **minus**), or (in the case of an instruction word) is sometimes used to control machine operation, or (in the case of alphabetic or alphanumeric data) is an arbitrary zero having no special significance.

Outside the DATATRON, the decimal point may be located in its proper position (by programming) regardless of its internal position. For example:

Internally		Externally
0 1621 00 0000	}	may represent 16.21
0 0001 62 1000		
0 0000 00 1621		

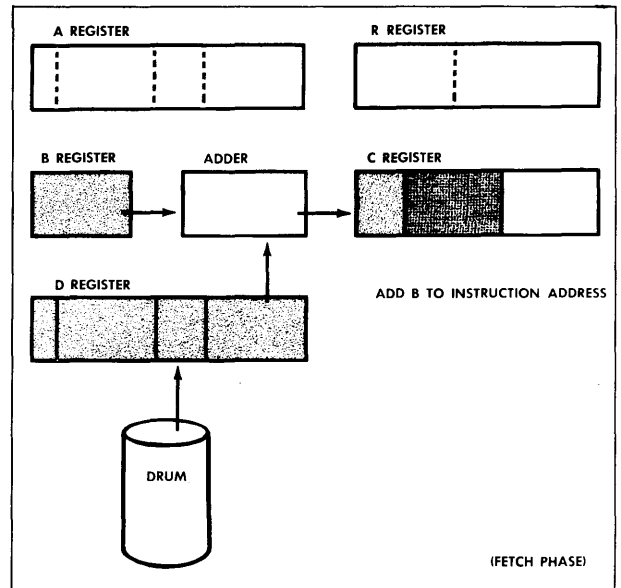


Figure 13 B Register Modification

OVERFLOW

Whenever the execution of an instruction produces a result which is too large to be inserted in the A Register, an **overflow condition** is set up in the DATATRON. This condition will cause the DATATRON to stop, unless a conditional change of control instruction follows the instruction that caused the overflow condition (previously discussed in the handbook section, **Operation Sequence**). The presence of the overflow condition is determined as follows:

Indication to DATATRON – Overflow flip-flop is in a “high” state.

Indication to operator – Overflow light is ON.

EXAMPLE 1

Actual Arithmetic

0.9000 00 0000
 +0.8000 00 0000
 1.7000 00 0000*

*Carry produces number to the left of the decimal point.

DATATRON Arithmetic

0 9000 00 0000
 0 8000 00 0000
 0 7000 00 0000**

**Overflow indicates ON. Zero to the left of decimal point position represents plus sign. the resulting 'carry one' is lost.

EXAMPLE 2

Actual Arithmetic

3.0000 00 0000*
 0.3000 00 0000 / 0.9000 00 0000

*Division of larger number by a smaller number produces a whole number or overflow to the left of the machine decimal point.

DATATRON Arithmetic

0 0000 00 0000**
 0 3000 00 0000 / 0 9000 00 0000

**Overflow indicates ON. Zero to the left of decimal point position represents plus sign.

The overflow condition **may** follow the arithmetic manipulation of the contents of the A Register. Overflow **always** follows the test for and detection of a difference between the algebraic sign of the A Register and the sign of a number brought from a storage cell for comparison.

When the possible appearance of an overflow is anticipated, a conditional change of control instruction is inserted in the program to allow the program to branch (take one of two possible alternate paths). When an unanticipated overflow occurs (a programming error) the DATATRON stops.

CHECKING FACILITIES

The DATATRON automatically stops upon the appearance of an unanticipated overflow (**see Overflow**).

An alarm light is turned on and computation is stopped by a forbidden combination (binary-coded decimal digits 10 through 15) in the A, B, D, and R Registers, the Address Register, the Control Counter, and the Shift Counter. Inspection of the register contents as indicated on the Control Panel indicates the failure

An alarm will stop machine operation if the storage cell counter does not contain 0 at the start of each drum revolution. This check prevents information from being recorded on or read from incorrect locations on the drum.

An audible alarm indicates excessive rise in exhaust air temperature in the computer cabinet and after a preset interval up to 15 minutes, dc voltages will be shut off if the temperature stays at or above a predetermined level.

COMPUTER INSTRUCTIONS

This section defines the DATATRON instructions available to the programmer and illustrates their use.

ARITHMETIC

Instructions for Addition and Subtraction.

Addition and subtraction instructions affect the A Register, but not the R Register.

The series of instructions below illustrates the use of the add and subtract instructions and the effect that each instruction has on the A Register and the R Register.

Assume that:

1. Storage cell 1000 contains the number 0 2222 22 2222.
2. Storage cell 1001 contains the number 1 3333 33 3333.
3. The A Register contains the number 1 9874 53 1234.
4. The R Register contains the number 0000 560000.
5. Insert a 7 on Keyboard for Digit Add.

<p>CAD 000p 64 xxxx Clear the A Register. Add the contents of xxxx.</p> <p>AD 000p 74 xxxx Add the contents of xxxx to the contents of the A Register.</p> <p>ADA 000p 76 xxxx Add the absolute value of the contents of xxxx to the contents of the A Register.</p> <p>CADA 000p 66 xxxx Clear the A Register. Add the absolute value of the contents of xxxx.</p> <p>CSU 000p 65 xxxx Clear the A Register. Subtract the contents of xxxx.</p> <p>SU 000p 75 xxxx Subtract the contents of xxxx from the contents of the A Register.</p> <p>CSUA 000p 67 xxxx Clear the A Register. Subtract the absolute value of the contents of xxxx.</p> <p>SUA 000p 77 xxxx Subtract the absolute value of the contents of xxxx from the contents of the A Register.</p> <p>DAD 0000 10 0000 Stop machine operation. Add the next digit read (from manual keyboard or paper tape reader) to the least significant position of the A Register.</p>	<p>CLEAR, ADD</p> <p>ADD</p> <p>ADD ABSOLUTE</p> <p>CLEAR, ADD ABSOLUTE</p> <p>CLEAR, SUBTRACT</p> <p>SUBTRACT</p> <p>CLEAR, SUBTRACT ABSOLUTE</p> <p>SUBTRACT ABSOLUTE</p> <p>DIGIT ADD</p>
---	---

Program	A Register	R Register
	1 9874 53 1234	
CAD 1000	0 2222 22 2222	0000 560000
AD 1001	1 1111 11 1111	0000 560000
ADA 1001*	0 2222 22 2222	0000 560000
CADA 1001*	0 3333 33 3333	0000 560000
CSU 1000	1 2222 22 2222	0000 560000
SU 1001	0 1111 11 1111	0000 560000
CSUA 1001*	1 3333 33 3333	0000 560000
SUA 1001*	1 6666 66 6666	0000 560000
DAD 0000	1 6666 66 6659	0000 560000

*In addition and subtraction of absolute numbers, the number is treated as a positive number, regardless of its sign.

The condition of overflow in AD, ADA SU, SUA is possible and will appear as follows:

Program	A Register	R Register
	1 9874 53 1234	0000 560000
*SU 1000	1 2096 75 3456	0000 560000
SUA 1001	1 5430 08 6789	0000 560000
CADA 1001	0 3333 33 3333	0000 560000
ADA 1001	0 6666 66 6666	0000 560000
ADA 1001	0 9999 99 9999	0000 560000
*ADA 1001	0 3333 33 3332	0000 560000

*Overflow indicator ON.

Addition and Subtraction instructions can be used in: posting, accumulating receipts, debiting and crediting accounts and, in general, updating records.

PROBLEM: A store has four sections. Following each day's business the owner wants to know net receipts. Each section reports total receipts and amount of sales commissions.

TO FIND: Net Receipts

ASSUME: Information from sections located in memory cells:

- 1000 0 0000 01 9432 (Section 1 – Sales – 194.32)
- 1001 0 0000 00 3886 (Section 1 – Commissions – 38.86)
- 1002 0 0000 01 5203 (Section 2 – Sales – 152.03)
- 1003 0 0000 00 3040 (Section 2 – Commissions – 30.40)
- 1004 0 0000 00 9367 (Section 3 – Sales – 93.67)
- 1005 0 0000 00 1873 (Section 3 – Commissions – 18.73)
- 1006 0 0000 01 0152 (Section 4 – Sales – 101.52)
- 1007 0 0000 00 2030 (Section 4 – Commissions – 20.30)

SOLUTION:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
000	0				CAD	1000	A = 0,0000 01 94.32
000	1				SU	1001	A = 0,0000 01 55.46 - 38.86
000	2				AD	1002	A = 0,0000 03 07.49 + 152.03
000	3				SU	1003	A = 0,0000 02 77.09 - 30.40
000	4				AD	1004	A = 0,0000 03 70.76 + 93.67
000	5				SU	1005	A = 0,0000 03 52.03 - 18.73
000	6				AD	1006	A = 0,0000 04 53.55 + 101.52
000	7				SU	1007	A = 0,0000 04 33.25 - 20.30

ANSWER: Located in the A Register represents \$433.25

Λ = machine decimal point

• = programmer's decimal point

Instructions for Multiplication and Division:

Multiplication and division instructions affect both the A Register and the R Register.

The series of instructions below illustrates the use of instructions for multiplication and division, and the effect that each instruction has on the A Register and the R Register.

▼ MULTIPLICATION

M **MULTIPLY**
000p 60 xxxx

Multiply the contents of **xxxx** by the contents of the A Register. Insert the twenty digit product in the A Register and the R Register. The ten most significant digits are in the A Register. The ten least significant digits appear in the R Register.

MRO **MULTIPLY, ROUND**

000p 70 xxxx
 Multiply the contents of **xxxx** by the contents of the A Register. Round the product to ten digits. Clear the R Register.

During the execution of the Multiply instruction, the R Register is cleared to permit the insertion of the least significant ten digits of the product.

The A Register will contain the proper algebraic sign of the product.

▼ DIVISION

DIV **DIVIDE**
000p 61 xxxx

Divide the twenty digit contents of the A Register and the R Register by the contents of **xxxx**.

(a) If Overflow indicator ON, clear the A Register and the R Register.

(b) If Overflow indicator OFF, insert the quotient in the A Register, and insert the undivided remainder (if any) in the R Register.

In division, the divisor must be greater than the portion of the dividend in the A Register. If the dividend is greater than or equal to the divisor, the quotient will exceed the capacity of the A and R Register and an overflow will occur. If the dividend is contained in the A Register, then the R Register must be cleared before dividing.

Assume that:

1. Storage cell 1000 contains the number 0 2222 22 2222.
2. Storage cell 1001 contains the number 1 3333 33 3333.
3. The A Register contains the number 0 9999 99 9999.
4. The R Register contains the number 9999 999999.

Program	A Register	R Register
CAD 1000	0 9999 99 9999	9999 999999
M 1001	0 2222 22 2222	9999 999999
CAD 1000	1 0740 74 0740	5925 925926
MRO 1001	0 2222 22 2222	5925 925926
CAD 1000	1 0740 74 0741	0000 000000
CAD 1000	0 2222 22 2222	0000 000000
DIV 1001	1 6666 66 6666	2222 222222

Overflow is impossible in multiplication.

Example of overflow in division:

Program	A Register	R Register
	0 9822 70 9243	0000 000000
CAD 1001	1 3333 33 3333	0000 000000
*DIV 1000	0 0000 00 0000	0000 000000

*Overflow indicator ON.

Multiplication and Division instructions can be used in: determining rates, payroll extension, billing, tax computation, and general engineering computations.

PROBLEM: A store owner wants to take advantage of a close-out sale to purchase 2,250 items at \$10.00 each. There will be a shipping cost of \$380.00. There is a \$909.00 discount if the purchase is made on an 18 month contract at 6.5% interest. The store owner wants to know what his monthly interest payments will be.

TO FIND: Monthly interest payments.

ASSUME: Information for purchase located in memory cells:

- 1000 0 0002 25 0000 (Quantity)
- 1001 0 1000 00 0000 (Unit Price)
- 1002 0 0000 00 3800 (Shipping Cost)
- 1003 0 0000 00 9090 (Discount)
- 1004 0 6500 00 0000 (Interest Rate)
- 1005 0 0000 18 0000 (Number of Payments)

SOLUTION:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0000	0				CAD	1000	A = 0 _A 0002 25 0.000
0001	1				M	1001	A = 0 _A 0000 22 500.0
0002	2				AD	1002	A = 0 _A 0000 22 880.0
0003	3				SU	1003	A = 0 _A 0000 21 971.0
0004	4				MRO	1004	A = 0 _A 0000 14 28.12
0005	5				DIV	1005	A = 0 _A 79.34 00 0000

ANSWER: Located in the A Register represents \$79.34

Λ = machine decimal point

• = programmer's decimal point

MANIPULATION AND TRANSFER OF INFORMATION

SL
000p 14 00nn
 Shift the contents of the A Register and the R Register **nn** places left. The **nn** digits shifted out of the left end of the A Register re-enter the right end of the R Register in the same order. The sign does not move.

SHIFT LEFT

SR
000p 13 00nn
 Shift the contents of the A Register and the R Register **nn** places right. The **nn** digits shifted out of the right end of the R Register are lost, and **nn** zeros enter the left end of the A Register. The sign does not move. The maximum value for **nn** is 19.

SHIFT RIGHT

Overflow can not occur on shifting instructions

CR
000p 33 0000
 Clear the R Register.

CLEAR R

RO
000p 23 0000
 Round the twenty digit contents of the A Register and the R Register to ten digits. Clear the R Register.

ROUND

STOP
000p 08 0000
 Stop machine operation.

STOP

Program	A Register	R Register
SL 0004	0 1234 56 7891	2345 678912
CR 0000	0 5678 91 2345	6789 121234
SR 0012	0 0000 00 0000	0056 789123
SL 0006	0 0000 00 5678	9123 000000
RO 0000	0 0000 00 5679	0000 000000
STOP 0000	0 0000 00 5679	0000 000000

The operation of the DATATRON stops, but no information is lost. Operation is resumed at the next program step when the START button is pressed.

ST
000p 12 xxxx
 Store the contents of the A Register in **xxxx**.

STORE

STC
000p 02 xxxx
 Store the contents of the A Register in **xxxx**. Clear the A Register.

STORE, CLEAR

Program	A Register	R Register
CAD 1000	0 7133 21 9821	4792 014910
ST 1004	0 2222 22 2222	4792 014910
AD 1001	1 1111 11 1111	4792 014910
STC 1005	0 0000 00 0000	4792 014910

Memory cell 1004 will contain 0 2222 22 2222.
 Memory cell 1005 will contain 1 1111 11 1111.

Manipulation instructions are provided in the DATA-TRON to facilitate the effective use of arithmetic instructions during operation.

PROBLEM: A store wants to take advantage of a close-out sale to purchase 2,250 items at \$10.00 each. There will be a shipping cost of \$380.00. There is a \$909.00 discount if the purchase is made on an 18-month contract at 6.5% interest. The store owner wants to know what his monthly principal and interest payments will be.

TO FIND: Monthly payments—principal and interest.

ASSUME: Information for purchase located in memory cells:

- 1000 0 0000 00 2250 (Quantity)
- 1001 0 0000 00 1000 (Unit Price)
- 1002 0 0000 03 8000 (Shipping Cost)
- 1003 0 0000 09 0900 (Discount)
- 1004 0 0000 00 0065 (Interest Rate)
- 1005 0 0000 00 0018 (Number of Payments)

SOLUTION:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
000	0			CR	0000	R = 0000 000000	
000	1			CAD	1000	A = 0, 0000 00 2250	
000	2			M	1001	A = ZERO, R = 0002 2500.00	
000	3			SL	0010	A = 0, 0002 25 00.00	
000	4			AD	1002	A = 0, 0002 28 80.00	
000	5			SU	1003	A = 0, 0002 19 71.00	
000	6			ST	1006	A = 0, 0002 19 71.00	
000	7			M	1004	A = ZERO R = 0142 8.11500	
000	8			SL	0007	A = 0, 0000 14 28.11 R = 5000 000000	
000	9			RO	0000	A = 0, 0000 14 28.12, R = ZERO	
001	0			SR	0010	A = ZERO, R = 0000 1428.12	
001	1			DIV	1005	A = 0, 0000 00 79.34, R = ZERO	
001	2			STC	1007	A = ZERO ^{STORING} MONTHLY INTEREST	
001	3			CAD	1006	A = 0, 0002 19 71.00	
001	4			SR	0010	A = ZERO, R = 0002 1971.00	
001	5			DIV	1005	A = 0, 0000 12 20.61, R = 0000 000002	
001	6			AD	1007	A = 0, 0000 12 99.95	
001	7			STC	1008	A = ZERO, ^{STORING} 17 MONTHLY PAYMENTS	
001	8			SL	0010	A = 0, 0000 00 0002	
001	9			AD	1008	A = 0, 0000 12 99.97	
002	0			STC	1009	A = ZERO ^{STORING} LAST PAYMENT	

ANSWER: Located in memory cells 1008 (17 monthly payments), and 1009 (last payment).

BT4
000p 34 xxxx
 BLOCK TO BAND 4
 Block transfer the contents of twenty consecutive main storage cells, beginning with xxxx, to the 4000 quick access band. Use **BT5 (35)** for the 5000 band, **BT6 (36)** for the 6000 band, and **BT7 (37)** for the 7000 band.

BF4
000p 24 xxxx
 BLOCK FROM BAND 4
 Block transfer the contents of the 4000 quick access band to twenty consecutive main storage cells, beginning with xxxx. Use **BF5 (25)** for the 5000 band, **BF6 (26)** for the 6000 band, and **BF7 (27)** for the 7000 band.

Program	A Register	R Register
	1 6214 91 2721	2179 430198
BT ₄ 1000	1 6214 91 2721	2179 430198
BT ₅ 1020	1 6214 91 2721	2179 430198
BF ₄ 2660	1 6214 91 2721	2179 430198
BF ₅ 2680	1 6214 91 2721	2179 430198

The contents of 1000-1019, band 4, and 2660-2679 are alike.
 The contents of 1020-1039, band 5, and 2680-2699 are alike.

In blocking to a quick access band, main storage is unchanged and the previous contents of that band are completely erased.
 In blocking from a quick access band to main storage, 20 words in main storage are erased and 20 new words are written. The quick access band remains unchanged.

EX
000p 63 xxxx
 EXTRACT
 Extract from the contents of the A Register by changing each digit in the A Register (including sign) to zero if the digit in the corresponding position in xxxx is zero. The digit in the A Register remains unchanged if the digit in the corresponding position in xxxx is one.

Assume cell 1000=1 1011 01 1101

Program	A Register	R Register
	1 6214 91 2721	2179 430198
EX 1000	1 6014 01 2701	2179 430198

CIRA
000p 01 00nn
 CIRCULATE A
 Shift the contents (including sign) of the A Register nn + 1 places left. The digits shifted out of the left end of the A Register re-enter the right end of the A Register in the same order.

Program	A Register	R Register
	1 6214 91 2721	2179 430198
CIRA 0006	2 7211 62 1491	2179 430198

UA
000p 06 0000
 UNIT ADJUST
 Increase by one the most significant position of the A Register if the digit in this position is even.

Program	A Register	R Register
	1 6214 91 2721	2179 430198
UA 0000	1 7214 91 2721	2179 430198
UA 0000	1 7214 91 2721	2179 430198

When the digit is odd, there is no change. The sign of the A Register is immaterial.

The block transfer instructions enable the programmer to place data in the quick access bands and thereby shorten operation time. The manipulation instructions presented on the opposite page are excellent for editing and separating parts of a word.

PROBLEM: A warehouse maintains a file of supplies. The data is filed in the following code:

O uvvw wx yyyy

where: *uu* is the Supplier code

v is the Color code

ww is the Warehouse Classification code

xx is the Assembly code

yyy is the Detail code

It has been determined that the Warehouse Classification code should be revised to contain three digits and that the color code is not necessary. The current files shall be assigned the Warehouse Classification code of *lww* (100 plus the current code number).

TO FIND: Revised file. (Only one file will be revised in the example program below.)

ASSUME: Example file for revision is located in cell 1000. The program is located in band 7.

SOLUTION:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
3000	7000				BT4	1000	BLOCK CONTENTS OF CELL 1000 (FILE) TO 4000
3001	7001				CAD	4000	A = O. u. uvvw wx yyyy.
3002	7002				EX	7009	A = O. u. uvw wx yyyy.
3003	7003				CIRA	0001	A = u. uvwx xy yz.
3004	7004				UA	0000	A = u. uvwx xy yz.
3005	7005				CIRA	0008	A = O. uvvw wx yyyy.
3006	7006				STC	4000	
3007	7007				BF4	1000	BLOCK REVISED FILE IN CELL 4000 TO CELL 1000
3008	7008				STOP	0000	
3009	7009	1	1101	11		1111	EXTRACT CONSTANT

DECISION MAKING AND BRANCHING

CC CHANGE CONDITIONALLY

000p 28 xxxx

Overflow indicator ON: Change control to xxxx. Reset Overflow.

Overflow indicator OFF: Control continues in sequence.

Overflow indicator OFF: instruction is ignored and control continues in sequence.

CCB CHANGE CONDITIONALLY, BLOCK 000p 38 xxxx

Overflow indicator ON: Block transfer the contents of twenty consecutive main storage cells, beginning with xxxx, to the 7000 band. Change control to 70xx. Reset Overflow.

Overflow indicator OFF: Control continues in sequence.

Overflow indicator OFF: instruction is ignored and control continues in sequence.

CCR CHANGE CONDITIONALLY, RECORD 000p 29 xxxx

Overflow indicator ON: Clear the R Register. Store in the four most significant positions of the R Register the address (as contained in the Control Counter) of the instruction next in sequence. Change control to xxxx. Reset Overflow.

Overflow indicator OFF: Control continues in sequence.

Overflow indicator OFF: instruction is ignored and control continues in sequence.

CCBR CHANGE CONDITIONALLY, 000p 39 xxxx BLOCK, RECORD

Overflow indicator ON: Block transfer the contents of twenty consecutive main storage cells, beginning with xxxx, to the 7000 band. Clear the R Register. Store in the four most significant positions of the R Register the address (as contained in the Control Counter) of the instruction next in sequence. Change control to 70xx. Reset Overflow.

Overflow indicator OFF: Control continues in sequence.

Overflow indicator OFF: instruction is ignored and control continues in sequence.

CU CHANGE UNCONDITIONALLY

000p 20 xxxx

Change control to xxxx.

CUB CHANGE UNCONDITIONALLY, BLOCK 000p 30 xxxx

Block transfer the contents of twenty consecutive main storage cells, beginning with xxxx, to the 7000 band. Change control to 70xx.

CUR CHANGE UNCONDITIONALLY, RECORD 000p 21 xxxx

Clear the R Register. Store in the four most significant positions of the R Register the address (as contained in the Control Counter) of the instruction next in sequence. Change control to xxxx.

CUBR CHANGE UNCONDITIONALLY, 000p 31 xxxx BLOCK, RECORD

Block transfer the contents of twenty consecutive main storage cells, beginning with xxxx, to the 7000 band. Clear the R Register. Store in the four most significant positions of the R Register the address (as contained in the Control Counter) of the instruction next in sequence. Change control to 70xx.

Change of control instructions enable the programmer to allow for possible exceptions during the execution of the program.

PROBLEM: A new car agency requests each salesman to report sales, in dollars, twice a month, and the number of demonstrations for customers made once a month. The sales for the first half of the month are located in memory cells 1000-1999. The sales for the last half of the month are located in memory cells 2000-2999. The number of

demonstrations are located in memory cells 3000-3999. (All of the above are arranged according to salesman number; i.e., salesman no. 9, reported the information in 1009, 2009, 3009.)

TO FIND: Total dollar sales per salesman during the month, per customer demonstration.

ASSUME: For example purposes, use only salesman no. 10. (1010, 2010, 3010 cell nos.)

SOLUTION:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0800	0800			CUB	0801	PLACE PROGRAM IN LOOP 7.	
0801	7001			BT4	1000	FIRST HALF MONTH SALES. → BAND 4	
0802	7002			BT5	2000	SECOND HALF MONTH SALES. → BAND 5	
0803	7003			BT6	3000	DEMONSTRATIONS. → BAND 6	
0804	7004			CR	0000		
0805	7005			CAD	4010	} FIND TOTAL SALES	
0806	7006			AD	5010		
0807	7007			CC	7015	CHECK FOR OVERFLOW	
0808	7008			ST	4010		
0809	7009			DIV	6010	SALES ÷ DEMONSTRATIONS	
0810	7010			CCB	*	DIVIDEND ADJUSTMENT.	
0811	7011			STC	6010	*/SALESMAN/DEMONSTRATION.	
0812	7012			BF4	1000	} ANSWERS TO MAIN STORAGE.	
0813	7013			BF6	3000		
0814	7014			STOP	0000	OR CONTINUE TO NEXT SALESMAN	
0815	7015			SR	0001	} ADDITION ADJUSTMENT	
0816	7016			UA	0000		
0817	7017			CU	7008		
8	8						
9	9						

Additional Remarks * AT THE END OF THE DIVIDEND ADJUSTMENT PROGRAM, THERE WILL BE A CUB 0811 INSTRUCTION TO RE-ENTER ABOVE PROGRAM.

NOR **NORMALIZE (CHANGE ON ZERO)**

000p 15 xxxx

(a) If the content of the A Register is not zero, shift the twenty digits in the A Register and the R Register left until the most significant position in the A Register is not zero. The sign does not move. Record the number of shifts in the Special Counter.

(b) If the content of the A Register is zero, shift the contents of the R Register left into the A Register, clear the R Register, and change control to xxxx. The sign does not move.

Program	A Register	R Register
NOR 3172	1 0006 21 4912	2179 430198
	1 6214 91 2217	9430 198000

Special Counter is 3. Control continues sequentially.

Program	A Register	R Register
NOR 3172	1 0000 00 0000	2179 430198
	1 2179 43 0198	0000 000000

Special Counter is 10 (forbidden combination).
Control transfers to cell 3172.

CNZ **CHANGE ON NON-ZERO**

000p 04 xxxx

Test the contents of the A Register (not the sign) for zero. (a) If the A Register setting is zero, set the sign of the A Register to zero and continue control in sequence.

(b) If the A Register setting is not zero, change control to xxxx.

A non-zero number in the A Register is unaltered.

Program	A Register	R Register
CNZ 3172	1 6214 91 2721	2179 430198
	1 6214 91 2721	2179 430198

Control transfers to cell 3172.

Program	A Register	R Register
CNZ 3172	1 0000 00 0000	2179 430198
	0 0000 00 0000	2179 430198

Control continues sequentially.

ADSC **ADD SPECIAL COUNTER**

000p 16 0000

Add the contents of the Special Counter to the least significant position of the A Register.

The condition of Overflow is possible with this instruction if the A Register is at least 9999 99 9991. If the Special Counter is 10, the machine will stop on "forbidden combination" without performing the addition.

Assume Special Counter is 2.

Program	A Register	R Register
ADSC 0000	0 0000 00 0052	2179 430198
SUSC 0000	0 0000 00 0050	2179 430198

SUSC **SUBTRACT SPECIAL COUNTER**

000p 17 0000

Subtract the contents of the Special Counter from the least significant position of the A Register.

(See Add Special Counter.)

OSGD **OVERFLOW ON SIGN DIFFERENCE**

000p 73 xxxx

If the sign of the A Register differs from the sign of xxxx, Overflow indicator ON.

The contents of the A Register is not affected. This instruction must *always* be followed by a Conditional Change instruction.

Assume cell 3710 is positive.

Assume cell 3720 is negative.

Cell	Program	A Register	R Register
0000	OSGD3710	0 6214 91 2721	2179 430198
0001	CC 0004	0 6214 91 2721	2179 430198
0002	OSGD3720	0 6214 91 2721	2179 430198
0003	CC 0005	0 6214 91 2721	2179 430198
0004	STOP 0000	0 6214 91 2721	2179 430198
0005			

If the sign of the A register is negative (-), control transfers to cell 0005.

If the sign of the A register is positive (+), control continues to cell 0004.

Decision making instructions are used to determine the nature of a number. As a result of this determination the next steps are performed, either in normal sequence or by branching to another part of the program.

TO FIND: The nature of the inventory count for each part, and determine whether or not it is necessary to re-order.

PROBLEM: An inventory count of various parts is located in memory cells 1000-1999. If a count is 100 or less, that part should be re-ordered.

NOTE: Two methods of solution are shown.

ASSUME: The inventory count located in cell 1000 shall be used as an example.

SOLUTION 1:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0640	7000			BT4	1000	BLK. INVENTORY TO 1000 BAND	
0641	7001			BT6	----	RE-ORDER PROGRAM.	
0642	7002			CAD	4000	FIRST INVENTORY COUNT	
0643	7003			SU	7009	BALANCE TO MAINTAIN.	
0644	7004			CNZ	7006	CHECK AMT. INVENTORY	
0645	7005			CU	6000	RE-ORDER PROGRAM. !	
0646	7006			OSGD	7006		
0647	7007			CC	6000	RE-ORDER PROGRAM.	
0648	7008			STOP	0000	OR CONTINUE TO NEXT COUNT.	
0649	7009	0	0000	00	0100	CONSTANT	

SOLUTION 2:

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0640	7000			BT4	1000	BLK. INVENT. TO 1000 BAND	
0641	7001			BT6	----	RE-ORDER PROGRAM	
0642	7002			CAD	4000	FIRST INVENTORY COUNT	
0643	7003			NOR	6000	RE-ORDER PROGRAM, COUNT=0	
0644	7004			CAD	7012		
0645	7005			SUSC	0000		
0646	7006			OSGD	7006	CHECK IF COUNT UNDER 100	
0647	7007			CC	6000	RE-ORDER PROGRAM, COUNT UNDER 100	
0648	7008			CAD	4000	FIRST INVENTORY COUNT	
0649	7009			SU	7013	BALANCE TO MAINTAIN	
0650	7010			NOR	6000	RE-ORDER PROGRAM, COUNT=100	
0651	7011			STOP	0000	OR CONTINUE TO NEXT COUNT	
0652	7012	0	0000	00	0008	CONSTANT	
0653	7013	0	0000	00	0100	CONSTANT	
4	4						
5	5						
6	6						
7	7						
8	8						
9	9						

USING THE B REGISTER

Assume cell 3170 contains 0 1279 42 0019.

SB
000p 72 xxxx
 Set the B Register to the value of the four least significant positions of **xxxx**.

SET B ←

Program	A Register	B Register
SB 3170	1 6214 91 2721	2174
	1 6214 91 2721	0019

IB
000p 32 0000
 Add one to the contents of the B Register.

INCREASE B ←

Program	A Register	B Register
IB 0000	1 6214 91 2721	0019
	1 6214 91 2721	0020

BA
000p 11 0000
 Clear the A Register. Add the contents of the B Register.

B TO A ←

Program	A Register	B Register
BA 0000	1 6214 91 2721	0020
	0 0000 00 0020	0020

DB
000p 22 xxxx
 Subtract one from the contents of the B Register.
 (a) If the new B Register setting is 9999 (0000 - 1), control continues in sequence.
 (b) If the new B Register setting is not 9999, change control to **xxxx**.

DECREASE B ←

Cell	Program	A Register	B Register
1000	DB 1004	1 6214 91 2721	0001
		1 6214 91 2721	0000

Control will transfer to cell 1004.

Cell	Program	A Register	B Register
1000	DB 1004	1 6214 91 2721	0000
1001	STOP 0000	1 6214 91 2721	9999

The B Register is one of the most valuable tools available to the programmer. Use of the instructions for the B Register is as varied as the problems in the business world. The use of the instructions is shown below. For a more refined use of the B Register, refer to the discussions of various techniques on the following pages.

PROBLEM: A manufacturing concern has an hourly payroll of 1000 employees. A daily computation of hours and earnings is required by employee number. Daily computations are accumulated for the weekly payroll.

TO FIND: Accumulate hours and amount by employee number. Current daily totals are readily available if required. Totals are accumulated for weekly payroll processing.

ASSUME: Employee numbers range from 0000 through 0999. In the cell corresponding to the employee number is the current day's record for that employee. That is, in cell 0000 will be found the following information for employee 0000: his daily hours worked, and his wage rate. This information is stored in the following manner: xxx (hours), yyy(rate), 0000.

The accumulated hours and pay for each employee will be stored in cells 1000 through 1999, with the total for employee 0000 located in cell 1000, that of employee 0001 in cell 1001, etc. This information is stored in the following manner: xxxx (hours), yyyyyy(amount of pay).

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	600	0			SB	6017	
→1	600	1	1		CAD	(0000)	CURRENT HOURS AND RATE
2	600	2			EX	6018	} EXTRACT AND STORE RATE
3	600	3			STC	2000	
4	600	4	1		CAD	(0000)	CURRENT HOURS AND RATE
5	600	5			EX	6019	} EXTRACT AND STORE HOURS
6	600	6			ST	2001	
7	600	7			SR	0002	SCALE
8	600	8			MRO	2000	CURRENT AMOUNT
9	600	9			STC	2000	↳ STORE
0	601	0			CAD	2001	CURRENT HOURS
1	601	1			SR	0001	SCALE TO ADD HOURS
2	601	2			AD	2000	ADD CURRENT AMOUNT
3	601	3	1		ST	(0000)	STORE CURRENT HRS. AND AMOUNT
4	601	4	1		AD	(1000)	ACCUMULATED HRS. AND AMOUNT
5	601	5	1		STC	(1000)	↳ STORE
↳6	601	6			DB	6001	TALLY
7	601	7			STOP	0999	MODIFICATION CONSTANT
8	601	8		0001	//	0000	CONSTANT FOR EXTRACTING RATE
9	601	9		1110	00	0000	CONSTANT FOR EXTRACTING HOURS

GENERAL PROGRAMMING PROCEDURES

SCALING

Scaling is an important part of a program. It is a problem for the programmer only, not the computer. The computer will always handle the data as ten digit numbers. The programmer, then, has the problem of keeping track of the movement of the decimal point.

In addition and subtraction, scaling must locate the digits in a number so that the decimal points are in line. For example, 52.9 plus 5.32 is written

$$\begin{array}{r} 52.9 \\ + 5.32 \\ \hline 58.22 \end{array}$$

No further scaling is necessary for addition or subtraction.

However, multiplication and division change the position of the decimal point. When two 10-digit numbers are multiplied, the product is a 20-digit number in the A Register and the R Register. In division, the dividend is a 20-digit number, the divisor is a 10-digit number, and the quotient is a 10-digit number appearing in the A Register.

- (1) In multiplication, the number of places to the right of the decimal point in the product is the sum of the number of decimal places to the right of the decimal point in the multiplicand and the multiplier.
- (2) In division, the number of places to the right of the decimal point in the quotient is the number of places to the right of the decimal point in the dividend (A and R) minus the number of decimal places to the right of the decimal point in the divisor.

Examples:

- (1) 0 0002 25 0000 multiplied by 0 1000 00 0000 is
 0 0000 22 5000 0000 000000
 (A Register) (R Register)

The number represented by 0 0002 25 0000 is actually 2250.

The number represented by 0 1000 00 0000 is actually 10.

Therefore, the number of decimal places to the right of the decimal point is:

Multiplicand 3
 Multiplier 8
 Product (A and R) 11

The product, therefore, represented by
 0 0000 22 5000 0000 000000 is actually 22,500.

- (2) 0 0000 14 2812 0000 000000 divided by
 0 0000 18 0000 is 0 7934 00 0000.

The number represented by 0 0000 14 2812
 0000 000000 is actually 1428.12.

The number represented by 0 0000 18 0000 is actually 18.

Therefore, the number of decimal places to the right of the decimal point is:

Dividend 12
 Divisor 4
 Quotient (A) 8

The quotient, therefore, represented by
 0 7934 00 0000 is actually 79.34.

ADDRESS MODIFICATION AND CYCLING

In using a stored program machine such as DATATRON, it is often necessary to provide a means of modifying instructions in order that a small program may be used repeatedly, but with different data each time the calculation is performed. To accomplish this effect, it is required that the instruction addresses which refer to the data be changed on each cycle.

The DATATRON provides two means for the programmer to accomplish address modification; i.e., B modification and programmed modification.

B modification of instructions:

Any instruction with a 1 in the first control digit (numerical minus sign) will have the contents of the B Register added to the address of the instruction before it is executed. Example: Sum 500 sales stored in cells 0000-0499.

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	700 0	0	0000		SB	7004	SET B REGISTER TO 0498
1	700 1	0	0000		CAD	0499	CLEAR A REGISTER AND ADD LAST SALE
2	700 2	1	0000		AD	[0000]	SUM SALES
3	700 3	0	0000		DB	7002	TALLY
4	700 4	0	0000		STOP	0498	COMPUTER WILL STOP WHEN B REGISTER HAS COUNTED DOWN 499 TIMES
5		5					

In this case, the B Register serves two functions; i.e., automatic address modifier and tallying device, for which DB performs both functions.

Programmed modification:

Any instruction may be inserted into the A Register. It appears to the DATATRON just as a number, and any

other number may be added or subtracted, thereby modifying the instruction. Usually, only the instruction address is modified. Example: 500 sales are stored in 0000-0499 which are to be summed.

The instruction in cell 7001 was modified on each cycle to serve as a tally device and refer to the next data item.

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	700 0	0	0000		CAD	0000	FIRST SALE
1	700 1	0	5010		AD	[0001]	ADD NEXT SALE
2	700 2	0	0000		STC	7010	STORE PARTIAL SUM TEMPORARILY
3	700 3	0	0000		CAD	7001	} MODIFY ADD COMMAND
4	700 4	0	0000		AD	7009	
5	700 5	0	0000		CC	7011	TEST FOR COMPLETION OF PROBLEM
6	700 6	0	0000		STC	7001	MODIFIED ADD COMMAND
7	700 7	0	0000		CAD	7010	PARTIAL SUM
8	700 8	0	0000		CU	7001	REPEAT CYCLE
9	700 9	0	0010	00		0001	TALLY AND MODIFYING CONSTANT
0	701 0	0	0000	00		0000	TEMPORARY-STORAGE CELL
1	701 1	0	0000		STOP	0000	PROBLEM COMPLETED

USE OF THE QUICK ACCESS BANDS

General:

The sole purpose of the quick access bands is to increase the speed of computer operation. Normally, all instructions are executed from one of these bands, and, if possible, the data groups used in a section of the program are stored in any of the bands. Only under difficult situations should the program sequence be shifted to main storage where the speed of operation is ten times as lengthy. The blocking instructions are provided to facilitate the use of the quick access bands.

GENERAL RULES FOR USE OF THE QUICK ACCESS BANDS

PROGRAMMING: Experience shows that the 7000 band receives greatest use in programming because of the CUB instruction's dual function of blocking from main storage to the 7000 band and then transferring control to the first instruction of the 20 words blocked. Of course, the program will operate at the same speed when using any of the three remaining bands. Normally programs are broken into segments of 20 instructions or less such that discrete small groups of program steps are used in the bands as a unit. This does not mean that every twentieth step must be a CUB instruction but that a CUB

or CU or any other transfer instruction must appear at least once in every 20 instructions as used in one band.

DATA STORAGE: For considerations of speed, it is desirable to store data and constants in the quick access bands along with the program. Generally, the program which has the least number of main memory instruction addresses will be the most rapid.

ADDRESSING: The accepted practice for designating quick access band instruction addresses is to keep them within the ranges 4000-4019, 5000-5019, 6000-6019, 7000-7019.

DATA EDITING

Usually in business problems, arithmetic computation is not complex. The general case is the making of logical decisions and the preparation of data in proper format for these decisions. The DATATRON provides five very convenient instructions for this purpose, viz., CIRA, EX, SL, SR, UA.

CIRA. This instruction provides a means of "opening" a word any number of spaces and inserting additional digits. CIRA is really a shift left instruction that applies to the A Register only.

Example: Expand a six-digit account number to eight digits, inserting 00 between the second and third digits.

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	700	0	0000		CAD	7006	A = 0.0000 XX YYYY
1	700	1	0000		SR	0004	A = 0.0000 00 00 XX R = YYYY 000000
2	700	2	0000		CIRA	0001	A = 0.0000 00 XX 00 R = YYYY 000000
3	700	3	0000		SL	0004	A = 0.00 XX 00 YYYY R = 0000 000000
4	700	4	0000		STC	7007	
5	700	5	0000		STOP	0000	
6	700	6	0000	XX		YYYY	ACCOUNT NUMBER (OLD)
7	700	7	00XX00			YYYY	ACCOUNT NUMBER (NEW)

EXTRACT. This instruction is of great value in breaking down coded numbers (part numbers, account numbers, policy numbers, etc.) such that certain logical decisions requiring a particular type of processing may be made easily.

Example: Check a nine-digit part number to determine whether the seventh digit (warehouse class code) is a 7. If so, increase unit cost by 1%.

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	700	0	0000		CAD	7014	A = 0.0XXX XX XXXY. PART.*
1	700	1	0000		EX	7011	A = 0.000X 00 0000. WARE. CL. CODE
2	700	2	0000		SU	7010	} CHECK FOR "7"
3	700	3	0000		CNZ	7009	
4	700	4	0000		CAD	7012	A = 0.0000 00 XXXX. UNIT COST
5	700	5	0000		SR	0002	A = 0.0000 00 00XX. 1%.
6	700	6	0000		RO	0000	
7	700	7	0000		AD	7012	A = 0.0000 00 XXXX. NEW UNIT COST
8	700	8	0000		STC	7013	
9	700	9	0000		STOP	0000	
0	701	0	000700			0000	CONSTANT
1	701	1	000100			0000	CONSTANT
2	701	2	000000			XXXX	OLD UNIT COST
3	701	3	000000			XXXX	NEW UNIT COST
4	701	4	0XXXXX			XXXX	PART NO.

TABLE LOOK-UP

In general, table look-up with the DATATRON is a simple and rapid machine process. Basically, the problem is this: a file exists in memory, and a particular item from the file is called for by each input item. If the file is lengthy, the search for the desired item may be time-consuming unless it is efficiently programmed.

There are several methods of performing the search:

1. Comparing item by item, starting at the head of the table. This is the slowest but simplest method.
2. Comparing by starting at the middle of the table and continuously eliminating half the remaining possibilities. This is Binary Search and is usually fairly rapid. This technique should be used when the third method is not applicable.
3. The most used method, a particularly efficient one with the DATATRON, is this: construct the file in such a way that the location of each item is correlated to the input number itself. If this can be done, the DATATRON can use the input number (part number, employee number, etc.) to specify the address of the item in the table. Then the table entry can be called up directly, and no search for it need be performed.

In the simplest case, the input number can directly identify the memory location in the table. An example of this is the following.

PROBLEM: A bank has 3000 checking accounts. It keeps the current balance for each account in a file in

the DATATRON memory. Transactions are to be entered in groups as they are processed. Each account is assigned a number from 0000 to 2999, and its current balance is kept in the corresponding memory location. Thus account number 1504 has its current balance recorded in location 1504.

100 transactions have been read into memory locations 3500-3599. Each is recorded in the following form:

± xxxxx0yyyy

where ± xxxxx = transaction

yyyy = account number

The table look-up in this example was done without any searching, because the account number could be used to directly indicate the proper location of the proper current balance.

In most practical cases, the identifying number (account, employee, or part number) does not directly correspond to a memory address. The memory location corresponding to an input item must be computed or looked up as a separate operation before the table look-up can be carried out. In some cases, an arithmetic computation can convert the item into the appropriate address. In others, it is necessary to use a "dictionary" to find the memory location corresponding to an input item. In either case, the program operating time is somewhat increased. However, this method will still be much faster than an item-by-item search of the main file or a binary search.

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	7000		9000		CAD	3500	A = xxxxx0yyyy
1	7001				ST	7013	
2	7002				SB	7013	B = yyyy
3	7003				SR	0005	A = 00000 xxxxx
4	7004	1	0000		AD	0000	Add balance from file
5	7005	1	0000		ST	0000	Store new balance in file
6	7006				CAD	7000	} modify and Tally order in 7000
7	7007				AD	7012	
8	7008				CC	7011	
9	7009				STC	7000	
0	7010				CU	7000	
1	7011				STOP	0000	
2	7012	0	0010		00	0001	Constant To modify 7000

PROBLEM: A bank keeps current balances for checking accounts in a file in DATATRON memory. The account numbers vary from 00000 to 99999, but only 1500 accounts exist. As before, the problem is to post transactions in the current balance file.

In this case, there is no correspondence between account number and memory location. For example, the current balance for account number 14708 may be in memory location 1695, while 1696 contains the current balance for account number 35614. The file is maintained in account number sequence however. A dictionary must be provided which will relate the account number to the memory location where the current balance is stored.

The solution to this problem, as given below, is fairly complex. However, it shows the DATATRON performing a practical operation at high efficiency, and demonstrates the power of this table look-up technique.

SOLUTION: Table #2 is composed of 1500 current balances stored in memory locations 1600-3099, and Table #1 is composed of 1500 account numbers stored in locations 0100-1599. With each account number is stored the address of its balance (Table #2) so that the entry has the following form.

A	}	± 0 dddd xxxxx
Table		dddd = address of current balance in Table #2.
#1		xxxxx = account number
Entry		

The table of account numbers, Table #1, is arranged in ascending sequence. A third table, Table #3, is constructed, which consists of 100 BT4 instructions referring

to Table #1. The first two digits of the account number will correspond to a memory cell in Table #3. The instruction address of the BT4 instruction in that cell will refer to Table #1. This table is stored in 0000-0099, and makes possible a very rapid look-up of the account number, in the following way.

1. An input account number is in 5000, and the amount to be posted is 5001.
2. The first two digits of the account number call for the appropriate BT4 order from the Table #3 in 0000-0099.
3. A BT4 instructions is executed, bringing a block of 20 account numbers from Table #1 into band 4.
4. The 20 account numbers are searched by sequential comparison, and the desired account number is found. This is the only actual search necessary.
5. The address accompanying the matched account number is used to refer to the proper cell in the Table #2.
6. The posting is performed, and the operation is complete.

Table #3	Table #1	Table #2
Cells 0000-0099	Cells 0100-1599	Cells 1600-3099

Table 1 BT4 addresses.	Account numbers and Table 2 addresses.	Current balances.
------------------------	--	-------------------

Location		S	Control Digits	Operation		Operand Address	Remarks
Main	Loop			No	Alpha		
0	698	0			CAD	5000	GIVEN ACCOUNT NUMBER A=0.0000 00XXYY
1	698	1			SR	0003	A=0.0000 00 00XX
2	698	2			AD	7001	A=0.0000 64 00XX (CAD 00XX)
3	698	3			STC	6984	
4	698	4			[CAD	00XX]	COMMAND MADE UP BY PRECEDING THREE COMMANDS
5	698	5			STC	6986	(6986)=0.0000BT4 (0100-1599)
6	698	6			[BT4	----	
7	698	7			SB	7000	SET (B) to 19
8	698	8			CAD	4000	A=0 dddd XXXX
9	698	9			CR	0000	— 0 —
0	699	0			SL	0005	A=0.XXXXX 00000 00000 dddd R=
1	699	1			CIRA	0005	A=0.0000 XXXXX TABLE LOOK UP
2	699	2			SU	5000	
3	699	3			CNZ	6999	
4	699	4			SL	0010	A=0.0000 00 dddd
5	699	5			AD	7001	A=0.0000 64 dddd
6	699	6			ST	7004	
7	699	7			CU	7002	
8	699	8	0	0000	62	0000	CONSTANT
9	699	9			DB	6988	TALLY
0	700	0			STOP	0019	VALUE NOT IN TABLE ACCOUNT NUMBER INCORRECT
1	700	1	0	0000	64	0000	CONSTANT 64 = CAD
2	700	2			SU	6998	A=0.0000 02 ----; 02=STC
3	700	3			STC	7006	
4	700	4			[CAD	----	MADE UP BY COMMAND IN 6996
5	700	5			AD	5001	POST AMOUNT
6	700	6			[STC	----	MADE UP BY COMMAND IN 7003
7	700	7			STOP	0000	
8		8					

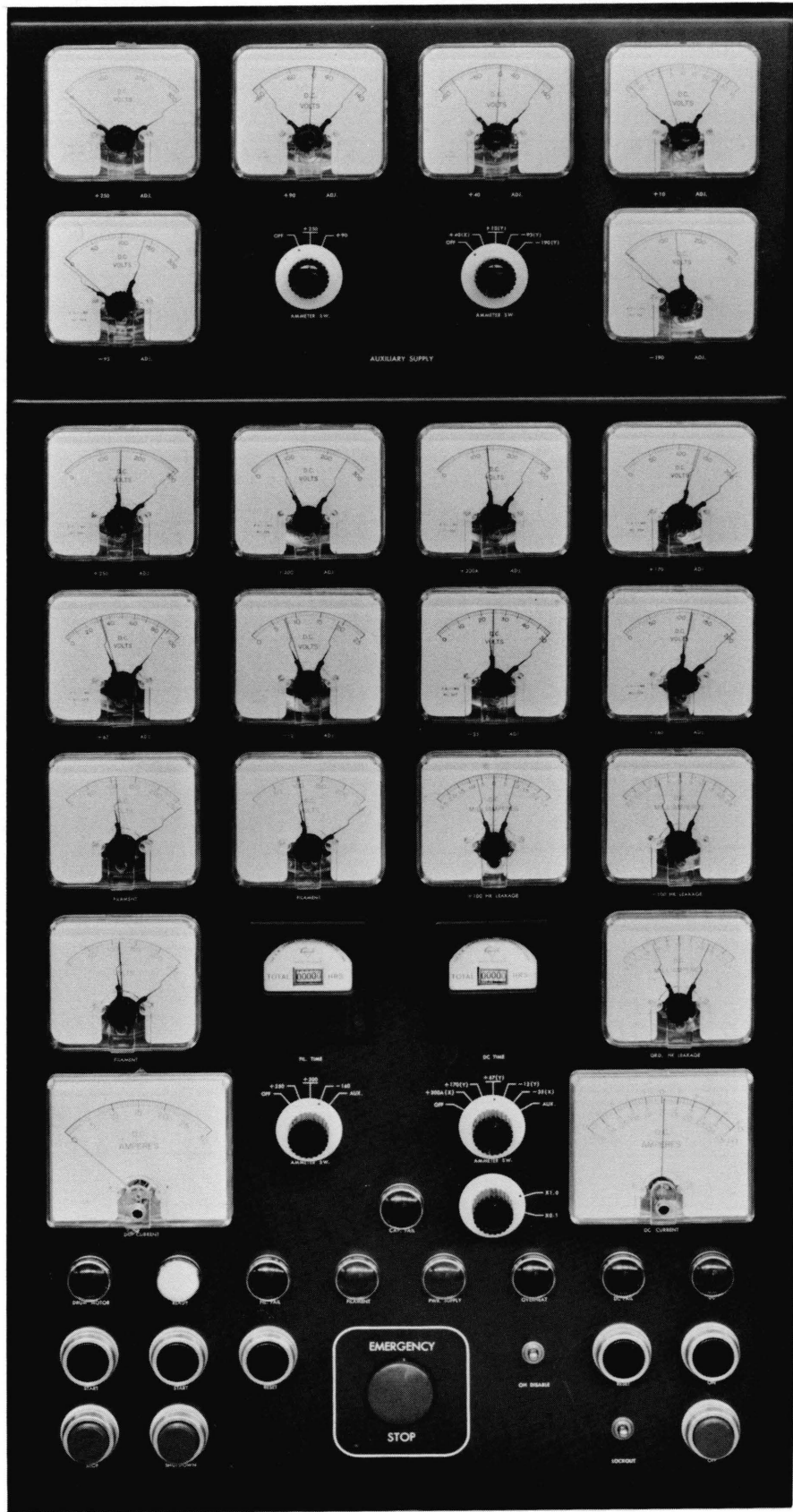


Figure 15, Magnetic Amplifier Power Control Unit Panel

OPERATION AND CONTROLS

DESCRIPTION OF THE OPERATING CONTROLS ON THE DATATRON

1. CLEAR. When the CLEAR button is depressed, the A, R, B, C Registers, and all alarm indicators are set to zero and the DATATRON is placed in the execute state.
2. EXECUTE. When the DATATRON is in the execute phase, the FETCH light is on. When the START button is depressed, the instruction in the C Register will be executed. The DATATRON may be placed in the execute phase without depressing the CLEAR button by pressing the button directly beneath the EXECUTE light.
3. FETCH. When the DATATRON is in the fetch phase, the EXECUTE light is on. When the START button is depressed, the instruction whose storage address is specified by the contents of the Control Counter is inserted into the Order and Address Registers. The DATATRON may be placed in the fetch phase by pressing the button beneath the FETCH light.
4. CONTINUOUS-STEP.
 - a. CONTINUOUS. The DATATRON will automatically progress at high speed in sequence according to the program.
 - b. STEP. The DATATRON will proceed by single program steps in sequence according to the program. The START button must be pressed for each execute or fetch operation.
5. START. When the START button is depressed, the DATATRON will change from execute to fetch or vice versa. If the CONTINUOUS-STEP switch is set to STEP, step-by-step operation can be performed; if set to CONTINUOUS, the DATATRON will proceed at high speed.
6. LOCK-NORMAL. During normal operations, this switch is in the NORMAL position. When it is in the LOCK position, the DATATRON is prevented from changing the phase, fetch or execute, of the cycle.
7. OVERFLOW. During the operation of the program in STEP or CONTINUOUS, if an overflow condition occurs and the instruction causing the overflow is not immediately followed by a Conditional Change instruction, the DATATRON will stop and the OVERFLOW indicator will be set. The indicator may be reset by pressing the RESET button beneath it.
8. SECTOR. When an internal timing error occurs, the DATATRON will stop, setting the SECTOR alarm. This indicator may be reset by pressing the RESET button beneath it.
9. F.C. When a forbidden combination (a binary-coded decimal digit greater than 9) is sensed, the DATATRON will stop. The sensing occurs on both fetch and execute cycles, and a forbidden combination may be detected in the A, R, B, C or D Registers.
10. CONTROL ALARM. When the instruction STOP (08) or an overflow not followed by a Conditional Change occurs, the CONTROL alarm is set. The

indicator may be reset by pressing the Reset button.

11. IDLE LIGHT. Whenever the DATATRON ceases high speed operation, the IDLE indicator is set.
12. ZERO. By pressing the ZERO button and simultaneously pressing any of the red buttons under the registers, a particular indicator of that register is reset.
13. All other buttons or switches on the Supervisory Control Panel are of no particular use to the operator; these are used primarily by the Field Engineer.

MANIPULATION OF THE CONTENTS OF THE REGISTERS

For each digit of any register, there are four neon indicators. Directly beneath each row there are four red set buttons. When any red button is pressed, the corresponding neon indicator is turned ON. This provides a direct means of changing quantities in any register. When the DATATRON is being manually controlled, this is the only way of inserting desired quantities into any of the registers.

OPERATING PROCEDURES

The controls for operating the DATATRON are located on the Power Control Unit and the Supervisory Control Panel on the center of the DATATRON.

Operating the Magnetic Amplifier Power Control Unit
(See Figure 15, Magnetic Amplifier Power Control Unit Panel)

1. To turn the DATATRON on:

- a. Press DRUM START button. (Wait several seconds to allow time for drum to reach operating speed.)
- b. Press START button, located below the READY indicator; hold down until indicator goes on.

Note: If the START button is inoperative, verify that the 70-amp Single Phase Circuit Breaker switch is on. When the back panel of the Power Control Unit (Cabinet A) is removed, the operator can see this switch mounted at eye level on the inside of the right panel of the unit.

2. If an emergency stop occurs:

- a. Depress the DC OFF button.
- b. Depress the EMERGENCY STOP button.

Note: It is not necessary to wait between steps, but it is essential that the correct sequence be followed.

Methods of Using the Supervisory Control Panel
(See Figure 16, Supervisory Control Panel)

1. To insert information (manual input): Storage of data,

instructions, or constants in the DATATRON is accomplished as follows:

- a. Set CONTINUOUS-STEP switch to STEP and press the CLEAR button.
 - b. Insert the data item or instruction in the A Register by depressing the corresponding red buttons to form the proper binary-coded decimal representation of the digits desired.
 - c. Insert into the Order Register the STC (02) instruction.
 - d. Insert into the Address Register the address of the storage location into which the number in the A Register is to be stored.
 - e. Press the START button. The STC instruction will be executed and the DATATRON will immediately stop.
- 2. To transfer control to a stored instruction:**
- a. Press the CLEAR button.
 - b. Set the CONTINUOUS-STEP switch to whichever phase is desired.
 - c. Insert the CU (20) instruction into the Order Register. Insert into the Address Register the location of the instruction to which control is to be transferred.
 - d. Press START button.
- 3. To operate the DATATRON continuously:** Assuming that an instruction is in the C Register:
- a. Set the CONTINUOUS-STEP switch to CONTINUOUS.
 - b. Press START button.
- 4. To operate the DATATRON step-by-step:** Assuming that an instruction is in the C Register:
- a. Set the CONTINUOUS-STEP switch to STEP.
 - b. Press START button. The instruction in the C Register will be executed.
 - c. Press START button. The instruction in the location specified by the Control Counter will be fetched into the Order and Instruction Address Registers.
 - d. Press the START button. The instruction now in the Order and Instruction Address Registers will be executed. The START button must be depressed once for each fetch phase and once for each execute phase. As each execute phase is completed, the progress of the problem may be observed in the A, R, B, C and D Registers.
- 5. To inspect a stored program in sequence:** Occasionally it is necessary to inspect a series of data, instructions or constants stored on the drum.
- a. Press the CLEAR button.
 - b. Insert into the Order Register CAD (64).
 - c. Place LOCK-NORMAL switch at LOCK.
 - d. Insert in the Address Register (C Register) the address of the location whose contents are to be displayed.
 - e. Press START button.
 - f. Return to Step d. until all necessary items have been examined.
- 6. To turn the DATATRON off:** All controls to perform shut-down are located on the Power Control Unit.
- a. Press red SHUTDOWN button; hold down until the right-most blue indicator labeled DC is turned off. (This occurs when the Power Control Unit begins to cycle down.)
 - b. When blowers have turned off, turn 70-amp Single Phase Circuit Breaker switch to OFF position.
 - c. This sequence must be followed.

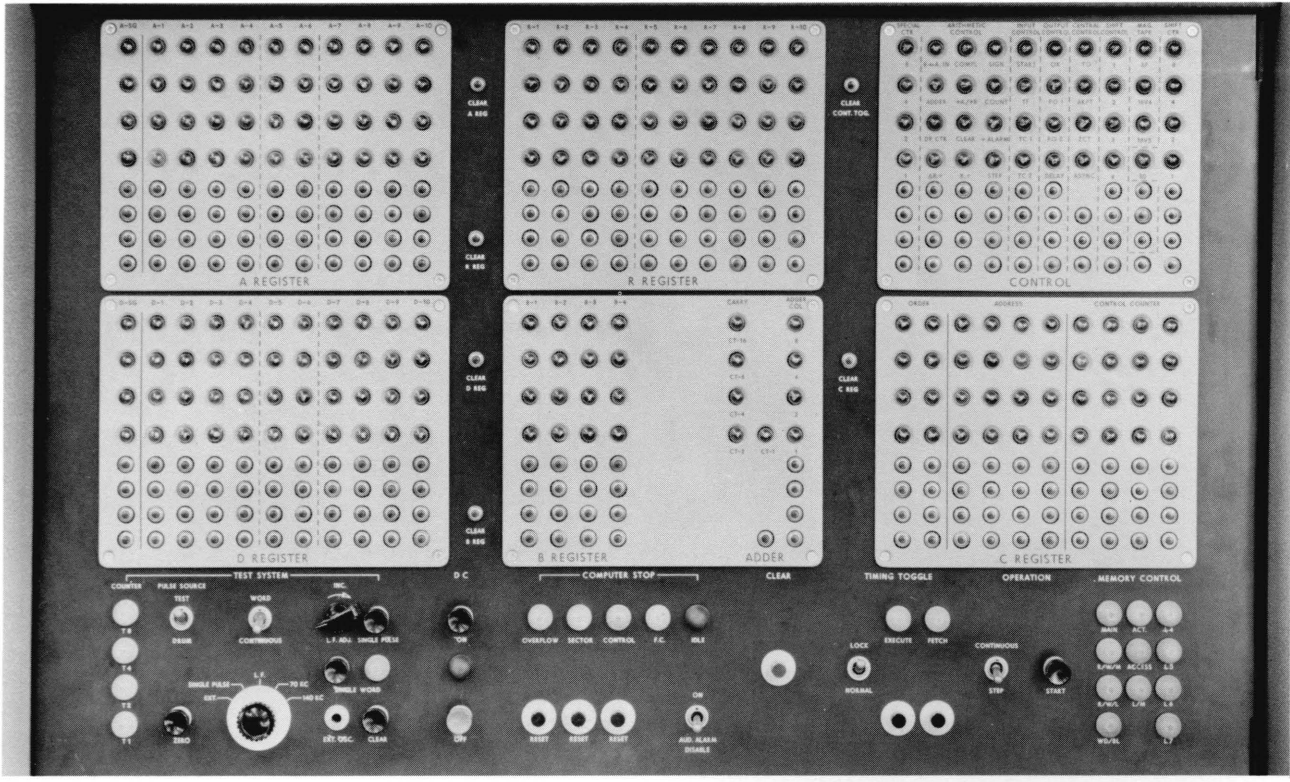


Figure 16 Supervisory Control Panel

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**ELECTRONIC
DATA
PROCESSING
SYSTEMS**

Burroughs Corporation



ELECTRODATA DIVISION
460 SIERRA MADRE VILLA, PASADENA, CALIFORNIA