

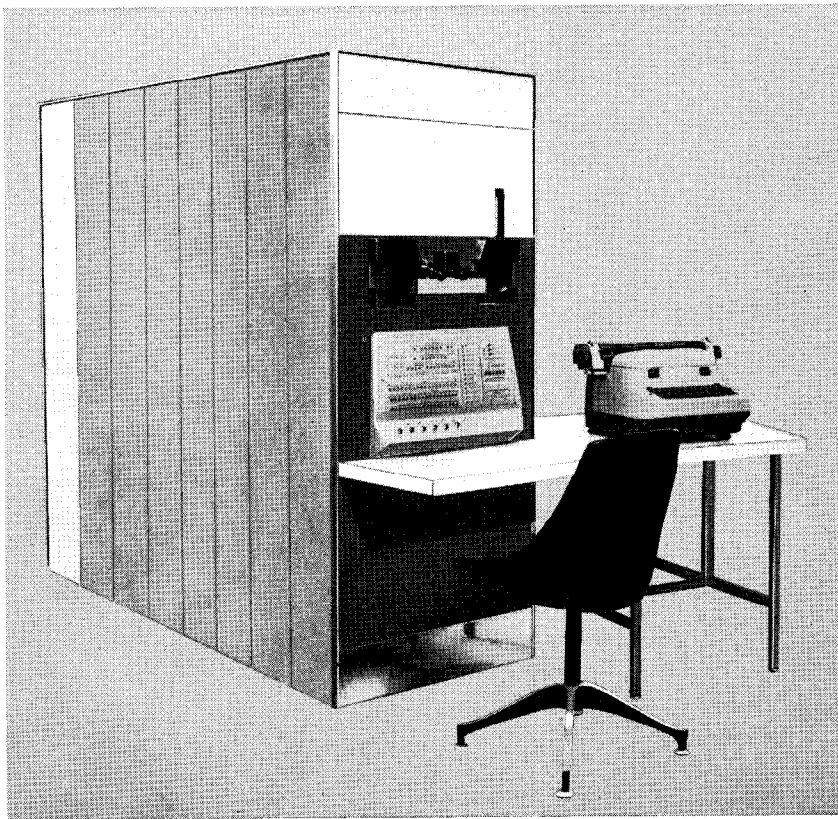
**PROGRAMMED  
DATA PROCESSOR-1  
MANUAL**

*C. Fildner PK1/E33*

**PROGRAMMED  
DATA PROCESSOR-1  
MANUAL**

**DIGITAL EQUIPMENT  
CORPORATION**

**Maynard · Massachusetts**



**Programmed Data Processor-1**

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# I. INTRODUCTION

The Programmed Data Processor (PDP-1) is a high speed, solid state digital computer designed to operate with several types of input-output devices, with no internal machine changes. It is a single address, single instruction, stored program computer with powerful program features. Five-megacycle circuits, a magnetic core memory, and fully parallel processing make possible a computation rate of 100,000 additions per second (about 2.5 times the speed of most large computers in use today, and more than 100 times the speed of magnetic drum computers). The PDP-1 is unusually versatile. It is easy to install, operate and maintain. Conventional 110-volt power is used, neither air conditioning nor floor reinforcement is necessary, and preventive maintenance is provided for by built-in marginal checking circuits.

PDP-1 circuits are based on the designs of DEC's highly successful and reliable System Modules. Flip-flops and most switches use saturating transistors. Primary active elements are Micro-Alloy and Micro-Alloy-Diffused transistors.

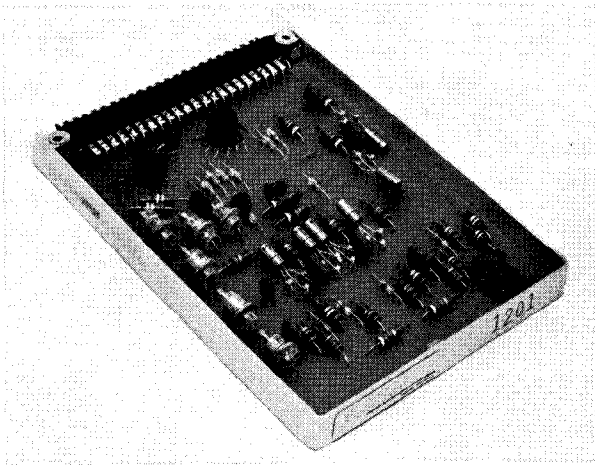
The entire computer occupies only 17 square feet of floor space. It consists of four equipment frames, one of which is used as the operating station.

## CENTRAL PROCESSOR

The Central Processor contains the control, arithmetic and memory addressing elements and the memory buffer register. The word length is 18 binary digits. Instructions are carried out in multiples of the memory cycle time of five microseconds. Add, subtract, deposit, and load, for example, are two-cycle instructions requiring 10 microseconds. Multiplication, by subroutine, requires 325 microseconds on the average. Program features include: single address instructions, multiple step indirect addressing and logical arithmetic commands. Console features include: flip-flop indicators grouped for convenient octal reading, six program flags for automatic setting and computer sensing and six sense switches for manual setting and computer sensing.

## MEMORY SYSTEM

The coincident-current, magnetic core memory holds 4096 words of 18 bits each. Up to eight additional memory units of the same capacity may be readily added to the machine; a memory field switch instruction built into PDP-1 will then select the correct memory module. The read-rewrite time of the memory is five microseconds, the basic computer rate. Driving currents are automatically adjusted to compensate for temperature variations



A Standard DEC System Module used in PDP-1

between 50 and 110 degrees Fahrenheit. The core memory storage may be supplemented by up to 24 magnetic tape transports.

### INPUT-OUTPUT

PDP-1 is designed to operate a variety of input-output devices. Standard equipment consists of a punched tape reader with a read speed of 400 lines per second, an alphanumeric typewriter for on-line operation in both input and output and a punched tape punch (alphanumeric or binary) with a speed of 63 lines per second. Optional external equipment includes: compatible magnetic tape (75 inches per second, BCD or binary); 16-inch cathode ray tube for graphic or tabular displays; light pen input; line printer (150 or 600 lines per minute); punched cards (input and output at speeds of 100 cards per minute); and a real time clock. All in-out operations are performed through the In-Out Register or through High Speed Input-Output Channels.

Of particular interest is the ease with which new, and perhaps unusual, external equipment can be added to PDP-1. Space is provided for additional gates to, and buffers from, the In-Out Register. The in-out system is sufficiently simple so that little control circuitry is needed for additional devices. New input-output instructions can be implemented easily at the Input-Output Instruction Control Panel.

The PDP-1 is also available with the optional Sequence Break System. This is a 16-channel automatic interrupt feature which permits concurrent operation of several in-out devices. A one-channel Sequence Break System is included in the standard PDP-1.

## II. PROGRAMMING PDP-1

The Central Processor of PDP-1 contains the Control Element, the Memory Buffer Register, the Arithmetic Element, and the Memory Addressing Element. The Control Element governs the complete operation of the computer including memory timing, instruction performance and the initiation of input-output commands. The Arithmetic Element, which includes the Accumulator and the In-Out Register, performs the arithmetic operations. The Memory Addressing Element, which includes the Program Counter and the Memory Address Register, performs address bookkeeping and modification.

The powerful program features of PDP-1 include:

- Multiple step indirect addressing
- Boolean operations
- Twelve variations of arithmetic and logical shifting, operating on 18 or 36 bits
- Fifteen conditional instructions (expandable by combining to form the inclusive OR of the separate conditions)
- Three different subroutine calling instructions
- Combinable housekeeping instructions
- Index and Index-Conditional instructions
- Execute instruction
- Load-immediate instructions

Six independent flip-flops, called "program flags," are available for use as program switches or special in-out synchronizers. Two special instructions, Multiply Step and Divide Step, are included in the Instruction List. Multiply and divide subroutines using these instructions operate in about 325 and 440 microseconds respectively.

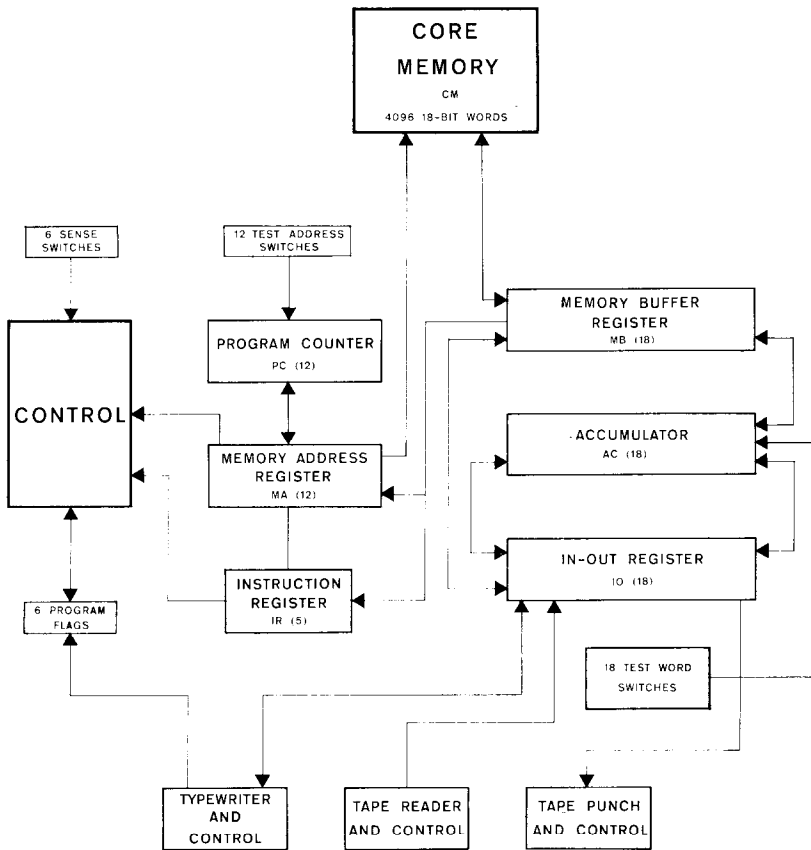
### NUMBER SYSTEM

The PDP-1 is a "fixed point" machine using binary arithmetic. Negative numbers are represented as the 1's complement of the positive numbers. Bit 0 is the sign bit which is ZERO for positive numbers. Bits 1 to 17 are magnitude bits, with Bit 1 being the most significant and Bit 17 being the least significant.

The actual position of the binary point may be arbitrarily assigned to best suit the problem in hand. Two common conventions in the placement of the binary point are:

The binary point is to the right of the least significant digit; thus, numbers represent integers.

The binary point is to the right of the sign digit; thus, the numbers represent a fraction which lies between  $\pm 1$ .



PDP-1 System Block Diagram

The conversion of decimal numbers into the binary system for use by the machine may be performed automatically by subroutines. Similarly the output conversion of binary numbers into decimals is done by subroutine. Operations for floating point numbers are handled by interpretive programming. The PDP-1 Compiler-Assembler System provides for automatic insertion of the routines required to perform floating point operations and number base conversion.

## INSTRUCTION FORMAT

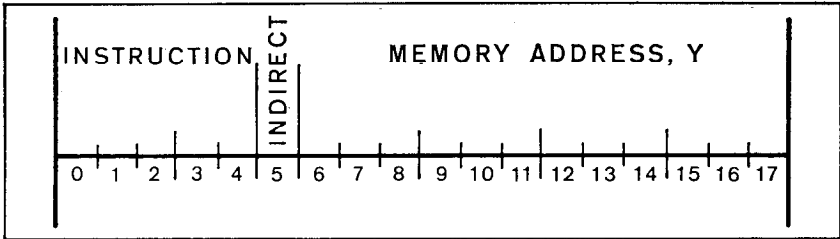
The Bits 0 through 4 define the instruction code; thus there are 32 possible instruction codes, not all of which are used. The instructions may be divided into two classes:

*Memory reference instructions*

*Augmented instructions*



In the memory reference instructions, Bit 5 is the indirect address bit. The instruction memory address, Y, is in Bits 6 through 17. These digits are sufficient to address 4096 words of memory.



PDP-1 Instruction Format

The augmented instructions use Bits 5 through 17, to specify variations of the basic instruction. For example, in the shift instruction, Bit 5 specifies direction of shift, Bit 6 specifies the character of the shift (arithmetic or logical), Bits 7 and 8 enable the registers (01 = AC, 10 = IO, and 11 = both) and Bits 9 through 17 specify the number of steps.

### INDIRECT ADDRESSING

A memory reference instruction which is to use an indirect address will have a ONE in Bit 5 of the instruction word. The original address, Y, of the instruction will not be used to locate the operand, jump location, etc., of the instruction, as is the normal case. Instead, it is used to locate a memory register whose contents in Bits 6 through 17 will be used as the address of the original instruction. Thus, Y is not the location of the operand but the location of the location of the operand. If the memory register containing the indirect address also has a ONE in Bit 5, the indirect addressing procedure is repeated and a third address is located. There is no limit to the number of times this process can be repeated.

### OPERATING SPEEDS

Operating times of PDP-1 instructions are multiples of the memory cycle of 5 microseconds. Two-cycle instructions refer twice to memory and thus require 10 microseconds for completion. Examples of this are add, subtract, deposit, load, etc. The jump, augmented and combined augmented instructions need only one call on memory and are performed in 5 microseconds.

In-Out Transfer instructions that do not include the optional wait function require 5 microseconds. If the in-out device requires a wait time for completion, the operating time depends upon the device being used.

Each step of indirect addressing requires an additional 5 micro-seconds.

## MANUAL CONTROLS

The Console of PDP-1 has controls and indicators for the use of the operator. All computer flip-flops have indicator lights on the Console. These indicators are primarily for use when the machine has stopped or when the machine is being operated one step at a time. While the machine is running, the brightness of an indicator bears some relationship to the relative duty factor of that particular flip-flop.

Three registers of toggle switches are available on the Console. These are the Data Field-Instruction Field-Address (18 bits), the Test Word (18 bits), and the Sense Switches (6 bits). The first two are primarily used in conjunction with the operating push buttons. The Sense Switches are present for manual intervention. The use of these switches is determined by the program.

### Operating Push Buttons

<i>Start</i>	The computer will start. The first instruction comes from the memory location indicated in the Field and Address Switches.
<i>Stop</i>	The computer will come to a halt at the completion of the current memory cycle.
<i>Continue</i>	The computer will resume operation starting at the state indicated by the lights.
<i>Examine</i>	The contents of the memory register indicated by the Field and Address Switches will be displayed in the Accumulator and the Memory Buffer lights.
<i>Deposit</i>	The word selected by the Test Word Switches will be put in the memory location indicated by the Field and Address Switches.
<i>Read In</i>	The photoelectric punched tape reader will start operating in the Read-In mode.

### Operating Toggle Switches

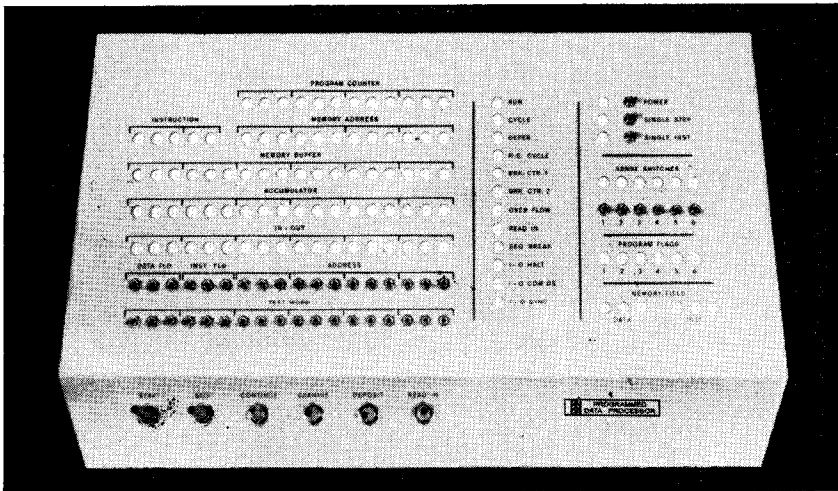
<i>Power</i>	Turns all power to the computer on and off.
<i>Single Step</i>	When the Single Step Switch is on, the computer will halt at the completion of each memory cycle. This switch is particularly useful in debugging programs. Repeated opera-

tion of the Continue Push Button will step the program one cycle at a time. The programmer is thus able to examine the state of the machine at each step.

*Single Instruction* Same as Single Step except that entire instructions are stepped one at a time, regardless of the number of cycles required for their completion. (If Single Step and Single Instruction toggles are both on, the mode of operation will be single step.)

### Operating Indicator Lights

- Run* On while the computer is executing instructions.
- Cycle* On after the completion of one or more instruction cycles with one or more to follow.
- Defer* On immediately prior to the execution of any deferred cycle.
- High Speed Cycle* On while the computer is executing a high speed channel, Input-Output Transfer instruction.
- Break Counter 1* On while the computer is executing Cycle 1 (deposit Accumulator) and Cycle 3 (deposit Input-Output Register) of a sequence break.
- Break Counter 2* On while the computer is executing Cycle 2 (deposit Program Counter) and Cycle 3 of a sequence break.



PDP-1 Control Panel

<i>Overflow</i>	On if overflow has occurred. (Can only be turned off or cleared by executing the Skip on Zero Overflow instruction or pressing Start.)
<i>Read In</i>	On while the computer is reading or trying to read punched tape in the Read-In mode.
<i>Sequence Break</i>	On while the computer is using the Sequence Break System.
<i>In-Out Halt</i>	On while the computer is executing a deferred Input-Output Transfer instruction.
<i>In-Out Commands</i>	On while the computer is executing any Input-Output Transfer instruction.
<i>In-Out Sync</i>	Used for maintenance purposes only.
<i>Program Flags</i>	On after the computer has executed the Set Selected Program Flag instruction or an in-out device has been activated, indicating its readiness to be serviced. (Can only be turned off or cleared by executing the Clear Selected Program Flag instruction.)
<i>Memory Field</i>	These indicate which memory field is currently in use.

### Register Indicator Lights

<i>Program Counter</i>	Displays 12 bits which represent the address of the next instruction to be executed.
<i>Instruction</i>	Displays 5 bits which represent the basic operation code of the instruction being executed.
<i>Memory Address</i>	Displays 12 bits which represent the address of the instruction being executed (after Cycle 1) or the address of the operand (after succeeding cycles).
<i>Memory Buffer</i>	Displays 18 bits which represent the instruction being executed (operation code and address part after Cycle 1) or the 18-bit operand (after succeeding cycles).
<i>Accumulator</i>	Displays 18 bits which represent the results of arithmetic and logical operations.
<i>In-Out</i>	Displays 18 bits which represent information just transferred in or out of the computer or the results of certain arithmetic and logical operations.

## INSTRUCTION LIST

This list includes the title of the instruction, the normal execution time of the instruction, *i.e.*, the time with no indirect address, the mnemonic code of the instruction, and the operation code number. In the following list, the contents of a register are indicated by C(). Thus C(Y) means the contents of memory at Address Y; C(AC) means the contents of the accumulator; C(IO) means the contents of the in-out register. An alphabetical and numerical listing of the instructions is contained on Pages 32 to 39.

### Memory Reference Instructions

#### ARITHMETIC INSTRUCTIONS

Add (10  $\mu$ sec)

*add Y Operation Code 40*

The new C(AC) are the sum of C(Y) and the original C(AC). The C(Y) are unchanged. The addition is performed with 1's complement arithmetic. If the sum exceeds the capacity of the Accumulator Register, the overflow flip-flop will be set (see Skip Group instructions).

Subtract (10  $\mu$ sec)

*sub Y Operation Code 42*

The new C(AC) are the original C(AC) minus the C(Y). The C(Y) are unchanged. The subtraction is performed using 1's complement arithmetic. If the difference exceeds the capacity of the Accumulator, the overflow flip-flop will be set (see Skip Group instructions).

Multiply Step (10  $\mu$ sec)

*mus Y Operation Code 54*

If Bit 17 of the In-Out Register is a ONE, the C(Y) are added to C(AC). If IO Bit 17 is a ZERO, the addition does not take place. In either case, the C(AC) and C(IO) are shifted right one place. AC Bit 0 is made ZERO by this shift. This instruction is used in the multiply subroutine.

Divide Step (10  $\mu$ sec)

*dis Y Operation Code 56*

The Accumulator and the In-Out Register are rotated left one place. IO Bit 17 receives the complement of AC Bit 0. If IO Bit 17 is ONE, the C(Y) are subtracted from C(AC). If IO Bit 17 is ZERO, C(Y) + 1 are added to C(AC). This instruction is used in the divide subroutine.

Index (10  $\mu$ sec)

*idx Y Operation Code 44*

The C(Y) are replaced by C(Y) + 1. The C(Y) + 1 are left in the Accumulator. The previous C(AC) are lost. Overflow is not indicated.

Index and Skip if Positive (10  $\mu$ sec)

*isp Y Operation Code 46*

The C(Y) are replaced by C(Y) + 1. The C(Y) + 1 are left in the Accumulator. The previous C(AC) are lost. If, after the addition, C(Y)

+ 1 are positive, the Program Counter is advanced one extra position and the next instruction in the sequence is skipped. Overflow is not indicated.

## LOGICAL INSTRUCTIONS

Logical AND (10  $\mu$ sec)  
*and Y Operation Code 02*

The bits of C(Y) operate on the corresponding bits of the Accumulator to form the logical AND. The result is left in the Accumulator. The C(Y) are unaffected by this instruction.

LOGICAL AND TABLE		
AC Bit	Y Bit	Result
0	0	0
0	1	0
1	0	0
1	1	1

Exclusive OR (10  $\mu$ sec)  
*xor Y Operation Code 06*

The bits of C(Y) operate on the corresponding bits of the Accumulator to form the exclusive OR. The result is left in the Accumulator. The C(Y) are unaffected by this order.

EXCLUSIVE OR TABLE		
AC Bit	Y Bit	Result
0	0	0
0	1	1
1	0	1
1	1	0

Inclusive OR (10  $\mu$ sec)  
*ior Y Operation Code 04*

The bits of C(Y) operate on the corresponding bits of the Accumulator to form the inclusive OR. The result is left in the Accumulator. The C(Y) are unaffected by this order.

INCLUSIVE OR TABLE		
AC Bit	Y Bit	Result
0	0	0
0	1	1
1	0	1
1	1	1

## GENERAL INSTRUCTIONS

Load Accumulator (10  $\mu$ sec)  
*lac Y Operation Code 20*

The C(Y) are placed in the Accumulator. The C(Y) are unchanged. The original C(AC) are lost.

Deposit Accumulator (10  $\mu$ sec)  
*dac Y Operation Code 24*

The C(AC) replace the C(Y) in the memory. The C(AC) are left unchanged by this instruction. The original C(Y) are lost.

**Deposit Address Part** (10  $\mu$ sec)

*dap Y Operation Code 26*

Bits 6 through 17 of the Accumulator replace the corresponding digits of memory register Y. C(AC) are unchanged as are the contents of Bits 0 through 5 of Y. The original contents of Bits 6 through 17 of Y are lost.

**Deposit Instruction Part** (10  $\mu$ sec)

*dip Y Operation Code 30*

Bits 0 through 5 of the Accumulator replace the corresponding digits of memory register Y. The Accumulator is unchanged as are Bits 6 through 17 of Y. The original contents of Bits 0 through 5 of Y are lost.

**Load In-Out Register** (10  $\mu$ sec)

*lio Y Operation Code 22*

The C(Y) are placed in the In-Out Register. C(Y) are unchanged. The original C(IO) are lost.

**Deposit In-Out Register** (10  $\mu$ sec)

*dio Y Operation Code 32*

The C(IO) replace the C(Y) in memory. The C(IO) are unaffected by this instruction. The original C(Y) are lost.

**Deposit Zero in Memory** (10  $\mu$ sec)

*dzm Y Operation Code 34*

Clears (sets equal to plus zero) the contents of register Y.

**Execute** (5  $\mu$ sec plus time of instruction executed)

*xct Y Operation Code 10*

The instruction located in register Y is executed. The Program Counter remains unchanged (unless a jump or skip were executed). *Execute* may be indirectly addressed, and the instruction being executed may use indirect addressing. An *xct* instruction may execute other *xct* commands.

**Jump** (5  $\mu$ sec)

*jmp Y Operation Code 60*

The Program Counter is reset to Address Y. The next instruction that will be executed will be taken from Memory Register Y. The original contents of the Program Counter are lost.

**Jump and Save Program Counter** (5  $\mu$ sec)

*jsp Y Operation Code 62*

The contents of the Program Counter are transferred to the Accumulator. When the transfer takes place, the Program Counter holds the address of the instruction following the *jsp*. The Program Counter is then reset to Address Y. The next instruction that will be executed will be taken from Memory Register Y. The original C(AC) are lost.

**Call Subroutine** (10  $\mu$ sec)

*cal Y Operation Code 16*

The address part of the instruction, Y, is ignored. The contents of the Accumulator are deposited in Memory Register 100. The contents of the

Program Counter (holding the address of the instruction following the *cal*) are transferred to the Accumulator. The next instruction that will be executed is taken from Memory Register 101. This instruction requires that the indirect bit be ZERO. The instruction may be used as part of a master routine to call subroutines.

Jump and Deposit Accumulator (10  $\mu$ sec)  
*jda Y Operation Code 17*

The contents of the Accumulator are deposited in Memory Register Y. The contents of the Program Counter (holding the address of the instruction following the *jda*) are transferred to the Accumulator. The next instruction that will be executed is taken from Memory Register Y + 1. This instruction requires that the indirect bit be a ONE. The instruction is equivalent to the instructions *dac Y*, followed by *jsp Y + 1*.

Skip if Accumulator and Y differ (10  $\mu$ sec)  
*sad Y Operation Code 50*

The C(Y) are compared with the C(AC). If the two numbers are different, the Program Counter is indexed one extra position and the next instruction in the sequence is skipped. The C(AC) and the C(Y) are unaffected by this operation.

Skip if Accumulator and Y are the same (10  $\mu$ sec)  
*sas Y Operation Code 52*

The C(Y) are compared with the C(AC). If the two numbers are identical, the Program Counter is indexed one extra position and the next instruction in the sequence is skipped. The C(AC) and C(Y) are unaffected by this operation.

### Augmented Instructions

Load Accumulator with N (5  $\mu$ sec)  
*law N Operation Code 70*

The number in the memory address bits of the instruction word is placed in the Accumulator. If the indirect address bit is ONE, the complement of N ( $-N$ ) is put in the Accumulator.

Shift Group (5  $\mu$ sec)  
*sft Operation Code 66*

This group of instructions will rotate or shift the Accumulator and/or the In-Out Register. When the two registers operate combined, the In-Out Register is considered to be an 18-bit magnitude extension of the right end of the Accumulator.

Rotate is a non-arithmetic cyclic shift. That is, the two ends of the register are logically tied together and information is rotated as though the register were a ring.

Shift is an arithmetic operation and is, in effect, multiplication of the number in the register by  $2^{\pm N}$ , where N is the number of shifts; plus is left and minus is right.

The number of shift or rotate steps to be performed (N) is indicated by the number of ONE's in Bits 9 thru 17 of the instruction word. Thus, Rotate Accumulator Right nine times is 671777. A shift or rotate of one place can be indicated nine different ways. The usual convention is to use the right end of the instruction word (*rar I = 671001*).



Rotate Accumulator Right (5  $\mu$ sec)  
*rar N Operation Code 671*

Rotates the bits of the Accumulator right N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Rotate Accumulator Left (5  $\mu$ sec)  
*ral N Operation Code 661*

Rotates the bits of the Accumulator left N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Shift Accumulator Right (5  $\mu$ sec)  
*sar N Operation Code 675*

Shifts the contents of the Accumulator right N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Shift Accumulator Left (5  $\mu$ sec)  
*sal N Operation Code 665*

Shifts the contents of the Accumulator left N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Rotate In-Out Register Right (5  $\mu$ sec)  
*rir N Operation Code 672*

Rotates the bits of the In-Out Register right N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Rotate In-Out Register Left (5  $\mu$ sec)  
*ril N Operation Code 662*

Rotates the bits of the In-Out Register left N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Shift In-Out Register Right (5  $\mu$ sec)  
*sir N Operation Code 676*

Shifts the contents of the In-Out Register right N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Shift In-Out Register Left (5  $\mu$ sec)  
*sil N Operation Code 666*

Shifts the contents of the In-Out Register left N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Rotate AC and IO Right (5  $\mu$ sec)  
*rcr N Operation Code 673*

Rotates the bits of the combined registers right in a single ring N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Rotate AC and IO Left (5  $\mu$ sec)  
*rcl N Operation Code 663*

Rotates the bits of the combined registers left in a single ring N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Shift AC and IO Right (5  $\mu$ sec)

*scr N Operation Code 677*

Shifts the contents of the combined registers right N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Shift AC and IO Left (5  $\mu$ sec)

*scl N Operation Code 667*

Shifts the contents of the combined registers left N positions, where N is the number of ONE's in Bits 9-17 of the instruction word.

Skip Group (5  $\mu$ sec)

*skp Operation Code 64*

This group of instructions senses the state of various flip-flops and switches in the machine. The address portion of the instruction selects the particular function to be sensed. All members of this group have the same operation code.

The instructions in the Skip Group may be combined to form the inclusive OR of the separate skips. Thus, if Address 3000 is selected, the skip would occur if the overflow flip-flop equals ZERO or if the In-Out Register is positive. The combined instruction would still take 5 microseconds.

The intent of any skip instruction can be reversed by making Bit 5 (normally the Deferred Address Bit) equal to ONE. For example, the Skip on Zero Accumulator instruction, if deferred, becomes Do Not Skip on Zero Accumulator.

Skip on ZERO Accumulator (5  $\mu$ sec)

*sza Address 100*

If the Accumulator is equal to plus ZERO (all bits are ZERO), the Program Counter is advanced one extra position and the next instruction in the sequence is skipped.

Skip on Plus Accumulator (5  $\mu$ sec)

*spa Address 200*

If the sign bit of the Accumulator is ZERO, the Program Counter is advanced one extra position and the next instruction in the sequence is skipped.

Skip on Minus Accumulator (5  $\mu$ sec)

*sma Address 400*

If the sign bit of the Accumulator is ONE, the Program Counter is advanced one extra position and the next instruction in the sequence is skipped.

Skip on ZERO Overflow (5  $\mu$ sec)

*szo Address 1000*

If the overflow flip-flop is a ZERO, the Program Counter is advanced one extra position and the next instruction in the sequence will be skipped. The overflow flip-flop is cleared by the instruction. This flip-flop is set by an addition or subtraction that exceeds the capacity of the Accumulator. The overflow flip-flop is not cleared by arithmetic operations which do not cause an overflow. Thus, a whole series of arithmetic operations can be checked for correctness by a single *szo*. The overflow flip-flop is cleared by the "Start" Switch.

**Skip on Plus In-Out Register** (5  $\mu$ sec)  
*spi* Address 2000

If the sign digit of the In-Out Register is ZERO, the Program Counter is indexed one extra position and the next instruction in sequence is skipped.

**Skip on ZERO Switch** (5  $\mu$ sec)  
*szs* Addresses 10, 20 . . . . . 70

If the selected Sense Switch is ZERO, the Program Counter is advanced one extra position and the next instruction in the sequence will be skipped. Address 10 senses the position of Sense Switch 1, Address 20 Switch 2, etc. Address 70 senses all the switches. If 70 is selected all 6 switches must be ZERO to cause the skip.

**Skip on ZERO Program Flag** (5  $\mu$ sec)  
*szf* Addresses 0 to 7 inclusive

If the selected program flag is a ZERO, the Program Counter is advanced one extra position and the next instruction in the sequence will be skipped. Address 0 is no selection. Address 1 selects Program Flag 1, etc. Address 7 selects all program flags. All flags must be ZERO to cause the skip.

**Operate Group** (5  $\mu$ sec)  
*opr* Operation Code 76

This instruction group performs miscellaneous operations on various Central Processor Registers. The address portion of the instruction specifies the action to be performed.

The instructions in the Operate Group can be combined to give the union of the functions. The instruction *opr 3200* will clear the AC, put TW to AC, and complement AC. If the number minus zero is interpreted as an instruction, the IO is cleared, AC gets the complement of the TW switches, all program flags are set and the computer halts.

**Clear In-Out Register** (5  $\mu$ sec)  
*cli* Address 4000

Clears (sets equal to plus zero) the In-Out Register.

**Load Accumulator from Test Word** (5  $\mu$ sec)  
*lat* Address 2000

Forms the inclusive OR of the C(AC) and the contents of the Test Word. This instruction is usually combined with Address 200 (Clear Accumulator), so that C(AC) will equal the contents of the Test Word Switches.

**Complement Accumulator** (5  $\mu$ sec)  
*cma* Address 1000

Complements (makes negative) the contents of the Accumulator.

**Halt**  
*hlt* Address 400

Stops the computer.

Clear Accumulator (5  $\mu$ sec)  
*cla* Address 200

Clears (sets equal to plus zero) the contents of the Accumulator.

Clear Selected Program Flag (5  $\mu$ sec)  
*clf* Address 01 to 07 inclusive

Clears the selected program flag. Address 01 clears Program Flag 1, 02 clears Program Flag 2, etc. Address 07 clears all program flags.

Set Selected Program Flag (5  $\mu$ sec)  
*stf* Addresses 11 to 17 inclusive

Sets the selected program flag. Address 11 sets Program Flag 1; 12 sets Program Flag 2, etc. Address 17 sets all program flags.

No Operation (5  $\mu$ sec)  
*nop* Address 0000

The state of the computer is unaffected by this operation, and the Program Counter continues in sequence.

In-Out Transfer Group (5  $\mu$ sec without in-out wait)  
*iop* Operation Code 72

The variations within this group of instructions perform all the in-out control and information transfer functions. If Bit 5 (normally the Indirect Address bit) is a ONE, the computer will halt and wait for the completion pulse from the device activated. When this device delivers its completion, the computer will resume operation of the instruction sequence.

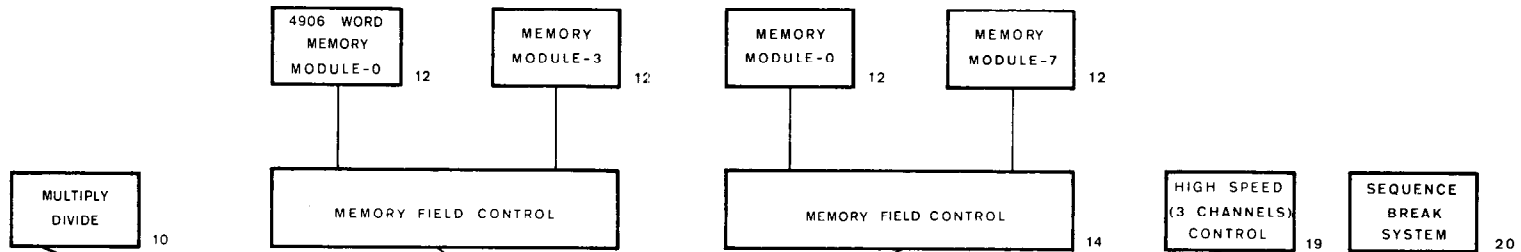
An incidental fact which may be of importance in certain scientific or real time control applications is that the time origin of operations following an in-out completion pulse is identical with the time of that pulse.

Most in-out operations require a known minimum time before completion. This time may be utilized for programming. The appropriate In-Out Transfer is given with no in-out wait (Bit 5 a ZERO and Bit 6 a ONE). The instruction sequence then continues. This sequence must include an *iop* instruction 730000 which performs nothing but the in-out wait, and the instruction must occur before the safe minimum time. A table of minimum times for all in-out devices is delivered with the computer: it lists minimum time before completion pulse and minimum In-Out Register free time.

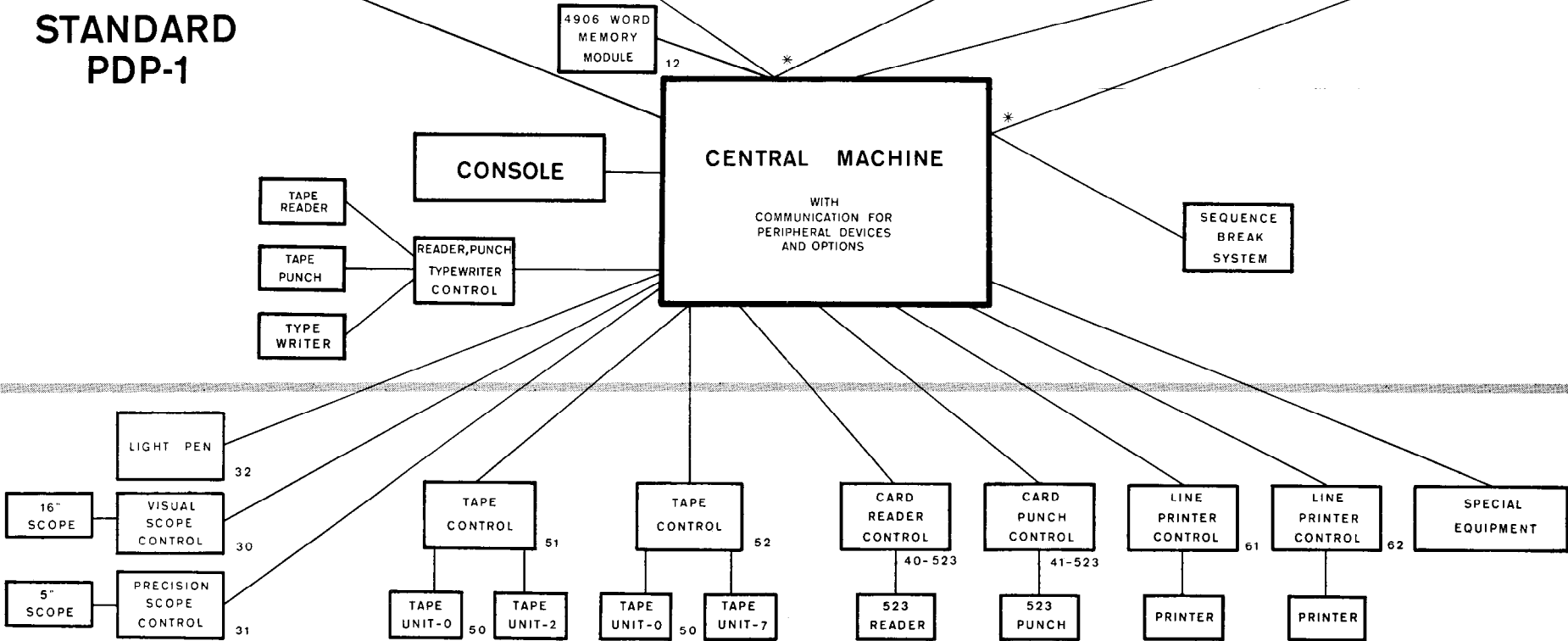
Bit 6 determines whether a completion pulse will or will not be received from the in-out device. When it is different than Bit 5, a completion pulse will be received. When it is the same as Bit 5, a completion pulse will not be received.

In addition to the control functions of Bits 5 and 6, Bits 7 through 11 are also used as control bits serving to extend greatly the power of the *iop* instructions. For example, Bits 12 through 17, which are used to designate a class of input or output devices such as typewriters, may be further defined by Bits 7 through 11 as referring to Typewriter 1, 2, 3, etc., and whether or not the Sequence Break System is to be used.

# CENTRAL PROCESSOR OPTIONS



## STANDARD PDP-1



# INPUT-OUTPUT OPTIONS

NOTE:

OUTER NUMBERS DENOTE OPTION TYPES

\* ONLY ONE OPTION MAY BE CONNECTED FOR A MACHINE

PDP-1 System Configuration Diagram

### III. STANDARD AND OPTIONAL EQUIPMENT

#### STANDARD EQUIPMENT

##### Punched Tape Reader

The punched tape reader of the PDP-1 is a photoelectric device capable of reading 400 lines per second. Three lines form the standard 18-bit word when reading binary punched eight-hole tape. Five, six, and seven-hole tape may also be read.

Read Punched Tape, Alphanumeric

*rpa Address 0001*

In this mode, one line of tape is read for each In-Out Transfer. All eight holes of the line are read. The information is left in the right eight bits of the In-Out Register, the remainder of the register being left clear.

The code of the off-line tape preparation typewriter (Friden FIO-DEC Recorder-Reproducer) contains an odd parity bit. This bit may be checked by the read-in program. The FIO-DEC Code can then be converted to the concise six-bit code used by PDP-1 merely by dropping the eighth bit (parity).

A list of characters and their FIO-DEC and Concise Codes is found on Pages 37 through 39.



High Speed Punched Tape Reader

### Read Punched Tape, Binary

*rpb* Address 0002

For each In-Out Transfer instruction, three lines of punched tape are read and assembled in the In-Out Register to form a full computer word. For a line to be recognized in this mode, the eighth hole must be punched; *i.e.*, lines with no eighth hole will be skipped over. The seventh hole is ignored. The pattern of holes in the binary tape is arranged so as to be easily interpreted visually in terms of machine instruction.

### Read Reader Buffer

*rrb* Address 0030

When operating in the Sequence Break Mode, the *rpa* and *rpb* instructions operate as usual but do not transfer information from the reader buffer to the IO Register. To accomplish the transfer, these instructions must be followed by an *rrb* instruction.

### Read-In Mode

This is a special mode activated by the "Read-In" switch on the console. It provides a means of entering programs which neither rely on programs in memory nor require a plug board. Pushing the "Read-In" switch starts the reader in the binary mode. The first group of three lines, and alternate succeeding groups of three lines, are interpreted as "Read-In" mode instructions. Even-numbered groups of three lines are data. The "Read-In" mode instructions must be either "deposit in-out" (*dio Y*) or "jump" (*jmp Y*). If the instruction is *dio Y*, the next group of three binary lines will be stored in memory location *Y* and the reader continues moving. If the instruction is *jmp Y*, the "Read-In" mode is terminated, and the computer will commence operation at the address of the jump instruction.

## Punched Tape Punch

The standard PDP-1 punched tape punch operates at a speed of 63 lines per second. It can operate in either the alphanumeric mode or the binary mode.

### Punch Punched Tape, Alphanumeric

*ppa* Address 0005

For each In-Out Transfer instruction one line of tape is punched. In-Out Register Bit 17 conditions Hole 1. Bit 16 conditions Hole 2, etc. Bit 10 conditions Hole 8.

### Punch Punched Tape, Binary

*ppb* Address 0006

For each In-Out Transfer instruction one line of tape is punched. In-Out Register Bit 5 conditions Hole 1. Bit 4 conditions Hole 2, etc. Bit 0 conditions Hole 6. Hole 7 is left blank. Hole 8 is always punched in this mode.

## Alphanumeric Typewriter

The typewriter will operate in the input mode or the output mode.

### Type Out

*tyo* Address 0003

For each In-Out Transfer instruction one character is typed. The character is specified by the right six bits of the In-Out Register.

### Type In

*tyi* Address 0004

This operation is completely asynchronous and is therefore handled differently than any of the preceding in-out operations.

When a typewriter key is struck, Program Flag 1 is set. At the same time the code for the struck key is presented to gates connected to the right six bits of the In-Out Register. This information will remain at the gate for a relatively long time by virtue of the slow mechanical action. A program designed to accept typed-in data would periodically check the status of Program Flag 1. If at any time Program Flag 1 is found to be set, an In-Out Transfer instruction with Address 4 must be executed for information to be transferred. This In-Out Transfer should not use the optional in-out halt. The information contained in the typewriter's coder is then read into the right six bits of the In-Out Register. The *tyi* instruction automatically clears the IO before transferring the information. The *tyi* instruction is usually preceded by a Clear Selected Program Flag 1 instruction.

## Sequence Break Mode

Two instructions are associated directly with the One-Channel Sequence Break System on the standard PDP-1.

### Enter Sequence Break Mode

*esm* Address 0055

This instruction turns on the Sequence Break System, allowing automatic interrupts to the main sequence to occur. The contents of the Sequence Break flip-flops are unaffected by this instruction.

### Leave Sequence Break Mode

*lsm* Address 0054

This instruction turns off the Sequence Break System, thus preventing interrupts to the main sequence. Should interrupts occur while the System is off, the Sequence Break flip-flops will, nevertheless, continue to be set.

## Miscellaneous

### Check Status

*cks* Address 0033

This instruction checks the status of various in-out devices and sets IO Bits 0 through 4 for subsequent program interrogation as follows:



<i>IO Bit Positions</i>	<i>If ONE</i>
0	Displayed point sensed by light pen
1	Punched tape reader busy
2	Typewriter busy
3	Typewriter key stuck
4	Punched tape punch busy

## OPTIONAL EQUIPMENT

### Automatic Multiply and Divide (Type 10)

This option replaces the Multiply Step and Divide Step instructions with the following instructions:

Multiply (*14 to 25  $\mu$ sec*)  
*mul Y Operation Code 54*

The product of C(AC) and C(Y) is formed in the AC and IO registers. The sign of the product is in the AC sign bit. IO Bit 17 also contains the sign of the product. The magnitude of the product is the 34-bit string from AC Bit 1 through IO Bit 16. The C(Y) are not affected by this instruction.

Divide (*30 to 40  $\mu$ sec, except on overflow, 12  $\mu$ sec*)  
*div Y Operation Code 56*

The dividend must be in the AC and IO registers in the form indicated in the instruction, Multiply. IO Bit 17 is ignored. The divisor is the C(Y). At the completion of the instruction, the C(AC) are the quotient and the C(IO) are the remainder. The sign of the remainder is the sign of the dividend. If an overflow were to occur, the division does not take place, the C(AC) and C(IO) are unchanged, and the overflow indicator is set. The C(Y) are not affected by this instruction.

### Memory Module (Type 12)

Each Memory Module consists of 4096 18-bit words. A maximum of eight modules may be connected to the PDP-1.

### Memory Field Control (Type 13)

This control allows for memory expansion up to 16,384 18-bit words (i.e., four 4096-word memory modules). Each memory module is defined as consisting of two 2048-word fields. A select memory instruction, jump field according to the C(Y), *jfd Y*, selects any two fields to be connected to the PDP-1 and jumps to a specified location in one of the two fields.

A second instruction, change fields according to Y, *cfid Y*, replaces the contents of the two 3-bit field registers with Bits 6 through 11 of the *cfid* instruction. The Program Counter is unaffected and computation continues in sequence using the newly selected fields.

When High Speed Channel transfers are involved, the high speed channel specifies a 14-bit address for one of 16,384 words.

## Memory Field Control (Type 14)

This control allows for memory expansion up to 32,768 18-bit words (i.e., eight 4096-word memory modules). Each memory module represents either a 4096 word Instruction Field or a 4096 word Data Field. A select memory instruction, jump field according to the C(Y), *jfd* Y, selects any two fields (one Instruction Field and one Data Field) to be connected to the PDP-1 and jumps to a specified location in the newly selected Instruction Field.

A second instruction, change data field according to Y, *cdf* Y, replaces the contents of the 3-bit Data Field Register with Bits 9 through 11 of the *cdf* instruction. The Program Counter and the Instruction Field Register are unaffected, and computation continues in sequence using the same Instruction Field.

When High Speed Channel transfers are involved, the high speed channel specifies a 15-bit address for one of 32,768 words.

## High Speed Channel (Type 19)

The High Speed Channel is used to transfer blocks of words between memory and an in-out device, usually a high speed device such as magnetic tape. Such a channel is installed with the Tape Control Unit Type 52 or may be installed separately for special applications.

As many as three High Speed Channels may be added to the PDP-1. Each of these is automatically interrogated at the completion of each memory cycle on a priority basis. The priority is wired and fixed. The Sequence Break System has an over-all priority just below that of the lowest priority High Speed Channel.

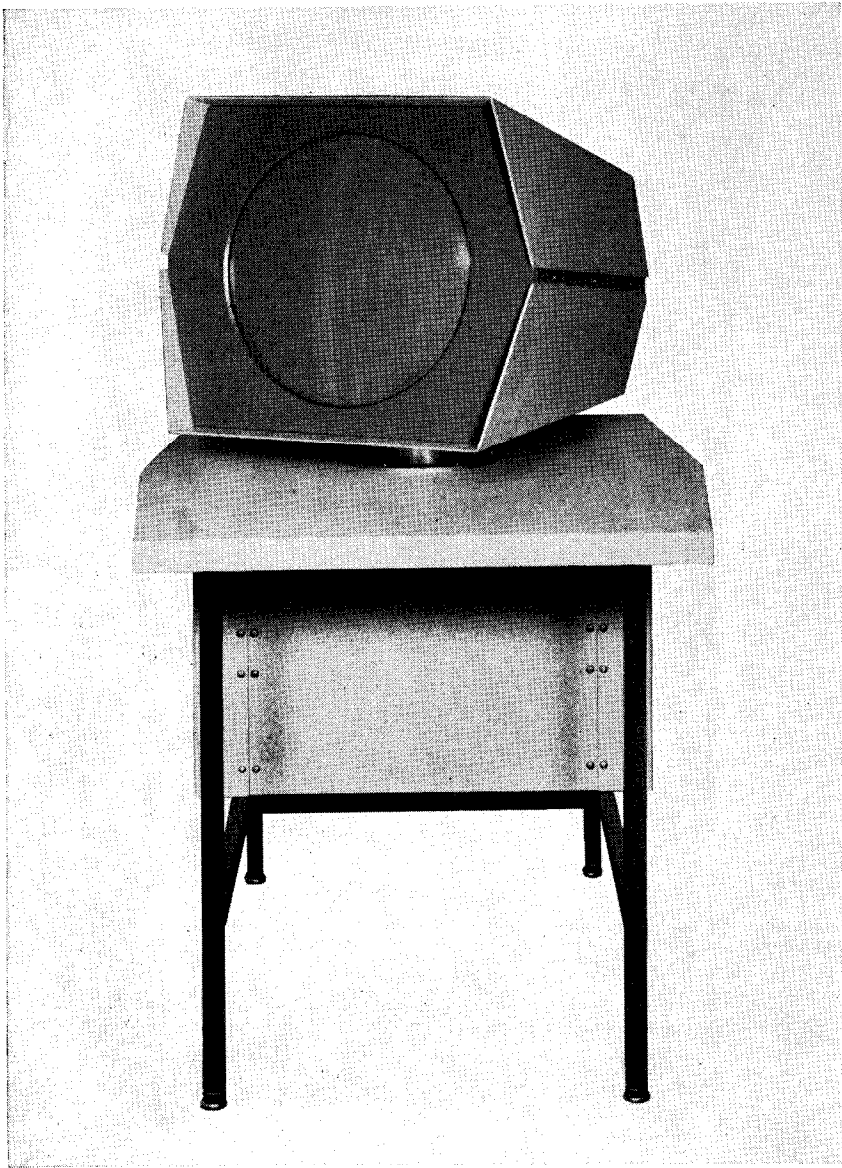
When wired to this channel, a device communicates directly with memory through the Memory Buffer Register, bypassing the IO Register. After proper initiation, data transfers proceed without disturbing the main program. If the channel has a word for or needs a word from the memory, the current program sequence pauses for one memory cycle in order to serve that channel, then continues.

## Sequence Break System (Type 20)

An optional in-out control is available for PDP-1. This control, termed the Sequence Break System, allows concurrent operation of several in-out devices and the main sequence. The system has, nominally, 16 automatic interrupt channels arranged in a priority chain.

A break to a particular sequence may be initiated by the completion of an in-out device, the program or any external signal. If this sequence has priority, the C(AC), C(IO), C(PC), and the contents of the memory field flip-flops (if present) are stored in adjacent fixed locations unique to that sequence. The Program Counter is reset to the address contained in a fourth fixed location. The program is now operating in the new sequence. This new sequence may be broken by a higher priority sequence. A typical program loop for handling an in-out sequence would contain three to five instructions, including the appropriate *iot*. These are followed by load AC and load IO from the fixed locations and an indirect jump to location of the previous C(PC). This last instruction terminates the sequence.

The Sequence Break System provides PDP-1 with much of the power of a multiple sequence machine or of a computer having in-out synchronizers or automatic trunks.

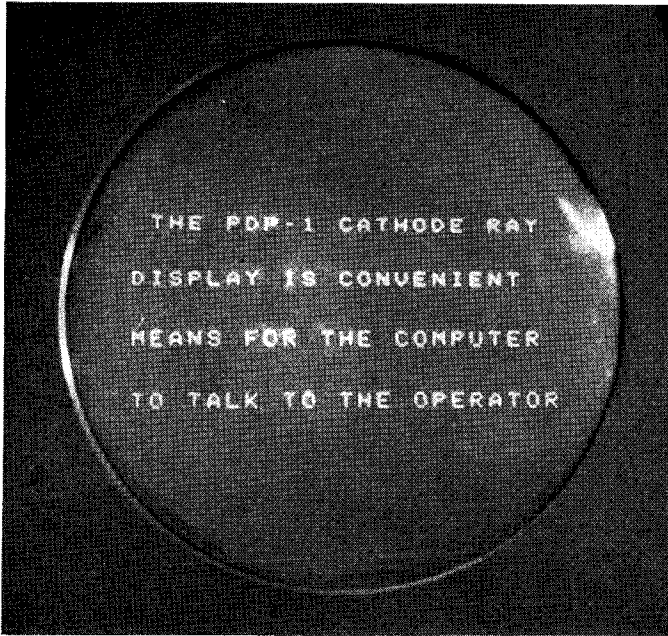


Cathode Ray X-Y Point Plotter

### Visual CRT Display (Type 30)

The PDP-1 cathode ray tube display is useful for presentation of graphical or tabular data to the operator. For each Display instruction (730007), one point is displayed. The first 10 bits of the IO Register, Bits 0 through 9, are the Y coordinate of the point. Bits 0 through 9 of the Accumulator are the X coordinate of the point.

Information is displayed at a rate of 20,000 points per second, and the resolution is 1 part in 1024.



Cathode Ray Tube Display

### Precision CRT Display (Type 31)

The operation of this 5-inch cathode ray tube display is similar to that of the Type 30. The resolution is 1 part in 4096. It comes equipped with mounting bezel to accept a camera or a photomultiplier device.

### Light Pen (Type 32)

This accessory allows information to be "written" on the cathode ray tube. The pen detects displayed information, and the pen output sets a program flip-flop in the machine each time a pulse of light strikes the pen.

### Card Punch Control (Type 40-523)

This control allows for on-line operation of standard card punching equipment. It contains an 80-bit buffer which is loaded from the IO Register, using an *iot* instruction for each card row punched. The control is for use with a 523 Summary Punch at speeds of 100 cards per minute.

### Card Reader Control (Type 41-523)

This control provides for on-line operation of standard card reading equipment. It allows the read brush outputs to be directed to the IO Register. The control is for use with a 523 Summary Punch at speeds of 100 cards per minute.

## **Tape Transport (Type 50)**

This transport is compatible with IBM tape formats with a recording density of 200 7-bit characters per inch and an inter-record gap of  $\frac{3}{4}$  inch. The transfer rate is 15,000 characters per second at a tape speed of 75 inches per second. The method of recording is non-return-to-zero. A maximum of 24 tape transports may be connected to the PDP-1.

## **Programmed Tape Control Unit (Type 51)**

This control transfers information between the computer and the tape one character at a time. All transfer operations, including timing, error checking and assembly of characters into computer words are performed by routines. The Type 51 allows a choice of tape format, including the standard IBM tape format described under Tape Transport (Type 50).

## **Automatic Tape Control Unit (Type 52)**

This control automatically transfers information between the computer memory and the tape in variable-length blocks of characters. It allows computation to continue while the transfer is in process by using the High Speed Channel, which is part of the control unit. Special features include scatter-read and gather-write; automatic, bit-by-bit read-compare with core memory; automatic parity error detection while reading and writing; and rapid tape searching through its ability to skip a pre-selected number of blocks. Tape format is standard IBM as described under Tape Transport (Type 50).

## **Programmed Line Printer and Control (Type 61)**

This is an on-line printing station capable of operating at 150 lines per minute (120 columns per line with 64 characters per column). All transfer operations, formatting and control functions are under program control.

## **Automatic Line Printer and Control (Type 62)**

This is an on-line printing station capable of operating at 600 lines per minute (120 columns per line with 64 characters per column). A simple one-line buffer is used. The appropriate *iot* instruction is repeated to fill the buffer. The order to print is then given. Following the completion of the line print, the printer returns a completion pulse and spaces the paper.

## **Real Time Clock**

A special input register may be connected to operate as a real time clock. This is a counting register operated by a crystal controlled oscillator.

The state of this counter may be read at any time by the appropriate In-Out Transfer instruction. The computer stops only long enough to provide synchronization with the clock oscillator, then resumes operation in phase with it.

## IV. PROGRAM LIBRARY

The Basic Program Library for PDP-1 is designed to provide the nucleus of a growing system of programs and subroutines. Among the programs in use are:

### DECAL

Digital Equipment Compiler, Assembler and Linking Loader is an integrated program for PDP-1 incorporating in one system all of the essential features of advanced compilers, assemblers and loaders. The outstanding features of DECAL are:

- *Open-Ended Programming System.* DECAL can be modified without a detailed understanding of its internal operation by means of a recursive definition facility based on a skeleton compiler with a basic set of logical capabilities. The skeleton compiler can act as a bootstrap for implementing additional features or deleting or changing existing facilities.
- *Efficient Use of Storage Capacity.* All available memory space will be used before DECAL runs out of space. This is accomplished by means of a single table that meets all of the storage needs of DECAL. When any feature of DECAL is removed, all of the associated space is again made available.
- *Efficient Use of Time.* DECAL processing takes full advantage of the speeds of the standard PDP-1 input-output equipment (400 lines per second reader and 63 lines per second punch).
- *One Pass Compiler-Assembler.* The symbolic tape (usually prepared off-line) is only read one time. It is not stored in memory. A relocatable tape ready for the linking loader is punched as the symbolic tape is read.
- *Efficient Object Program.* Since DECAL allows compiler and assembler statements to be freely intermixed at the discretion of the programmer, the object program can be as efficient as desired.
- *Variable Length Symbols.* Symbol lengths are not restrictive and can be hundreds of characters long if necessary.
- *Program Integration and Relocation.* At load time, individual routines and subroutines can be loaded in any order. All cross-referencing is done automatically, and the resulting program is arranged compactly starting at any specified origin. The names of subroutines required at run time and not yet loaded are listed on the typewriter so that they may be subsequently loaded.
- *Use of ALGOL.* DECAL includes that part of ALGOL which is compatible with the PDP-1 Computer. Compiler (algebraic)

and assembler statements can be written taking full advantage of the ALGOL reference language due to the unique character set used by the PDP-1.

- *Recursively Defined Macro Instructions.* Full use of such complex items as recursively defined macro instructions can be made when writing DECAL assembler statements.
- *Use of Arbitrary Languages.* Arbitrary reference languages can be defined and incorporated into DECAL to handle special problems.
- *Use of Floating Point Systems.* DECAL-compatible, single and double precision floating point systems can be incorporated.
- *Generalized subscripting, indexing and address arithmetic facilities* can be incorporated.

## OTHER PROGRAMS

FRAP Assembly Program is a basic assembler designed to operate with a very minimum amount of internal storage.

Standard Function Generator Subroutines for single precision fixed point arithmetic. These include: sine, cosine, arctangent, square root, exponential and logarithmic subroutines.

Single Precision Floating Point Package for arithmetic using an 18-bit fraction and an 18-bit exponent. The package includes standard function generator subroutines.

Double Precision Floating Point Package for arithmetic using a 36-bit fraction and an 18-bit exponent. The package includes standard function generator subroutines.

Basic Double Precision Fixed Point Subroutines including addition, subtraction, multiplication and division.

Utility Routine Package including a wide range of input-output subroutines and debugging aids.

## V. APPENDIX

### ABBREVIATED INSTRUCTION LIST

#### Basic Instructions

<i>Instruction</i>	<i>Code #</i>	<i>Explanation</i>	<i>Oper. Time</i> ( $\mu$ sec)	<i>Page Ref.</i>
add Y	40	Add C(Y) to C(AC)	10	12
and Y	02	Logical AND C(Y) with C(AC)	10	13
cal Y	16	Equals jda 100	10	14
dac Y	24	Put C(AC) in Y	10	13
dap Y	26	Put contents of address part of AC in Y	10	14
dio Y	32	Put C(IO) in Y	10	14
dip Y	30	Put contents of instruction part of AC in Y	10	14
dis Y	56	Divide step	10	12
dzm Y	34	Make C(Y) zero	10	14
idx Y	44	Index (add one) C(Y), leave in Y & AC	10	12
ior Y	04	Inclusive OR C(Y) with C(AC)	10	13
iot Y	72	In-out transfer, see below		19
isp Y	46	Index and skip if result is positive	10	13
jda Y	17	Equals dac Y and jsp Y+1	10	19
jfd Y	12	Jump memory field according to C(Y)	10	26
jmp Y	60	Take next instruction from Y	5	14
jsp Y	62	Jump to Y and save program counter in AC	5	14
lac Y	20	Load the AC with C(Y)	10	13
law N	70	Load the AC with the number N	5	15



### Basic Instructions (Continued)

<i>Instruction</i>	<i>Code #</i>	<i>Explanation</i>	<i>Oper. Time</i> ( $\mu$ sec)	<i>Page Ref.</i>
law -N	71	Load the AC with the number -N	5	15
lio Y	22	Load IO with C(Y)	10	14
mus Y	54	Multiply step	10	12
opr	76	Operate, see below	5	18
sad Y	50	Skip next instruction if C(AC) $\neq$ C(Y)	10	15
sas Y	52	Skip next instruction if C(AC) = C(Y)	10	15
sft	66	Shift, see below	5	15
skp	64	Skip, see below	5	17
sub Y	42	Subtract C(Y) from C(AC)	10	12
xct Y	10	Perform instruction in Y	5+extra	14
xor Y	06	Exclusive OR C(Y) with C(AC)	10	13

#### Operate Group

cla	760200	Clear AC	5	19
clf	760001-7	Clear selected Program Flag	5	19
cli	764000	Clear IO	5	18
cma	761000	Complement AC	5	18
hlt	760400	Halt	5	18
lat	762200	Load AC from Test Word switches	5	18
nop	760000	No operation	5	19
stf	760011-7	Set selected Program Flag	5	19

## In-Out Transfer Group

<i>Instruction</i>	<i>Code #</i>	<i>Explanation</i>	<i>Oper. Time</i> ( $\mu$ sec)	<i>Page Ref.</i>
cdf	720X74	Change data field	5	26
cfid	72XX74	Change fields	5	25
cks	730033	Check status	5	24
dpy	730007	Display one point on CRT	50	27
esm	720055	Enter Sequence Break Mode	5	24
lsm	720054	Leave Sequence Break Mode	5	24
ppa	730005	Punch punched tape alphanumeric		23
ppb	730006	Punch punched tape binary		23
rpa	730001	Read punched tape alphanumeric		22
rpb	730002	Read punched tape binary		23
rrb	720030	Read Reader Buffer	5	23
tyi	720004	Read typewriter input switches	5	24
tyo	730003	Type out		24

## Skip Group

sma	640400	Skip on minus AC	5	17
spa	640200	Skip on plus AC	5	17
spi	642000	Skip on plus IO	5	18
sza	640100	Skip on ZERO (+0) AC	5	17
szf	64000F	Skip on ZERO flag (F = flag #)	5	18
szo	641000	Skip on ZERO overflow (and clear overflow)	5	17
szs	6400S0	Skip on ZERO sense switch (S = switch #)	5	18

## Shift/Rotate Group

<i>Instruction</i>	<i>Code #</i>	<i>Explanation</i>	<i>Oper. Time</i> ( $\mu$ sec)	<i>Page Ref.</i>
ral	661	Rotate AC left	5	16
rar	671	Rotate AC right	5	16
rcl	663	Rotate combined AC & IO left	5	16
rcr	673	Rotate combined AC & IO right	5	16
ril	662	Rotate IO left	5	16
rir	672	Rotate IO right	5	16
sal	665	Shift AC left	5	16
sar	675	Shift AC right	5	16
scl	667	Shift combined AC & IO left	5	17
scr	677	Shift combined AC & IO right	5	17
sil	666	Shift IO left	5	16
sir	676	Shift IO right	5	16

## NUMERICAL INSTRUCTION LIST

<i>Code</i>	<i>Instruction</i>	<i>Code</i>	<i>Instruction</i>
00	*	40	add
02	and	42	sub
04	ior	44	idx
06	xor	46	isp
10	xct	50	sad
12	jfd	52	sas
14	*	54	mus
16	cal	56	dis
17	jda	60	jmp
20	lac	62	jsp
22	lio	64	skp
24	dac	66	Shift
26	dap	70	law
30	dip	71	law
32	dio	72	iot
34	dzm	74	*
36	*	76	opr

\* Spare code, computer will halt.

## ALPHANUMERIC CODES

<i>Character</i>	<i>FIO-DEC Code</i>	<i>Concise Code</i>
a A	61	61
b B	62	62
c C	263	63
d D	64	64
e E	265	65
f F	266	66
g G	67	67
h H	70	70
i I	271	71
j J	241	41
k K	242	42
l L	43	43
m M	244	44
n N	45	45
o O	46	46
p P	247	47
q Q	250	50
r R	51	51
s S	222	22
t T	23	23
u U	224	24
v V	25	25
w W	26	26
x X	227	27
y Y	230	30
z Z	31	31

### Alphanumeric Codes (Continued)

<i>Character</i>	<i>FIO-DEC Code</i>	<i>Concise Code</i>
0 → (right arrow)	20	20
1 " (double quotes)	01	01
2 ' (single quote)	02	02
3 ~ (not)	203	03
4 ∴ (implies)	04	04
5 ∨ (or)	205	05
6 ∧ (and)	206	06
7 < (less than)	07	07
8 > (greater than)	10	10
9 ↑ (up arrow)	211	11
( [	57	57
) ]	255	55
—   (non-spacing overstrike and vertical)	256	56
— + (minus and plus)	54	54
· — (non-spacing middle dot and underline)	40	40
, =	233	33
· × (period and multiply)	73	73
/ ?	221	21
Lower Case	272	72
Upper Case	274	74
Space	200	00
Backspace	75	75
Tab	236	36

### Alphanumeric Codes (Continued)

<i>Character</i>	<i>FIO-DEC Code</i>	<i>Concise Code</i>
Carriage Return	277	77
Tape Feed	00	00
Red *	—	35
Black *	—	34
Stop Code	13	—
Delete	100	—

\*Used on type-out only, not on keyboard.

# DEC TECHNICAL BULLETINS

NOTE: DEC digital circuit packages are being renamed "Modules." As new bulletins are published, the two basic product lines will be referred to as "Laboratory Modules" instead of "Digital Test Equipment" and as "System Modules" rather than "System Building Blocks."

*DIGITAL MODULES (A-702)* — short form catalog listing DEC's complete product line.

*DEC 10 Megacycle Building Blocks (A-710)* — describes new 5000 Series Digital Test Equipment and 6000 Series System Building Blocks.

*Expanded 100 Series DEC Digital Test Equipment (B-100)* — describes DEC's 5 megacycle patchcord units.

*New 3000 Series DEC Digital Test Equipment (B-3000)* — describes DEC's 500 kilocycle patchcord units.

*Expanded 1000 Series DEC System Building Blocks (C-1000A)* — describes DEC's 5 megacycle plug-in units.

*New 4000 Series DEC System Building Blocks (C-4000A)* — describes DEC's 500 kilocycle plug-in units.

*DEC Basic Logic Kit (E-150)* — describes a basic selection of DEC Digital Test Equipment and Accessories which can be used to perform a variety of logical operations.

*DEC Programmed Data Processor (F-11A)* — describes DEC's PDP-1 high-speed, solid state, general purpose computer.

*DEC Memory Tester Type 1512 (F-1512A)* — describes DEC's 1500 Series testers for coincident current core memories.

*DEC Memory Tester Type 1514 (F-1514)* — describes DEC's 1500 Series testers for word address and coincident current core memories.

*DEC Automatic Memory Core Tester Type 2101 (F-2101)* — describes DEC's automatic tester for ferrite magnetic memory cores.

*DEC Memory Exerciser Type 2201 (F-2201)* — describes DEC's exercisers for coincident current core memory systems.

Copies of the above bulletins are available on request from the DEC Sales Department, 146 Main Street, Maynard, Massachusetts, or 8820 Sepulveda Boulevard, Los Angeles 45, California.