**DATATRON 220** 

**INSTRUCTIONS** 

a brief description



ElectroData

DIVISION

BURROUGHS CORPORATION Electronic Data Processing Systems

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#### **INSTRUCTION FORMAT:**

<b>±</b>	1	2	3	4	5	6	7	8	9	0
							Г			
1	l	ı		1		1	l		1	

Digit positions 1, 2, 3 and 4 comprise what are called control digits; these specify different modes of execution, as defined in the summary. The operation code occupies digit positions 5 and 6. Digit positions 7, 8, 9 and 0 usually represent an address in storage; but they are sometimes used for other purposes.

#### **DEFINITIONS OF TERMS AND SYMBOLS:**

- ±: sign digit. If the sign digit is an odd integer, automatic B-register address-modification will occur.
- sL: define the boundaries of a partial-word field: s designates the digit position of the low-order digit; L designates the number of digits in the partial-word field.
  - f: partial-word designator. If f = 0, the entire word is specified; if f = 1, the partial-word field defined by sL is specified.
- aaaa: address of storage location.
  - i: not relevant to the execution of the instruction.
  - v: variation designator.

#### ARITHMETIC

Replace the contents of the A register by the contents of aaaa.

CAA 10

CLEAR, ADD ABSOLUTE  $\pm i \cdot i \cdot i \cdot 1 \cdot 1 \cdot 0 \cdot \alpha \cdot \alpha \cdot \alpha \cdot \alpha$ 

Replace the contents of the A register by the absolute value of the contents of aaaa.

ADD 12

ADD ± i i i 0 1 2 α α α α

Add the contents of aaaa to the contents of the A register. The sum appears in the A register.

ADA 12

Add the absolute value of the contents of aaaa to the contents of the A register. The sum appears in the A register.

ADL 19

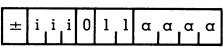
ADD TO LOCATION

± i i i i l 9 α α α α

Add the contents of the A register to the contents of aaaa. The sum appears in aaaa.

CSU 11

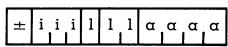
CLEAR, SUBTRACT



Replace the contents of the A register by the negative of the contents of aaaa.

CSA 11

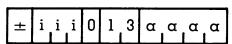
CLEAR, SUBTRACT ABSOLUTE



Replace the contents of the A register by the negative of the absolute value of the contents of aaaa.

SUB 13

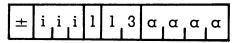
SUBTRACT



Subtract the contents of aaaa from the contents of the A register. The difference appears in the A register.

SUA 13

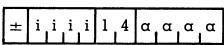
SUBTRACT ABSOLUTE



Subtract the absolute value of the contents of aaaa from the contents of the A register. The difference appears in the A register.

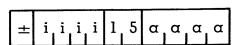
MUL 14

MULTIPLY



Multiply the contents of aaaa by the contents of the A register. The ten low-order digits of the product appear in the R register; the high-order digits are in the A register.

#### DIVIDE

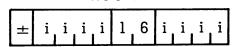


The contents of the R register are the ten loworder digits of the dividend; the contents of the A register are the high-order digits of the dividend. Divide the dividend by the contents of aaaa. The quotient appears in the A register, the remainder in the R register.

**RND** 

16

#### ROUND

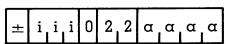


If the high-order digit in the R register is greater than or equal to 5, add 1 to the contents of the A register.

**FAD** 

22

#### FLOATING ADD

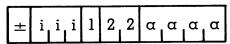


Add the floating-point number in aaaa to the floating-point number in the A register. The floatingpoint sum appears in the A register.

**FAA** 

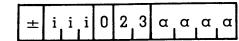
22

#### FLOATING ADD ABSOLUTE



Add the absolute value of the floating-point number in aaaa to the floating-point number in the A register. The floating-point sum appears in the A register.

#### FLOATING SUBTRACT

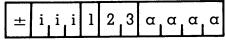


Subtract the floating-point number in aaaa from the floating-point number in the A register. The floatingpoint difference appears in the A register.

**FSA** 

23

#### FLOATING SUBTRACT ABSOLUTE

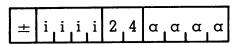


Subtract the absolute value of the floating-point number in aaaa from the floating-point number in the A register. The floating-point difference appears in the A register.

**FMU** 

24

#### FLOATING MULTIPLY

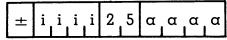


Multiply the floating-point number in aaaa by the floating-point number in the A register. The low-order digits of the floating-point product appear in the R register; the high-order digits are in the A register.

**FDV** 

25

#### FLOATING DIVIDE



The contents of the R register are the low-order digits of the floating-point dividend; the high-order digits are in the A register. Divide the floating-point dividend by the floating-point number in aaaa. The floating-point quotient appears in the A register.

### MANIPULATION, INFORMATION TRANSFER

SRA 48
SHIFT RIGHT A

i i i

Shift the contents of the A register, excluding the sign digit, nn positions to the right. Digits shifted out of the A register are lost; as each digit is shifted out, a high-order zero is entered in the A register.

8

n n

SRT 48

SHIFT RIGHT A AND R

± i i i l 4 8 i i n n

Shift the contents of the A and R registers, together, but excluding the sign digits, nn positions to the right. Digits shifted out of the low-order position of the R register are lost; as each digit is shifted out, a high-order zero is entered in the A register. The sign of the R register is changed to the sign of the A register.

SRS 48

SHIFT RIGHT A WITH SIGN

± i i i 2 4 8 i i n n

Shift the contents of the A register, including the sign digit, nn positions to the right. Digits shifted out of the low-order position of the A register are lost; as each digit is shifted out, a zero is entered in the sign-digit position.

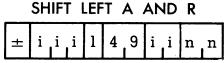
SLA 49

SHIFT LEFT A

± i i i 0 4 9 i i n n

Shift the contents of the A register, excluding the sign digit, nn positions to the left. This is a circulating shift: as each digit is shifted out of the high-order position, it enters the low-order position of the A register.

SLT 49



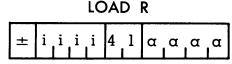
Shift the contents of the A and R registers, together, but excluding the sign digits, nn positions to the left. This is a circulating shift: as each digit is shifted out of the high-order position of the A register, it enters the low-order position of the R register. The sign of the A register is changed to the sign of the R register.

SLS 49

± i i i 2 4 9 i i n n

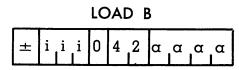
Shift the contents of the A register, including the sign digit, nn positions to the left. This is a circulating shift: as each digit is shifted out of the sign-digit position, it enters the low-order position of the A register.

LDR 41



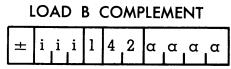
Replace the contents of the R register by the contents of aaaa.

LDB 42



Replace the contents of the B register by the four low-order digits of aaaa.

LBC 42



Replace the contents of the B register by the 10's complement of the number which is the content of the four low-order digit positions of aaaa.

29 43 **RTF** LSA RECORD TRANSFER LOAD SIGN A i i i n 3 αα. Transfer the contents of nn consecutively-Replace the sign digit of the A register by n. addressed locations, beginning with the one whose address is aaaa, to the nn consecutively-addressed locations beginning with the one whose address is in the B register. 40 **STA** STORE A 45 CLA CLEAR A 4 0 αααα 4 5 Replace the contents of the specified partial-word field in aaaa, or the contents of the entire word, by the contents of the corresponding field in the A register. Replace every digit in the A register by 0. 45 **CLR** 40 CLEAR R STR STORE R i i 2 4 4 0 ααααα Replace every digit in the R register by 0. Replace the contents of the specified partial-word field in aaaa, or the contents of the entire word, by the 45 **CLB** contents of the corresponding field in the R register. CLEAR B 5 i i | 4 | 4 40 **STB** Replace every digit in the B register by 0. STORE B 46 CLL α α α α CLEAR LOCATION Replace the contents of the specified partial-word field in aaaa by the contents of the corresponding field in 6 α α α α the B register. Replace every digit in aaaa by 0. 17 **EXT** 44 **STP EXTRACT** STORE P

αααα

Replace the address portion of aaaa by the con-

tents of the P register, increased by 1.

i i i i l 1 7

α α α α

For each digit in aaaa that is an even integer, the

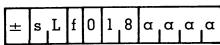
corresponding digit in the A register is replaced by zero.

### **DECISION MAKING**

CFA

18

COMPARE FIELD A

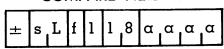


Compare the contents of the specified partial-word field in aaaa, or the contents of the entire word, with the corresponding field in the A register. According as the contents of the field in the A register are greater than, equal to, or less than the contents of the corresponding field in aaaa, set the COMPARISON Indicator to HIGH, EQUAL, or LOW.

**CFR** 

18

COMPARE FIELD R

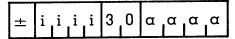


Compare the contents of the specified partial-word field in aaaa, or the contents of the entire word, with the corresponding field in the R register. According as the contents of the field in the R register are greater than, equal to, or less than the contents of the corresponding field in aaaa, set the COMPARISON Indicator to HIGH, EQUAL, or LOW.

BUN

30

BRANCH, UNCONDITIONALLY

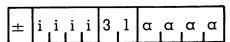


Transfer control to the instruction in aaaa.

**BOF** 

31

BRANCH, OVERFLOW

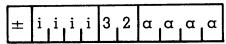


If the OVERFLOW Indicator is on, transfer control to the instruction in aaaa; if not, control continues in sequence.

**BRP** 

32

**BRANCH, REPEAT** 

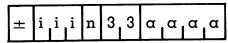


If the REPEAT Indicator is on, transfer control to the instruction in aaaa; if not, control continues in sequence.

**BSA** 

33

BRANCH, SIGN A

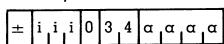


If the sign digit in the A register equals n, transfer control to the instruction in aaaa; if not, control continues in sequence.

**BCH** 

34

BRANCH, COMPARISON HIGH

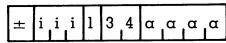


If the COMPARISON Indicator is HIGH, transfer control to the instruction in aaaa; if not, control continues in sequence.

**BCL** 

34

BRANCH, COMPARISON LOW

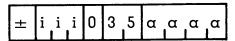


If the COMPARISON Indicator is LOW, transfer control to the instruction in aaaa; if not, control continues in sequence.

**BCE** 

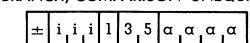
35

BRANCH, COMPARISON EQUAL



If the COMPARISON Indicator is EQUAL, transfer control to the instruction in aaaa; if not, control continues in sequence.

BCU 35
BRANCH, COMPARISON UNEQUAL



If the COMPARISON Indicator is HIGH or LOW, transfer control to the instruction in aaaa; if not, control continues in sequence.

BFA 36

### BRANCH, FIELD A ± s L n n 3 6 α α α α

Beginning with the low-order digit of the specified partial-word field in the A register, successively higher-order digits are compared alternately with the low-order and high-order digit of nn. If equality is found, transfer control to the instruction in aaaa; if not, control continues in sequence.

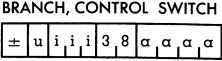
BFR 37

# BRANCH, FIELD R $\pm$ s L n n 3 7 $\alpha$ $\alpha$ $\alpha$

Beginning with the low-order digit of the specified partial-word field in the R register, successively higher-order digits are compared alternately with the low-order and high-order digit of nn. If equality is found, transfer control to the instruction in aaaa; if not, control continues in sequence.

BCS

RRANCH CONTROL SWITCH



38

If PROGRAM CONTROL SWITCH u is on, transfer control to the instruction in aaaa; if not, control continues in sequence.

HALT

± i i i i 0 0 i i i i

Stop all operation.

NOP 01

# NO OPERATION ± i i i i 0 1 i i i i

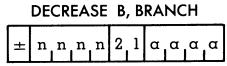
Do nothing: proceed immediately to the next instruction in sequence.

### INSTRUCTION MODIFICATION, TALLYING



Increase the contents of the B register by nnnn. If overflow occurs, control continues in sequence; if not, transfer control to the instruction in aaaa.

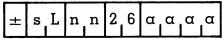
21 **DBB** 



Decrease the contents of the B register by nnnn. If underflow occurs, control continues in sequence; if not, transfer control to the instruction in aaaa.

26 **IFL** 

### INCREASE FIELD LOCATION



Increase the contents of the specified partial-word field in aaaa by nn. If overflow occurs, set the OVER-FLOW Indicator on.

DLB 28 DECREASE FIELD LOCATION, LOAD B

field in aaaa by nn. If underflow occurs, set the REPEAT

Indicator off; if not, set the REPEAT Indicator on.

27

Decrease the contents of the specified partial-word field in aaaa by nn. If underflow occurs, set the REPEAT Indicator off; if not, set the REPEAT Indicator on. In either case, load the B register with the modified partialword field.

#### INPUT-OUTPUT

#### **MAGNETIC TAPE**

MTS 50



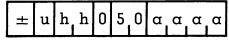
 $\pm = 0$  or 1:

Search on unit u, lane hh, for the block whose first word is identical with the word in aaaa.

Searching is done independently of Computer control.

MFS 50

#### MAGNETIC-TAPE FIELD SEARCH



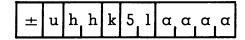
 $\pm = 4$  or 5:

The boundaries of a partial-word field are specified in the B register. Search on unit u, lane hh, for the block the specified part of whose first word is identical with the corresponding part of the word in aaaa.

Searching is done independently of Computer control.

MTC 51

#### MAGNETIC-TAPE SCAN



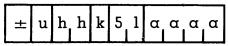
 $\pm = 0$  or 1:

Select unit u, lane hh. Scan in the forward direction for the block whose k<sup>th</sup> word is identical with the word in aaaa.

Scanning is done independently of Computer control.

MFC 51

#### MAGNETIC-TAPE FIELD SCAN



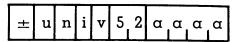
 $\pm = 4$  or 5:

The boundaries of a partial-word field are specified in the B register. Select unit u, lane hh. Scan in the forward direction for the block the specified part of whose kth word is identical with the corresponding part of the word in aaaa.

Scanning is done independently of Computer control.

MRD 52

#### MAGNETIC-TAPE READ



Read n blocks from unit u into consecutively-addressed locations beginning with aaaa. B-register address-modification of designated input can be programmed. Automatic transfer of control occurs when an end-of-file control block is sensed. Parity is checked with automatic re-trial if an error is detected.

MRR 53

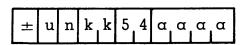
#### MAGNETIC-TAPE READ, RECORD



Read n blocks—including prefaces—from unit u into consecutively-addressed locations beginning with aaaa. B-register address-modification of designated input can be programmed. Automatic transfer of control occurs when an end-of-file control block is sensed. Parity is checked with automatic re-trial if an error is detected.

MIW 54

#### MAGNETIC-TAPE INITIAL WRITE

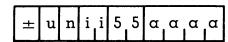


Write on "clean" (i.e., just edited) tape on unit u. Write n blocks, each kk words long, from consecutively-addressed locations beginning with the word in aaaa. The preface word, which contains the number kk, is written just before the first data word of the block.

If magnetic end-of-tape is sensed, turn on END-OF-TAPE Indicator.

MIR 55

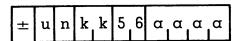
#### MAGNETIC-TAPE INITIAL WRITE, RECORD



Write on "clean" tape on unit u; write n blocks—with preface words—beginning with the preface word in location aaaa; take words from consecutively-addressed locations thereafter.

If magnetic end-of-tape is sensed, turn on END-OF-TAPE Indicator.

#### MAGNETIC-TAPE OVERWRITE

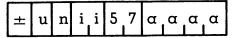


Overwrite n blocks on unit u, each block kk words long; take words from consecutively-addressed locations beginning with the word in aaaa.

MOR

57

#### MAGNETIC-TAPE OVERWRITE, RECORD



Overwrite n blocks on unit u beginning with the preface word in location aaaa; take words from consecutively-addressed locations thereafter.

**MPF** 

58

#### MAGNETIC-TAPE POSITION, FORWARD

±	u	n	i	0	5	8	i	i	i	i	
---	---	---	---	---	---	---	---	---	---	---	--

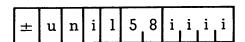
Move tape on unit u, in the forward direction, past n blocks.

This operation is executed independently of Computer control.

**MPB** 

58

#### MAGNETIC-TAPE POSITION, BACKWARD



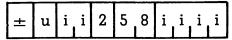
Move tape on unit u, in the backward direction, past n blocks.

This operation is executed independently of Computer control.

MPE

58

## MAGNETIC-TAPE POSITION AT END OF INFORMATION

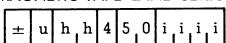


Move tape on unit u to the "end of information." Stop prepared to (initial) write the next block.

This operation is executed independently of Computer control.

MLS

#### MAGNETIC-TAPE LANE SELECT



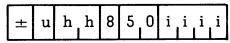
On unit u, select the read-write head specified by hh. There is no tape movement.

This operation is executed independently of Computer control.

MRW

50

#### MAGNETIC-TAPE REWIND



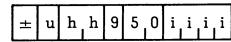
Rewind unit u. Select lane hh at completion of rewind.

Rewinding occurs independently of Computer and Magnetic-Tape Control Unit control.

MDA

50

#### MAGNETIC-TAPE REWIND, DE-ACTIVATE



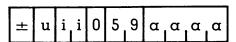
Rewind unit u. Select lane hh at completion of rewind and set interlocks which cause alarm if unit is referred to before interlocks are reset manually.

Rewinding occurs independently of Computer and Magnetic-Tape Control Unit control.

MIB

59

#### MAGNETIC-TAPE INTERROGATE, BRANCH

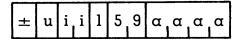


If unit u is ready, transfer control to the instruction in aaaa; otherwise, control continues in sequence.

MIE

59

# MAGNETIC-TAPE INTERROGATE END-OF-TAPE, BRANCH



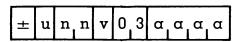
If the END-OF-TAPE Indicator on unit u is on, transfer control to the instruction in aaaa; otherwise, control continues in sequence.

#### PAPER TAPE

**PRD** 

03

#### PAPER-TAPE READ

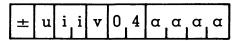


Read nn words, from unit u, into consecutively-addressed locations beginning with aaaa. Automatic alphanumeric translation is provided. B-register address-modification of designated input can be programmed. A control word in paper tape permits overriding of nn.

PRB

04

#### PAPER-TAPE READ, BRANCH

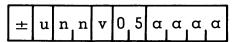


Read from unit u, the words from paper tape going into consecutively-addressed locations beginning with aaaa. Continue reading until a control word in paper tape is encountered: execute the instruction which is the control word. Automatic alphanumeric translation is provided. B-register address-modification of designated input can be programmed.

PRI

05

#### PAPER-TAPE READ, INVERSE FORMAT



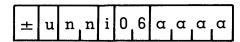
(Certain business machines punch sign digit last: this is "inverse format.")

Read from unit u; read nn words into consecutively-addressed locations beginning with aaaa. B-register address-modification of designated input can be programmed. A control word in paper tape permits overriding of nn.

**PWR** 

06

#### PAPER-TAPE WRITE

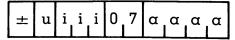


Punch, or print, nn words from consecutively-addressed locations, beginning with the contents of aaaa, using punch or printer u, respectively.

**PWI** 

07

## PAPER-TAPE WRITE INTERROGATE, BRANCH



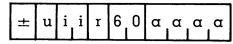
If punch or printer unit u is ready, transfer control to the instruction in aaaa; otherwise, control continues in sequence.

#### **CARDATRON**

**CRD** 

60

#### CARD READ



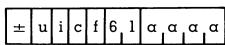
Transfer the contents of the buffer of input unit u into consecutively-addressed locations, beginning with aaaa. The information is edited automatically by the format band selected by a punch in the card whose contents are in the buffer. B-register address-modification of designated input can be programmed. If r is odd, the next card is not read into the buffer.

Transfer of information from the next card to the buffer is independent of Computer control. That is, reloading of the buffer is accomplished automatically under Cardatron control.

**CWR** 

61

#### CARD WRITE



Transfer to the buffer of output unit u, words from consecutively-addressed locations beginning with aaaa. Edit the information using format band f.

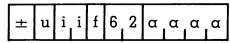
Print one line, or punch one card, with the contents of the buffer, controlling the punch or printer as specified by c.

Printing or punching is independent of Computer control.

**CRF** 

62

#### CARD READ, FORMAT LOAD

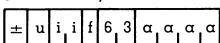


Load format band f, input unit u, with the editing control-stream occupying the 29 consecutively-addressed locations beginning with aaaa.

**CWF** 

63

#### CARD WRITE, FORMAT LOAD

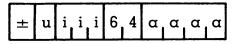


Load format band f, output unit u, with the editing control-stream occupying the 29 consecutively-addressed locations beginning with aaaa.

CRI

64

#### CARD READ INTERROGATE, BRANCH

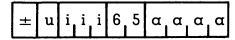


If input unit u is ready, transfer control to the instruction in aaaa; otherwise, control continues in sequence.

**CWI** 

65

#### CARD WRITE INTERROGATE, BRANCH



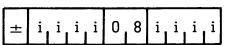
If output unit u is ready, transfer control to the instruction in aaaa; otherwise, control continues in sequence.

#### **CONTROL CONSOLE**

KAD

08

#### KEYBOARD ADD

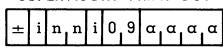


Activate the Console keyboard. The number entered on the keyboard is added to the contents of the A register. The sum appears in the A register.

**SPO** 

09

#### SUPERVISORY PRINT-OUT



Print, on the Supervisory Printer, nn words from consecutively-addressed locations beginning with the contents of aaaa. Alphanumeric translation is automatic.

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