

#### PROGRAM

Double Precision Subtraction

# TAPES

ASCII Source: 090-000018

# ABSTRACT

This routine performs a subtraction of two double precision, two's complement numbers.

### 1. REQUIREMENTS

#### 1.1 Memory

1K or larger alterable memory

#### 1.2 Equipment

NOVA central processor

# 1.3 External Subroutines

None

#### 1.4 Other

None

#### 2. OPERATING PROCEDURE

#### 2.1 Calling Sequence

JSR .DSUB address of higher order word of subtrahend return

#### 2.2 Input Format

The minuend is passed in ACØ, ACl (high order, low order). The subtrahend must be in two consecutive memory words, higher order followed by lower order. The word following the JSR .DSUB should contain the address of the higher order word of the subtrahend.

### 2.3 Output Format

The double precision difference is returned in  $AC\emptyset$ , AC1 (high order, low order).

## 2.4 Error Returns

None

# 2.5 State of Active Registers upon Exit

 $AC\emptyset$ , AC1, AC3, and Carry are destroyed by .DSUB. AC2 remains unchanged.

#### 2.6 Cautions to User

No check is made for overflow. Incorrect results will be obtained if differences exceed 2\*\*31-1 in magnitude.

#### 3. DISCUSSION

### 3.1 Algorithms

The double subtract algorithm is based on the fact that the low order word of a two's complement, double precision number may be considered an unsigned binary number. The low order words are subtracted. If no "borrow" occurred from the high order, the high order words are also subtracted. Otherwise, 1 is subtracted from the results of the high order subtraction to compensate for the "borrow". (Note that the latter can be accomplished with one instruction, ADC.)

#### 3.2 Limitations and Accuracy

The routine is exact provided the magnitude of the result does not exceed 2\*\*31-1.

#### 3.3 Size and Timing

The routine is 15 (octal) words in length.

Execution time is 54.9  $\mu$  seconds.

## 3.4 References

See section 2.2 of "How to Use the NOVA" for a further discussion of double precision arithmetic.

### 3.5 Flow Diagrams

None

# 4. EXAMPLES AND APPLICATIONS

An ASCII source tape of .DSUB is provided with the NOVA software. This tape should be edited into user software that requires double precision subtraction.

# 5. PROGRAM LISTING

A listing of .DSUB follows. No origin has been given, enabling the user to edit the source anywhere within his routines.

```
J DOUBLE SUBTRACTION
                             ; COMPUTES THE DIFFERENCE OF TWO DOUBLE PRECISION TWO'S
                              3 COMPLEMENT INTEGERS
                              3 INPUT: D1 IN ACO, AC1 (HIGH AND LOW)
                                                             ADDRESS OF D2 IN WORD AFTER JSR
D1-D2 IN ACO, AC1 (HIGH AND LOW)
                              3 OUTPUT:
                              3 CALLING SEQUENCE:
                                         JSR .DSUB
                                             ADDRESS OF SECOND OPERAND
                             2
                                            RETURN
                            ; CAUTION: NO CHECK IS MADE FOR OVERFLOW
                             3 UNCHANGED: AC2
                             ; DESTROYED:
                                                               ACO, ACI, AC3, CARRY
00000 054014 .DSUB: STA 3, .BE03 ; SAVE RETURN

      00000 054014 •DSUB:
      STA 3, BE03
      $ SAVE RETURN

      00001 050013
      STA 2, BE02
      $ *SAVE AC2

      00002 035400
      LDA 3,0,3
      $ ADDRESS OF D2

      00003 031400
      LDA 2,0,3
      $ HIGH ORDER OF D2

      00004 035401
      LDA 3,1,3
      $ LOW ORDER OF D2

      00005 166423
      SUBZ 3,1,SNC
      $ LOW ORDER SUBTRACT

      00006 142001
      ADC 2,0,SKP
      $ BORROW

      00007 142400
      SUB 2,0
      $ NO BORROW

      00010 030013
      LDA 2, BE02
      $ *RESTORE AC2

      00011 010014
      ISZ BE03
      $ BUMP RETURN

      00012 002014
      JMP 0-BE03
      $ AND RETURN

00013 000000 .BE02: 0
                                                                           # *SAVE AC2
# SAVE RETURN
00014 000000 .BE03: 0
```