

**703 IC SYSTEMS COMPUTER**

**REFERENCE  
AND  
INTERFACE  
MANUAL**

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## Section 1

### GENERAL DESCRIPTION

#### 1-1 GENERAL

The Raytheon 703 Computer is a general-purpose computer designed as the control element in data acquisition processing and control systems. The 703 features low cost, integrated circuits, and the reliability inherent to third generation refinements. The basic characteristics of the 703 are:

- 16-bit word length
- Two's complement arithmetic
- Direct and indexed addressing
- Memory expandable from 4096 to 32,768 words
- 1.75  $\mu$  sec cycle time
- Byte and word addressing
- Byte manipulation instructions
- High-speed Direct Memory Access I/O channels
- Direct Input/Output to the Central Processor Unit permitting program word transfer
- Interrupt system

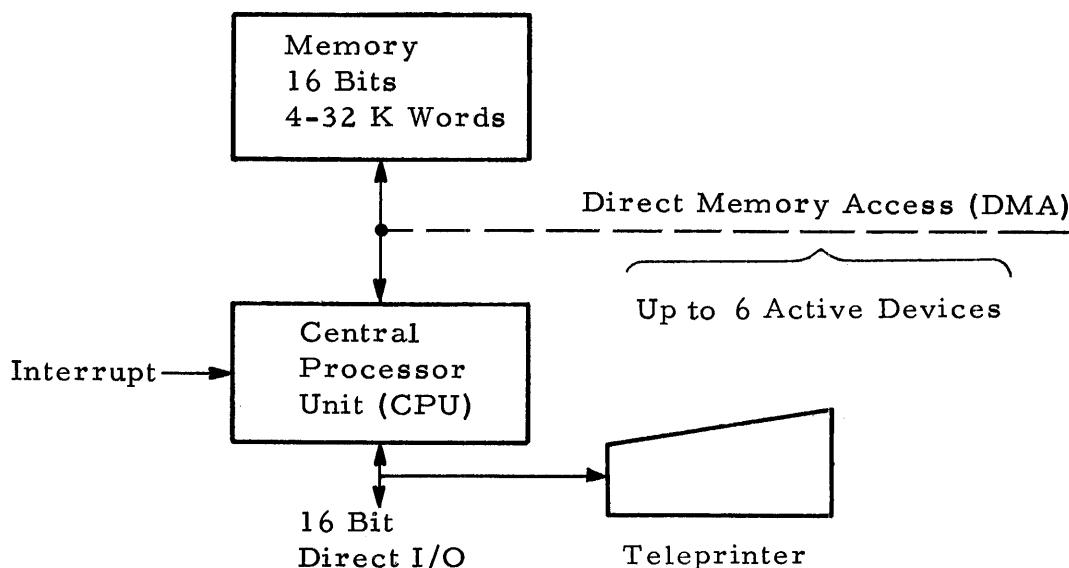


Figure 1-1. Raytheon Model 703 Computer

The Raytheon 703 uses a parallel structured central processor as shown in figure 1-2. The following operational registers are available to the programmer:

- ACR: The 16-bit accumulator used as a full-word and byte accumulator.
- PCR: The 15-bit program counter
- IXR: The 16-bit index register
- EXR: The 5-bit memory address extension register

The following registers are not available to the programmer:

- INR: The 8-bit instruction register that holds the current instruction code
- MAR: The 16-bit memory address register that contains the current operand address
- MBR: The 16-bit memory buffer register used to hold operand words transmitted to and from memory

The Raytheon 703 Memory consists of one or more memory modules of 4096 words providing a capacity from 4096 to 32,768 words. The word size is 16 bits. Basic memory cycle time is 1.75  $\mu$  sec.

Select and Complement (S/C) Gates A and B gate the various registers into the arithmetic circuits at the proper time. These two gates also provide two's complementation for the accumulators. The Adder is comprised of the Carry, and Logic and Sum Generators which perform the arithmetic and logical functions in the CPU.

The CPU Control function coordinates the operation of the other units in the Central Processor Unit. The status of the Overflow, High, Low, and Global functions is retained in Status Storage.

Receivers and Drivers of the Direct Input/Output pass data directly to and from the Accumulator (ACR). These circuits are discussed in detail in Section 4.

1-2

## WORD FORMATS

Note that in the following description of word formats, bit positions within a word are numbered from left to right, bit 0 being the most significant and bit 15 the least significant.

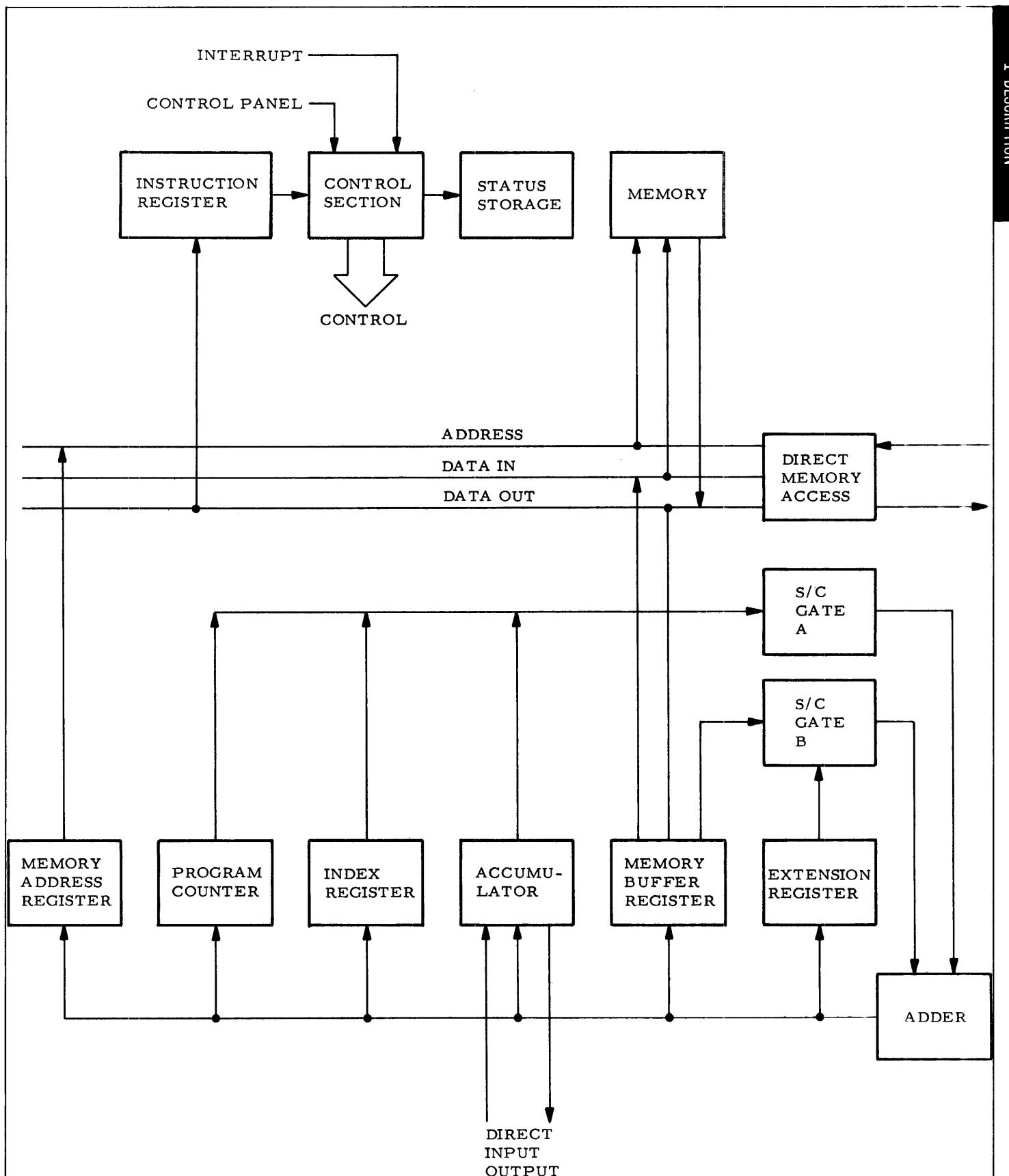
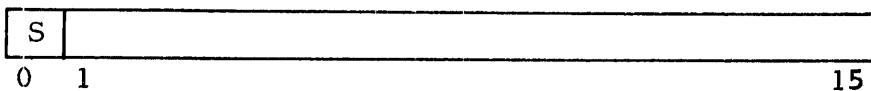


Figure 1-2. Central Processor Unit, Block Diagram

## 1-2. 1 DATA WORDS

Single precision numbers have the following format:

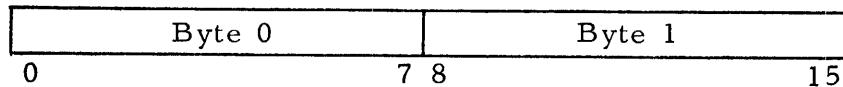


Single precision data are held in a 16-bit two's complement numbers format. Bit-0, the sign bit, is a zero for positive numbers and a one for negative numbers. The number range is defined:

$$\text{FRACTIONAL: } -1 \leq N < +1$$

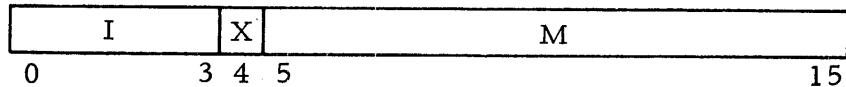
$$\text{INTEGER: } -2^{15} \leq N < +2^{15} - 1$$

Two 8-bit bytes are contained in a word in the following format:



## 1-2. 2 INSTRUCTION WORDS

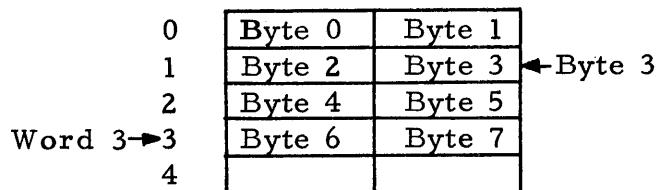
The instruction word format is:



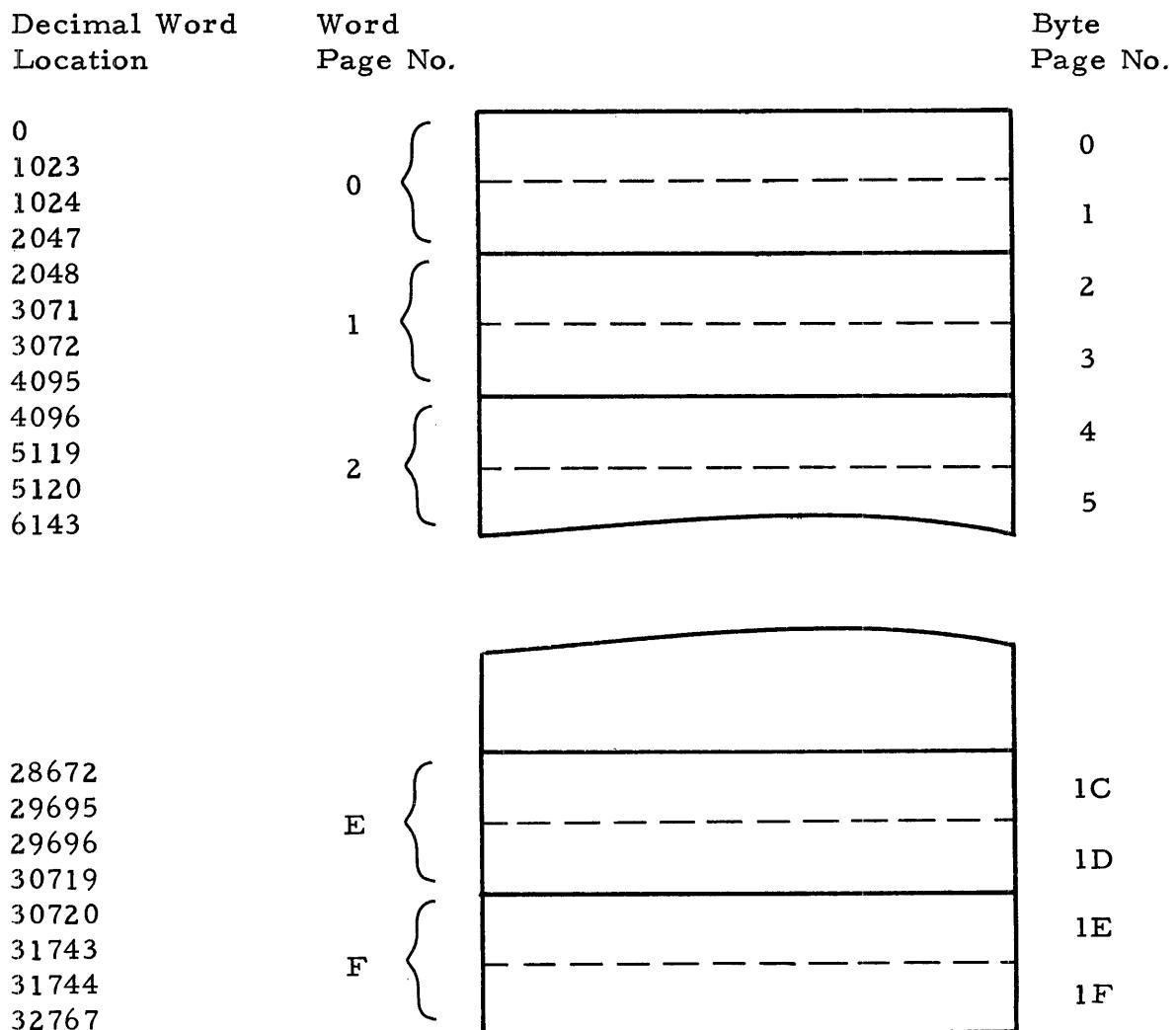
Bits 0-3 designate the instruction code (I). Bit 4 is the index flag (X). Bits 5-15 are the memory address (M). Certain extended instructions that do not require memory reference use the M field to further specify instruction function. The format for each instruction is defined in Section 2.

## 1-3 ADDRESSING

Addressing in the Raytheon 703 is according to instruction type. The effective address,  $i$ , of a word instruction designates the  $i^{\text{th}}$  word of memory, while the  $i^{\text{th}}$  byte is designated for a byte instruction. For example, the execution of a byte instruction with address 3 specifies byte address 3 as shown below. The execution of a word instruction with address 3 specifies word address 3 as shown below.



The 32,768 memory words are accessed by a memory paging technique. The memory is divided both into word pages containing 2,048 words and byte pages of 2,048 bytes. These pages are designated by either a word or byte page number as shown below:



Since there are two byte pages in each word page, dividing a byte page number by two defines the word page containing the associated byte page. The remainder of this division indicates the first or second byte page within the word page.

The page used as a base address for executing a memory reference instruction is specified by an extension register, EXR. The contents of this 5-bit register (a byte page number) are concatenated to the 11-bit address, M, to form a 16-bit byte address when a byte instruction is executed. The most significant four bits of the contents of EXR are used to form a 15-bit word address for word instructions. In this manner the contents of EXR designate a word page, and one of the two byte pages within that word page.

The contents of EXR may be set to any memory page by executing the SML (select memory lower) or SMU (select memory upper) instructions. After executing the memory reference instruction, the contents of EXR are replaced by bits 1 thru 5 of the program counter. Base addresses are thus automatically contained within the local page (the page containing the instruction to be executed), unless an SML or SMU instruction designates another page for the next memory reference instruction.

The Raytheon 703 uses three forms of addressing -- direct, indexed local, and indexed global.

#### 1-3. 1 DIRECT ADDRESSING

Bit 4 of the instruction word specifies either direct or indexed addressing. If bit 4 is a zero, direct addressing is specified. The base address formed by the concatenation of the contents of EXR to the address field of the instruction (M) is used directly as the effective address.

#### 1-3. 2 INDEXED ADDRESSING

A one in bit 4 of the instruction word specifies indexing. Two modes of indexing are provided, local and global.

In the local mode, a base address is formed using the extension register. The contents of the index register (IXR) are added to this base address to form the effective address.

In the global mode, zeros are substituted for the contents of the extension register when the base address is formed. This base address is added to the contents of the index register to form the effective address.

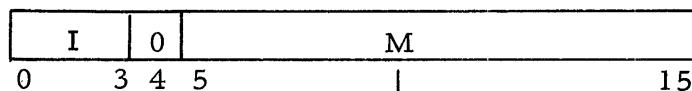
The machine may be set to either the local or global mode using SLM or SGM instructions. Execution of a JSX instruction automatically selects the global mode prior to the jump.

### 1-3.3 ADDRESSING SUMMARY

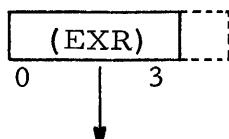
The effect of the various modes of address modification are illustrated below. Note that the L/R adjacent to the Byte Locations indicates left or right byte.

#### 1-3.3.1 Direct

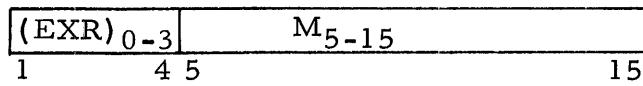
Word Instruction:



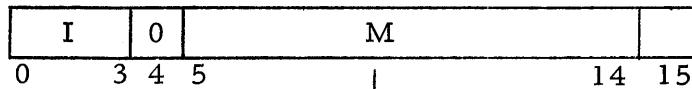
Extension:



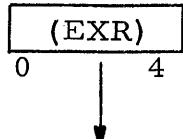
Effective 15-bit Word Address:



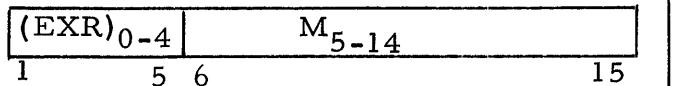
Byte Instruction:



Extension:



Effective 15-bit Word Address:

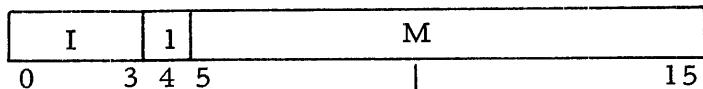


Byte Location:

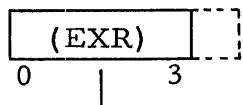


1 - 3. 3. 2 Indexed Local

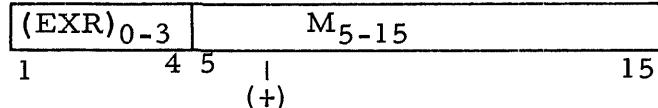
Word Instruction:



Extension:

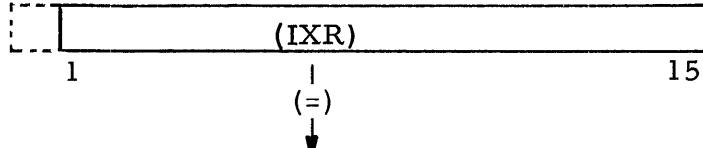


Base Address:

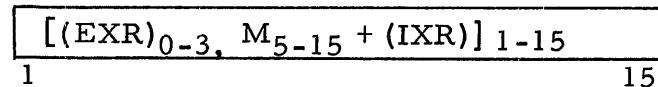


(+) ↓

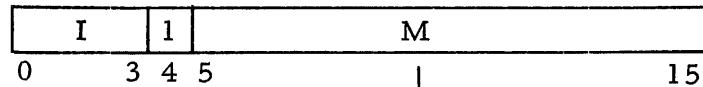
Index:



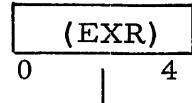
(=) ↓

Effective 15-bit  
Word Address:

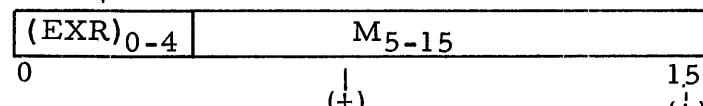
Byte Instruction:



Extension:



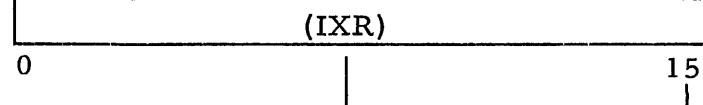
Base Address:



(+) ↓

(+) ↓

Index:



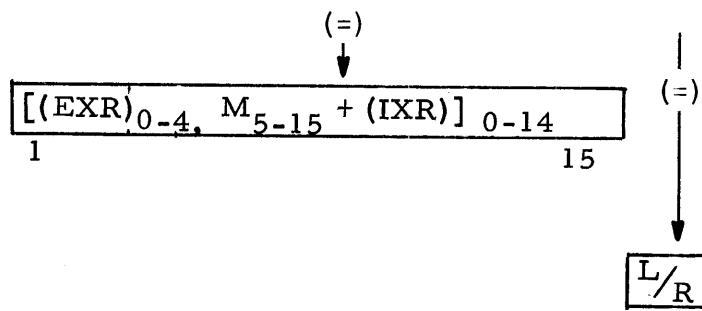
(=) ↓

(=) ↓

(Cont)

(Cont)

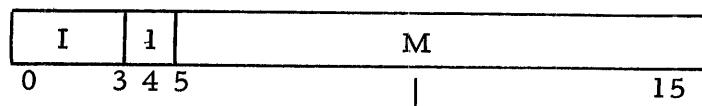
Effective 15-bit Word Address:



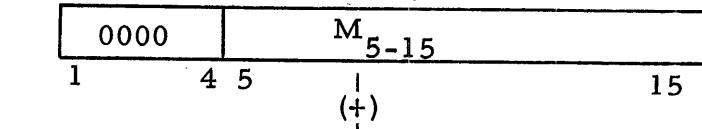
Byte Location:

### 1-3.3.3 Indexed Global

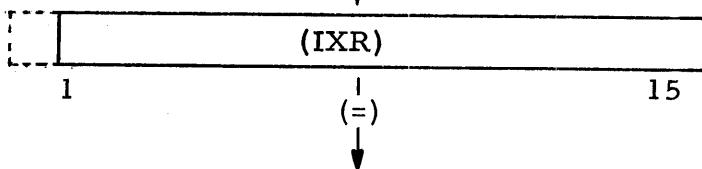
Word Instruction:



Base Address:

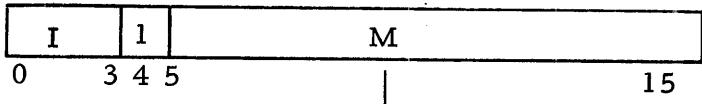


Index:

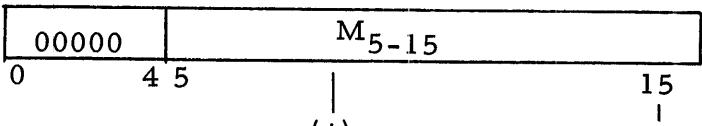


Effective 15-bit Word Address:

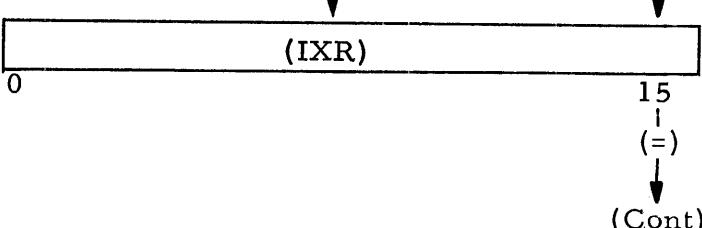
Byte Instruction:



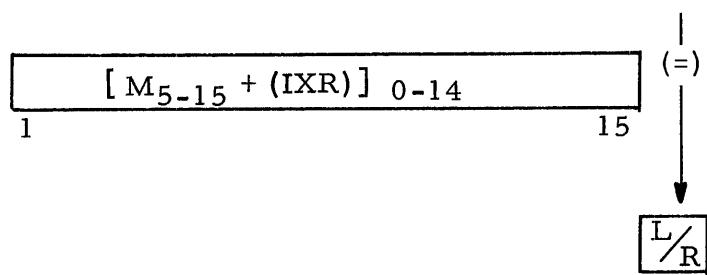
Base Address:



Index:



Effective 15-bit  
Word Address:



Byte Location:

## Section 2.

## INSTRUCTIONS

## 2-1 GENERAL

This section defines the function of each instruction and its effect on the various registers and the memory of the machine. Unless a register or the memory is specifically mentioned, it is unaffected by the instruction. The mnemonic, format, and timing in terms of memory cycles and equations are also defined for each instruction. The equation terms and symbols are defined in table 2-1.

## 2-2 LOAD/STORE

LDB Load Byte

LDB	X	M	
0	3	4	5

15

T: 2

(ACR)  $\leftarrow$   $(M_B)$ 

The contents of the memory byte location specified by the effective address replace the contents of bits 8-15 of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register.

LDW Load Word

LDW	X	M	
0	3	4	5

15

T: 2

(ACR)  $\leftarrow$   $(M_W)$ 

The contents of the memory word location specified by the effective address replace the contents of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register.

LDX Load Index

LDX	X	M	
0	3	4	5

15

T: 2

(IXR)  $\leftarrow$   $(M_W)$ 

The contents of the memory word location specified by the effective address replace the contents of the index register. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register.

Table 2-1. Definition of Instruction Equation Terms and Symbols

Terms and Symbols	Definitions
(ACR)	The contents of the accumulator
(IXR)	The contents of the index register
(M <sub>W</sub> )	The contents of the memory word location M
(PCR)	The contents of the program counter
(M <sub>B</sub> )	The contents of the memory byte location M
(EXR)	The contents of the extension register
M	The memory address field of the instruction
(X) <sub>n-m</sub>	The n <sup>th</sup> through m <sup>th</sup> bits of the contents of the register or memory location X
A ← B	A is replaced by B
+	Arithmetic sum
-	Arithmetic difference
^	Logical AND
v	Logical OR
⊕	Logical exclusive OR
(X̄)	Logical inversion of the contents of X
(ADFNEG)	The contents of the "negative" comparison flip flop
(ADFEQL)	The contents of the "equals" comparison flip flop
[ Expression ]	The logical value of the expression
(ADFOVF)	The contents of the overflow flip flop
(CCFGLB)	The contents of the global flip flop

STB Store Byte

STB	X	M	
0	3	4	5

15

T: 3

 $(M_B) \leftarrow (ACR)$  8-15

The contents of bits 8-15 of the accumulator replace the contents of the memory byte location specified by the effective address. The contents of the accumulator remain unchanged. Execution of this instruction copies the local page address to the extension register.

STW Store Word

STW	X	M	
0	3	4	5

15

T: 2

 $(M_W) \leftarrow (ACR)$ 

The contents of the accumulator replace the contents of the memory word location specified by the effective address. The contents of the accumulator remain unchanged. Execution of this instruction copies the local page address to the extension register.

STX Store Index

STX	X	M	
0	3	4	5

15

T: 2

 $(M_W) \leftarrow (IXR)$ 

The contents of the index register replace the contents of the memory word location specified by the effective address. The contents of the index register remain unchanged. Execution of this instruction copies the local page address to the extension register.

### 2-3 ARITHMETIC

ADD Add

ADD	X	M	
0	3	4	5

15

T: 2

 $(ACR) \leftarrow (ACR) + (M_W)$ 

The arithmetic sum of the original contents of the accumulator plus the contents of the memory word location specified by the effective address replaces the contents of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register. The overflow flip flop is set if the result of an addition is less than  $-2^{15}$  or greater than  $2^{15} - 1$ .

SUB Subtract

SUB	X	M	
0	3	4	5

15

T: 2

$$(ACR) \leftarrow (ACR) - (M_W)$$

The arithmetic difference between the original contents of the accumulator minus the contents of the memory word location specified by the effective address replaces the contents of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register. The overflow flip flop is set if the result of a subtraction is less than  $-2^{15}$  or greater than  $2^{15} - 1$ .

## 2-4 LOGICAL

ORI Inclusive OR

ORI	X	M	
0	3	4	5

15

T: 2

$$(ACR) \leftarrow (ACR) \vee (M_W)$$

The logical sum of the contents of the accumulator and the contents of memory word location specified by the effective address replaces the contents of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register.

ORE Exclusive OR

ORE	X	M	
0	3	4	5

15

T: 2

$$(ACR) \leftarrow (ACR) \oplus (M_W)$$

The logical Exclusive OR between the contents of the accumulator and the contents of the memory word location specified by the effective address replaces the contents of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register.

AND Logical AND

AND	X	M	
0	3	4	5

15

T: 2

$$(ACR) \leftarrow (ACR) \wedge (M_W)$$

The logical product of the original contents of the accumulator and the contents of the memory word location specified by the effective address replaces the contents of the accumulator. The contents of memory remain unchanged. Execution of this instruction copies the local page address to the extension register.

## 2-5 COMPARE

CMB Compare Byte

CMB	X	M	
0	3	4	5

15

T: 2

 $(ADFNEG) \leftarrow [(ACR)_{8-15} - (M_B) < 0]$  $(ADFEQL) \leftarrow [(ACR)_{8-15} - (M_B) = 0]$ 

The contents of the memory byte location specified by the effective address are compared to the contents of bits 8-15 of the accumulator. The result of the comparison is stored in a comparison register specifying whether the contents of bits 8-15 of the accumulator were less than, equal to, or greater than the contents of the memory byte position specified by the effective address. Neither the contents of the register or memory are affected. Execution of this instruction copies the local page address to the extension register. Bytes are treated as signed two's complement 8-bit numbers.

CMW Compare Word

CMW	X	M	
0	3	4	5

15

T: 2

 $(ADFNEG) \leftarrow [(ACR) - (M_W) < 0]$  $(ADFEQL) \leftarrow [(ACR) - (M_W) = 0]$ 

The contents of the memory word location specified by the effective address are compared to the contents of the accumulator. The result of the comparison is stored in the comparison register specifying whether the contents of the accumulator are less than, equal to, or greater than the contents of the memory location specified by the effective address. Neither the contents of the accumulator nor the contents of memory are affected. Execution of this instruction copies the local page address to the extension register. Words are treated as signed two's complement 16-bit numbers.

## 2-6 JUMPS

JMP Unconditional Jump

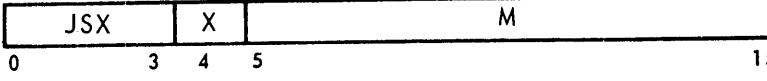
JMP	X	M	
0	3	4	5

15

T: 1

 $(PCR) \leftarrow M_W$ 

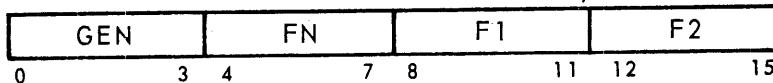
The effective word address replaces the contents of the program counter. Execution of this instruction copies the local page address to the extension register.

JSX     Jump and Store     Return In Index     T: 2  
  
 $(IXR) \leftarrow (PCR); (PCR) \leftarrow M_W$

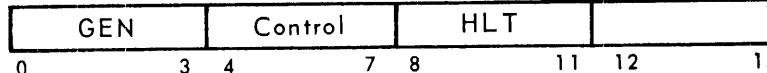
The contents of the index register are replaced by the contents of the program counter. The contents of the program counter are replaced by the effective word address. Execution of this instruction copies the local page address to the extension register. Execution of this instruction forces the computer into global addressing mode prior to the transfer.

## 2-7 GENERICS

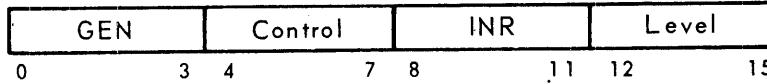
Generics are non-memory reference instructions which share a common instruction code. As shown in the format below, bits 4-7 (FN) are used to designate the major function or functional class of the instruction to be performed. Bits 8-11 (F1) may be used to designate a subclass of a basic generic instruction class.



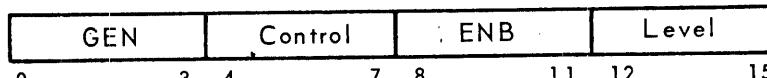
### 2-7.1 CONTROL GENERICS

HLT     Halt     T: 1  


The central processing unit is placed in the idle state. To resume computation the run switch on the control panel must be activated.

INR     Interrupt Return     T: 3  


The interrupting level must be specified in bits 12-15 of the instruction to effect a correct return. Memory word locations accessed by the execution of the INR instruction are relative to the specified interrupt level. The contents of the program counter and machine status (MS) are restored and the interrupt level is returned to the Idle state.

ENB     Enable Interrupt     T: 1  


The interrupt level specified is enabled, permitting it to respond to interrupts. Bits 12-15 of the instruction word specify which interrupt level is enabled.

DSB	Disable Interrupt	<table border="1"> <tr> <td>GEN</td><td>Control</td><td>DSB</td><td>Level</td></tr> </table>	GEN	Control	DSB	Level
GEN	Control	DSB	Level			
		0            3  4            7  8            11 12            15				

T: 1

The interrupt level specified is disabled, preventing any response to interrupts. Bits 12-15 of the instruction word specify which interrupt level is disabled.

MSK	Mask Interrupts	<table border="1"> <tr> <td>GEN</td><td>Control</td><td>MSK</td><td></td></tr> </table>	GEN	Control	MSK	
GEN	Control	MSK				
		0            3  4            7  8            11 12            15				

T: 1

The interrupt system is inhibited from processing any interrupts which may occur. The interrupt condition of each level will remain pending and will be processed when the inhibit condition is removed. An interrupt subroutine in process is not affected by execution of this instruction. Bits 12-15 are unused.

UNM	Unmask Interrupts	<table border="1"> <tr> <td>GEN</td><td>Control</td><td>UNM</td><td></td></tr> </table>	GEN	Control	UNM	
GEN	Control	UNM				
		0            3  4            7  8            11 12            15				

T: 1

The interrupt system is unmasked to allow enabled interrupts to be serviced as required. Bits 12-15 are unused.

SLM	Set Local Mode Addressing	<table border="1"> <tr> <td>GEN</td><td>Control</td><td>SLM</td><td></td></tr> </table>	GEN	Control	SLM	
GEN	Control	SLM				
		0            3  4            7  8            11 12            15				

T: 1

(CCFGLB) ← 0

The central processing unit is placed in the local addressing mode causing the contents of the extension register (EXR) to be used in forming the base address of index instructions.

SGM	Set Global Mode	<table border="1"> <tr> <td>GEN</td><td>Control</td><td>SGM</td><td></td></tr> </table>	GEN	Control	SGM	
GEN	Control	SGM				
		0            3  4            7  8            11 12            15				

T: 1

(CCFGLB) ← 1

The central processing unit is placed in the global addressing mode. The contents of the extension register (EXR) are not used in forming the base address of index instructions. The bit positions normally provided by the EXR are set to 0.

**CEX** Copy Extension to Index      

GEN	Control	CEX					
0	3	4	7	8	11	12	15

T: 1  
 $(\text{IXR})_{0-4} \leftarrow (\text{EXR})$

The contents of bits 0-4 of the index register are replaced by the contents of the extension register. The contents of the extension register and the contents of the remaining bits of the index register remain unchanged.

**CXE** Copy Index to Extension      

GEN	Control	CXE					
0	3	4	7	8	11	12	15

T: 1  
 $(\text{EXR}) \leftarrow (\text{IXR})_{0-4}$

The contents of the extension register are replaced by the contents of bits 0-4 of the index register. The contents of the index register remain unchanged.

**SML** Select Memory Lower      

GEN	Control	SML	F2				
0	3	4	7	8	11	12	15

T: 1  
 $(\text{EXR})_0 \leftarrow 0; (\text{EXR})_{1-4} \leftarrow F_2$

The contents of bits 1 to 4 of the extension register are replaced by bits 12-15 (F2) of the instruction. Bit 0 of the extension register is set to zero.

**SMU** Select Memory Upper      

GEN	Control	SMU	F2				
0	3	4	7	8	11	12	15

T: 1  
 $(\text{EXR})_0 \leftarrow 1; (\text{EXR})_{1-4} \leftarrow F_2$

The contents of bits 1 to 4 of the extension register are replaced by bits 12-15 (F2) of the instruction. Bit 0 of the extension register is set to one.

## 2-7.2 DATA GENERICS

**CLR** Clear Accumulator      

GEN	DATA	CLR					
0	3	4	7	8	11	12	15

T: 1  
 $(\text{ACR}) \leftarrow 0$

The contents of the accumulator are replaced by 0.

CMP Complement  
Accumulator

GEN	DATA	CMP		
0	3 4	7 8	11 12	15

T: 1

(ACR)  $\leftarrow$  - (ACR)

The contents of the accumulator are replaced by the two's complement of the contents of the accumulator. The overflow flip flop will be set if the number  $-2^{15}$  is complemented.

INV Invert Accumulator

GEN	DATA	INV		
0	3 4	7 8	11 12	15

T: 1

(ACR)  $\leftarrow$   $\overline{(ACR)}$ 

The contents of the accumulator are replaced by the one's complement of the contents of the accumulator.

CXA Copy Index to  
Accumulator

GEN	DATA	CXA		
0	3 4	7 8	11 12	15

T: 1

(ACR)  $\leftarrow$  (IXR)

The contents of the accumulator are replaced by the contents of the index register. The contents of the index register are not affected.

CAX Copy Accumulator  
to Index

GEN	DATA	CAX		
0	3 4	7 8	11 12	15

T: 1

(IXR)  $\leftarrow$  (ACR)

The contents of the index register are replaced by the contents of the accumulator. The contents of the accumulator are not affected.

## 2-7.3 I/O GENERICS

DIN Direct Input

GEN	DIN	F1	F2	
0	3 4	7 8	11 12	15

T: 2

(ACR)  $\leftarrow$  (DIN)<sub>0-15</sub>

Bits 8-15 of the instruction (F1 and F2) are transferred to the DIO address bus and an input strobe is generated. At the trailing edge of the input strobe, the contents of the accumulator are replaced by the data applied to the DIO input data bus. Bits 8-11 (F1) of the instruction word designate the device selected for input and bits 12-15 (F2) of the instruction designate the selected function.

DOT Direct Output

GEN	DOT	F1	F2
0	3 4	7 8	11 12 15

T: 2

(DOT)<sub>0-15</sub> ← (ACR)

Bits 8-15 of the instruction (F1 and F2) are transferred to the DIO address bus, the contents of the accumulator are transferred to the DIO output data bus, and an output strobe is generated. The contents of the accumulator are not affected. Bits 8-11 (F1) of the instruction word designate the device selected for output and bits 12-15 of the instruction word (F2) designate the selected function.

## 2-7.4 LITERAL GENERICS

IXS

Increment Index and

Skip if  $\geq 0$ 

GEN	IXS	F1	F2
0	3 4	7 8	11 12 15

T: 2

(IXR)  $\leftarrow$  (IXR) + M<sub>8-15</sub>; (PCR)  $\leftarrow$  (PCR) + 1 + [(IXR)  $\geq 0$ ]

The algebraic sum of the contents of the index register plus the unsigned literal, bits 8-15 of the instruction word, replace the contents of the index register. If the sum is greater than or equal to zero the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

DXS

Decrement Index and

Skip if  $< 0$ 

GEN	DXS	F1	F2
0	3 4	7 8	11 12 15

T: 2

(IXR)  $\leftarrow$  (IXR) - M<sub>8-15</sub>; (PCR)  $\leftarrow$  (PCR) + 1 + [(IXR) < 0]

The algebraic difference between the contents of the index register and the unsigned literal, bits 8-15 of the instruction word replace the contents of the index register. If the contents of the index register are less than zero the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

LLB

Load Literal Byte

GEN	LLB	F1	F2
0	3 4	7 8	11 12 15

T: 1

(ACR)<sub>8-15</sub>  $\leftarrow$  M<sub>8-15</sub>

The contents of bits 8-15 of the accumulator are replaced by the literal, bits 8-15 of the instruction word. The contents of bits 0-7 of the accumulator are unaffected.

CLB	Compare Literal Byte	<table border="1"> <tr> <td>GEN</td><td>CLB</td><td>F1</td><td>F2</td></tr> </table>	GEN	CLB	F1	F2
GEN	CLB	F1	F2			
		0      3    4      7    8      11   12      15				

T: 1

$$(ADFNEG) \leftarrow [(ACR)_{8-15} - M_{8-15} < 0]$$

$$(ADFEQL) \leftarrow [(ACR)_{8-15} - M_{8-15} = 0]$$

The contents of bits 8-15 of the accumulator are compared to the literal, bits 8-15 of the instruction word, and the result stored in the comparison register specifying whether the contents of bits 8-15 of the accumulator were less than, equal to, or greater than the literal. Both the literal and the contents of bits 8-15 of the accumulator are treated as 8-bit two's complement numbers for the purpose of this comparison.

## 2-7.5 SKIP GENERICS

SAZ	Skip on Accumulator Zero	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SAZ</td><td></td></tr> </table>	GEN	SKIP	SAZ	
GEN	SKIP	SAZ				
		0      3    4      7    8      11   12      15				
	T: 1					

$$(PCR) \leftarrow (PCR) + 1 + [(ACR) = 0]$$

If the contents of the accumulator are zero, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SAP	Skip on Accumulator Plus	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SAP</td><td></td></tr> </table>	GEN	SKIP	SAP	
GEN	SKIP	SAP				
		0      3    4      7    8      11   12      15				
	T: 1					

$$(PCR) \leftarrow (PCR) + 1 + [(ACR) \geq 0]$$

If the contents of the accumulator are greater than or equal to zero, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SAM	Skip on Accumulator Minus	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SAM</td><td></td></tr> </table>	GEN	SKIP	SAM	
GEN	SKIP	SAM				
		0      3    4      7    8      11   12      15				
	T: 1					

$$(PCR) \leftarrow (PCR) + 1 + [(ACR) < 0]$$

If the contents of the accumulator are less than 0, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SAO Skip on Accumulator      

GEN	SKIP	SAO	
0	3 4	7 8	11 12
			15

Odd

T: 1

$$(PCR) \leftarrow (PCR) + 1 + [(ACR)_{15} = 1]$$

If the contents of bit 15 of the accumulator is equal to 1, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

SLS Skip on Compare Less      

GEN	SKIP	SLS	
0	3 4	7 8	11 12
			15

T: 1

$$(PCR) \leftarrow (PCR) + 1 + [(ADFNEG) = 1]$$

If the contents of the comparison storage register specify that the contents of the accumulator were less than the operand of the last previous compare instruction, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SXE Skip on Index      

GEN	SKIP	SXE	
0	3 4	7 8	11 12
			15

Even

T: 1

$$(PCR) \leftarrow (PCR) + 1 + [(IXR)_{15} = 0]$$

If the contents of bit 15 of the index is equal to 0, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

SEQ Skip on Compare      

GEN	SKIP	SEQ	
0	3 4	7 8	11 12
			15

Equal

T: 1

$$(PCR) \leftarrow (PCR) + 1 + [(ADFEQL) = 1]$$

If the contents of the comparison storage register specify that the contents of the accumulator were equal to the operand of the last previous compare instruction, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SNE	Skip on Compare Not Equal	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SNE</td><td></td></tr> </table>	GEN	SKIP	SNE	
GEN	SKIP	SNE				
		0      3    4      7    8      11    12      15				
	T: 1					
	(PCR) $\leftarrow$ (PCR) + 1 + [(ADFEQL) = 0]					

If the contents of the comparison storage register specify that the contents of the accumulator were not equal to the operand of the last previous compare instruction, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SGR	Skip on Compare Greater	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SGR</td><td></td></tr> </table>	GEN	SKIP	SGR	
GEN	SKIP	SGR				
		0      3    4      7    8      11    12      15				
	T: 1					
	(PCR) $\leftarrow$ (PCR) + 1 + [(ADFEQL) = 0] $\wedge$ [(ADFNEG) = 0]					

If the contents of the comparison storage register specify that the contents of the accumulator were greater than the operand of the last previous compare instruction, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SLE	Skip on Compare Less Than or Equal	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SLE</td><td></td></tr> </table>	GEN	SKIP	SLE	
GEN	SKIP	SLE				
		0      3    4      7    8      11    12      15				
	T: 1					
	(PCR) $\leftarrow$ (PCR) + 1 + [(ADFNEG) = 1] $\vee$ [(ADFEQL)= 1]					

If the contents of the comparison storage register specify that the contents of the accumulator were less than or equal to the operand for the last previous compare instruction, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The contents of the accumulator are not affected.

SNO	Skip on No Overflow	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SNO</td><td></td></tr> </table>	GEN	SKIP	SNO	
GEN	SKIP	SNO				
		0      3    4      7    8      11    12      15				
	T: 1					
	(PCR) $\leftarrow$ (PCR) + 1 + [(ADFOVF) = 0]; (ADFOVF) $\leftarrow$ 0					

If the contents of the overflow storage flip flop is zero, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken. The content of the overflow storage flip flop is set to zero.

SSE	Skip on Sense External	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SSE</td><td></td></tr> </table>	GEN	SKIP	SSE	
GEN	SKIP	SSE				
		0            3  4            7  8            11 12            15				

T: 1  
 $(PCR) \leftarrow (PCR) + 1 + [SSE = 0]$

If the external sense line is false, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

SS0	Skip on Sense Switch Zero False	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SS0</td><td></td></tr> </table>	GEN	SKIP	SS0	
GEN	SKIP	SS0				
		0            3  4            7  8            11 12            15				

T: 1  
 $(PCR) \leftarrow (PCR) + 1 + [SS0 = 0]$

If sense switch zero is false, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

SS1	Skip on Sense Switch One False	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SS1</td><td></td></tr> </table>	GEN	SKIP	SS1	
GEN	SKIP	SS1				
		0            3  4            7  8            11 12            15				

T: 1  
 $(PCR) \leftarrow (PCR) + 1 + [SS1 = 0]$

If sense switch one is false, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

SS2	Skip on Sense Switch Two False	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SS2</td><td></td></tr> </table>	GEN	SKIP	SS2	
GEN	SKIP	SS2				
		0            3  4            7  8            11 12            15				

T: 1  
 $(PCR) \leftarrow (PCR) + 1 + [SS2 = 0]$

If sense switch two is false, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

SS3	Skip on Sense Switch Three False	<table border="1"> <tr> <td>GEN</td><td>SKIP</td><td>SS3</td><td></td></tr> </table>	GEN	SKIP	SS3	
GEN	SKIP	SS3				
		0            3  4            7  8            11 12            15				

T: 1  
 $(PCR) \leftarrow (PCR) + 1 + [SS3 = 0]$

If sense switch three if false, the next instruction in sequence is skipped; otherwise, the next instruction in sequence is taken.

## 2-7.6 SHIFT GENERICS

Two basic classes of shift instructions, arithmetic and logical, are provided in which the shift type is specified by bits 4-7 of the instruction word (F1). Open and circular shifts, as well as their direction, and single or double precision are specified by bits 8-11. All single length shifts affect only the accumulator while double length shifts affect both the accumulator and index register, where the index register is treated as the right extension of the accumulator. The shift length is designated by bits 12-15 of the instruction word (F2).

### 2-7.6.1 Arithmetic Shifts

SRA	Shift Right Arithmetic	<table border="1"> <tr> <td>GEN</td><td>A-SFT</td><td>SRA</td><td>F2</td></tr> </table>	GEN	A-SFT	SRA	F2
GEN	A-SFT	SRA	F2			
		0            3    4              7    8              11    12              15				
	T: 2-5 (ACR) $\leftarrow$ (ACR) $\div 2^M$ 12-15					

The contents of the accumulator are shifted F2 positions to the right, as specified by bits 12-15 of the instruction word. The sign bit of the accumulator is unchanged by this operation and is shifted to bit 1 of the accumulator. Bits shifted off the right end of the register are lost.

SLA	Shift left Arithmetic	<table border="1"> <tr> <td>GEN</td><td>A-SFT</td><td>SLA</td><td>F2</td></tr> </table>	GEN	A-SFT	SLA	F2
GEN	A-SFT	SLA	F2			
		0            3    4              7    8              11    12              15				
	T: 2-5 (ACR) $\leftarrow$ (ACR) $\times 2^M$ 12-15					

The contents of the accumulator are shifted F2 positions to the left, as specified by bit positions 12-15 of the instruction word. Bits shifted from position 0 are lost and zeros replace the vacated bit positions on the right end of the accumulator. If the sign bit of the accumulator is changed by this operation, the overflow storage flip flop is set.

SRA D	Shift right Arithmetic Double	<table border="1"> <tr> <td>GEN</td><td>A-SFT</td><td>SRA D</td><td>F2</td></tr> </table>	GEN	A-SFT	SRA D	F2
GEN	A-SFT	SRA D	F2			
		0            3    4              7    8              11    12              15				
	T: 2-5 (ACR, IXR) $\leftarrow$ (ACR, IXR) $\div 2^M$ 12-15					

The contents of the accumulator and index register are shifted F2 positions to the right as specified by bits 12-15 of the instruction word. The sign bit of the accumulator is unchanged by this operation, and is shifted to bit 1 of the accumulator. Bit 15 of the accumulator is shifted to bit 0 of the index register. Bits shifted off the right end of the index register are lost.

SLA D Shift left Arithmetic	GEN	A-SFT	SLA D	F2
Double	0	3 4	7 8	11 12 15
T: 2-5 (ACR, IXR) $\leftarrow$ (ACR, IXR) X 2 <sup>M</sup> 12-15				

The contents of the accumulator and index register are shifted F2 positions to the left, as specified by bit positions 12-15 of the instruction word. Bits shifted from bit position 0 of the accumulator are lost and zeros replace vacated bit positions on the right end of the index register. Bit 0 of the index register is shifted to bit 15 of the accumulator. If the sign bit of the accumulator is changed by this operation the overflow storage flip flop is set.

#### 2-7.6.2 Logical Shifts

To keep the explanation of the logical shift functions as simple as practicable, the shift logic equations have been omitted from this section.

SRL Shift right logical	GEN	L-SFT	SRL	F2
T: 2-5	0	3 4	7 8	11 12 15

The contents of the accumulator are shifted F2 positions to the right, as specified by bits 12-15 of the instruction word. Bits shifted off the right end of the accumulator are lost and zeros replace the vacated bit positions at the left end of the accumulator.

SLL Shift left logical	GEN	L-SFT	SLL	F2
T: 2-5	0	3 4	7 8	11 12 15

The contents of the accumulator are shifted F2 positions to the left, as specified by bits 12-15 of the instruction word. Bits shifted off the left end of the accumulator are lost and zeros replace the vacated bit positions on the right end of the accumulator.

SRL D Shift right logical	GEN	L-SFT	SRL D	F2
Double	0	3 4	7 8	11 12 15

The contents of the accumulator and index register are shifted F2 positions to the right, as specified by bits 12-15 of the instruction word. Bit 15 of the accumulator is shifted into bit 0 of the index register. Bits shifted off the right end of the index register are lost and zeros replace the vacated bit positions on the left end of the accumulator.

SLL D Shift left logical  
Double  
T: 2-5

GEN	L-SFT	SLL D	F2
0	3 4	7 8	11 12 15

The contents of the accumulator and index register are shifted F2 positions to the left, as specified by bits 12-15 of the instruction word. Bits shifted off the left end of the accumulator are lost and zeros replace the vacated bit positions on the right end of the index register. Bit 0 of the index register is shifted to bit 15 of the accumulator.

SRC Shift right circular  
T: 2-5

GEN	L-SFT	SRC	F2
0	3 4	7 8	11 12 15

The contents of the accumulator are shifted F2 positions to the right as specified by bits 12-15 of the instruction word. During this operation bit 15 of the accumulator is shifted to bit 0 in the accumulator.

SLC Shift left circular  
T: 2-5

GEN	L-SFT	SLC	F2
0	3 4	7 8	11 12 15

The contents of the accumulator are shifted F2 positions to the left, as specified by bits 12-15 of the instruction word. During this operation bit 0 of the accumulator is shifted to bit 15 of the accumulator.

SRC D Shift right circular  
Double  
T: 2-5

GEN	L-SFT	SRC D	F2
0	3 4	7 8	11 12 15

The contents of the accumulator and index register are shifted F2 positions to the right, as specified by bits 12-15 of the instruction word. During this operation bit 15 of the index register is shifted to bit zero of the accumulator. Bit 15 of the accumulator is shifted to bit 0 of the index register.

SLC D Shift left circular  
Double  
T: 2-5

GEN	L-SFT	SLC D	F2
0	3 4	7 8	11 12 15

The contents of the accumulator and index register are shifted F2 positions to the left, as specified by bits 12-15 of the instruction word. During this operation bit 0 of the index register is shifted to bit 15 of the accumulator and bit 0 of the accumulator is shifted to bit 15 of the index register.

SRL L Shift right logical	GEN	L-SFT	SRL L	F2
Left byte	0	3 4	7 8	11 12
T: 2-5				15

The contents of bits 0-7 of the accumulator are shifted F2 positions to the right as specified by bits 12-15 of the instruction word. Bits shifted out of bit position 7 are lost and zeros are inserted into bit position 0. The contents of bit positions 8-15 of the accumulator are not affected by this instruction.

SLL L Shift left logical	GEN	L-SFT	SLL L	F2
Left byte	0	3 4	7 8	11 12
T: 2-5				15

The contents of bit positions 0-7 of the accumulator are shifted F2 positions to the left as specified by bits 12-15 of the instruction word. Bits shifted out of bit position 0 are lost and zeros are inserted into bit position 7. The contents of bit positions 8-15 of the accumulator are not affected by this instruction.

SRL R Shift right logical	GEN	L-SFT	SRL R	F2
Right byte	0	3 4	7 8	11 12
T: 2-5				15

The contents of bit positions 8-15 of the accumulator are shifted F2 positions to the right, as specified by bits 12-15 of the instruction word. Bits shifted out of bit position 15 are lost and zeros are inserted into bit position 8. The contents of bit positions 0-7 of the accumulator are not affected by this instruction.

SLL R Shift left logical	GEN	L-SFT	SLL R	F2
Right byte	0	3 4	7 8	11 12
T: 2-5				15

The contents of bit positions 8-15 of the accumulator are shifted F2 positions to the left as specified by bits 12-15 of the instruction word. Bits shifted out of bit position 8 are lost and zeros are inserted into bit position 15. The contents of bit positions 0-7 of the accumulator are not affected by this instruction.

SRC L Shift right circular  
 Left Byte  
 T: 2-5

GEN	L-SFT	SRC L	F2
0	3 4	7 8	11 12 15

The contents of bit positions 0-7 of the accumulator are shifted F2 positions to the right as specified by bits 12-15 of the instruction word. During this operation bit 7 of the accumulator is shifted into bit 0 of the accumulator. The contents of bit positions 8-15 of the accumulator are not affected by this instruction.

SLC L Shift left circular  
 Left byte  
 T: 2-5

GEN	L-SFT	SLC L	F2
0	3 4	7 8	11 12 15

The contents of bit positions 0-7 of the accumulator are shifted F2 positions to the left as specified by bits 12-15 of the instruction word. During this operation bit 0 of the accumulator is shifted to bit 7 of the accumulator. The contents of bit positions 8-15 of the accumulator are not affected by this instruction.

SRC R Shift right circular  
 Right byte  
 T: 2-5

GEN	L-SFT	SRC R	F2
0	3 4	7 8	11 12 15

The contents of bit positions 8-15 of the accumulator are shifted F2 positions to the right as specified by bits 12-15 of the instruction word. During this operation bit 15 of the accumulator is shifted to bit 8 of the accumulator. The contents of bit positions 0-7 of the accumulator are not affected by this instruction.

SLC R Shift left circular  
 Right byte  
 T: 2-5

GEN	L-SFT	SLC R	F2
0	3 4	7 8	11 12 15

The contents of bit positions 8-15 of the accumulator are shifted F2 positions to the left as specified by bits 12-15 of the instruction word. During this operation bit 8 of the accumulator is shifted to bit 15 of the accumulator. The contents of bit positions 0-7 of the accumulator are not affected by this instruction.

## Section 3

## INTERRUPT

## 3-1 GENERAL

The priority interrupt system of the Raytheon 703 permits rapid response by the computer to events occurring external to the central processing unit (CPU). One level of interrupt is included with the basic system; however, expansion up to 16 levels is optionally available. Each level in the interrupt system may assume one of four states.

Disabled: The interrupt level is unable to respond to an interrupt. An interrupt signal sent from an external device is ignored.

Idle: The interrupt level is able to respond to an interrupt signal, but none has been received. The interrupt signal must have a pulse width greater than 1.75 microseconds.

Wait: An interrupt signal has been received, accepted, and the level is awaiting processing.

Active: The CPU has processed the interrupt by execution of a fixed hardware instruction sequence. The interrupt remains in the Active state until the program specifies an Interrupt Return or a Disable Interrupt.

Interrupt levels are numbered from 0 to 15. The lowest enabled interrupt level has the lowest priority. Level 0 is lowest. Level 15 is highest. Each interrupt level is allocated three unique words in the lower address portion of memory for storage of the program counter, an interrupt linkage address and machine status. Memory interrupt locations are assigned as follows:

00000	Interrupt Level 0	PCR Save
00001		Linkage Address
00002		Machine Status Save
00003		Unused by Interrupt Sequence
00004	Interrupt Level 1	PCR Save
00005		Linkage Address
00006		Machine Status Save
00007		Unused by Interrupt Sequence
--	--	--
00060	Interrupt Level 15	PCR Save
00061		Linkage Address
00062		Machine Status Save
00063		Unused by Interrupt Sequence

### 3-2 PROGRAMMING WITH THE INTERRUPT SYSTEM

The Raytheon 703 has five instructions which allow the user to achieve full utilization of the priority interrupt system. These instructions are Mask Interrupts (MSK), Unmask Interrupts (UNM), Enable Interrupt (ENB), Disable Interrupt (DSB), and Interrupt Return (INR).

To allow an interrupt subroutine to complete at least a few essential operations before it is itself interrupted, the Mask Interrupts (MSK) instruction may be employed. Execution of the MSK instruction inhibits all levels from causing interruptions to the current program. However, the interrupt conditions remain pending and will be serviced by the 703 CPU when the interrupt inhibit mask is removed. The interrupt inhibit mask is removed by the execution of the Unmask Interrupts (UNM) instruction.

Initialization of the Raytheon 703 (power ON or RESET) sets all interrupt levels to the Disabled state and removes the interrupt inhibit mask. Each interrupt level may advance from the Disabled state to the Idle state by execution of an Enable Interrupt (ENB) instruction which specifies the particular level. The Disable Interrupt (DSB) instruction changes the referenced interrupt level from its present state (Idle, Wait, or Active) to the Disabled state.

When the interrupt subroutine completes its operation, the interrupt level can be returned to the Idle state and control returned to the interrupted program by execution of the Interrupt Return (INR) instruction. The INR instruction specifies the interrupt level being returned to the Idle state and restores the program counter and machine status to what they were at time of interrupt.

### 3-3 OPERATION OF THE INTERRUPT SYSTEM

The operation of an interrupt level is shown in the flow chart, Figure 3-1. When power is turned on, or when the RESET switch on the control panel is activated, all interrupt levels are set to the Disabled state and the inhibit interrupt mask is set off. Interrupt levels, on an individual basis, may be transferred from the Disabled state to the Idle state by the ENB instruction.

When an interrupt level is in the Idle state, any interrupt signal to that level with duration greater than 1.75 microseconds causes an advance to the Wait state. An interrupt level in the Wait state is advanced to the Active state when there is no higher priority interrupt level in the Active or the Wait state, the inhibit interrupt mask is off, and the execution of the current instruction is completed by the 703 CPU.

When an interrupt level advances to the Active state a fixed hardware sequence stores the contents of the program counter, stores the machine status, places the central processor in global mode, and transfers to the interrupt linkage address. Machine status consists of the contents of the extension register, the overflow indicator, the comparison indicators, and the memory addressing mode (local/global) at the time of interrupt. An interrupt level remains in the Active state until the interrupt subroutine is completed. The INR instruction returns the interrupt to the Idle state and restores the program counter and the machine status to their previous condition at time of interrupt.

An interrupt level in the Active state does not necessarily imply that the 703 CPU is still under control of this particular level of interrupt. The 703 CPU can be under control of a higher priority interrupt subroutine. Priority control allows the highest level in the Wait or Active state to postpone lower priority interrupts that are pending. For example, if interrupt level 7 is in the Active state, interrupt levels 0 to 6 that are in the Wait state will not be serviced by the 703 CPU. The pending lower priority interrupts will not occur until interrupt level 7 is changed to the Idle or the Disabled state by either the INR or the DSB instruction. However, if any interrupt level from 8 to 15 should change to Wait state while interrupt level 7 is in the Active state, an interrupt would occur and control transferred to the higher priority subroutine.

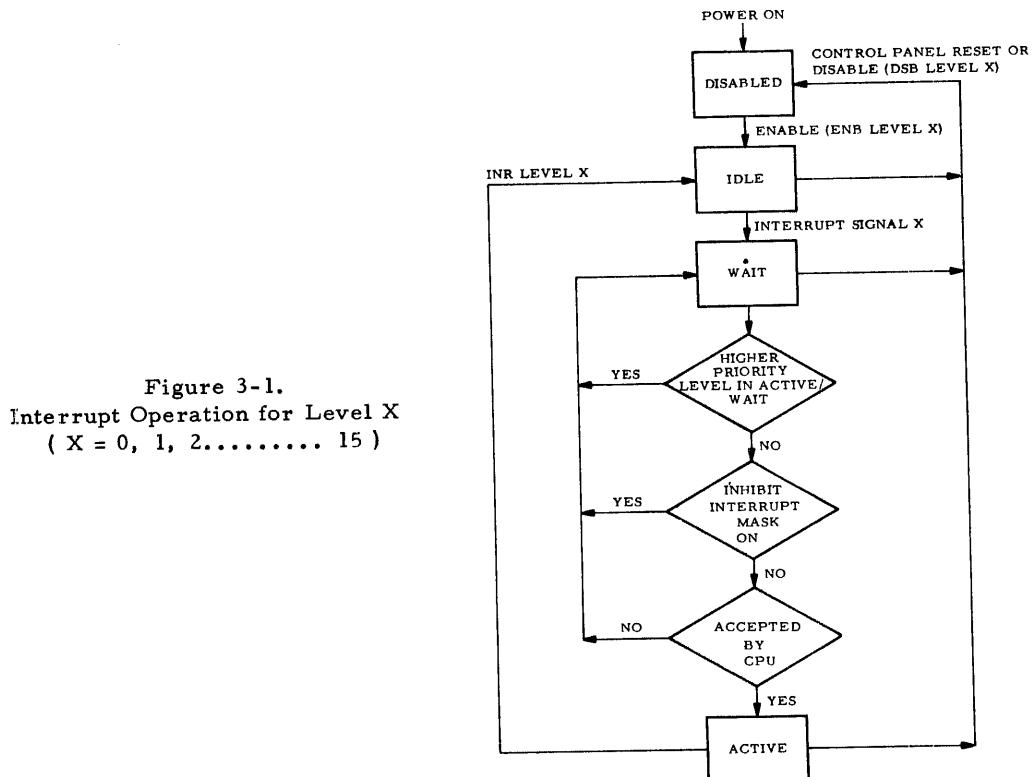


Figure 3-1.  
Interrupt Operation for Level X  
( X = 0, 1, 2, . . . . . 15 )

## Section 4

### INPUT / OUTPUT

#### 4-1 GENERAL

The Raytheon 703 has two types of input/output communication channels, Direct Input/Output (DIO) and Direct Memory Access (DMA). The DIO channel permits direct exchange of 16-bit data words between the accumulator register and a selected external device under direct program control. The DMA channel allows exchange of 16-bit data words between 703 memory and up to six external devices simultaneously, interlaced with computation.

#### 4-2 DIRECT INPUT/OUTPUT

##### 4-2.1 GENERAL DESCRIPTION

Exchange of information directly between external devices and the 703 CPU is provided by the direct input/output channel (see figure 4-1). This channel consists of an 8-bit external address bus, a 16-bit output bus, a 16-bit input bus and two strobe lines.

Operation of this channel is controlled by two instructions, Direct Input (DIN) and Direct Output (DOT). A DIN instruction causes its 8-bit DIO address to be placed on the address bus and produces an input strobe signal (ISB). The data placed on the input bus by the addressed device are transferred to the accumulator at the trailing edge of the strobe signal. Execution of a DOT instruction causes the address to be placed on the address bus, the contents of the accumulator to be placed on the data output bus, and an output strobe signal (OSB). Data may be taken from the output bus by the external device at any point during the OSB period.

The 8-bit DIO address has the following format.

DEVICE	FUNCTION
8	11 12 15

Bits 8-11 designate the selected external device. Bits 12-15 designate the function to be performed. Each external device is assigned a unique device code and may use as many of the 16 function codes as necessary.

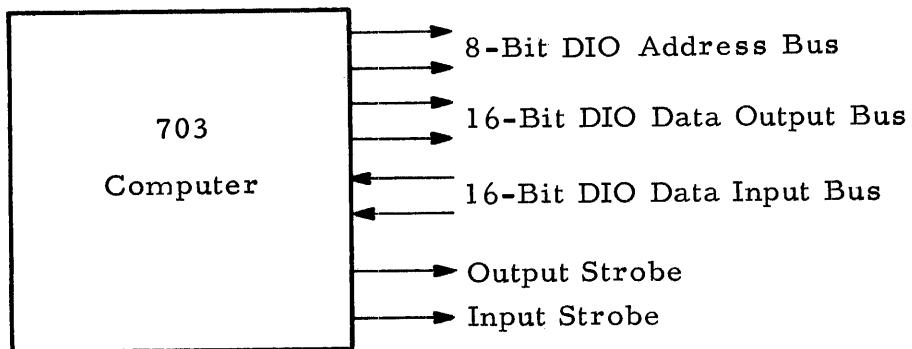


Figure 4-1. Direct Input/Output Channel

## 4-2.2 APPLICATIONS INFORMATION

### 4-2.2.1 Interface

All DIO signals are available on connector J2, a 90 pin ELCO connector mounted on the back panel of the 703 central processor chassis, and on the last connector of the I/O system. (Mating connector is Raytheon PN 530724-500.) These signals are as follows:

DAD08 - to DAD15 -	8-bit address bus
DOT00 - to DOT15 -	16-bit data output bus
DIN00 - to DIN15 -	16-bit data input bus
DOSB -	Data output strobe
DISB -	Data input strobe
KEXT -	External clock
EXSENS -	External sense input
INTRPT00 - to INTRPT15	Interrupt inputs
REXT -	External reset output
V+3.6	Power
MT0 -	Memory timing pulse 0
MT2 -	Memory timing pulse 2
MT4 -	Memory timing pulse 4

Table 4-1 defines pin locations of the signals on this connector.

The following design rules apply when interfacing with the 703 I/O communication channels:

1. Drivers should be Raytheon 844 Power Gates or their equivalents.

2. The receivers may be any diode transistor logic (DTL) circuits.
3. DIO output lines using Raytheon 844 drivers will drive up to 50 feet of twisted pair cable with up to 15 loads. The external equipment on the last position of the line must provide a resistor network termination as shown in figure 4-2.

Table 4-1. Direct I/O Connector J2

Signal	Signal Pin	Ground Pin	Signal	Signal Pin	Ground Pin
DIN00 -	A	J	DAD09 -	AX	BC
DIN01 -	B	J	DAD10 -	BB	BC
DIN02 -	H	J	DAD11 -	BH	BC
DIN03 -	C	L	DAD12 -	BD	BK
DIN04 -	D	L	DAD13 -	BE	BK
DIN05 -	K	L	DAD14 -	BJ	BK
DIN06 -	E	N	DAD15 -	BL	BN
DIN07 -	F	N	DOSB -	BM	BN
DIN08 -	M	N	DISB -	BF	BN
DIN09 -	R	AE	KEXT -	BP	BX
DIN10 -	X	AE	EXSENS -	BR	BX
DIN11 -	AM	AE	REXT -	BS	BZ
DIN12 -	S	Z	V+3.6A -	BT	BZ
DIN13 -	T	Z	V+3.6B -	CZ	DA
DIN14 -	Y	Z	V+3.6C -	DB	DA
DIN15 -	U	AB	MT0 -	BY	BZ
DOT00 -	V	AB	MT2 -	BU	CB
DOT01 -	AA	AB	MT4 -	BV	CB
DOT02 -	P	W	INTRPT00 -	BW	BX
DOT03 -	AC	W	INTRPT01 -	CA	CB
DOT04 -	AD	W	INTRPT02 -	CC	CE
DOT05 -	AF	AP	INTRPT03 -	CD	CE
DOT06 -	AH	AP	INTRPT04 -	CV	CE
DOT07 -	AN	AP	INTRPT05 -	CF	CP
DOT08 -	AJ	AS	INTRPT06 -	CH	CP
DOT09 -	AK	AS	INTRPT07 -	CN	CP
DOT10 -	AR	AS	INTRPT08 -	CJ	CS
DOT11 -	AL	AU	INTRPT09 -	CK	CS
DOT12 -	AT	AU	INTRPT10 -	CR	CS
DOT13 -	AY	AU	INTRPT11 -	CL	CU
DOT14 -	AV	BA	INTRPT12 -	CM	CU
DOT15 -	AW	BA	INTRPT13 -	CT	CU
DAD08 -	AZ	BA	INTRPT14 -	CW	CX
			INTRPT15 -	CY	CX

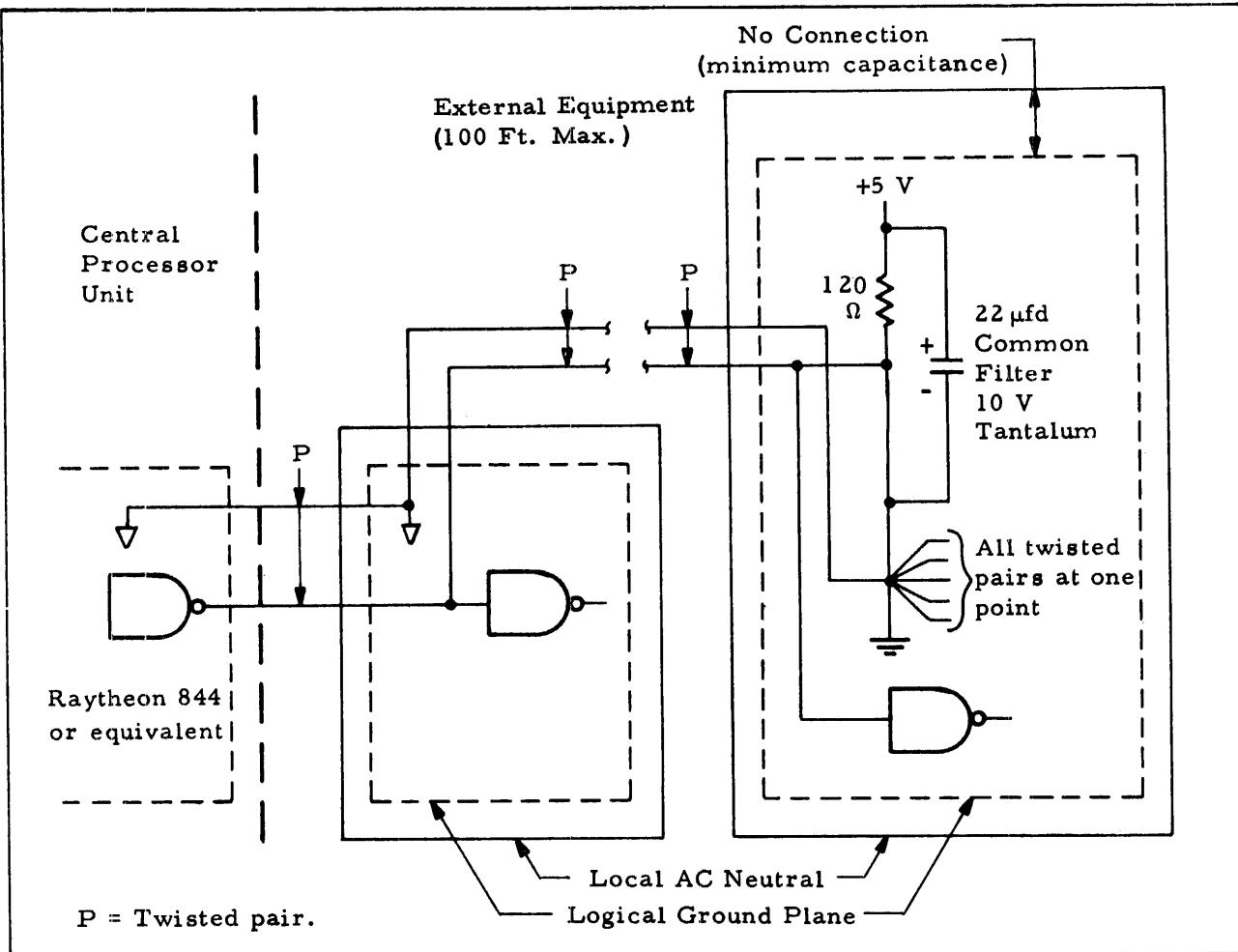


Figure 4-2. DIO Output Line Terminations

4. In the external equipment, DIO input lines should be treated as bus lines driven by Raytheon 844 Power Gates. When an external equipment is not communicating with the DIO, the drivers within that equipment should be disabled with at least one input to the 844 held false. Each DIO input line may be driven by 16 drivers in parallel. The processor provides proper terminations for the ends of the DIO input lines. The external equipment on the last position of the DIO input lines must provide proper terminations for the other ends of the lines. The terminations are as shown in figure 4-3.
5. The resistor terminations in the external equipment may be placed in an end cap to facilitate changing the location of these terminations when the relative position of the external equipment is changed.
6. All DIO input and output signal levels are negative true as follows:

True "1"	Nominal 0V
False "0"	Nominal +3.6V

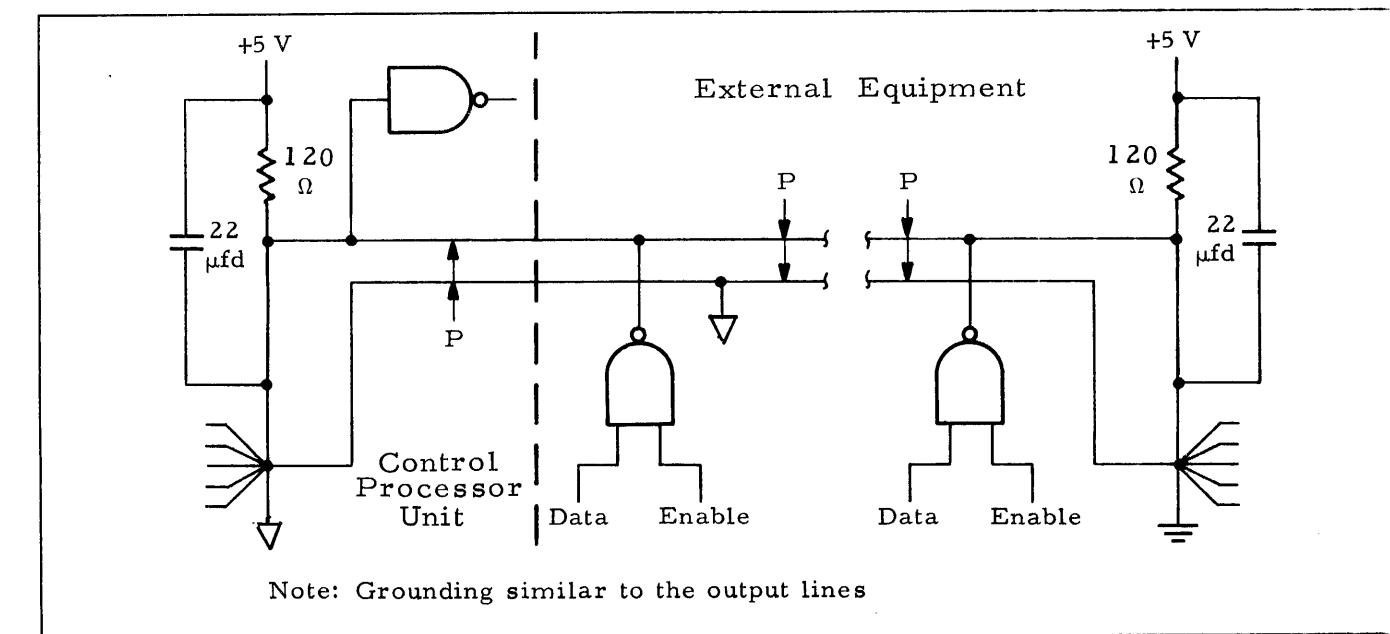


Figure 4-3. DIO Input Line Terminations

#### 4-2.2.2 Timing

Figure 4-4 illustrates the timing of the DIO interface.

Note that for direct output, the address and data are stable at least 700 nsec before and 350 nsec after the output strobe. For direct input, data may be applied to the input bus during the first 1.05 μsec of the data strobe, and must be stable during the final 350 nsec of this strobe. DIO data and address outputs are not gated with the strobe signals.

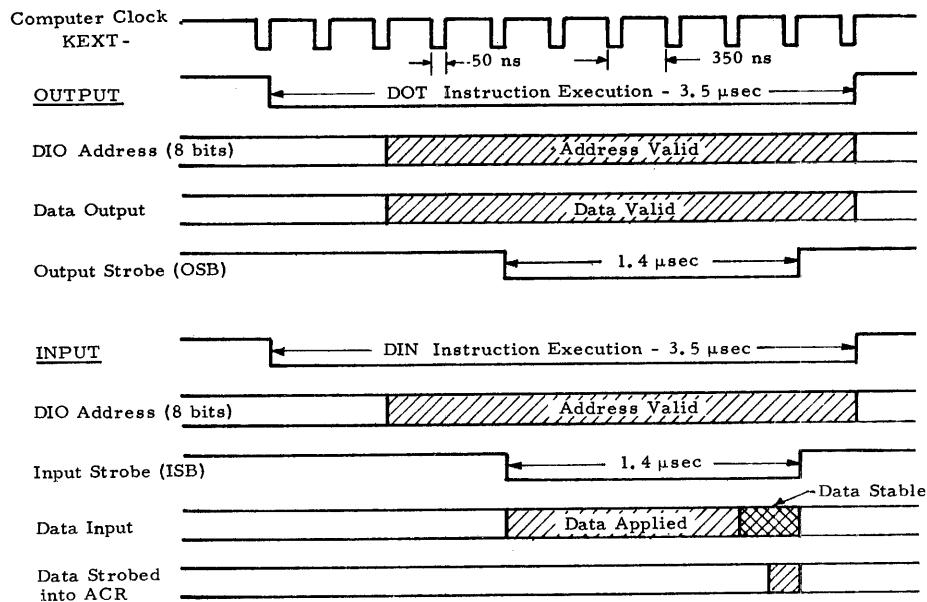


Figure 4-4. DIO Interface Timing

## 4.3 DIRECT MEMORY ACCESS

### 4-3.1 GENERAL DESCRIPTION

Exchange of information between the 703 memory and external devices is provided by the direct memory access channel option, see figure 4-5. Operation of this channel is independent of the operation of the 703 CPU.

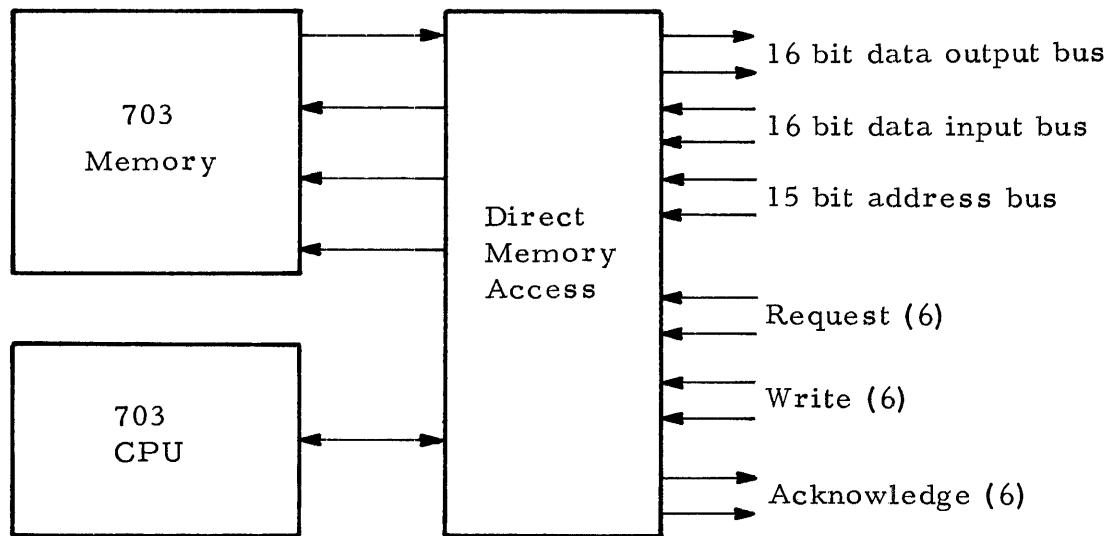


Figure 4-5. Direct Memory Access

Six external devices may communicate with the memory simultaneously on an interlaced, fixed priority basis. Each device uses three control lines to effect a memory operation:

1. Request - A signal produced by the device to request a transfer.
2. Write - A signal produced by the device to indicate a write operation. If false, a read operation occurs.
3. Acknowledge - A signal produced by the DMA to initiate and control the requested transfer.

Data and address must be applied to the input bus lines only during the acknowledge. Data may be taken from the output bus during the acknowledge period on the occurrence of timing strobe MT2. Memory access priority is assigned on a fixed basis; a higher numbered channel will gain access over lower numbered channels.

## 4-3.2 APPLICATION INFORMATION

### 4-3.2.1 Interface

All DMA signals are available on connector J5, a 120 pin ELCO connector mounted on the back panel of the 703 central processor chassis. (Mating connector is Raytheon PN 530724-006) These signals are as follows:

MMAD01 - to MMAD15 -	15-bit address bus
MMDI00 - to MMDI15 -	16-bit data input bus
MMDO00 - to MMDO15 -	16-bit data output bus
MRQ2 - to MRQ7 -	Six request control inputs
MWT2 - to MWT7 -	Six write control inputs
MAK2 - to MAK7 -	Six acknowledge control outputs
MT0 -	Timing strobe 0
MT2 -	Timing strobe 2
MT4 -	Timing strobe 4
KEXT -	External clock
REXT -	External reset
V+3.6	Power

Table 4-2 defines pin locations of these signals on the connectors. All DMA input and output signal levels are "negative true" as follows:

True "1"	Nominal 0V
False "0"	Nominal +3.6V

### 4-3.2.2 Timing

Figure 4-6 illustrates the timing of the DMA interface. Note that for read, data is available from the beginning of MT2 through the following MT4. If writing, the address input and the data input must be enabled with the acknowledge signal. The memory request line may be applied any time prior to MT2, but it must be stable from MT2 to MT4, and must be removed no later than the start of the next MT0 during which the access is granted.

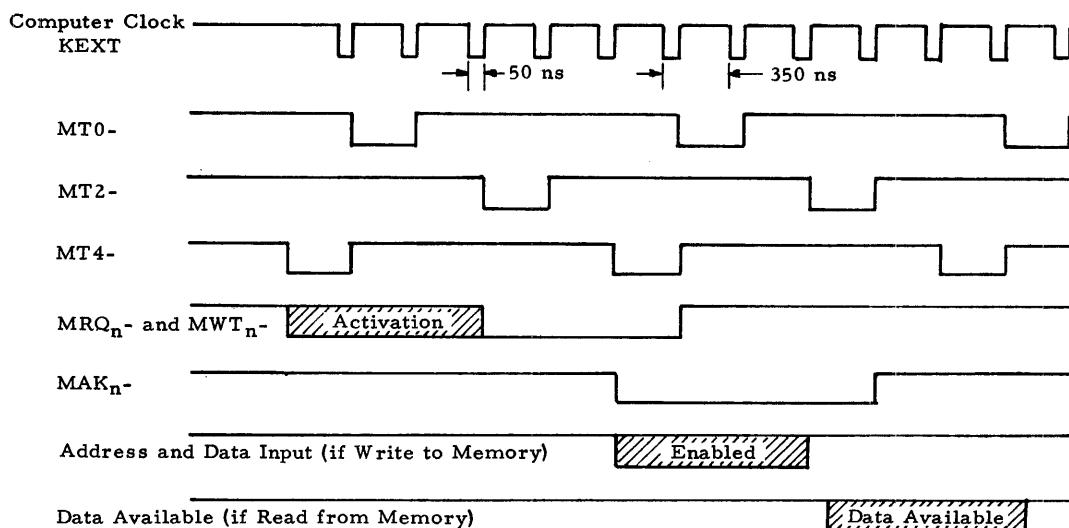


Figure 4-6. DMA Interface Timing

Table 4-2. Direct Memory Access Connector J5

Signal	Signal Pin	Ground Pin	Signal	Signal Pin	Ground Pin
MRQ2 -	A	L	MMDI04 -	BH	BW
MRQ3 -	B	L	MMDI05 -	BP	BW
MRQ4 -	K	L	MMDI06 -	CC	BW
MRQ5 -	C	N	MMDI07 -	BJ	BS
MRQ6 -	D	N	MMDI08 -	BK	BS
MRQ7 -	M	N	MMDI09 -	BR	BS
MAK2 -	E	R	MMDI10 -	BL	BY
MAK3 -	F	R	MMDI11 -	BT	BY
MAK4 -	P	R	MMDI12 -	BX	BY
MAK5 -	H	T	MMDI13 -	BU	CB
MAK6 -	J	T	MMDI14 -	BV	CB
MAK7 -	S	T	MMDI15 -	CA	CB
MWT2 -	V	AE	MMDO00 -	BZ	CF
MWT3 -	W	AE	MMDO01 -	CD	CF
MWT4 -	AD	AE	MMDO02 -	CE	CF
MWT5 -	X	AH	MMDO03 -	CH	CK
MWT6 -	Y	AH	MMDO04 -	CJ	CK
MWT7 -	AF	AH	MMDO05 -	CL	CK
MMAD01 -	AJ	AK	MMDO06 -	CM	CX
MMAD02 -	AB	AM	MMDO07 -	CN	CX
MMAD03 -	AC	AM	MMDO08 -	CW	CX
MMAD04 -	AL	AM	MMDO09 -	CP	CZ
MMAD05 -	U	AN	MMDO10 -	CR	CZ
MMAD06 -	AW	AN	MMDO11 -	CY	CZ
MMAD07 -	AX	AN	MMDO12 -	CS	DB
MMAD08 -	AP	AZ	MMDO13 -	CT	DB
MMAD09 -	AR	AZ	MMDO14 -	DA	DB
MMAD10 -	AY	AZ	MMDO15 -	CU	DD
MMAD11 -	AS	BB	MT0 -	DJ	DU
MMAD12 -	AT	BB	MT2 -	DT	DU
MMAD13 -	BA	BB	MT4 -	DM	DW
MMAD14 -	AU	BD	KEXT -	DV	DW
MMAD15 -	AV	BD	REXT -	DN	DY
MMDI00 -	BC	BD	V+3.6G	EF	EE
MMDI01 -	BE	BN	V+3.6H	EH	EK
MMDI02 -	BF	BN	V+3.6J	EJ	EK
MMDI03 -	BM	BN	V+3.6K	EL	EK

## Section 5

### CONTROLS AND INDICATORS

#### 5-1 GENERAL

Each of the controls and indicators appearing on the front panel of the 703 are described below.

#### PROGRAM COUNTER Switch-Indicators

The PROGRAM COUNTER switch-indicators provide direct access to the Program Counter for both alteration and display. The indicators continually monitor the contents of the PROGRAM COUNTER for display purposes. The switches allow entry of a specific memory address. Note that the PROGRAM COUNTER is always active for both entry and display.

#### Program Counter CLEAR Switch

Actuating this switch resets the Program Counter Register.

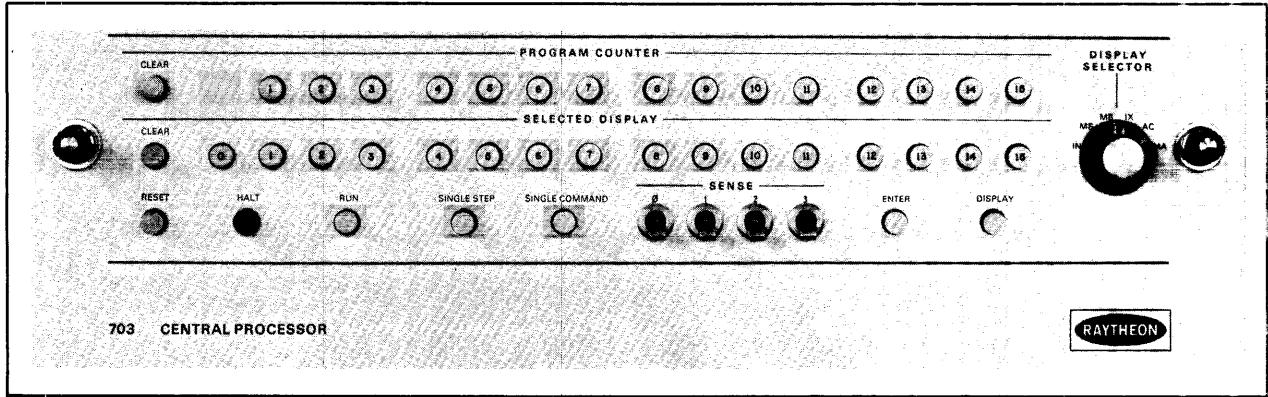


Figure 5-1. Raytheon 703 Control Panel

DISPLAY SELECTOR Switch

The DISPLAY SELECTOR switch has six positions -- MS, IN, MA, MB, IX, and AC. The switch permits register selection for display or data entry. The specific function of each position is described below:

- MS      This position displays machine status which includes the extension register, the comparison flip-flops, the overflow flip-flop, the local/global mode flip-flop, and the sequence register. In this position, the adjacent SELECTED DISPLAY indicators 0-4 display the extension register, indicator 5 displays ADFNEG, indicator 6 displays ADFEQL, indicator 7 displays overflow, indicator 8 displays local/global mode, and indicators 12-15 display the sequence register. This position of the switch is active for display only.
- IN      This position displays the contents of the Instruction register in 0-7 of the SELECTED DISPLAY indicators. This position of the switch is active for display only.
- MA      This position displays the 16-bit Memory Address Register (MAR) on the SELECTED DISPLAY indicators. This position of the switch is active for display only.
- MB      This position provides direct access to the Memory Buffer Register (MBR) for both alteration and display. The SELECTED DISPLAY indicators display the contents of the MBR and the SELECTED DISPLAY switches allow entry of data directly into the MBR. Prior to entering data in this position, the adjacent CLEAR switch must be actuated to reset the MBR. This position illuminates the ENTER and DISPLAY indicators.
- IX      This position provides direct access to the Index Register for both alteration and display in a manner similar to the Memory Buffer Register.
- AC      This position provides direct access to the Accumulator for both alteration and display in a manner similar to the Memory Buffer Register.

The position of the DISPLAY SELECTOR can be changed while the program is running.

#### Display CLEAR Switch-Indicator

Actuating this switch clears the register associated with DISPLAY SELECTOR positions MB, IX, or AC.

#### ENTER Switch Indicator

Actuating this switch enters the contents of Memory Buffer Register (MBR) into the memory location specified by the 15-bit Program Counter Register (PCR) and increments the PCR by one count. This switch is illuminated when MB is selected.

#### DISPLAY Switch Indicator

Actuating this switch fetches data from the memory location specified by the Program Counter Register (PCR) and enters the data into the Memory Buffer Register (MBR). The PCR is then incremented by one count. This switch is illuminated when MB is selected.

#### SINGLE COMMAND Switch

Each actuation of the switch executes one instruction (manually entered or stored in memory), then halts. This switch is normally used when debugging programs.

#### SINGLE STEP Switch

This switch is primarily a maintenance aid and inhibits the SINGLE COMMAND and RUN mode switches. The operator can execute single instructions on a step-by-step basis and can observe the performance of the computer via the DISPLAY SELECTOR switch and the SELECTED DISPLAY indicators. The SINGLE STEP mode can only be terminated by the HALT switch. By actuating HALT, the instruction being executed on a step-by-step basis is completed and the computer is put in the HALT state.

#### RESET Switch

This is the master reset switch that resets all registers and peripherals.

### RUN Switch

Actuating the RUN switch initiates a program process.

### HALT Switch

Actuating the HALT switch halts the program being executed at the completion of the current instruction. This applies to both the RUN mode and the SINGLE STEP mode.

### SENSE SWITCHES Toggles

These four switches permit the operator to modify a program by selecting a specific branch (or skip) condition within the program. The SENSE SWITCHES are operator setable and program testable. When the switch is in the down (false) position, the branch condition is selected.

## Section 6

### HARDWARE MULTIPLY/DIVIDE

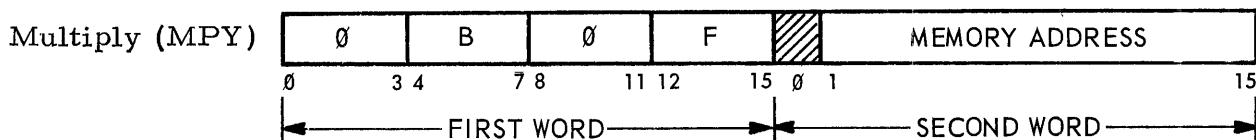
#### 6-1 GENERAL

Hardware multiply/divide is an option which performs a 16-bit, 2's complement multiply or divide. In each case, a double length result is produced.

The multiply/divide instruction format requires two consecutive memory locations. The first location defines the instruction, multiply or divide, and the second location defines a 15-bit address which contains the multiplicand for a multiply or the divisor for a divide. The 15-bit address allows either instruction to reference any location in memory without using the index register. The index register is not available for address modification during the execution of multiply and divide instructions. It is utilized with the accumulator (ACR) to form the double precision register required by the operation.

#### 6-2 MULTIPLICATION

The multiply instruction has an execution time of 12.25 to 17.5 microseconds and a format as shown below:



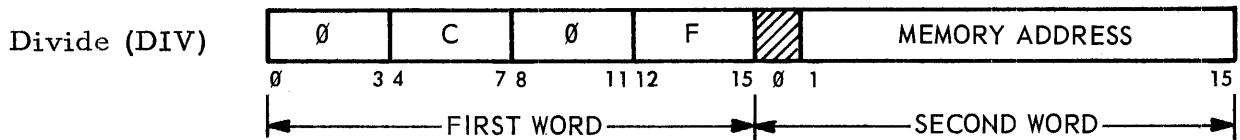
The multiply instruction utilizes a 16-bit multiplier which resides in the accumulator and a 16-bit multiplicand which resides in the memory location specified by the instruction. Negative numbers are expressed in 2's complement form.

Execution of the multiply instruction produces a 31-bit algebraic product in the index register and the accumulator. The most significant 16 bits of the product reside in the index register. The least significant 15 bits of the product reside in bits 1-15 of the accumulator. The most significant bit of

the accumulator is set to the most significant bit of the index register. The product, if negative, is expressed in 2's complement form. No overflow can result from the multiply instruction.

### 6-3 DIVISION

The divide instruction has an execution time of 24.5 microseconds and a format as shown below:



The divide instruction utilizes a 31-bit dividend which resides in the accumulator and the index register. The most significant 16 bits of the dividend reside in the index register and the least significant 15 bits are located in bits 1-15 of the accumulator. The most significant bit of the accumulator has no effect on the divide instruction. The 16-bit divisor resides in the memory location specified by the instruction. Negative numbers are expressed in 2's complement form.

Execution of the divide instruction produces a 16-bit algebraic quotient in the accumulator and a 16-bit remainder in the index register. The sign of the remainder is the same as that of the dividend. Both numbers, if negative, are expressed in 2's complement form.

Care must be exercised in the set-up of the divide instruction to avoid an overflow condition. An overflow condition exists when the quotient is greater than 16 bits. The overflow indicator is turned ON and the dividend contained in the index register and the accumulator remains unchanged, except the most significant bit of the accumulator is set to the most significant bit of the index register. The execution time of the divide instruction for this condition is 8.75 microseconds.

APPENDICES

## Appendix A

## MNEMONIC INDEX OF INSTRUCTIONS

<u>Mnemonic</u>	<u>Op Code</u>	<u>Operation Name</u>	<u>Number of Cycles</u>	<u>Time in <math>\mu</math>s</u>	<u>Page</u>
ADD	A	Add	2	3.5	2-3
AND	E	Logical AND	2	3.5	2-4
CAX	013	Copy Accumulator to Index	1	1.75	2-9
CEX	006	Copy Extension to Index	1	1.75	2-8
CLB	07	Compare Literal Byte	1	1.75	2-11
CLR	010	Clear Accumulator	1	1.75	2-8
CMB	4	Compare Byte	2	3.5	2-5
CMP	011	Complement Accumulator	1	1.75	2-9
CMW	F	Compare Word	2	3.5	2-5
CXA	014	Copy Index to Accumulator	1	1.75	2-9
CXE	007	Copy Index to Extension	1	1.75	2-8
DIN	02	Direct Input	2	3.5	2-9
DOT	03	Direct Output	2	3.5	2-10
DSB	003	Disable Interrupt	1	1.75	2-7
DXS	05	Decrement Index and Skip if less than 0	2	3.5	2-10
ENB	002	Enable Interrupt	1	1.75	2-6
HLT	000	Halt	1	1.75	2-6
INR	001	Interrupt Return	3	5.25	2-6
INV	012	Invert Accumulator	1	1.75	2-9
IXS	04	Increment Index and Skip if greater than 0	2	3.5	2-10
JMP	1	Unconditional Jump	1	1.75	2-5
JSX	2	Jump and Store Return in Index	2	3.5	2-6
LDB	5	Load Byte	2	3.5	2-1
LDW	8	Load Work	2	3.5	2-1
LDX	9	Load Index	2	3.5	2-1
LLB	06	Load Literal Byte	1	1.75	2-10
MSK	00A	Mask Interrupts	1	1.75	2-7
ORE	D	Exclusive OR	2	3.5	2-4
ORI	C	Inclusive OR	2	3.5	2-4
SAM	082	Skip on Accumulator Minus	1	1.75	2-11
SAO	083	Skip on Accumulator Odd	1	1.75	2-12
SAP	081	Skip on Accumulator Plus	1	1.75	2-11
SAZ	080	Skip on Accumulator Zero	1	1.75	2-11
SEQ	086	Skip on Compare Equal	1	1.75	2-12

**Appendix A**  
**MNEMONIC INDEX OF INSTRUCTIONS ( CONT. )**

<u>Mnemonic</u>	<u>Op Code</u>	<u>Operation Name</u>	<u>Number of Cycles</u>	<u>Time in <math>\mu</math>s</u>	<u>Page</u>
SGM	005	Set Global Mode	1	1.75	2-7
SGR	088	Skip on Compare Greater	1	1.75	2-13
SLA	091	Shift Left Arithmetic	2-5	3.5 - 8.75	2-15
SLA D	093	Shift Left Arithmetic Double	2-5	3.5 - 8.75	2-16
SLC	0A5	Shift Left Circular	2-5	3.5 - 8.75	2-17
SLC D	0A7	Shift Left Circular Double	2-5	3.5 - 8.75	2-17
SLC L	0AD	Shift Left Circular Left Byte	2-5	3.5 - 8.75	2-19
SLC R	0AF	Shift Left Circular Right Byte	2-5	3.5 - 8.75	2-19
SLE	089	Skip on Compare Less Than or Equal	1	1.75	2-13
SLL	0A1	Shift Left Logical	2-5	3.5 - 8.75	2-16
SLL D	0A3	Shift Left Logical Double	2-5	3.5 - 8.75	2-17
SLL L	0A9	Shift Left Logical Left Byte	2-5	3.5 - 8.75	2-18
SLL R	0AB	Shift Left Logical Right Byte	2-5	3.5 - 8.75	2-18
SLM	004	Set Local Mode	1	1.75	2-7
SLS	084	Skip on Compare Less	1	1.75	2-12
SML	008	Select Memory Lower	1	1.75	2-8
SMU	009	Select Memory Upper	1	1.75	2-8
SNE	087	Skip on Compare Not Equal	1	1.75	2-13
SNO	08A	Skip on No Overflow	1	1.75	2-13
SRA	090	Shift Right Arithmetic	2-5	3.5 - 8.75	2-15
SRA D	092	Shift Right Arithmetic Double	2-5	3.5 - 8.75	2-15
SRC	0A4	Shift Right Circular	2-5	3.5 - 8.75	2-17
SRC D	0A6	Shift Right Circular Double	2-5	3.5 - 8.75	2-17
SRC L	0AC	Shift Right Circular Left Byte	2-5	3.5 - 8.75	2-19
SRC R	0AE	Shift Right Circular Right Byte	2-5	3.5 - 8.75	2-19
SRL	0A0	Shift Right Logical	2-5	3.5 - 8.75	2-16
SRL D	0A2	Shift Right Logical Double	2-5	3.5 - 8.75	2-16
SRL L	0A8	Shift Right Logical Left Byte	2-5	3.5 - 8.75	2-18
SRL R	0AA	Shift Right Logical Right Byte	2-5	3.5 - 8.75	2-18
SSE	08B	Skip on Sense External	1	1.75	2-14
SS0	08C	Skip on Sense Switch Zero False	1	1.75	2-14
SS1	08D	Skip on Sense Switch One False	1	1.75	2-14
SS2	08E	Skip on Sense Switch Two False	1	1.75	2-14
SS3	08F	Skip on Sense Switch Three False	1	1.75	2-14
STB	3	Store Byte	3	5.25	2-3

Appendix A  
MNEMONIC INDEX OF INSTRUCTIONS ( CONT. )

<u>Mnemonic</u>	<u>Op Code</u>	<u>Operation Name</u>	<u>Number of Cycles</u>	<u>Time in <math>\mu</math>s</u>	<u>Page</u>
STW	7	Store Word	2	3.5	2-3
STX	6	Store Index	2	3.5	2-3
SUB	B	Subtract	2	3.5	2-4
SXE	085	Skip on Index Even	1	1.75	2-12
UNM	00B	Unmask Interrupts	1	1.75	2-7

## Appendix B

## OP CODES INDEX OF INSTRUCTIONS

<u>Op Code</u>	<u>Mnemonic</u>	<u>Operation Name</u>	<u>Number of Cycles</u>	<u>Time in <math>\mu</math>s</u>	<u>Page</u>
0	GEN	Generics			2-6
1	JMP	Jump	1	1.75	2-5
2	JSX	Jump and Store Return in Index	2	3.5	2-6
3	STB	Store Byte	3	5.25	2-3
4	CMB	Compare Byte	2	3.5	2-5
5	LDB	Load Byte	2	3.5	2-1
6	STX	Store Index	2	3.5	2-3
7	STW	Store Word	2	3.5	2-3
8	LDW	Load Word	2	3.5	2-1
9	LDX	Load Index	2	3.5	2-1
A	ADD	Add	2	3.5	2-3
B	SUB	Subtract	2	3.5	2-4
C	ORI	Inclusive OR	2	3.5	2-4
D	ORE	Exclusive OR	2	3.5	2-4
E	AND	Logical AND	2	3.5	2-4
F	CMW	Compare Word	2	3.5	2-5
000	HLT	Halt	1	1.75	2-6
001	INR	Interrupt Return	3	5.25	2-6
002	ENB	Enable Interrupt	1	1.75	2-6
003	DSB	Disable Interrupt	1	1.75	2-7
004	SLM	Set Local Mode	1	1.75	2-7
005	SGM	Set Global Mode	1	1.75	2-7
006	CEX	Copy Extension to Index	1	1.75	2-8
007	CXE	Copy Index to Extension	1	1.75	2-8
008	SML	Select Memory Lower	1	1.75	2-8
009	SMU	Select Memory Upper	1	1.75	2-8
00A	MSK	Mask Interrupts	1	1.75	2-7
00B	UNM	Unmask Interrupts	1	1.75	2-7
010	CLR	Clear Accumulator	1	1.75	2-8
011	CMP	Complement Accumulator	1	1.75	2-9
012	INV	Invert Accumulator	1	1.75	2-9
013	CAX	Copy Accumulator to Index	1	1.75	2-9
014	CXA	Copy Index to Accumu- lator	1	1.75	2-9
02	DIN	Direct Input	2	3.5	2-9
03	DOT	Direct Output	2	3.5	2-10
04	IXS	Increment Index and Skip if Greater than Zero	2	3.5	2-10

**Appendix B**  
**OP CODES INDEX OF INSTRUCTIONS ( CONT. )**

<u>Op Code</u>	<u>Mnemonic</u>	<u>Operation Name</u>	<u>Number of Cycles</u>	<u>Time in <math>\mu</math>s</u>	<u>Page</u>
05	DXS	Decrement Index and Skip if Less than Zero	2	3.5	2-10
06	LLB	Load Literal Byte	1	1.75	2-10
07	CLB	Compare Literal Byte	1	1.75	2-11
080	SAZ	Skip on Accumulator Zero	1	1.75	2-11
081	SAP	Skip on Accumulator Plus	1	1.75	2-11
082	SAM	Skip on Accumulator Minus	1	1.75	2-11
083	SAO	Skip on Accumulator Odd	1	1.75	2-12
084	SLS	Skip on Compare Less	1	1.75	2-12
085	SXE	Skip on Index Even	1	1.75	2-12
086	SEQ	Skip on Compare Equal	1	1.75	2-12
087	SNE	Skip on Compare Not Equal	1	1.75	2-13
088	SGR	Skip on Compare Greater	1	1.75	2-13
089	SLE	Skip on Compare Less or Equal	1	1.75	2-13
08A	SNO	Skip on No Overflow	1	1.75	2-13
08B	SSE	Skip on Sense External False	1	1.75	2-14
08C	SS0	Skip on Sense Switch 0 False	1	1.75	2-14
08D	SS1	Skip on Sense Switch 1 False	1	1.75	2-14
08E	SS2	Skip on Sense Switch 2 False	1	1.75	2-14
08F	SS3	Skip on Sense Switch 3 False	1	1.75	2-14
090	SRA	Shift Right Arithmetic	2-5	3.5 - 8.75	2-15
091	SLA	Shift Left Arithmetic	2-5	3.5 - 8.75	2-15
092	SRA D	Shift Right Arithmetic Double	2-5	3.5 - 8.75	2-15
093	SLA D	Shift Left Arithmetic Double	2-5	3.5 - 8.75	2-16
0A0	SRL	Shift Right Logical	2-5	3.5 - 8.75	2-16
0A1	SLL	Shift Left Logical	2-5	3.5 - 8.75	2-16
0A2	SRL D	Shift Right Logical Double	2-5	3.5 - 8.75	2-16
0A3	SLL D	Shift Left Logical Double	2-5	3.5 - 8.75	2-17
0A4	SRC	Shift Right Circular	2-5	3.5 - 8.75	2-17
0A5	SLC	Shift Left Circular	2-5	3.5 - 8.75	2-17
0A6	SRC D	Shift Right Circular Double	2-5	3.5 - 8.75	2-17

**Appendix B**  
**OP CODES INDEX OF INSTRUCTIONS ( CONT. )**

<u>Op Code</u>	<u>Mnemonic</u>	<u>Operation Name</u>	<u>Number of Cycles</u>	<u>Time in <math>\mu</math>s</u>	<u>Page</u>
0A7	SLC D	Shift Left Circular Double	2-5	3.5 - 8.75	2-17
0A8	SRL L	Shift Right Logical Left Byte	2-5	3.5 - 8.75	2-18
0A9	SLL L	Shift Left Logical Left Byte	2-5	3.5 - 8.75	2-18
0AA	SRL R	Shift Right Logical Right Byte	2-5	3.5 - 8.75	2-18
0AB	SLL R	Shift Left Logical Right Byte	2-5	3.5 - 8.75	2-18
0AC	SRC L	Shift Right Circular Left Byte	2-5	3.5 - 8.75	2-19
0AD	SLC L	Shift Left Circular Left Byte	2-5	3.5 - 8.75	2-19
0AE	SRC R	Shift Right Circular Right Byte	2-5	3.5 - 8.75	2-19
0AF	SLC R	Shift Left Circular Right Byte	2-5	3.5 - 8.75	2-19

## Appendix C

## POWERS OF 2 AND 16

$2^n$ and $16^m$	m	n	$2^{-n}$ and $16^{-m}$
1	0	0 1.0	
2		1 0.5	
4		2 0.25	
8		3 0.125	
16	1	4 0.062 5	
32		5 0.031 25	
64		6 0.015 625	
128		7 0.007 812 5	
256	2	8 0.003 906 25	
512		9 0.001 953 125	
1 024		10 0.000 976 562 5	
2 048		11 0.000 488 281 25	
4 096	3	12 0.000 244 140 625	
8 192		13 0.000 122 070 312 5	
16 384		14 0.000 061 035 156 25	
32 768		15 0.000 030 517 578 125	
65 536	4	16 0.000 015 258 789 062 5	
131 072		17 0.000 007 629 394 531 25	
262 144		18 0.000 003 814 697 265 625	
524 288		19 0.000 001 907 348 632 812 5	
1 048 576	5	20 0.000 000 953 674 316 406 25	
2 097 152		21 0.000 000 476 837 158 203 125	
4 194 304		22 0.000 000 238 418 579 101 562 5	
8 388 608		23 0.000 000 119 209 289 550 781 25	
16 777 216	6	24 0.000 000 059 604 644 775 390 625	
33 554 432		25 0.000 000 029 802 322 387 695 312 5	
67 108 864		26 0.000 000 014 901 161 193 847 656 25	
134 217 728		27 0.000 000 007 450 580 596 923 828 125	
268 435 456	7	28 0.000 000 003 725 290 298 461 914 062 5	
536 870 912		29 0.000 000 001 862 645 149 230 957 031 25	
1 073 741 824		30 0.000 000 000 931 322 574 615 478 515 625	
2 147 483 648		31 0.000 000 000 465 661 287 307 739 257 812 5	
4 294 967 296	8	32 0.000 000 000 232 830 643 653 869 628 906 25	
8 589 934 592		33 0.000 000 000 116 415 321 826 934 814 453 125	
17 179 869 184		34 0.000 000 000 058 207 660 913 467 407 226 562 5	
34 359 738 368		35 0.000 000 000 029 103 830 456 733 703 613 281 25	
68 719 476 736	9	36 0.000 000 000 014 551 915 228 366 851 806 640 625	
137 438 953 472		37 0.000 000 000 007 275 957 614 183 425 903 320 312 5	
274 877 906 944		38 0.000 000 000 003 637 978 807 091 712 951 660 156 25	
549 755 813 888		39 0.000 000 000 001 818 989 403 545 856 475 830 078 125	
1 099 511 627 776	10	40 0.000 000 000 000 909 494 701 772 928 237 915 039 062 5	
2 199 023 255 552		41 0.000 000 000 000 454 747 350 886 464 118 957 519 531 25	
4 398 046 511 104		42 0.000 000 000 000 227 373 675 443 232 059 478 759 765 625	
8 796 093 022 208		43 0.000 000 000 000 113 686 837 721 616 029 739 379 882 812 5	
17 592 186 044 416	11	44 0.000 000 000 000 056 843 418 860 808 014 869 689 941 406 25	
35 184 372 088 832		45 0.000 000 000 000 028 421 709 430 404 007 434 844 970 703 125	
70 368 744 177 664		46 0.000 000 000 000 014 210 854 715 202 003 717 422 485 351 562 5	
140 737 488 355 328		47 0.000 000 000 000 007 105 427 357 601 001 858 711 242 675 781 25	
281 474 976 710 656	12	48 0.000 000 000 000 003 552 713 678 800 500 929 355 621 337 890 625	

**Appendix D**  
**MISCELLANEOUS REFERENCE DATA**

COMMON CONSTANTS		
	DECIMAL	HEX
e	2.718 281 828 5	2.B7E1 5163
1/e	.367 879 441 2	0.5E2D 58D9
$\log_{10}e$	.434 294 481 9	0.6F2D EC55
$\log_e10$	2.302 585 093 0	2.4D76 3777
$\log_e2$	.693 147 180 6	0.B172 17F8
$\log_{10}\pi$	.497 149 872 7	0.7F45 36CC
$\log_e\pi$	1.144 729 885 8	1.250D 048E
$\pi$	3.141 592 653 6	3.243F 6A89
1/ $\pi$	.318 309 886 2	0.517C C1B7
$\sqrt{\pi}$	1.7 724 538 509	1.C5BF 891C
$\gamma$	0.5 772 156 649	0.93C4 67E4
$\log_e\gamma$	-0.5 495 393 129	-0.8CAE 9BC3

FACTORIALS		
	DECIMAL	HEX
1!	1	001
2!	2	002
3!	6	006
4!	24	018
5!	120	078
6!	720	2D0
7!	5 040	1 3B0
8!	40 320	9 D80
9!	362 880	58 980
10!	3 628 800	375 EBA
11!	39 916 800	2 611 500
12!	479 001 600	1B 8CF C00
13!	6 227 020 800	173 291 A20
14!	87 178 291 200	1 44C 3B2 800

RECIPROCALS		
n	1/n (DECIMAL)	1/n (HEXADECIMAL )
2	+.5000000000	+.800000000
3	+.3333333333	+.555555555
4	+.2500000000	+.400000000
5	+.2000000000	+.333333333
6	+.1666666667	+.2AAAAAAA
7	+.1428571428	+.249249249
8	+.1250000000	+.200000000
9	+.1111111111	+.1C71C71C7
10	+.1000000000	+.199999999
11	+.0909090909	+.1745D1745
12	+.0833333333	+.155555555
13	+.0769230769	+.13B13B13B
14	+.0714285714	+.124924924
15	+.0666666667	+.111111111
16	+.0625000000	+.100000000
17	+.0588235294	+.0F0F0F0F0
18	+.0555555555	+.0E38E38E3
19	+.0526315789	+.0D79435E5
20	+.0500000000	+.0CCCCCCCC
21	+.0476190476	+.0C30C30C3
22	+.0454545454	+.0BA2E8BA2
23	+.0434782609	+.0B21642C8
24	+.0416666667	+.0AAAAAAA
25	+.0400000000	+.0A3D70A3D
26	+.0384615384	+.09D89D89D
27	+.0370370370	+.097B425ED
28	+.0357142857	+.092492492
29	+.0344827586	+.08D3DCB08
30	+.0333333333	+.088888888

SQUARE ROOTS		
	DECIMAL	HEX
$\sqrt{2}$	1.414 213 562 4	1.6A0 9E6 681
$\sqrt{3}$	1.732 050 807 6	1.BB6 7AE 85A
$\sqrt{5}$	2.236 067 977 5	2.3C6 EF3 730
$\sqrt{6}$	2.449 489 742 8	2.731 1C2 813
$\sqrt{7}$	2.645 751 311 1	2.A54 FF5 3A8
$\sqrt{8}$	2.828 427 124 8	2.D41 3CC D02
$\sqrt{10}$	3.162 277 660 2	3.298 B07 5B7

MISCELLANEOUS CONSTANTS		
	DECIMAL	HEX
$1^\circ = 1/360$ of a circle	0.002 777 777 8	0.00B60B
$1^\circ = .017\ 453\ 292\ 5$ radians	0.017 453 292 5	0.0477D1
Euler's Constant	$\gamma = 0.577\ 215\ 664\ 9$	0.93C467

## Appendix E

### HEXADECIMAL - TO - DECIMAL CONVERSION

#### GENERAL

This appendix contains Hexadecimal-To-Decimal conversion tables for positive numbers, negative numbers, and fractions. Conversion of binary numbers to decimal or hexadecimal and conversion of hexadecimal numbers to decimal are also discussed.

#### BINARY NUMBER CONVERSION TO DECIMAL

Prior to explaining the specifics of the number systems, observe the following basics of number systems.

Any positional number system can be defined by its base (radix). The base is the number of unique symbols that can occupy a position in the number system. As an example, the decimal system has a base of 10 because symbols (numbers in this case) 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 can occupy a position in the number system. In the binary system, there are two symbols, 0 and 1, that can occupy a position. Therefore, a binary system is base 2. In the hexadecimal system, symbols 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F can occupy a position in the number system. Therefore, it is a base 16 system. In converting from binary or hexa-decimal to decimal, the symbol represents a coefficient, and, its position in the number, the exponent of the base -- examples of this are given below.

#### DECIMAL NUMBER SYSTEM

Given a decimal number of 159, state it as a function of its base.

The number 159 can be restated as 100 plus 50 plus 9 or:

$$1(10^2) + 5(10^1) + 9(10^0) = 159$$

#### BINARY NUMBER SYSTEM

Given the binary number 1011, convert it to decimal.

$$1(2^3) + 0(2^2) + 1(2^1) + 1(2^0) = 11$$

Given the binary numbers 0 through 15, convert them to hexadecimal numbers.

Binary-to-Hexadecimal Conversion Table		
Binary	Hexadecimal	Decimal
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	8	8
1001	9	9
1010	A	10
1011	B	11
1100	C	12
1101	D	13
1110	E	14
1111	F	15

#### HEXADECIMAL NUMBER SYSTEM

Given the hexadecimal number 4F2, convert it to decimal. (For the conversion of F refer to the table under the Binary Number System).

$$4(16^2) + F(16^1) + 2(16^0) = 4(256) + 15(16) + 2(1) = 1266$$

Note that the exponent for the base was determined (in all cases) by counting from the right, the symbols position in the number.

## INTEGER TABLE EXTENSION

For numbers outside the range of the integer table add the following values to those of the Hexadecimal to Positive Decimal Integer table.

<u>Hexadecimal</u>	<u>Decimal</u>
1000	4096
2000	8192
3000	12288
4000	16384
5000	20480
6000	24576
7000	28672
8000	32768
9000	36864
A000	40960
B000	45056
C000	49152
D000	53248
E000	57344
F000	61440























## HEXADECIMAL - TO - DECIMAL FRACTION TABLE ( CONT. )

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
.F00	.93750	.93774	.93799	.93823	.93848	.93872	.93896	.93921	.93945	.93970	.93994	.94019	.94043	.94067	.94092	.94116
.F10	.94141	.94165	.94189	.94214	.94238	.94263	.94287	.94312	.94336	.94360	.94385	.94409	.94434	.94458	.94482	.94507
.F20	.94531	.94556	.94580	.94604	.94629	.94653	.94678	.94702	.94727	.94751	.94775	.94800	.94824	.94849	.94873	.94897
.F30	.94922	.94946	.94971	.94995	.95020	.95044	.95068	.95093	.95117	.95142	.95166	.95190	.95215	.95239	.95264	.95288
.F40	.95312	.95337	.95361	.95380	.95410	.95435	.95459	.95483	.95508	.95532	.95557	.95581	.95605	.95630	.95654	.95679
.F50	.95703	.95728	.95752	.95776	.95801	.95825	.95850	.95874	.95898	.95923	.95947	.95972	.95996	.96021	.96045	.96069
.F60	.96094	.96118	.96143	.96167	.96191	.96216	.96240	.96265	.96289	.96313	.96338	.96362	.96387	.96411	.96436	.96460
.F70	.96484	.96509	.96533	.96558	.96582	.96606	.96631	.96655	.96680	.96704	.96729	.96753	.96777	.96802	.96826	.96851
.F80	.96875	.96899	.96924	.96948	.96973	.96997	.97021	.97046	.97070	.97095	.97119	.97144	.97168	.97192	.97217	.97241
.F90	.97266	.97290	.97314	.97339	.97363	.97388	.97412	.97437	.97461	.97485	.97510	.97534	.97559	.97583	.97607	.97632
.FA0	.97656	.97681	.97705	.97729	.97754	.97778	.97803	.97827	.97852	.97876	.97900	.97925	.97949	.97974	.97998	.98022
.FB0	.98047	.98071	.98096	.98120	.98145	.98169	.98193	.98218	.98242	.98267	.98291	.98315	.98340	.98364	.98389	.98413
.FC0	.98437	.98462	.98486	.98511	.98535	.98560	.98584	.98608	.98633	.98657	.98682	.98706	.98730	.98755	.98779	.98804
.FD0	.98828	.98853	.98877	.98901	.98926	.98950	.98975	.98999	.99023	.99048	.99072	.99097	.99121	.99146	.99170	.99194
.FE0	.99219	.99243	.99268	.99292	.99316	.99341	.99365	.99390	.99414	.99438	.99463	.99487	.99512	.99536	.99561	.99585
.FF0	.99609	.99634	.99658	.99683	.99707	.99731	.99756	.99780	.99805	.99829	.99854	.99878	.99902	.99927	.99951	.99976



March 25, 1968

ERRATA SHEET

703 REFERENCE AND INTERFACE MANUAL

SP-248B

<u>PAGE</u>	<u>LOCATION</u>	<u>CHANGE</u>
1-6	3rd Paragraph	<p>Replace with: The EXR may point to any page merely by setting its contents to the selected page number. This may easily be accomplished by execution of either of the literal instructions, SML (Set Memory Lower) or SMU (Select Memory Upper). Typically, the extension register, or page pointer, references the current page from which instructions are executed. This is predominant, since every memory reference forces the EXR to be set to the local page, the page containing the next instruction to be executed. This feature permits ease of local address operations, since frequent global memory references, i.e., memory references outside the local page, are usually made in an indexed mode in which case the EXR is not used.</p> <p>The extension register is most effective when used for local addressing and single-reference addressing outside the current page. Infrequent global memory references are conveniently made by utilizing the extension register and the SML/SMU instructions in coordination with the memory reference instruction. Thus, the index register is</p>

<u>PAGE</u>	<u>LOCATION</u>	<u>CHANGE</u>
1-6	3rd Paragraph	Continued: reserved for its primary purpose, indexed operations where a multitude of data is being processed.
	4th Paragraph	Add: Direct and Indexed Local provide addressing within the current page or single reference addressing outside the current page. In the latter case one of the SMU/SML instructions is used to select page prior to the memory reference. Indexed Global provides an efficient method of referencing multi-data located anywhere in memory.
2-15	2-7.6	Add to paragraph: One machine cycle is required for instruction set up. In addition the following time is required: 1-4 bit shift, 5-9 bit shift, 10-14 bit shift, and 15 bit shift are 1 cycle, 2 cycles, 3 cycles and 4 cycles, respectively.
4-2	4-2.2.1	Change 530724-500 to 530724-005.
4-3	Table 4-1	In second column: change KEXT- to KEXT1-, REXT- to REXT1-, and INTRPT- to IRPT-.
4-4	Figure 4-2	Change plus 5V to plus 3.6V. Delete line between connector below 120 ohm resistor and connector to minus side of 22 $\mu$ fd capacitor. Change 100 ft. to 50 ft.
4-5	Figure 4-3	Change plus 5V to plus 3.6V. Delete line between connector below 120 ohm resistor and connector to minus side of 22 $\mu$ fd capacitor.
	Figure 4-4	Replace with attached Figure 4-4.

<u>PAGE</u>	<u>LOCATION</u>	<u>CHANGE</u>
4-8	Table 4-2	In second column: change MT0- to DMT0-, MT2- to DMT2-, MT4- to DMT4-, KEXT- to KEXT2-, and REXT- to REXT2-.
6-2	Second and Third Lines	Delete "No." Capitalize "overflow". Delete period following instruction. Add "when a maximum negative number is multiplied by a maximum negative multiplier".
	Last Paragraph	Replace "set to the most significant bit of the index register" with "indeterminate".
A-1	IXS	Insert after "than", "or equal".
	JXS	Replace "2" cycles with "1". Replace "3.5" with "1.75".
	LDW	Change "Work" to "Word".
B-1	2	Replace "2" cycles with "1". Replace "3.5" with "1.75".
	04	Insert after "than", "or equal".

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