

CERN MPS PDS1 ASSEMBLY LANGUAGE PDSA

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Introduction

The language and assembler program described here were developed for the Imlac PDS1 display mini-computers attached on-line to the CERN PS IBM 1800. Programs are written in a language based on the Imlac PDS1 assembler, and are punched on cards in a similar format to the 1800 Assembler. They are assembled in the 1800 as background-processing jobs under MPX. The assembler program (PDSA) makes two passes through the program, giving a listing on the 1443 lineprinter during Pass 2 if requested. The object code is stored on the IBM disc during Pass 2.

If no errors occur, the assembled program may be built into a PDS1 Core Load (PCL) and stored in the PDS1 file on the IBM disc. However, space in this file is limited, so PCL's should not be built except when necessary.

This document should be read in conjunction with the Imlac manuals, but where there are differences this version is correct.

Format of programs

A program consists of a deck of statement cards and assembler control cards. At the end there must be an END statement, followed optionally by *BUILD control cards, followed by a *CCEND control card.

The program is assembled by putting the following sequence of cards in the reader, and pressing CONSOLE INTERRUPT with sense switch 7 up:

```
// JOB 000001111122222
// XEQ PDSA FX
(Program deck)
// END OF ALL JOBS
Blank.
```

Do not mix PDSA assemblies in the same job as //ASM assemblies; the two assemblers use the same part of the disc for working storage.

An example program is given at the end of this document.

Statement cards

These are of two types:

- 1) comment card: This has * in Column 21 and is ignored
- 2) operation card. This is in the following format:

Col. 21-25	Col. 27-30	Col. 32	Col. 35-71
LABEL	OPER	A	EXPR COMMENT

LABEL is up to 5 characters of which the first is a letter, and none of which is +, &, - or a space. When a new label is encountered by the assembler during Pass 1, it is added to the Temporary Symbol Table and assigned the value of the Current Location Counter (CLC), i.e. the absolute core location in the PDS1 of the instruction (except in EQU statements, see below).

OPER is 3 or 4 letters which must be a recognised operation mnemonic, i.e. either a pseudo-operation (see below) or a PDS1 instruction code stored in the Permanent Symbol Table. (See Appendix for a list of PDS1 instructions.)

A is either a space (normal) or I (in indirectly addressed instructions). Note that the auto-index registers, octal addresses)10 to)17 in each 2 K, increment by 1 each time they are used as an indirect address. The increment occurs before the operand is accessed.

EXPR consists of a string of elements, linked by + (&) and - signs and terminated by a space (except in DEIM and INC statements, see below).

Allowed elements are:

- 1) decimal numbers ≤ 32767
- 2) octal numbers, indicated by a) before them, $\leq)177777$.
(Note that the right bracket may be punched as 12, 8, 4 or as 11, 8, 5)
- 3) symbols. Any entry from either the Permanent or the Temporary Symbol Table, i.e. any PDS1 instruction mnemonic or any user-defined label
- 4) . (full stop), representing the value of CLC, the address in core of this instruction.

Thus valid expressions are:

LABEL
LABEL+3
.-1
.-.
LABEL+)17
)772
)76-62
CLL.

Assembly of PDS1 instructions

The object code created is the binary equivalent of OPER, OR ed with the indirect bit if requested, OR ed with some or all bits of the binary value of EXPR. For addressed instructions, EXPR must be a valid address of which the bottom 11 bits are used for mini-computer instructions and the bottom 12 bits are used for display processor instructions. For other instructions EXPR must have a suitable octal value (see Appendix).

Micro-instructions may be combined, where meaningful, by writing the first in the OPER field and the second in the EXPR field, but octal values must be used to combine more than two (see Appendix).

The value of CLC is increased by one after the assembly of each PDS1 instruction.

Pseudo-operations

OPER can be a pseudo-op. Some pseudo-ops change the value of CLC and some do not.

ORG EXPR

This statement changes CLC to the value EXPR. EXPR must be a valid core address, e.g.)2000.

There must be an ORG statement at the beginning of the program. There may be other ORG statements (but see the note in the description of the BSS statement).

BSS EXPR

This statement reserves a number of storage locations equal to the value of EXPR, and increases CLC by the same amount. It may be labelled. There is not BES statement. Note that ORG

statements and long BSS areas (more than 20 locations) cause a "file break" to be inserted in the object code. This corresponds to the start of a separate block transfer to the PDS1 when the program is eventually loaded for execution. A file break is also inserted automatically after approximately 240 words of object code have been generated since the previous file break. The total number of file breaks allowed is limited. The letters "FB" are printed at the extreme right of the listing of each line which causes a file break.

Short BSS areas (less than or equal to 20 locations) are set to contain zeroes.

DC EXPR

This location is set to contain the value of EXPR. This statement may be labelled. CLC is increased by 1.

EBC .CHARACTERS.

Packed EBCDIC characters (two per word) are inserted in the object code. The last half-word is filled with a space if necessary. Do not use a full stop in the COMMENT. This statement may be labelled. CLC is increased by the number of words generated.

Note the following punching requirements for correct recognition of characters in the PDS1:

+	12, 8, 6	or	12	(the second gives & on listing)
:	8, 2			(not printed on listing)
(12, 8, 5	<u>NOT</u>	0, 8, 4	as on computer room punches
)	11, 8, 5	<u>NOT</u>	12, 8, 4	as on computer room punches
=	8, 6	<u>NOT</u>	8, 3	as on computer room punches
?	0, 8, 7	}		
>	0, 8, 6			
<	12, 8, 4			
%	0, 8, 4			

(not printed on listing)

"new line" represented by \$ or by 11, 9, 5

"tab" represented by ' or by 12, 9, 5

(11, 9, 5 and 12, 9, 5 will give correct 1053 code if converted by EBPRT, but are not printed on listing).

LABEL EQU EXPR

LABEL is added to the Temporary Symbol Table with the value EXPR.

DEIM BYTE

Equivalent to INC E/BYTE.

INC BYTE1/BYTE2

The assembler generates a word of object code consisting of two display processor increment mode bytes. CLC is increased by 1. The statement may be labelled. The bytes are coded in the EXPR field, separated by / and terminated by a space. Zero is assembled for missing bytes.

Byte codes:

Single letter : E (first byte only). Enter increment mode
N Exit increment mode, X and Y LSB zero
R Exit increment mode, X and Y LSB zero, display return jump
F Exit increment mode, X and Y LSB zero, X MSB + 1, display return jump
P Pause 2 μ sec.

Multiple : Format L+n+m
L = B Bright vector
L = D Dark vector
+ (&) or - Sign of $\Delta X, \Delta Y$
n = 0, 1, 2, 3 ΔX
m = 0, 1, 2, 3 ΔY

```
Thus      INC      E/B+3+3
          INC      B+3-3/F
```

draws an inverted "v" shape and positions the beam for the next character.

END

The last statement in a program.

Assembler control cards

These cards have a * in Column 1. The following are recognised:

```
*LIST      List from here on  }
*UNLIST    Stop listing       }  may be used as often as required
*DELETE SYMBOL TABLES
```

Deletes all symbols (instruction mnemonics and labels).

Does not affect permanent symbol table on disc.

*DEFINE PERMANENT SYMBOLS

All symbols defined so far (mnemonics previously in the permanent symbol table and labels) become "permanent" for the rest of this assembly. Does not affect permanent symbol table or disc.

*BUILD -XXXXX +YYYYY F EXPR

These cards follow the END statement. They are ignored if there were any errors.

Deletion of a PCL is achieved by placing a minus sign in Column 21 and following it immediately with the name XXXXX of the PCL to be deleted.

Building of a PCL is achieved by placing a plus (or &) sign in Column 27 and following it immediately with the name YYYYY of the PCL to be built.

F (Column 32) is normally a blank, but it is C for a PDS1 cold-start program and R for a PCL which is to be loaded into the PDS1 but not entered. (Instead the PDS1 will return to its previous mainline program, setting a skeleton flag.)

EXPR (Column 35) is the entry point in the PDS1.

There must be a non-zero entry point punched even if Column 33 contains R or C.

*CCEND

Last card in the source deck.

Errors

The following errors cause immediate abortion with an message:

No END card

No *CCEND card (detected by MPX)

Input/output check

Symbol table full (too many labels)

Too many file breaks ("PROGRAM TOO LONG").

Errors during *BUILD operations also cause a message print-out and abortion.

After PDSA has aborted, the remaining cards of the source deck may cause some MPX error messages to be printed.

Other errors cause a two-letter error code to be printed on the listing at the extreme right, next to the "FB" printed for a file break.

The two-letter error codes are:

IC Illegal Character. A character has been found in a position where it is not allowed. (Note that unused fields are not checked, e.g. Col. 32 is ignored completely in DC statements.)

- ID Illegal Definition. Label already defined. (Note that instruction mnemonics, i.e. permanent symbols, may not be used as labels.)
- IO Illegal Operand in ORG or BSS statement
- US Undefined Symbol
- PE Page Error. Addressing error or operand error, especially attempting to address the wrong 2 K page
- EO Expression Overflow. Value of expression could not be computed in 16 bits
- TL Too long. Expression or element of expression contains too many characters.

Note: Symbols defined more than once are indicated by ID, but references to the symbols are not indicated as errors. The first definition is treated as valid. Where one card produces more than one error, only the last of them to be detected is shown on the listing.

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INSTRUCTION MNEMONICS AND BRIEF DESCRIPTIONS

Processor Order

Operation field	Operand field	F u n c t i o n
LAW	EXPR	Load value of EXPR into AC. Must be positive, not more than 11 bits (2047)
LWC	EXPR	Load <u>minus</u> value of EXPR into AC. Value must be positive, not more than 11 bits (2047)
JMP	ADDR	Load value of ADDR into PC (Jump to ADDR). <u>Note.</u> In this and all addressed processor orders, ADDR must be in the same 2 K page as the instruction (i.e. bits 0 → 4 of ADDR and PC must agree). Indirect addressing is necessary for locations not in the same 2 K page.
DAC	ADDR	Contents of AC to store location ADDR (does not change accumulator)
XAM	ADDR	Exchange contents of AC and ADDR
ISZ	ADDR	Increment contents of ADDR by 1. Skip next instruction and complement link if contents become zero
JMS	ADDR	Store address of next instruction in ADDR. Jump to ADDR+1. (Subroutine entry)
AND	ADDR	Logical AND contents of AC and ADDR. Result in AC
IOR	ADDR	Logical INCLUSIVE OR contents of AC and ADDR. Result in AC
XOR	ADDR	Logical EXCLUSIVE OR contents of AC and ADDR. Result in AC
LAC	ADDR	Load AC with contents of ADDR
ADD	ADDR	Add Contents of ADDR to contents of AC
SUB	ADDR	Subtract contents of ADDR from contents of AC
SAM	ADDR	Skip if contents of AC equal contents of ADDR

Result in AC, in 2's complement.
Carry, if any, complements Link bit

Class 1 Micro-instructions

Note. For valid combinations, see Imlac manuals. PDSA does not, however, recognise the combination of HLT with other instructions.

HLT		Halt
OPR		No operation (2 μ sec)
CLA		Clear AC
CMA		1's complement AC
STA		Set AC to -1, i.e.)177777
1AC		Add 1 to AC
COA		Set AC to +1
CIA		2's complement AC (AC = -AC)
CLL		Clear Link bit
CML		Complement Link bit
STL		Set Link bit
ODA		IOR AC and DS (Data switches)
LDA		Load AC with DS
CAL		CLA CLL

Class 2 Micro-instructions

RAL	N	Rotate AC and Link left N bits (N = 0, 1, 2, 3)
RAR	N	Rotate AC and Link right N bits (N = 0, 1, 2, 3)
SAL	N	Shift AC left N bits. Shift in zeros, do not change sign bit (bit 0). (N = 0, 1, 2, 3)
SAR	N	Shift AC right N bits. Propagate sign bit at left (N = 0, 1, 2, 3)
DON		Turn display processor on

Class 3 Micro-instructions - Skips

Note. For valid combinations, see Imlac manuals

		<u>SKIP IF:</u>
ASZ		AC is zero
ASN		AC is non-zero
ASP		AC is positive
ASM		AC is negative
LSZ		Link bit is zero
LSN		Link bit is non-zero
DSF		Display is on
DSN		Display is off
KSF		Keyboard flag is set
KSN		Keyboard flag is not set
RSF		TTY has input data
RSN		TTY has no input
TSF		TTY has finished transmitting
TSN		TTY has not finished
SSF		33 1/3 Hz sync. on
SSN		33 1/3 Hz sync. off
HSF		Paper tape reader has data
HSN		PTR has no data

Input/Output instructions

IOT)ABP	Any I/O order
DLZ		Display Program Counter set to zero
DLA		Contents of AC to DPC
CTB		Clear TTY Break
DOF		Turn Display Processor off
KRB		Keyboard read character
KCF		Keyboard clear flag
KRC		KRB KCF
RRB		TTY read character
RCF		TTY clear flag (input)
RRC		RRB RCF
TPR		TTY print character
TCF		TTY clear flag (output)
TPC		TPR TCF
HRB		PTR read character
HOF		Stop PTR
HON		Start PTR
STB		Set TTY Break
SCF		Clear 33 1/3 sync. flag
IOS		IOT Sync. (maintenance)
IOF		Disable Interrupt
ION		Enable Interrupt
PPC		Punch AC and clear flag
PSF		Skip if punch ready

Display Processor Orders

DLXA	EXPR	Load X register with EXPR	12 bits
DLYA	EXPR	Load Y register with EXPR	
DJMS	ADDR	Store address of next display processor instruction in DT register. Jump to ADDR	
DJMP	ADDR	Jump to ADDR <u>Note.</u> ADDR is 12 bits for DJMS and DJMP, so 4 K may be addressed directly. No indirect addressing	

Display processor micro-instructions

DHLT		Halt display processor
DOPR		Display no-op (2 μ sec)
DSTS	N	Set scale for vector drawing N = \emptyset - scale $\frac{1}{2}$ N = 1 - scale 1 N = 2 - scale 2 N = 3 - scale 3
DSTB DSTB	\emptyset 1	Set block \emptyset or 1 (8 K machine only)
DRJM		Display return jump (jump to address stored in DT register by DJMS)
DIXM		Increment X register Most Significant Bits by 1
DIYM		Increment Y register M.S.B.
DDXM		Decrement X register M.S.B.
DDYM		Decrement Y register M.S.B.
DHVC		High Voltage Sync. & continue
DDSP		2 μ sec Intensify (for point plotting)
DHVV		High Voltage Sync. & Halt

*SIMPLE EXEC TEST

*
*
*

003130	000000		ORG	FSTAD	
003130	035417	GO	JMS	DELLN	FB
003131	000002		DC	2	
003132	000062		DC	50	
003133	035330		JMS	INSST	
003134	000002		DC	2	
003135	000001		DC	1	
003136	003224		DC	WAREA	
003137	036044		JMS	MONIT	
003140	100001		CLA		
003141	035625		JMS	ERMON	
003142	003242		DC	EAREA	
003143	036044		JMS	MONIT	
003144	036414		JMS	DRGRA	
003145	003250		DC	AXAR	
003146	036044		JMS	MONIT	
003147	036414		JMS	DRGRA	
003150	003265		DC	PTAR	
003151	036044		JMS	MONIT	
*					
003152	007202		LAW	LT1	
003153	022000		DAC	UIESC	
003154	104012		LWC	10	
003155	023223		DAC	CNT	
003156	001132		IOT)132	CLEAR
003157	004003		LAW	3	
003160	023221		DAC	GOOF	
003161	001141		IOT)141	
003162	100001		CLA		
003163	023222		DAC	FLAG	
003164	100001	LAB	CLA		
003165	027222		XAM	FLAG	
003166	102001		ASN		
003167	013164		JMP	LAB	
003170	100001		CLA		
003171	035625		JMS	ERMON	
003172	003322		DC	MESS	
003173	033325		ISZ	MESS&3	
003174	033223		ISZ	CNT	
003175	013212		JMP	LAB1	
003176	001161		IOF		
003177	004002		LAW	2	
003200	001141		IOT)141	
*					
003201	012007		JMP	EXIT	
*					
003202	100001	LT1	CLA		
003203	001132		IOT)132	
003204	100001		CLA		
003205	027221		XAM	GOOF	
003206	102001		ASN		
003207	010173		JMP	BACK	
003210	023222		DAC	FLAG	
003211	010173		JMP	BACK	
003212	100010	LAB1	CLL		
003213	024022		XAM	SKF&2	WAIT FOR CHARACTER
003214	102001		ASN		
003215	013213		JMP	.-2	
003216	004003		LAW	3	
003217	023221		DAC	GOOF	

PDSA LISTING

003220	013164		JMP	LAB
003221	000000	GOODF	DC	.-.
003222	000000	FLAG	DC	.-.
003223	000000	CNT	DC	.-.

*

*

003224	000015	WAREA	DC	EW-WAREA-1
003225	141100		EBC	.TEST MESSAGE\$NEW LINE'TAB.
003242	000000	EW	BSS	
003242	000005	EAREA	DC	EE-EAREA-1
003243	153331		EBC	.TEST ERROR.
003250	000000	EE	BSS	
003250	000000	AXAR	DC	0
003251	000001		DC	1
003252	000055		DC	45
003253	000001		DC	1
003254	000000		DC	0
003255	001750		DC	1000
003256	000120		DC	80
003257	000012		DC	10
003260	177470		DC	-200
003261	000310		DC	200
003262	000031		DC	25
003263	000050		DC	40
003264	000000		DC	0

*

003265	000000	PTAR	DC	0	
003266	000000		DC	0	
003267	000002		DC	2	
003270	000000		DC	0	
003271	000001		DC	1	
003272	000005		DC	5	
003273	000012		DC	10	XY LIST 1
003274	177766		DC	-10	
003275	000024		DC	20	
003276	177766		DC	-10	
003277	000144		DC	100	
003300	000014		DC	12	
003301	000310		DC	200	
003302	000310		DC	200	
003303	001440		DC	800	
003304	000000		DC	0	
003305	000001		DC	1	
003306	177777		DC	-1	
003307	000005		DC	5	
003310	000012		DC	10	XY LIST 2
003311	000012		DC	10	
003312	000024		DC	20	
003313	000012		DC	10	
003314	000144		DC	100	
003315	177764		DC	-12	
003316	000310		DC	200	
003317	177470		DC	-200	
003320	001452		DC	810	
003321	000000		DC	0	

*

*LIST

003322	000003	MESS	DC	3	
003323	040360		EBC	.HIT	0.

*

000000	000000		END	
BUILT OK				
END PDSA				

