

INTRODUCTION

**TO
THE**

SCC-6700

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*** POWERFUL REPERTOIRE**

*** FAST EXECUTION**

*** ADEQUATE MEMORY**

*** HIGH MEMORY BANDWIDTH**

*** FAST SWAP RATE**

*** LARGE FILES**

*** VERSATILE MAPPING**

INSTRUCTION REPERTOIRE

- 48 BIT FLOATING POINT
- 24 BIT FIXED POINT
- 1-24 BIT CHARACTER
- REGISTER MANIPULATION
- REENTRANT LINKAGE
- EXPANDED POP FACILITY
- COMPLETE COMPARISONS
- GENERAL SHIFTS
- TRACE FACILITY

EXECUTION SPEED

1. INSTRUCTION "LOOK-AHEAD"
2. ADVANCE OPERAND FETCH
3. MULTIPLE SIMULTANEOUS MEMORY ACCESS
4. TYPICAL EXECUTION TIMES

FIXED ADD	.300 μ s
FLOATING ADD	2.0 μ s
SHIFTS	.3-7 μ s
LOAD FIELD	1.0 μ s

MEMORY

* 64 K - 256 K words
(24 bits + parity)

* Independently accessible
in 8K modules

* Transfer rates up
to 8×10^6 words/sec

* Independent access by

CPU
DRUM
OTHER I/O

SWAP FACILITY

1,000,000 word drum

2K word records

1.1×10^6 words/sec transfer rate

35 ms. max access time

17 ms. average access time

Up to 8 drums available
per system

MASS FILES

140,000,000 WORD DISK

39×10^3 WORD/SEC.
AV. TRANSFER RATE

170 MS MAX ACCESS

25 MS AVERAGE ACCESS
(no head movement)

UP TO 8 DISK FILES
PER DISK CONTROLLER

MEMORY MAPPING

* User memory is 8
2K pages (all mapped)

* System memory is 6
mapped 2K pages,
8 mapped 256 word
pages, and 1
unmapped 2K page

* Protection for each page
against:

READING

WRITING

EXECUTION

PRIVILEGED EXECUTION

* Map notes memory access
and modification

AND

EACH TELETYPE CONTROLLER
HANDLES 32 FULL-DUPLEX LINES

UP TO 8 TTY CONTROLLERS MAY
BE USED (256 TTY'S)

the Usual

400 CPM CARD READER

120 CPM CARD PUNCH

600 LPM PRINTER

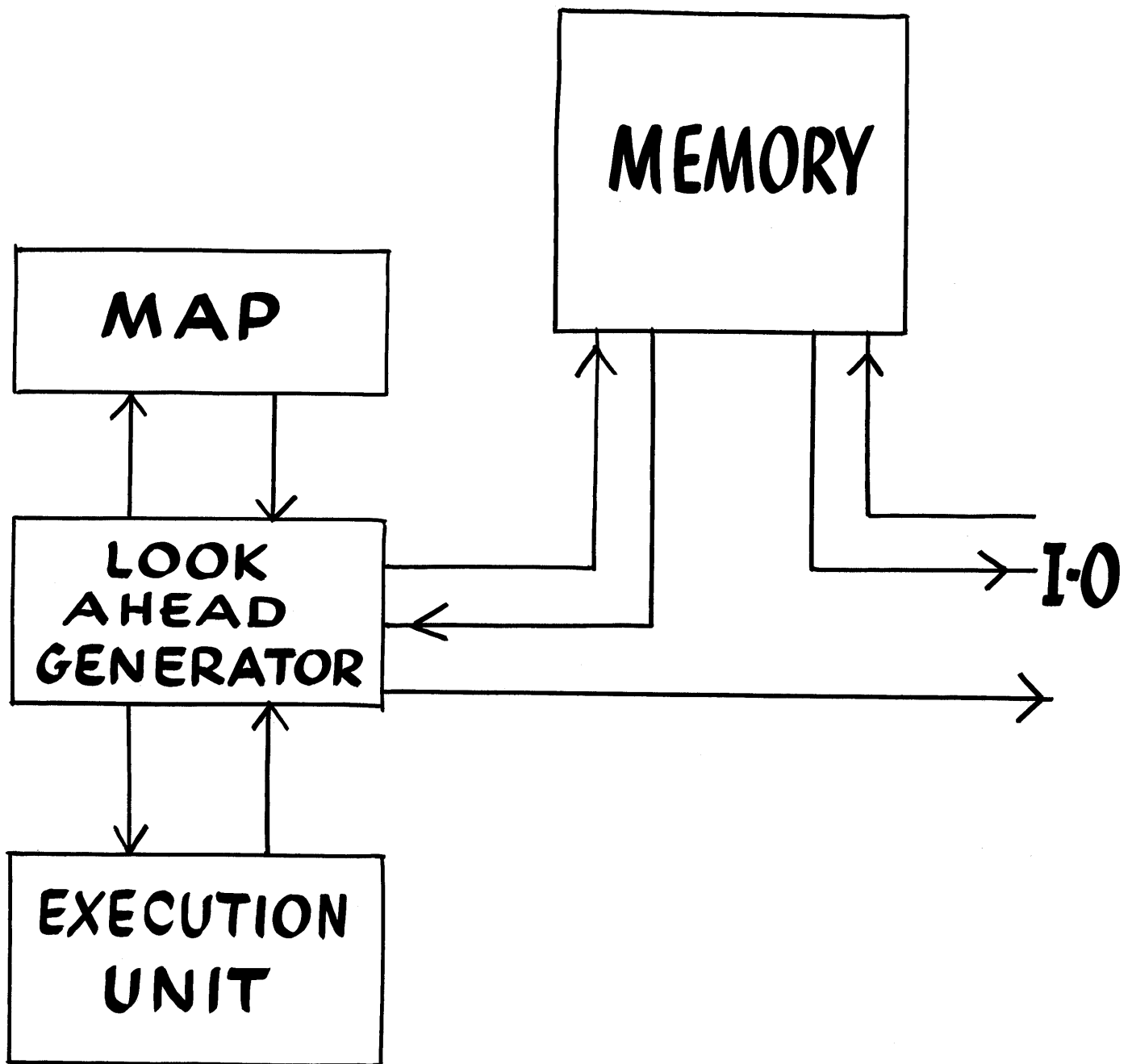
75 IPS MAG TAPES

7 or 9 TRACK

ORGANIZATION

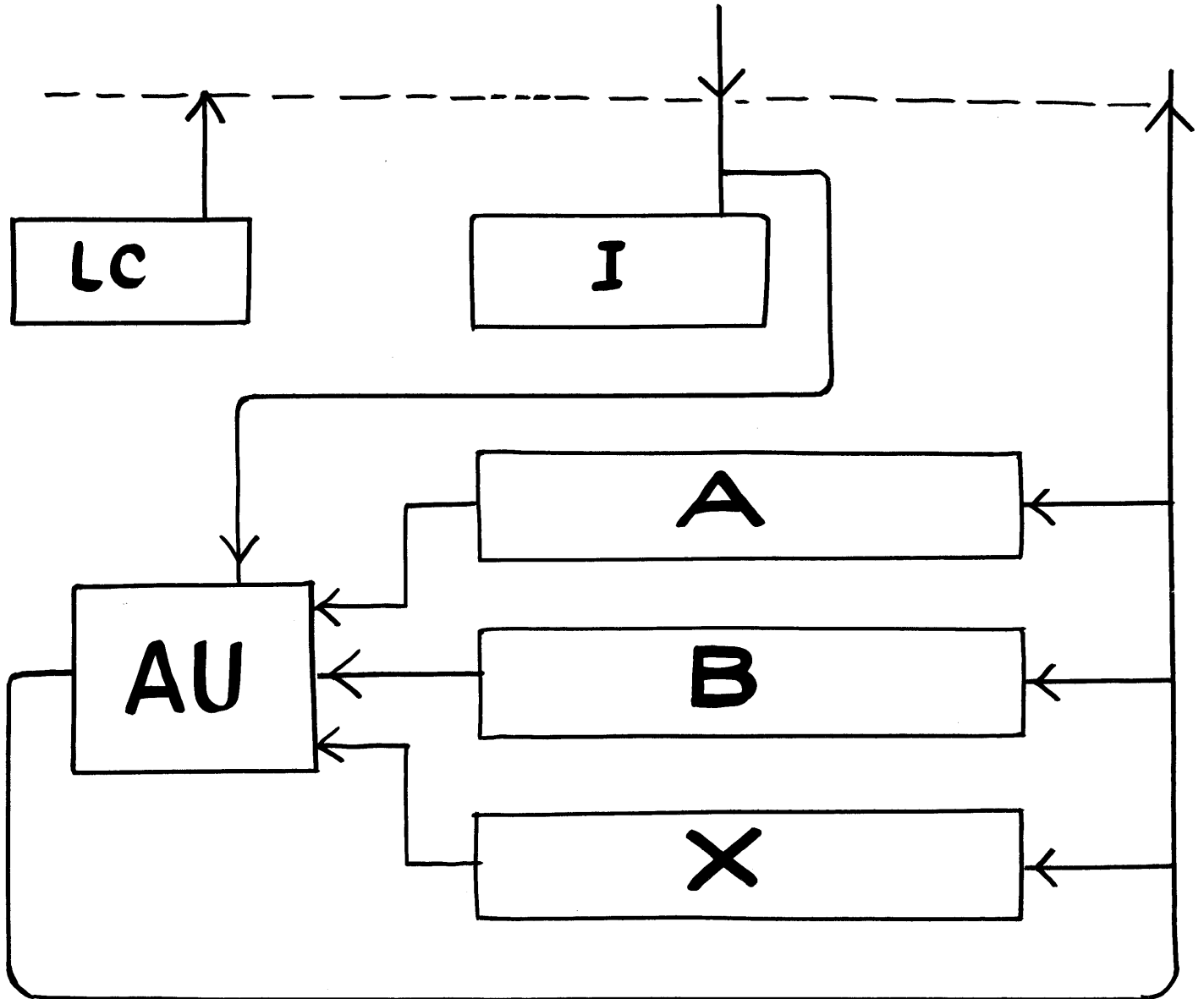
**OF
THE**

SCC-6700

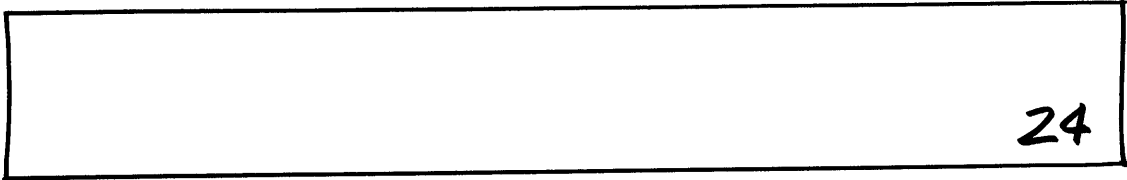


OVERALL ORGANIZATION

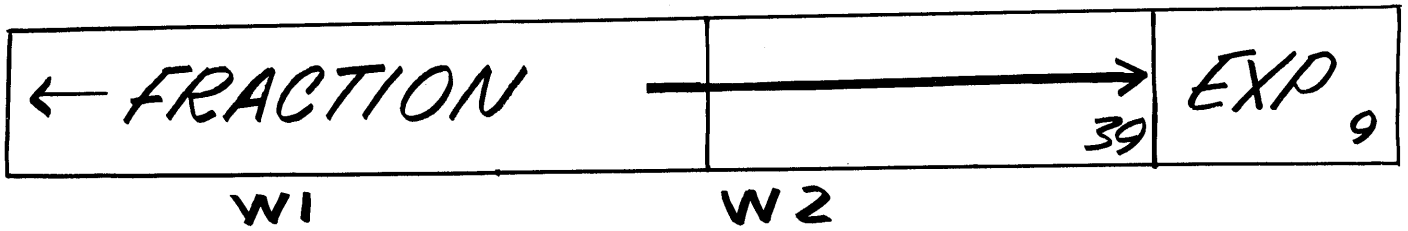
LOOKAHEAD



EXECUTION UNIT



**FIXED-POINT - 2'S COMPLEMENT
FRACTION MULTIPLY & DIVIDE**



FLOATING POINT - (2 WORDS)

2'S COMPLEMENT 39 BIT

FRACTION

2'S COMPLEMENT 9 BIT

EXPONENT

MAY BEGIN IN EVEN OR ODD
LOCATION !

NUMERIC DATA



14 bit address field

6 bit op code

X is index bit

I is indirect address bit

P for programmed operator

S for system call

INSTRUCTION FORMAT



LNG is length of field (≤ 24)

OFF is first bit of field (≤ 23)

ADDR is address of start of field

Fields may over-lap
word boundaries

FIELD DESCRIPTOR

LDA -LOAD A REGISTER
STA -STORE A REGISTER
XMA-EXCHANGE MEMORY & A
LDB-LOAD B REGISTER
STB-STORE B REGISTER
LDX-LOAD INDEX REGISTER
STX-STORE INDEX REGISTER
XMV-EXCHANGE MEMORY & X
STM-STORE UNDER MASK
LDD-LOAD DOUBLE
STD-STORE DOUBLE

LOADS/STORES

LDF - LOAD FIELD

STF - STORE FIELD

LDFX - LOAD FIELD INDEXED

STFX - STORE FIELD INDEXED

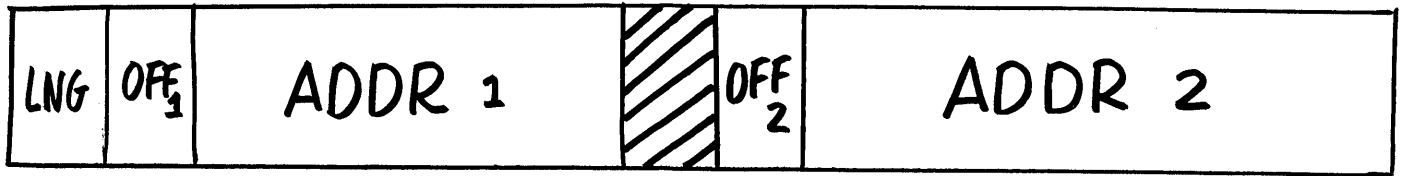
LDFI - LOAD FIELD & INCREMENT

STFI - STORE FIELD & INCREMENT

FIELD LOADS/STORES

1. $(Q)_{0-4} \rightarrow \text{LNG}$
2. $(Q)_{5-9} \rightarrow \text{OFF}$
3. IF $\text{LNG} = 37_8$, $X_{0-4} \rightarrow \text{LNG}$
4. IF $\text{OFF} = 37_8$, $X_{5-9} \rightarrow \text{OFF}$
5. IF $\text{LNG} > 24_{10}$, TRAP
6. IF $\text{OFF} > 23_{10}$, TRAP

FIELD SPECIFICATION PREPARATION

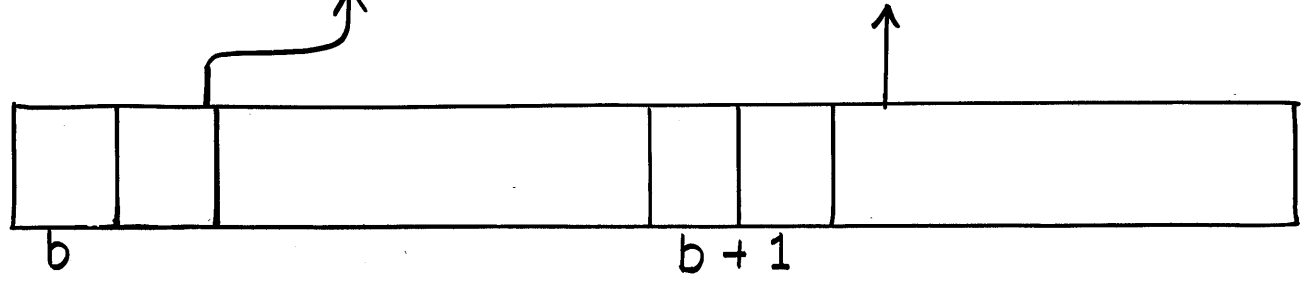
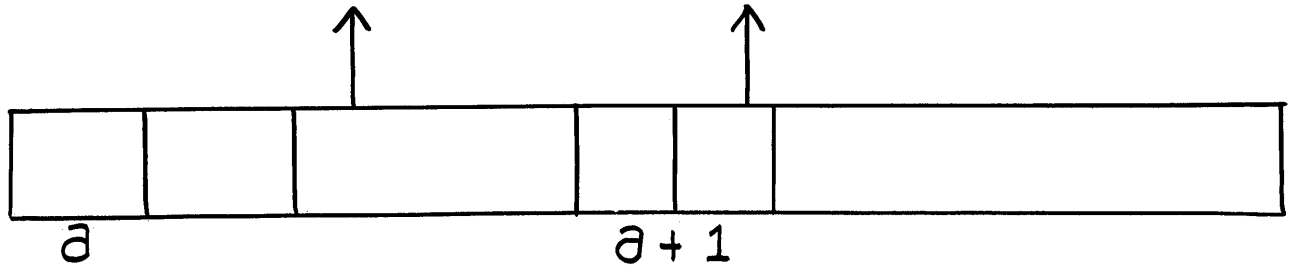
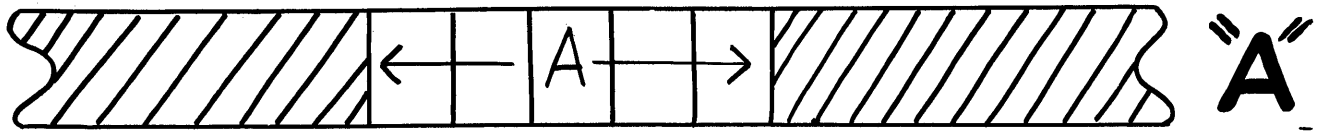


1. IF $OFF_1 = OFF_2$ and
 $ADDR_1 = ADDR_2$, NOP

2. LOAD (or store) FIELD

3. $OFF_1 + LNG \rightarrow OFF_1$
 if ≤ 23 , else

$OFF_1 + LNG - 24 \rightarrow OFF_1$
 $ADDR_1 + 1 \rightarrow ADDR_1$



LDFI	a
BRU	done
STFI	b
BSL	overflow
BRU	* - 4

APPEND STRING A to B

ADD-ADD TO A
SUB-SUBTRACT FROM A
MPY-MULTIPLY
DIV-DIVIDE
ADM-ADD A to MEMORY
MIN-MEMORY INCREMENT
MDS-MEMORY DECREMENT & SKIP
ADX-ADD TO INDEX REGISTER

(NOTE: CARRY & OVERFLOW ARE
SET WHEN SUMS ARE PLACED in A)

FIXED ARITHMETIC

**AND-LOGICAL AND TO A
ORA-LOGICAL OR TO A
EOR-LOGICAL EXCLUSIVE OR^{to}A**

LOGICAL OPERATIONS

FAD-FLOATING ADD

UFA-UNNORMALIZED FLOATING ADD

FSB-FLOATING SUBTRACT

UFS-UNNORMALIZED FLOATING SUBTRACT

FMP-FLOATING MULTIPLY

FDV-FLOATING DIVIDE

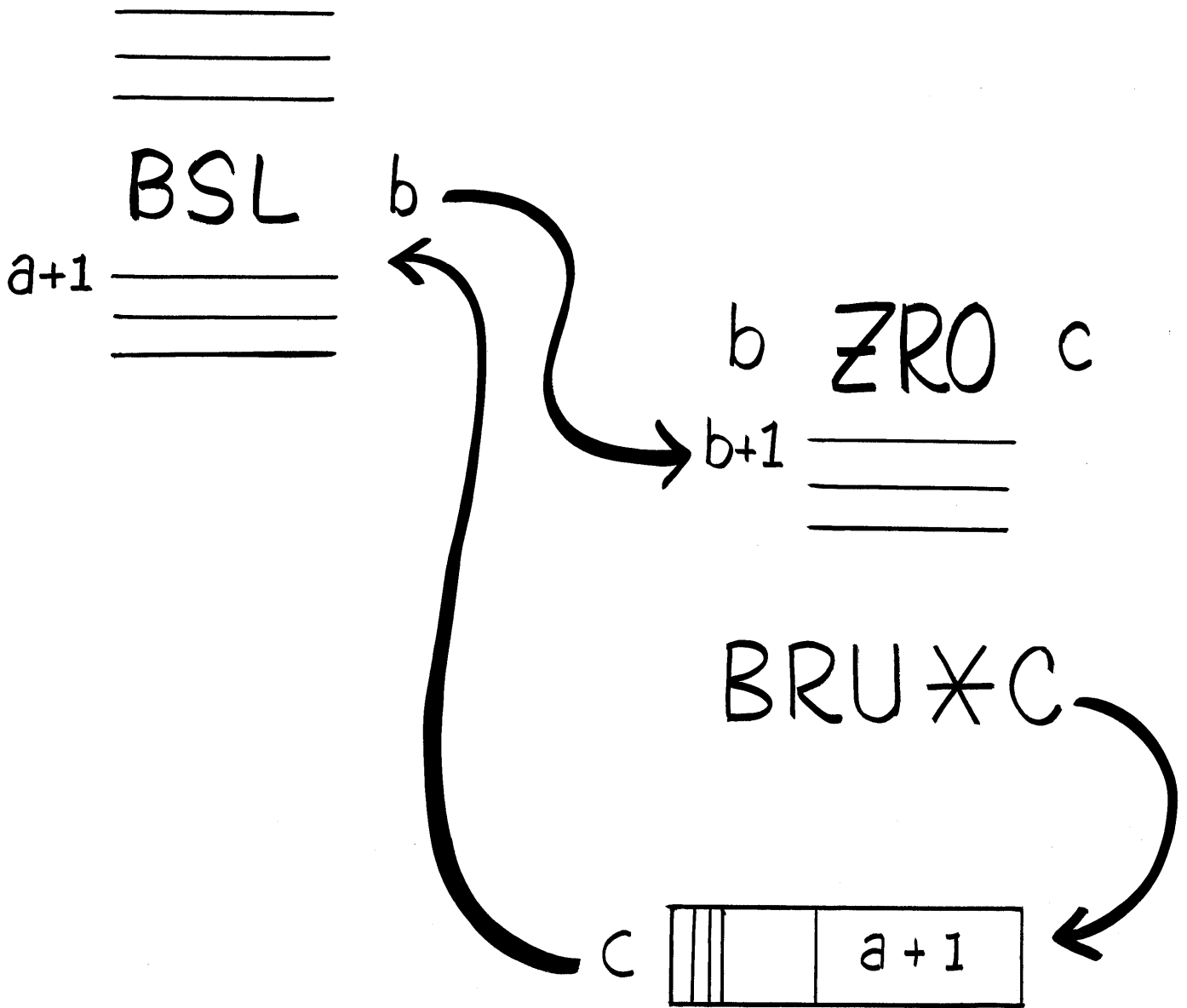
FLOATING POINT

SKE - SKIP ON A EQUAL *to* MEMORY
SKU - SKIP UNEQUAL
SKG - SKIP ON A GREATER
SKL - SKIP ON A LESS *or* EQUAL
SKEM - SKIP ON MASKED EQUALITY
SKUM - SKIP ON MASKED UNEQUAL
SKN - SKIP IF MEMORY NEGATIVE
SKP - SKIP IF MEMORY POSITIVE
SKA - SKIP ON A & MEMORY ZERO
SKB - SKIP ON B & MEMORY ZERO
SKC - SKIP & CLEAR FLAG

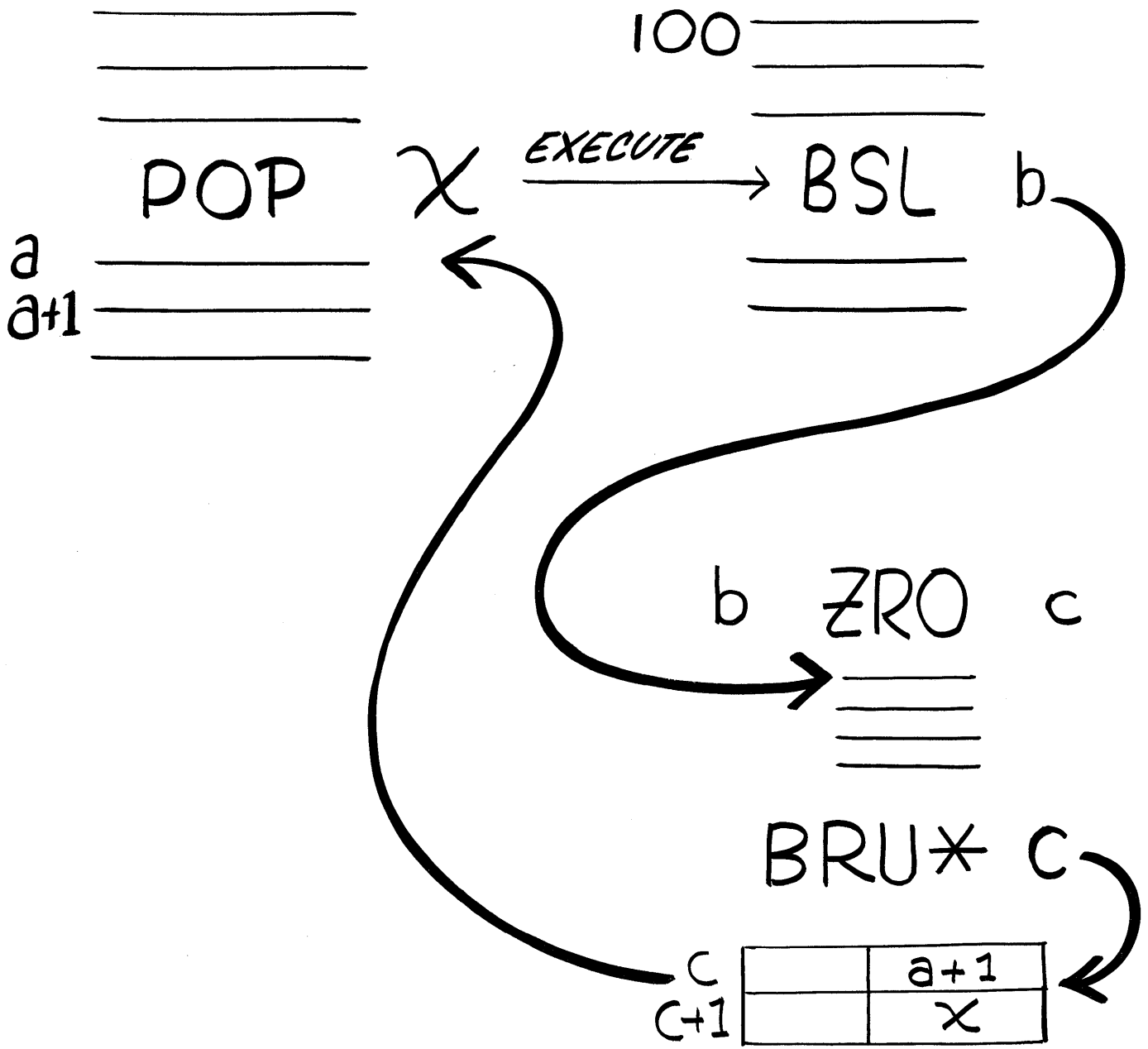
SKIP TESTS

BRU - BRANCH UNCONDITIONAL
BSL - BRANCH & SAVE LOCATION
BIX - BRANCH-INCREMENT X
BDX - BRANCH-DECREMENT X
BRI - BRANCH & RESTORE INTERRUPTS

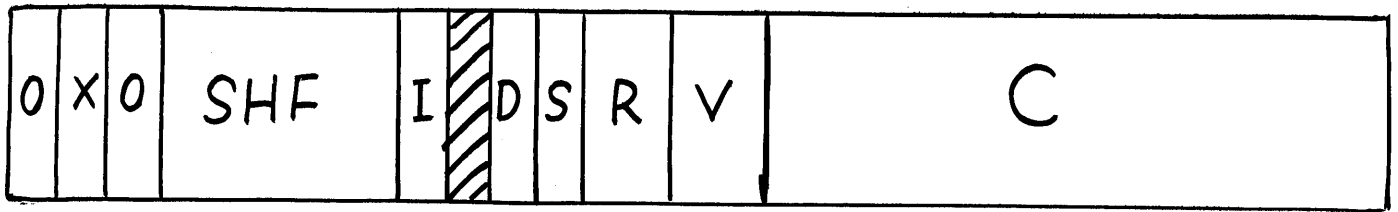
BRANCHING



BSL



POP'S



C = shift count \pm 0-63 positions

V = vacated position values
0's, 1's, sign, sign comp

R = Registers shifted
A, B, AB, A and B

S = Shift Type
logical - Arithmetic

D = Direction
Left - Right
(C is a signed shift)

ANY LENGTH SHIFT IN 700 ns.
SHIFTS

EAX - EFFECTIVE ADDRESS TO X

SHF - SHIFT

XEC - EXECUTE

XCI - EXECUTE INDIRECT

OPR - OPERATE MICROINSTRUCTION

A NORM - FD INTO BIT LENGTH

B NORM - BIT LENGTH INTO FD

NORM - NORMALIZE FD

FIX - FLOAT TO FIX CONVERSION

FLT - FIX TO FLOAT CONVERSION

FNG - FLOATING NEGATE

FRD - FLOATING ROUND

SWP - GENERAL REGISTER SWAP

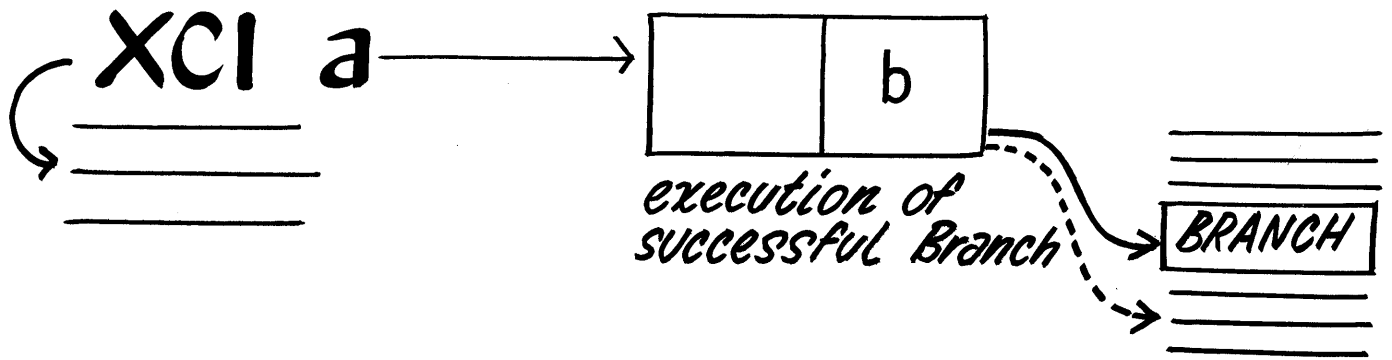
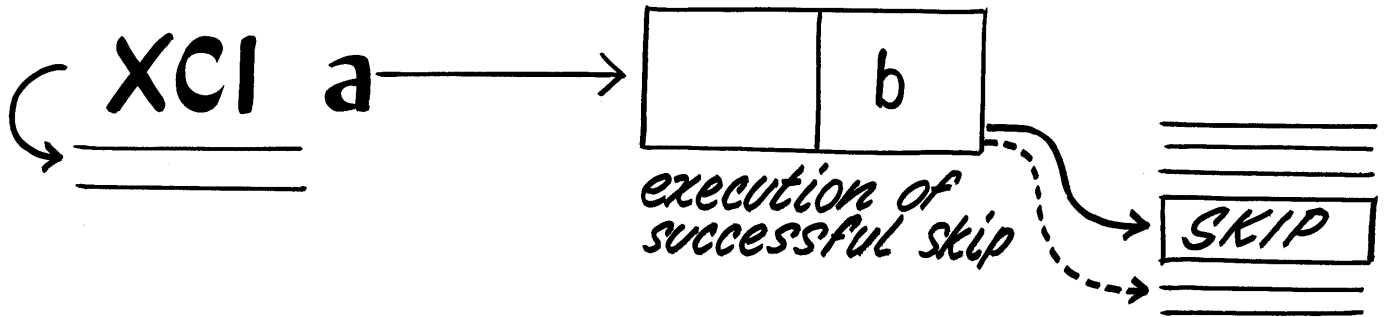
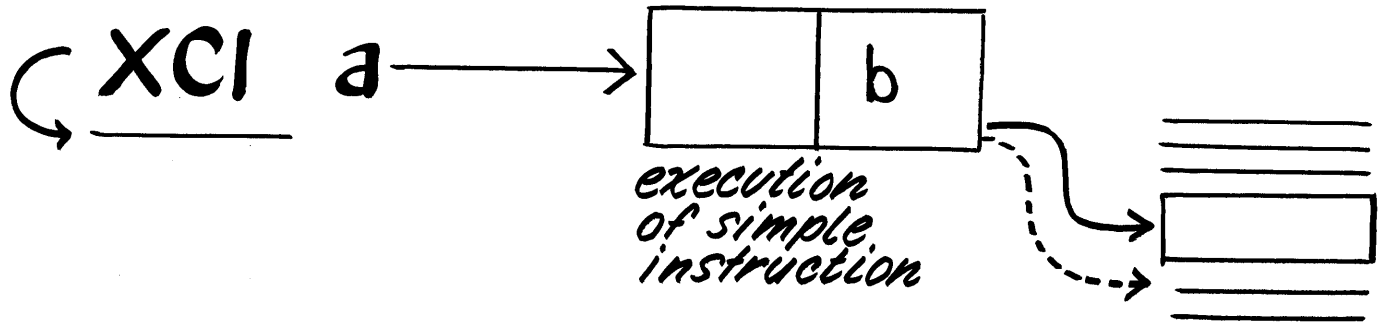
AOP - ARITHMETIC OPS *on* REGISTERS

LOP - LOGICAL OPS *on* REGISTERS

RIN - REGISTER INCREMENTS & TEST

(and Many Others)

MISCELLANEOUS



EXECUTE INDIRECT

SWP-SWAP

LRO-LOGICAL REGISTER OPS

ARO-ARITHMETIC REGISTER OPS

RIN-REGISTER INCREMENT

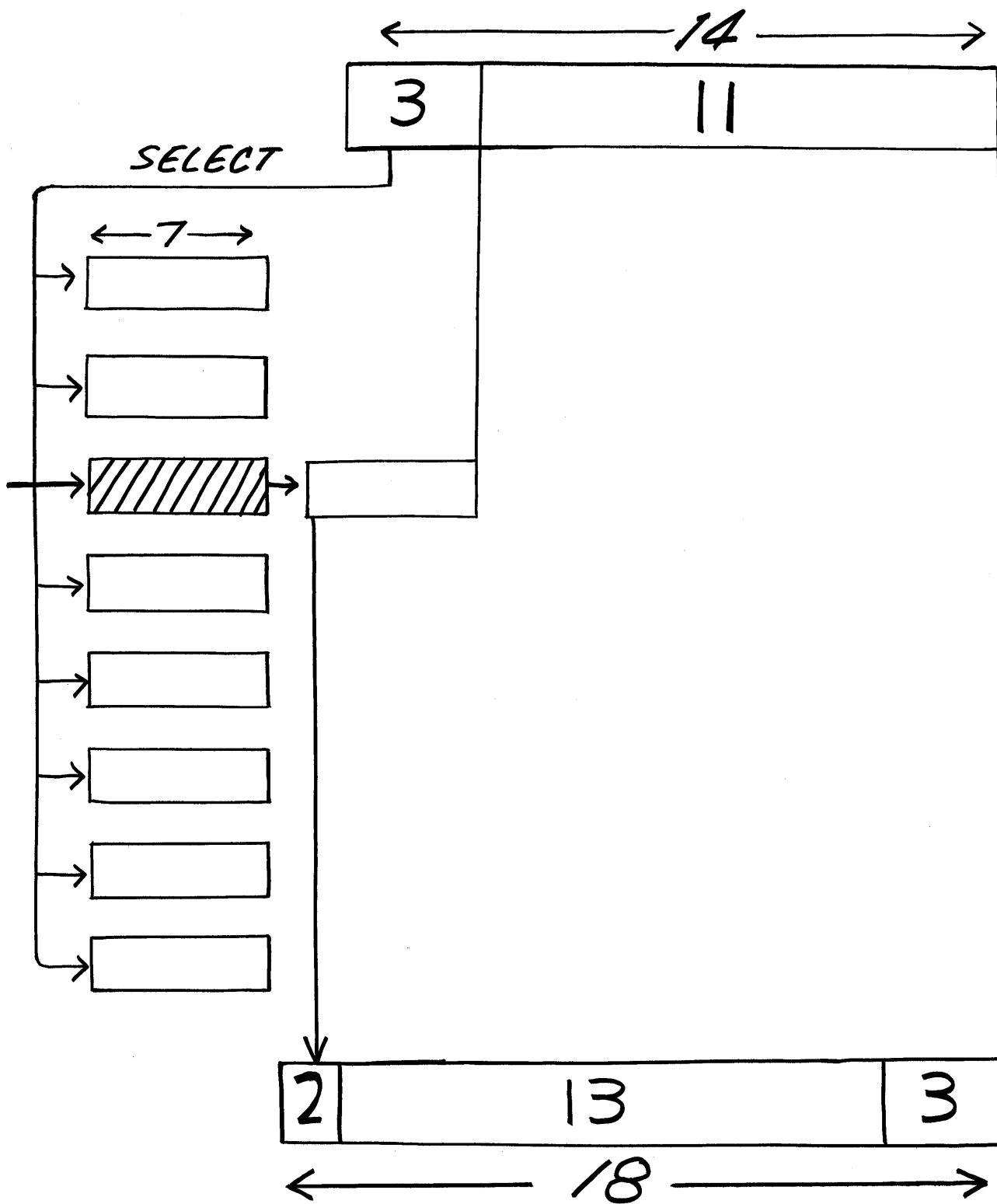
BTO-BIT TEST OP

PFM-PERFORM GROUP

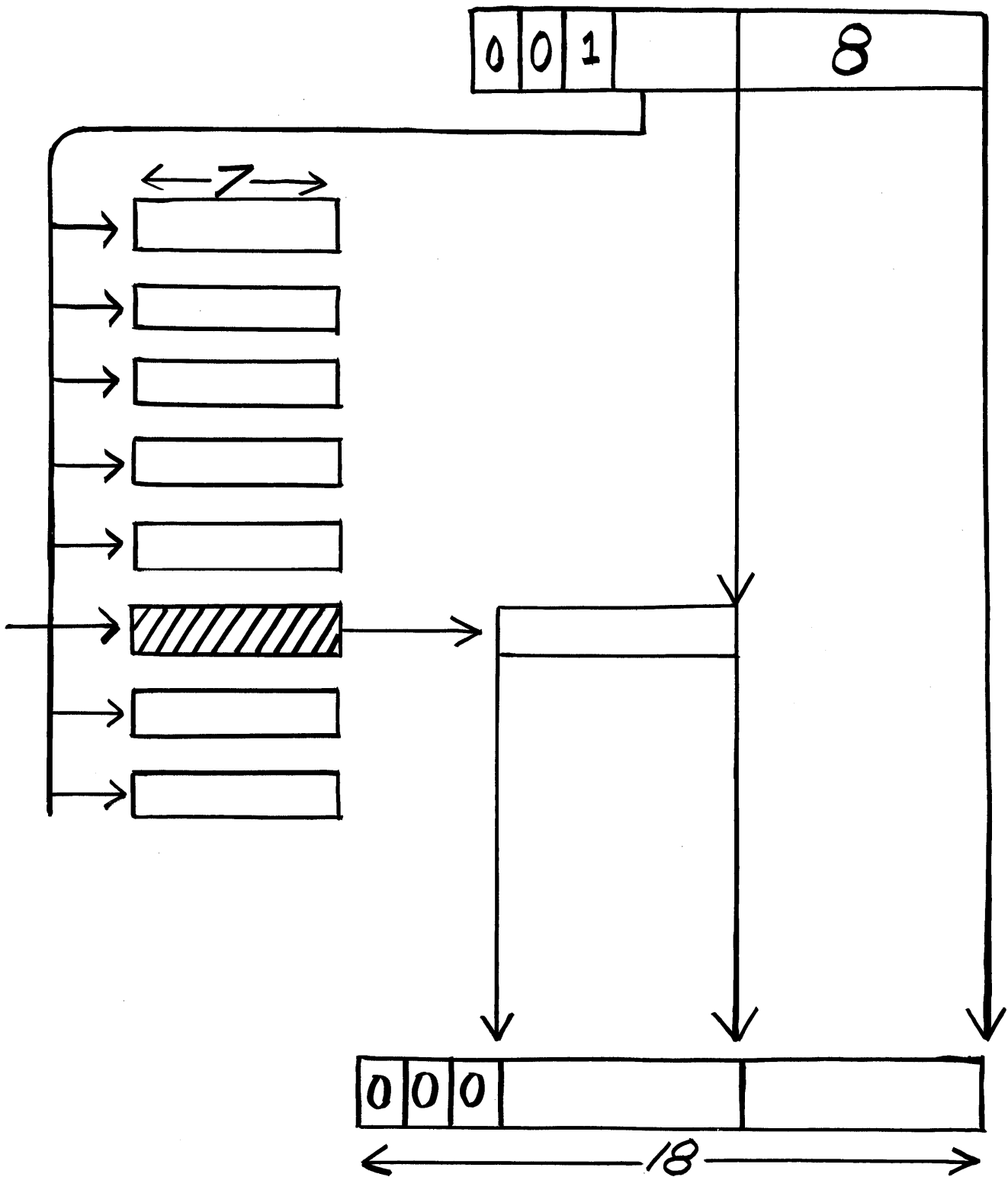
OPERATE GROUP

FLT - CONVERT TO FLOATING POINT
FIX - CONVERT TO FIXED POINT
FRND - FLOATING ROUND
FNEG - FLOATING NEGATE
A NRM - A NORMALIZE FD
B NRM - B NORMALIZE FD
NRM - NORMALIZE FD
LLO - LOCATE LEADING ONES
LLZ - LOCATE LEADING ZERO
LLT - LOCATE LEADING TRANSITION
CNT - COUNT BITS

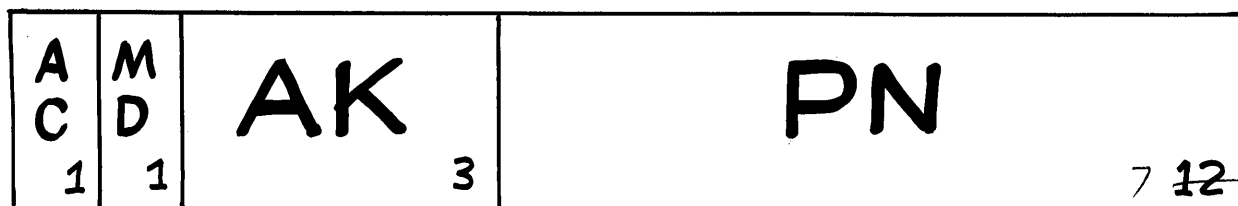
PERFORM GROUP



USER MEMORY MAPPING



MONITOR PGI MAPPING



12

PN-ACTUAL PAGE NUMBER
AC-ACCESS MARK
MD-MODIFICATION MARK
AK-ACCESS KEY

no access

read, write

execute only

execute privileged

read, execute

read, execute privileged

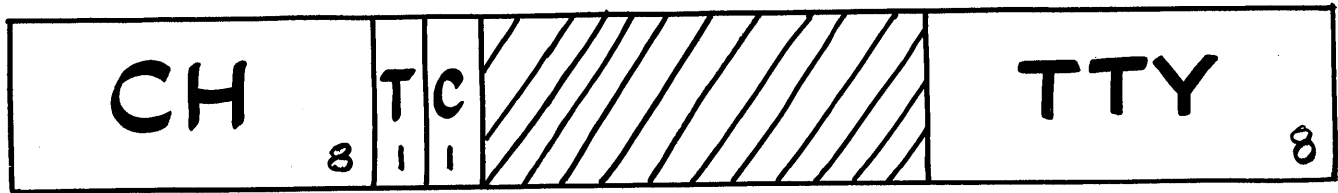
read, write, execute

read, write, execute privileged

MEMORY MAP REGISTER

40 PRIVILEGE ERROR
41 UNDEFINED OP-CODE
42 WRITE ERROR
43 READ ERROR
44 EXECUTE ERROR
45 FLOATING OVERFLOW
46 INTERVAL TIMER
47 NON-EXISTENT MEMORY
50 RETURN TO USER MAP
51 PARITY ERROR
52 FD SPECIFICATION ERROR

TRAP LOCATIONS



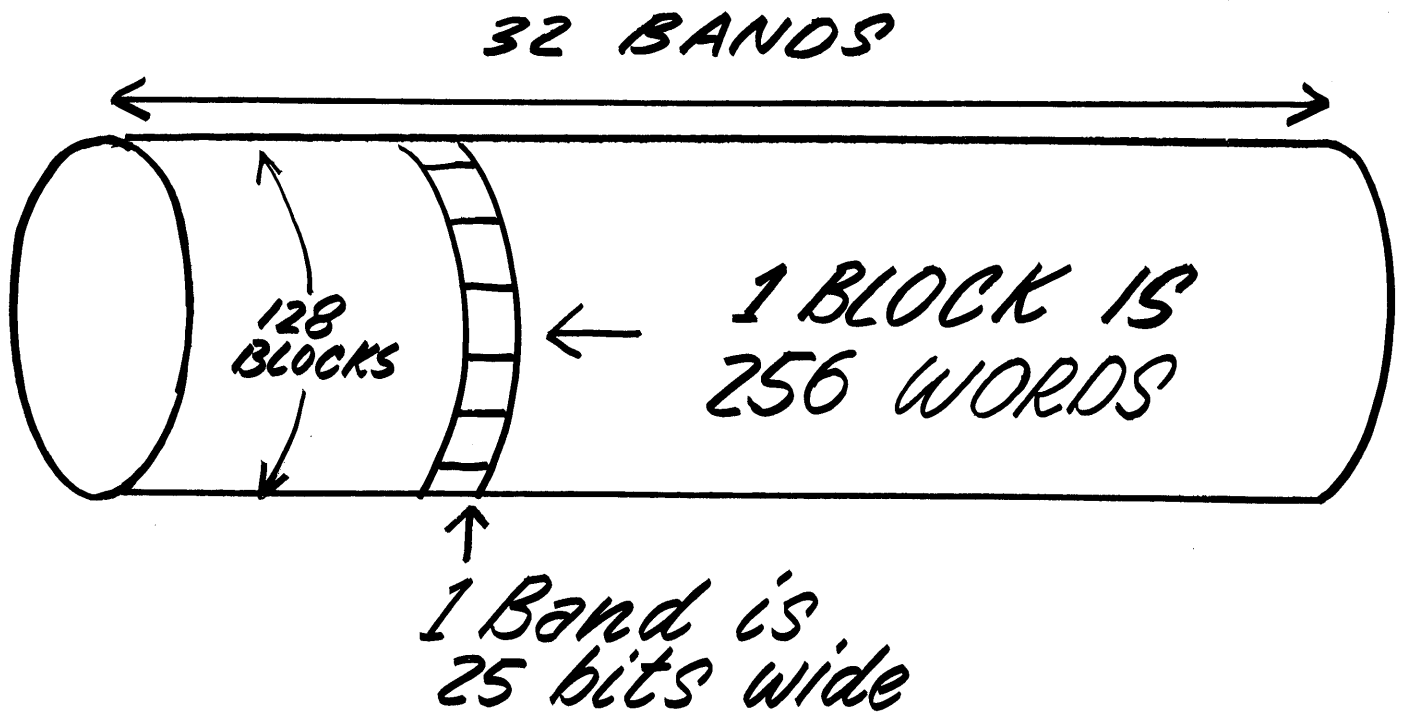
CH - Character to be transmitted

TTY - Teletype Number

T - =1 do not transmit CH

C - =1 interrupt on transmission complete

TELETYPE I/O FORMAT



WORDS PER BAND = 32,768
 TOTAL WORD = 1,048,576
 TRANSFER RATES = 1.1 MHz
 INTERBLOCK GAP = 15 μsec
 AVERAGE ACCESS = 17 MS
 MAX ACCESS = 35 MS

DRUM FORMAT



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