

CONTROL DATA® 6600 COMPUTER SYSTEM

6601A-J, 6613-A/B/C
6604A/B/C, 6614-A/B/C
Central Processor
(Including Functional Units)

Volume 1

**DIAGRAMS &
CIRCUIT DESCRIPTION**

RECORD of REVISIONS

REVISION	NOTES
A	Equation Lists and Appendix A added. Miscellaneous changes made for purposes of clarification.
B	Central Memory diagrams added, sheets 38-44. Central Processor diagrams added, sheets 45-114. Clock diagrams added, sheets 115-121. Corrections made to Appendix A.
C (3-29-65)	This reprint obsoletes all previous editions. Central Processor completely revised. Miscellaneous changes made for purposes of clarification. This printing includes Change Order 10946.
D (7-12-65)	Volumes 1 and 2 obsolete all previous editions. "Add Unit" diagrams added in Volume 1. Miscellaneous changes made for purposes of clarification. This printing includes Change Order 11826.
E	Change Order 12006.
F	Change Order 12051.
G	Change Order 12082.
H	Change Order 12182.
J	Change Order 12187.
K (1-27-66)	Publication Change Order 12481. The following pages have been revised: 6601/04 Central Processor - 1, 3, 4.1, 4.2, 5, 7, 9, 13, 15, 16, 19, 21, 23, 24.1, 25, 29, 31, 33, 35, 43, 53, 57, 61, 63, 64, 65, 66, 67, 68.0, 68.1, 68.3, 68.5, 68.7, 68.9, 69, 70, 71, 73, 74, 74.1, 75, 77, 79, 80.1, 80.3, 81, 82, 83, 85, 86.1, 86.3, 87, 88.1, 89, 91, 99, 101 and 103. 6601/04 Functional Units - Contents, 2.3, 3, 5, 7, 9, 11, 13, 14.1, 14.3, 14.4, 14.5, 14.7, 14.8, 15, 16, 17, 19, 23, 25, 26, 29, 31, 33, 35, 37, 43, 44, 47, 48, 49, 51, 53, 55, 57, 59, 61, 63, 64, 67, 95, 97, 103, 126.1, 126.2, 127, 181, 182.0, 183, 185, 187, 189, 190, 191, 193, 194, 197, 201, 205, 207, 211, 213 and Comment Sheet. 6601/04 Peripheral and Control Processor - 1, 2, 3, 5, 9, 11, 19, 21, 39, 47, 55, 57, 58, 59, 61, 63, 65 and 67. 6601 Central Memory (131K) - Contents, 1, 3, 5, 11, 12.0, 12.1, 12.2, 13, 14.0, 14.1, 14.3, 15. 6604 Central Memory (65K) Contents, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14.1, 15. 6601/04 Clock - 3, 5, 7, 9, 11, 13, 15, 17. 6601/04 Power Wiring - Contents, 1, 3, 5, 6, 7, 9, 11, 12, 13, 15, 17. 6601/04 Appendix A - Title page, 2 and Comment Sheet.
L (6-28-66)	Field Change Order 13358 which advanced the Product Designation to 6601-H31, 6604-A33 and 6605-A12. Central Processor pages 11, 13, 17, 19, 22.1, 24.01, 24.1, 25, 37, 41, 45, 86.01 and 90.1 revised. Functional Units pages 5, 11, 14.21, 14.3, 14.5, 182 and 185 revised.
M (6-28-66)	Publications Change Order 13629 which incorporated Change Orders 11310, 11389, 11467, 11487, 11826, 11937, 12006, 12450, 12543, 12655, 12656 and 12761 into this Manual. Vol. 1 Pages changed: Cover, Title page, Record of Revisions, Key to Logic Symbols, Central Processor Contents, 7, 19, 21, 22.1, 23, 24.01, 24.1, 35, 36.1, 39, 40.1, 43, 44.1, 63, 79, 80.01, 80.3, 81, 82.1, 85, 86.01, 86.1, 86.3, 87, 88.1, 89, 90.1, 91, 101, 103 and 105. Functional Unit Contents, 3, 5, 7, 9, 11, 13, 14.1, 14.21, 14.3, 14.5, 14.7, 15, 39, 63, 99, 101, 103, 137, 149, 173, 181, 182.01, 182.1, 185, 187, 197 and 213. Vol. 2 Pages changed: Cover, Title page, Record of Revisions, Key to Logic Symbols, Peripheral Processor Contents, 5, 6.1 and 6.2. Central Memory (131K) Contents, 10.1 and 11. Central Memory (65K) Contents, 11 and 12.1.

FORM CA230 REV. 1-67

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FOREWORD

Logic diagrams contained in this manual do not attempt to show the entire device, nor even depict complete modules within that device. The purpose of the diagrams is to show the logical significance of circuits that may involve parts of many modules on several chassis. Logic hardware that is not pertinent to the particular logic

sequence being illustrated is not included. Certain areas may not be shown at all, while others may appear on several drawings. These limitations are important to remember; the logic diagrams do not replace the 6000 Series chassis and cable tabs, but they are a valuable tool in understanding the tabs and the overall operation of the machine.

KEY TO LOGIC SYMBOLS
(Standard 6000 Series Card Types)

Logic diagrams represent a symbolic approach to electronic schematics. By using symbols to represent building block circuits, the schematic becomes easy to read if the reader understands the function of the symbols. In CONTROL DATA* logic, two signals, a logical "0" and a logical "1" are the possible input or output conditions of a circuit. For example, "1" is considered "up" and "0" is considered "down" on a timing chart. Detailed descriptions of logic symbols and their associated electronic representations are contained in the Printed Circuit Manual, Cordwood Modules (Pub. No. 60042700).

STANDARD LOGIC SYMBOLS

Standard logic diagram symbols for Control Data equipment using 6000 Series card types are inverters, test points, flip-flops, twisted pair line drivers, and coaxial cable line drivers.

Inverters

An inverter is a logic element which provides an output that is a negation of its input. When more than one input is provided to an inverter, "0's" take precedence over "1's" and therefore drive the output of the inverter to "1". Because all of the several inputs have to be "1" to drive the output of the inverter to a "0", the inverter may be considered an inverting AND (or NAND) gate when more than one input is present. The basic inverter is shown in the logic diagrams as an arrow into either a circle or a square (Figure 1). Both symbols represent the same electronic circuit and have the same logic interpretation. In a logic sequence of inverters, circle and square symbols are usually alternated as an aid in tracing signals, e.g., a "1" output from a square symbol implies a "1" output from subsequent squares in the logic chain.



Figure 1. Inverter Symbols

Certain card types employ variations of the standard inverter building block. These differences are indicated in the logic diagrams by a dot or a cross in the circle or square (Figure 2). Both the chassis tabs containing the card in question and the Printed Circuit Manual, Cordwood Modules (Pub. No. 60042700) contain electronic schematics of these special variations.

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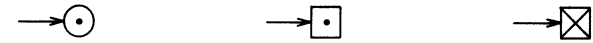


Figure 2. Special Inverters

Acceptable conventions for showing multiple inputs and outputs are given in Figure 3. Note that the output of inverter A is "0" only if inputs X, Y, and Z are all "1". The multiple outputs are identical.



Figure 3. Multiple Inputs/Outputs

Acceptable conventions for showing inverter networks are illustrated in Figure 4. As a general rule, circle inverters alternate with square inverters wherever possible. Because multiple outputs are identical, only one arrow is shown in cases where an inverter (A) serves as the single input to several succeeding inverters. In more complex inverter networks, multiple arrows are used (B to C and D; in this case because B is not the only input to C or D)

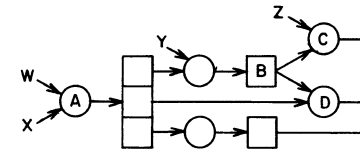


Figure 4. Inverter Networks

Test Points

A test point has no logic function, but is shown in the logic diagrams as a triangle (Figure 5). They are numbered from 1 to 6.



Figure 5. Test Point Symbols

KEY TO LOGIC SYMBOLS (Cont'd.)

Flip-Flops (FF)

The flip-flop (FF) is a storage device with two stable states--designated as Set and Clear--and is composed of two inverters (Figure 6). The flip-flop is said to be set when the set output (B) is a "1", and clear when it is a "0". Note that the input (A) must be "0" to set the flip-flop and (C) must be "0" to clear it.

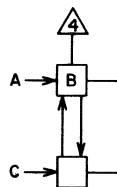


Figure 6. Flip-Flop Symbol

Logic signals are transmitted from one module to another by means of a line driver. Modules on the same chassis are connected with twisted pair lines, and those on separate chassis are connected by coaxial cable.

Twisted Pair Drivers

The twisted pair driver is represented by the standard square or circle. The output of the square or circle, however, is connected to a pin of the module in question and wired from there to a pin on another module (Figure 7). The ground wire of the pair is wired to the connector ground bus of each module. The pins are represented by small circles and are numbered from 1 to 28 (Pins 29 and 30 are ground and +6 volts, respectively, and generally are not shown in logic diagrams). The module location is shown above the card, and the module type is denoted in the upper right corner.

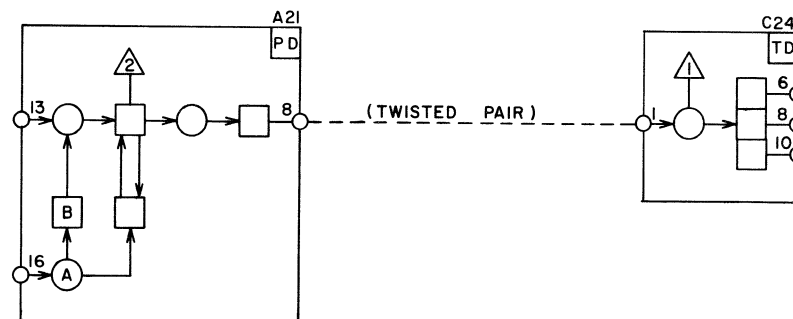


Figure 7. Twisted Pair Line Driver

Coaxial Cable Drivers

The coaxial cable driver is a 25 nsec pulse circuit, and is represented as shown in Figure 8. The pins used are represented by a small double circle.

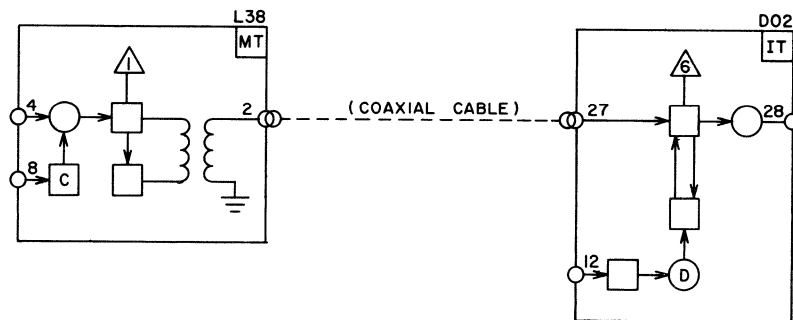


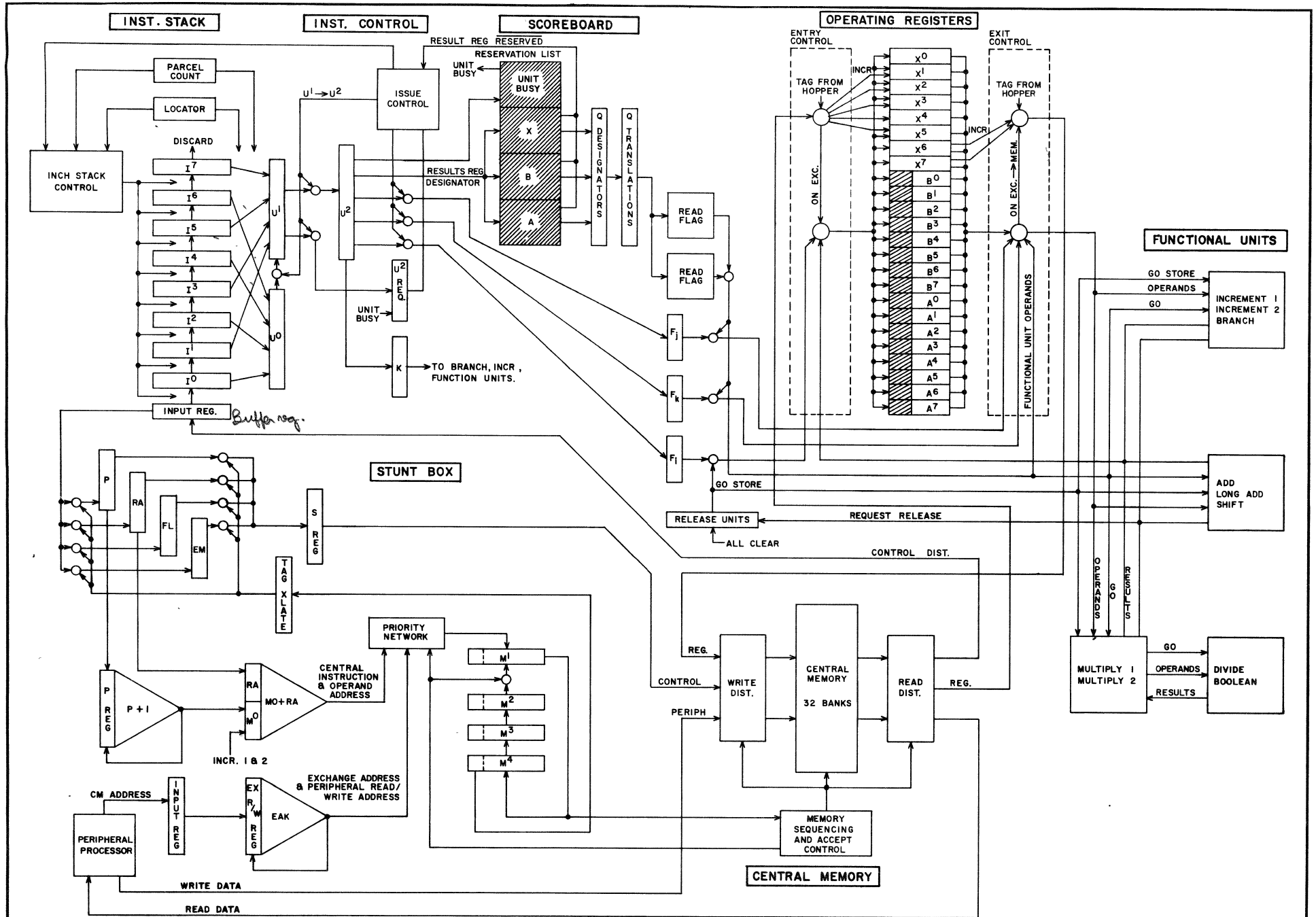
Figure 8. Coaxial Cable Driver

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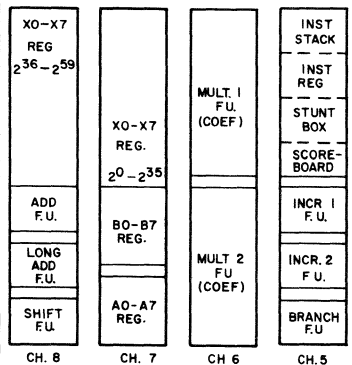
CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
BLOCK DIAGRAM

PRODUCT	6601/04	REV	K
SIZE	DRAWING NO.	C	60119300
SHEET	46		1

WING 2

REFRIGERATION UNIT

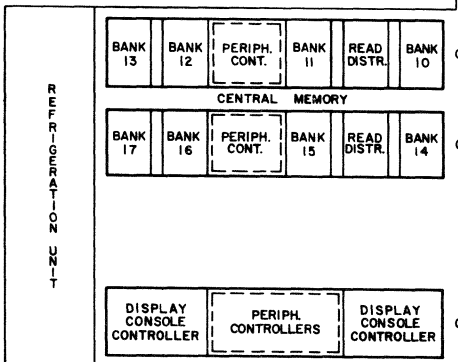


CH. 8

CH. 7

CH. 6

CH. 5



CH. 9

CH. 10

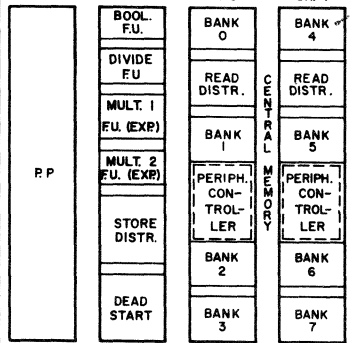
CH. 12

CH. 1

CH. 2

CH. 3

CH. 4



REFRIGERATION UNIT

WING 1


WING 4

REFRIGERATION UNIT

INTERCHASSIS CABLES
(37 LOGIC & 1 POWER/CH. MAX.)

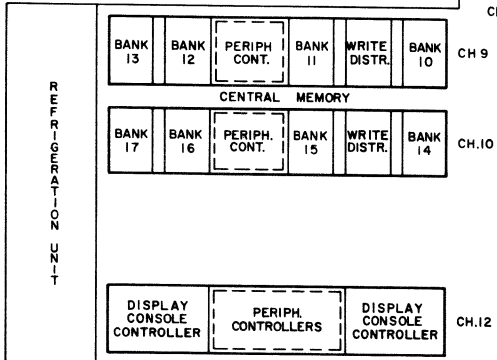
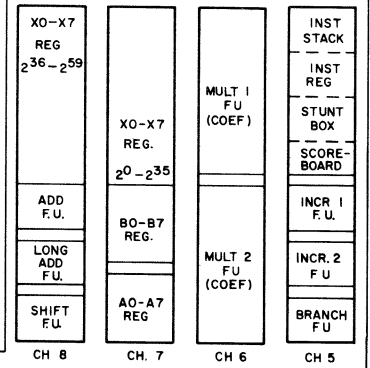
WING 3

DS PANEL

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	PRODUCT
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	SHEET	3
	47	

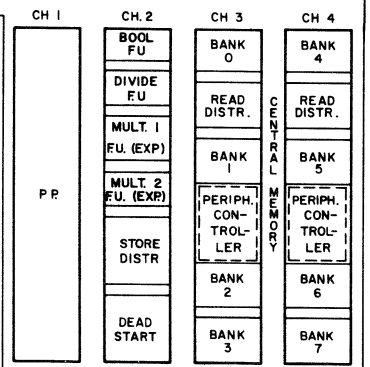
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INTERCHASSIS CABLES
(37 LOGIC & 1 POWER / CH. MAX.)

WING 3



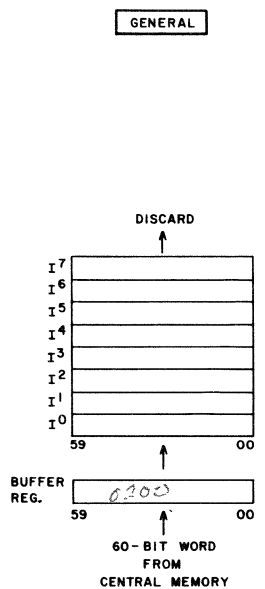
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WING 1

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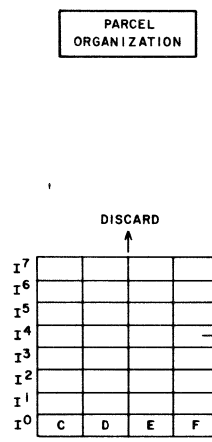
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6601/04 CENTRAL PROCESSOR
BIT LOCATIONS & TEST POINTS
I₀→I₇ REGISTERS
PUB. NO. 60119300



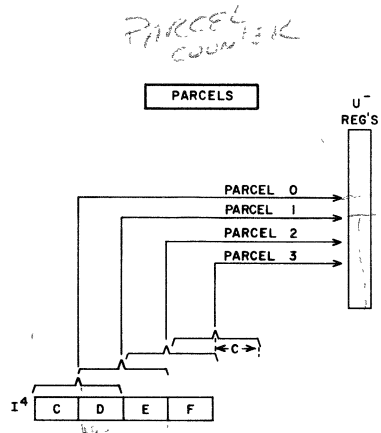
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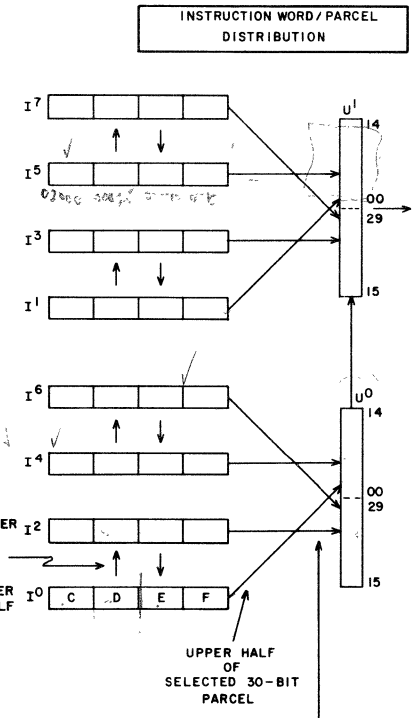


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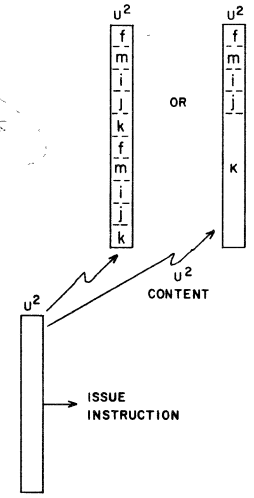
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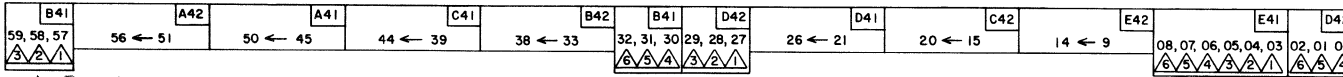
I⁰ SENDS LOWER HALF OF ITS SELECTED 30-BIT PARCEL THROUGH THE I² TRANSFER NETWORK FOR GATING TO THE LOWER HALF OF U⁰.
I² SENDS UPPER HALF OF ITS SELECTED 30-BIT PARCEL THROUGH THE I⁰ TRANSFER NETWORK FOR GATING TO THE UPPER HALF OF U⁰. (SEE PARCEL EXTRACTION, P.11, FOR EXAMPLE).



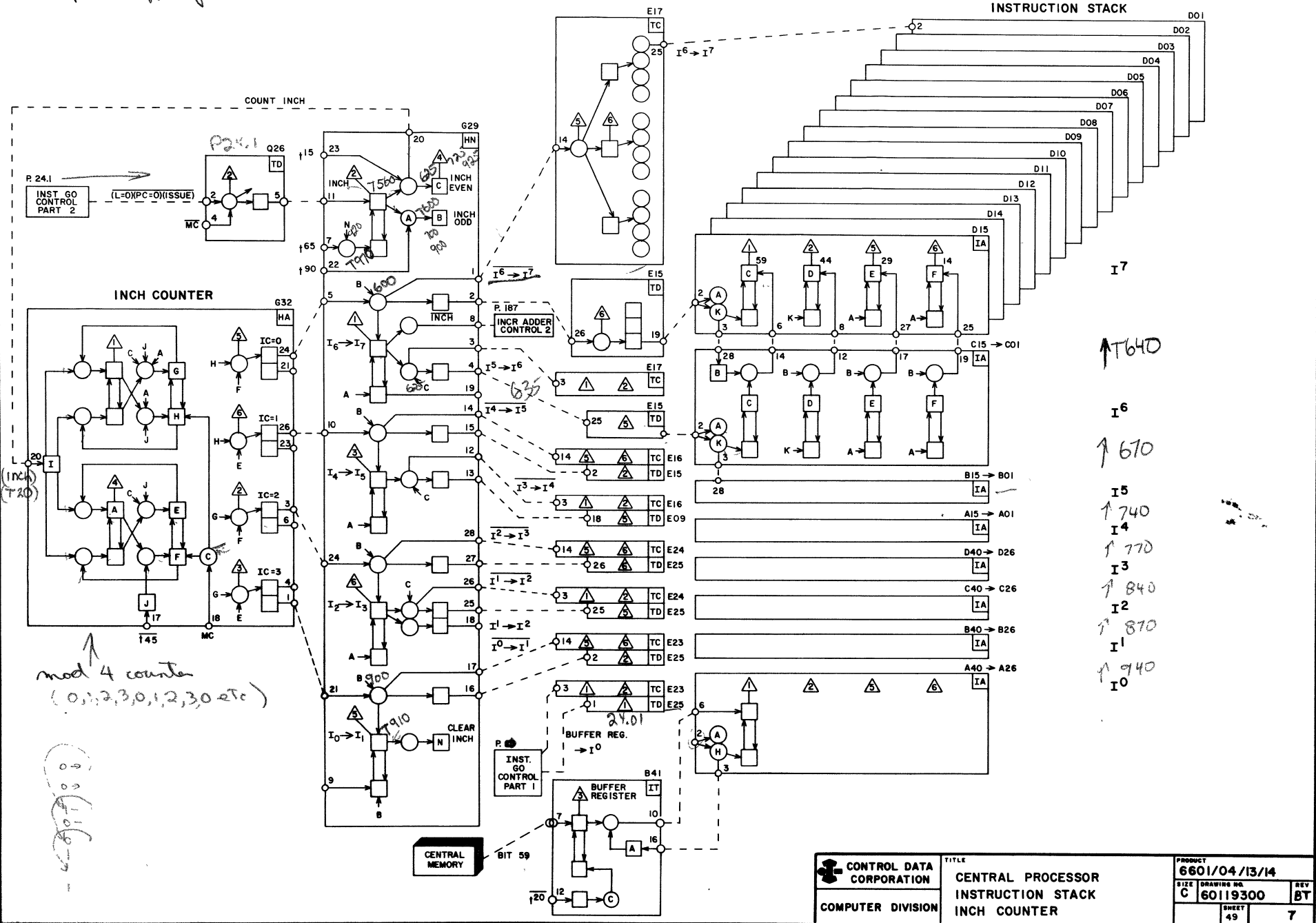
UPPER HALF OF SELECTED 30-BIT PARCEL



BUFFER REG.



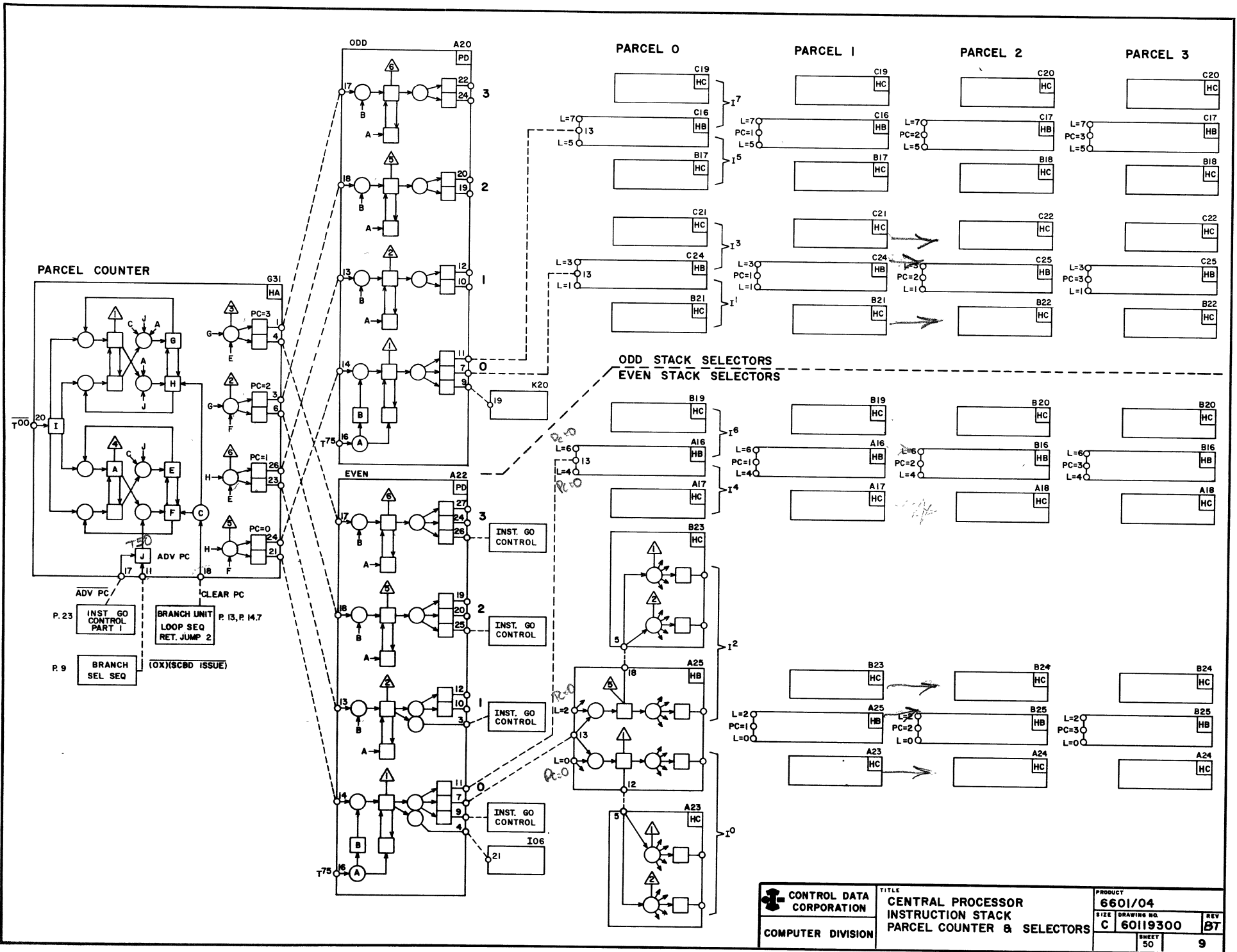
d.s input Buffer reg

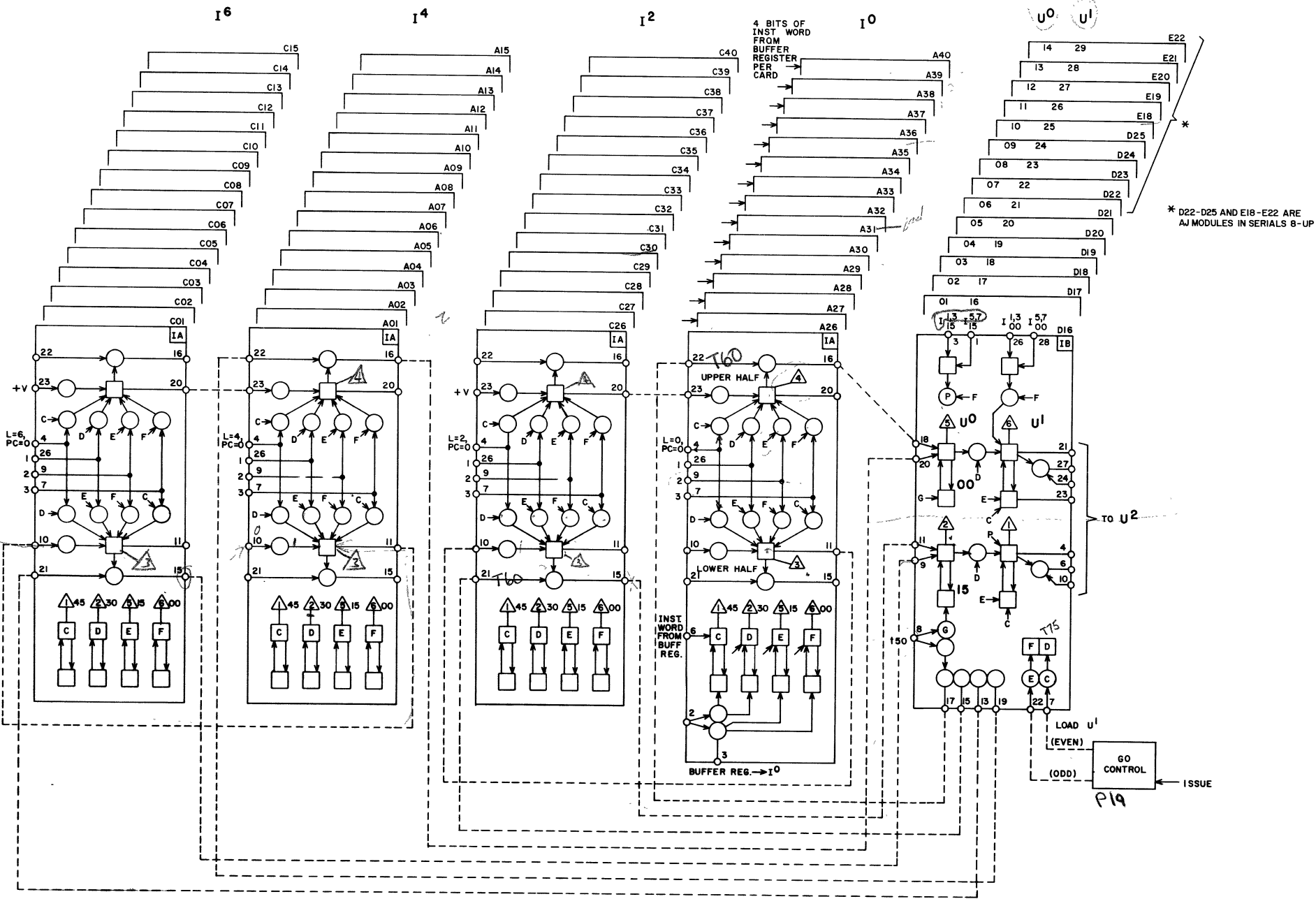


INSTRUCTION STACK

I7
↑ T640
I6
↑ 670
I5
↑ 740
I4
↑ 770
I3
↑ 840
I2
↑ 870
I1
↑ 940
I0

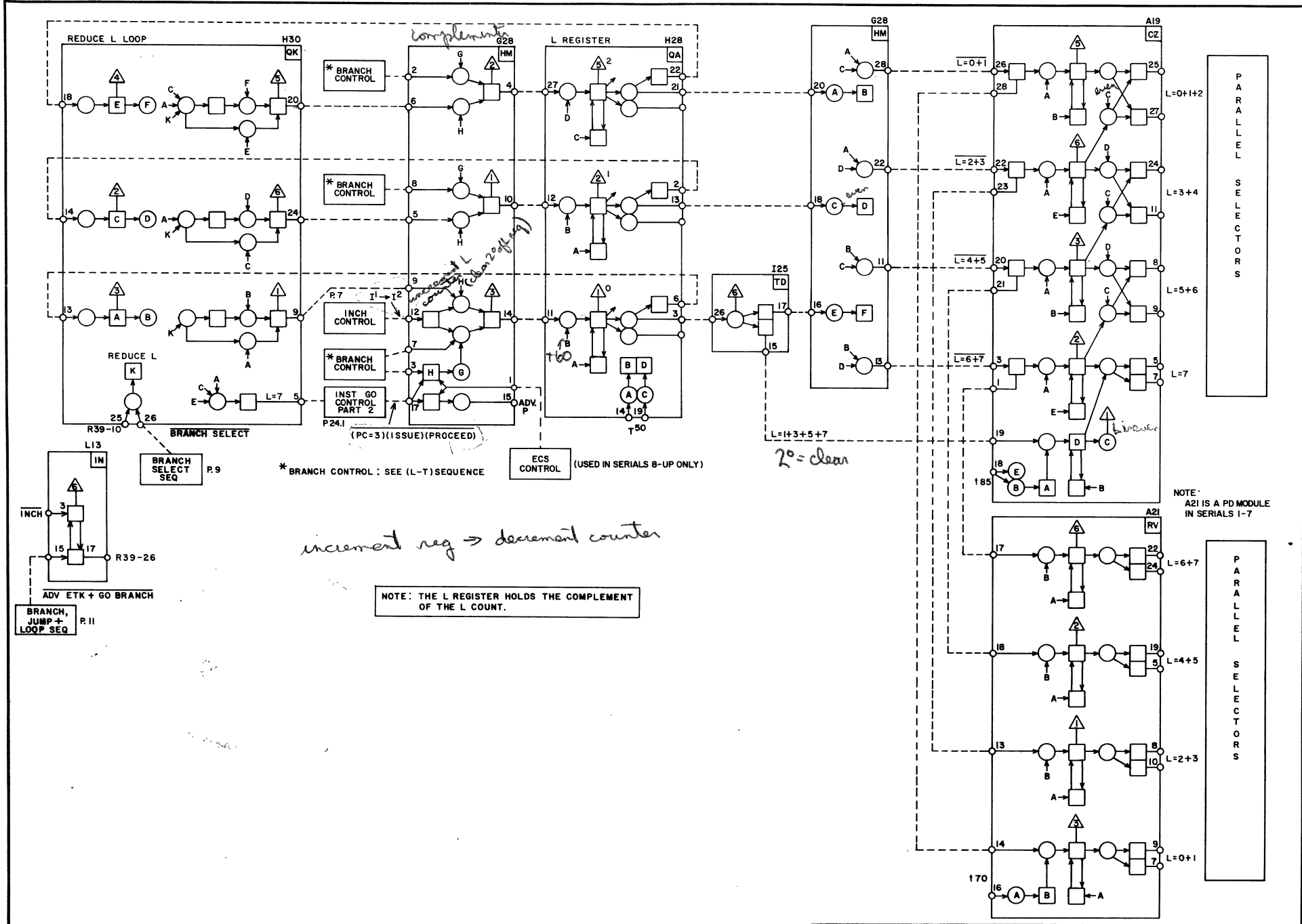
CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR INSTRUCTION STACK INCH COUNTER	PRODUCT 6601/04/13/14
	SIZE	DRAWING NO.	REV.
	C	60119300	BT
	SHEET	49	7





* D22-D25 AND E18-E22 ARE AJ MODULES IN SERIALS 8-UP

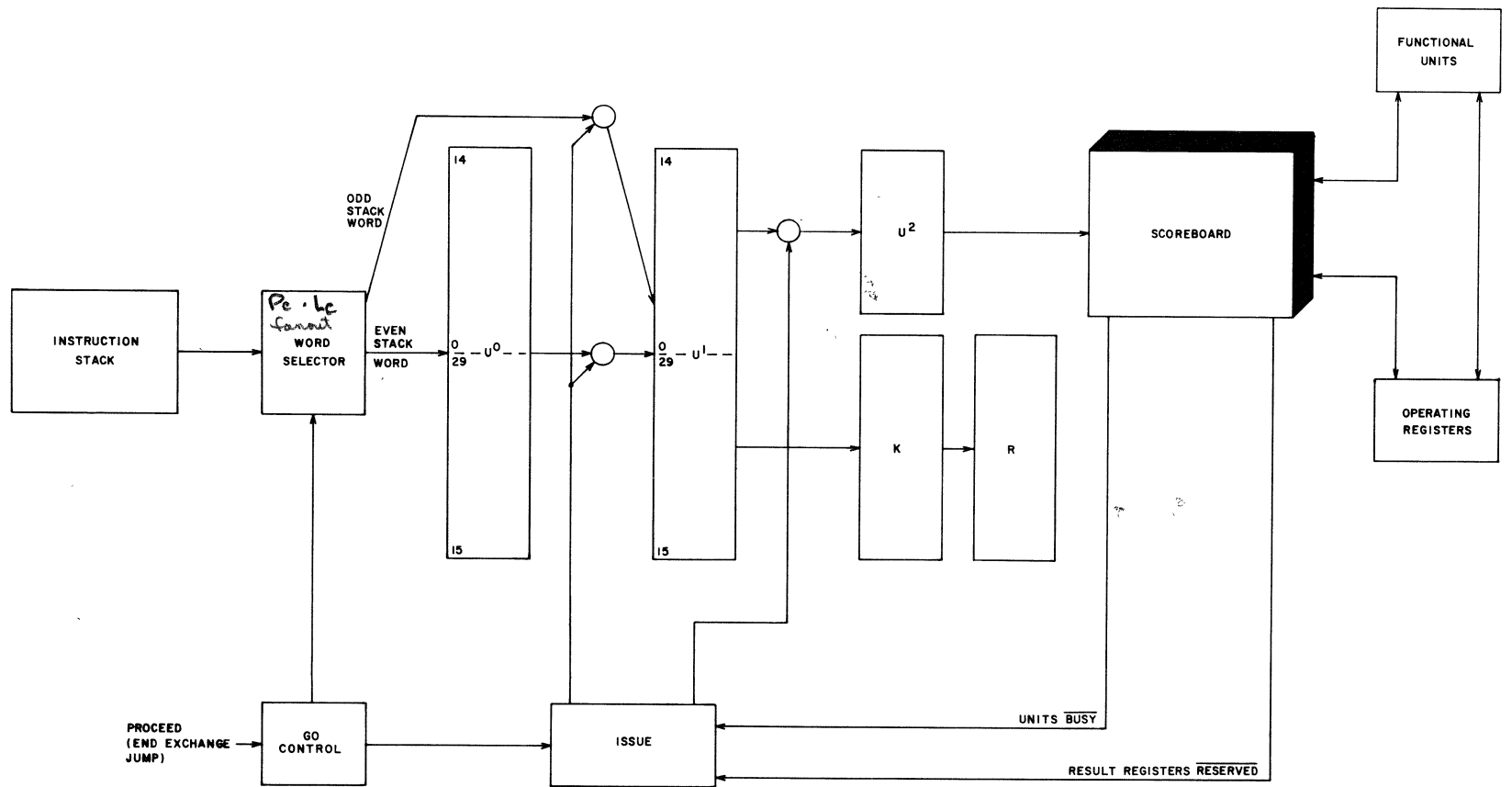
 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR INSTRUCTION STACK PARCEL EXTRACTION	PRODUCT	6601/04/13/14
	SIZE	DRAWING NO.	C	60119300
	SHEET	51	REV	BT



* BRANCH CONTROL : SEE (L-T) SEQUENCE

EGS CONTROL (USED IN SERIALS 8-UP ONLY)

(PC=3)(ISSUE)(PROCEED)



U₀

Module-TP

14	5E22	5
13	21	5
12	20	5
11	19	5
10	18	5
9	5D25	5
8	24	5
7	23	5
6	22	5
5	21	5
4	20	5
3	19	5
2	18	5
1	17	5
0	16	5

U₁

Module-TP

14	5E22	6	14
13	21	6	13
12	20	6	12
11	19	6	11
10	18	6	10
9	5D25	6	9
8	24	6	8
7	23	6	7
6	22	6	6
5	21	6	5
4	20	6	4
3	19	6	3
2	18	6	2
1	17	6	1
0	16	6	0

U₂

Module-TP

fm	}	2	5E32	5
		1		4
		0		6
		2		2
		1		1
i	}	0		3
		2	5E14	3
		1		6
j	}	0		1
		2	5E13	6
		1		4
k	}	0		3
		2	5E12	
		1		
		0		

Module-TP

29	5E22	52
28	21	52
27	20	52
26	19	52
25	18	52
24	5D25	52
23	24	52
22	23	52
21	22	52
20	21	52
19	20	52
18	19	52
17	18	52
16	17	52
15	16	52

U₀

Module-TP

29	5E22	61	29
28		61	28
27		61	27
26		61	26
25		61	25
24	5D25	61	24
23		61	23
22		61	22
21		61	21
20		61	20
19		61	19
18		61	18
17		61	17
16		61	16
15		61	15

U₁

Module-TP

17	5M30	6
16		5
15		4
14		3
13		2
12		1
11	5M29	6
10		5
9		4
8		3
7		2
6		1
5	5M28	6
4		5
3		4
2		3
1		2
0		1

K

Module-TP

17	5N39	2	17
16		5	16
15	38	2	15
14		5	14
13	37	2	13
12		5	12
11	36	2	11
10		5	10
9	35	2	9
8		5	8
7	34	2	7
6		5	6
5	33	2	5
4		5	4
3	32	2	3
2		5	2
1	31	2	1
0		5	0

R

6601 Bit Locations & TP's.

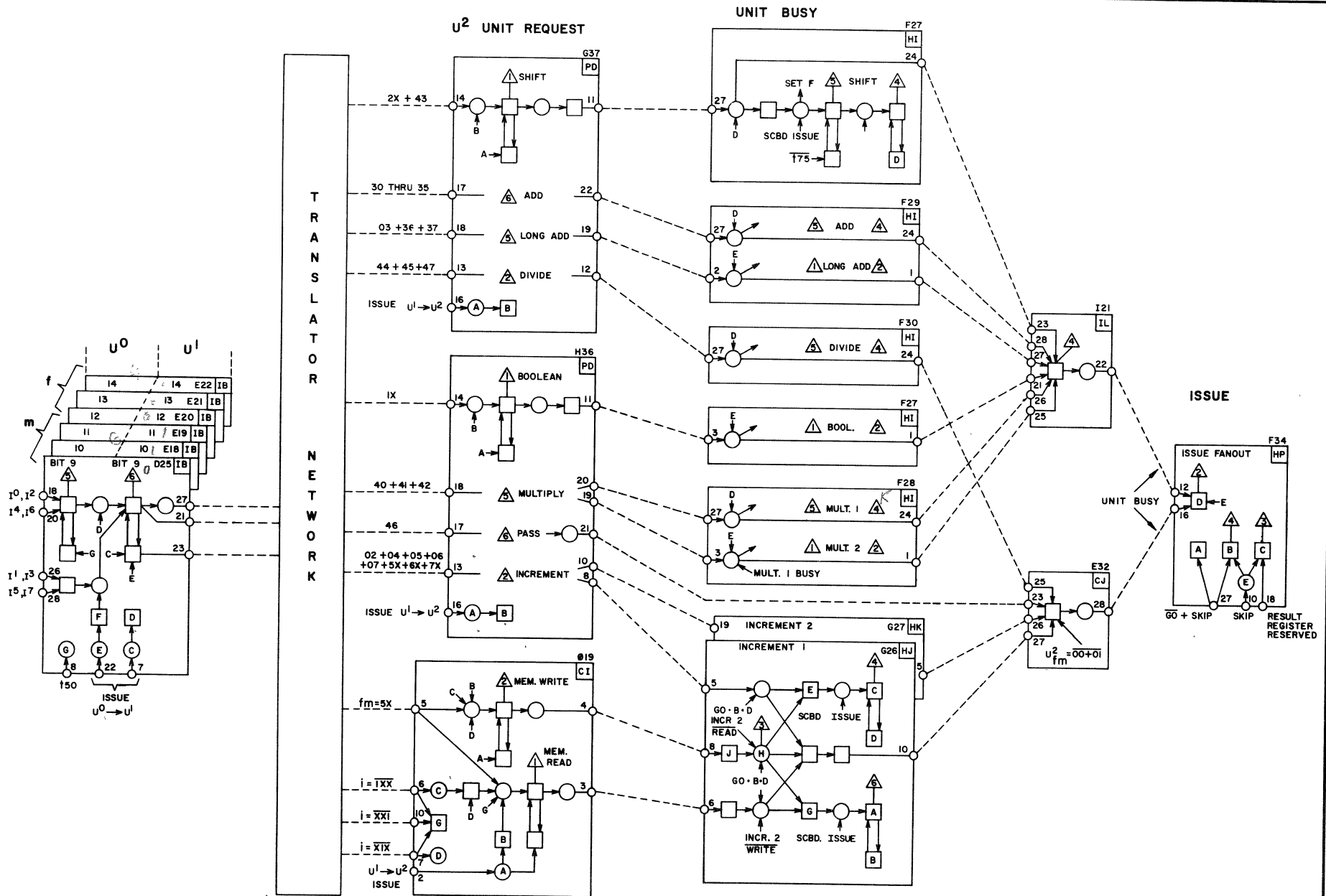
U⁰, U¹, U² Registers

K Register

R Register

Pub. No. 60119300

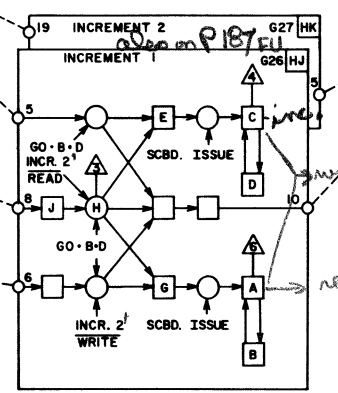
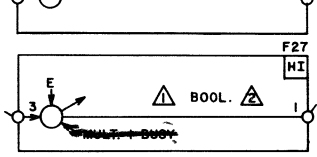
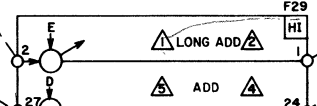
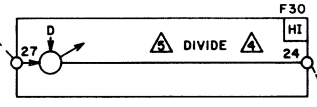
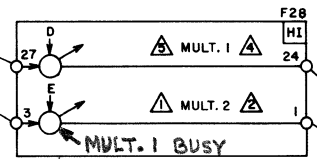
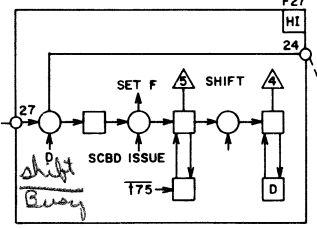
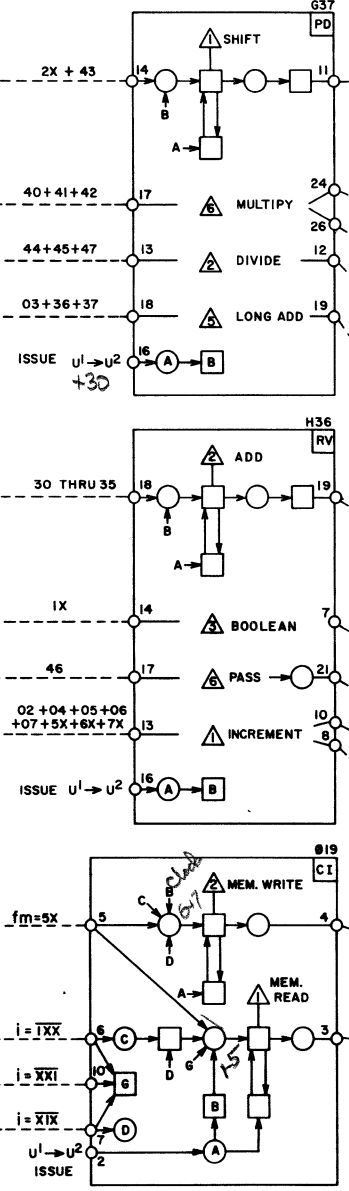
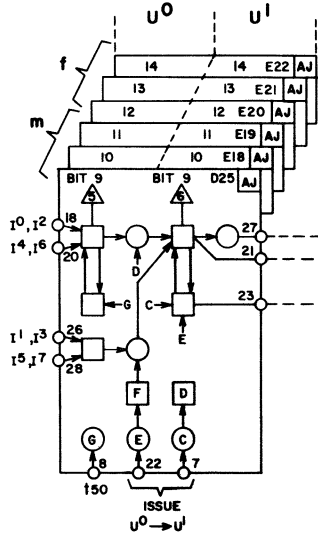
Rev. K Page 16



can only have one set
U² UNIT REQUEST

can have many set
UNIT BUSY

TRANSLATOR NETWORK

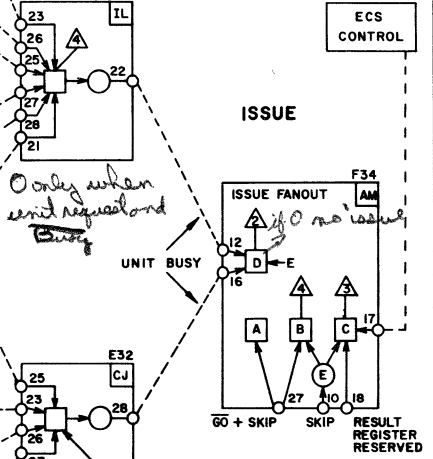


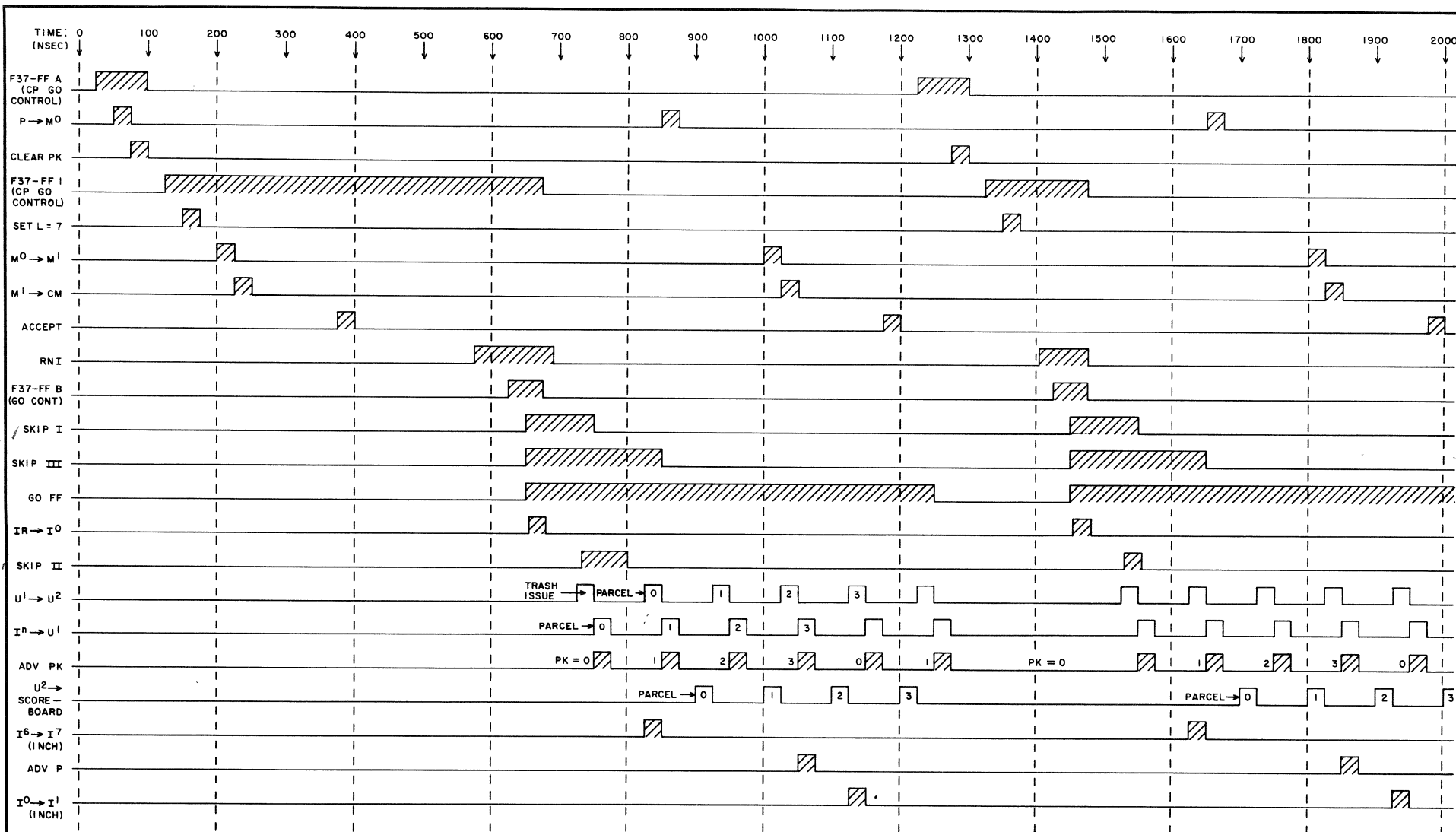
all 1's means 1st order conflict

only when unit request and busy

timing for solid. issue (all other unit. will select some f.d.)

cannot be doing a read and write at same time



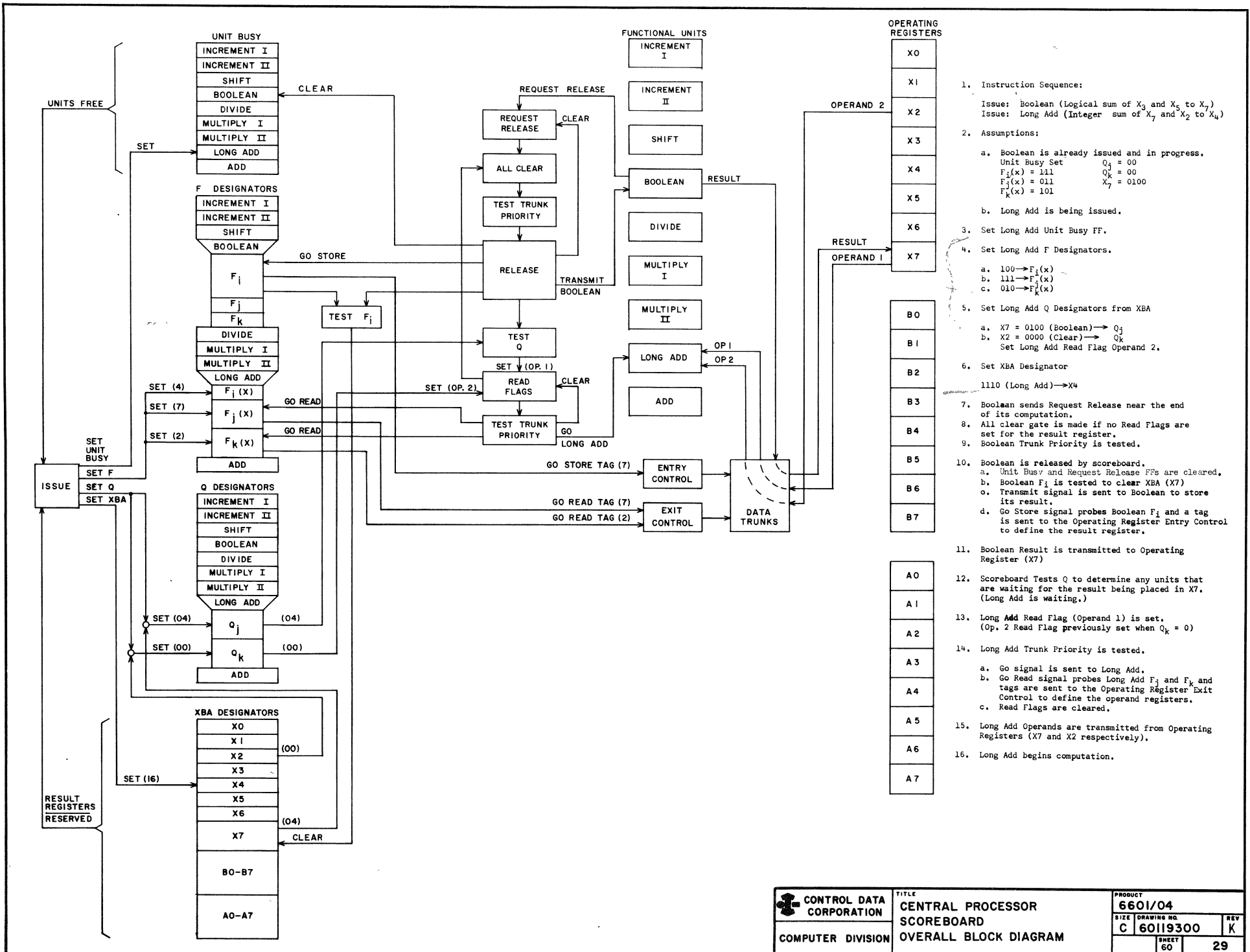


NOTE:
 THIS TIMING DIAGRAM ASSUMES NO MEMORY AND/OR FUNCTIONAL UNIT CONFLICTS.
 NOTE THAT THE GO FF REMAINS SET UNTIL ALL PARCELS OF AN INSTRUCTION WORD
 HAVE BEEN ISSUED TO THE SCOREBOARD. EFFECTIVELY, THEN, A MEMORY AND/OR F.U.
 CONFLICT MERELY "LENGTHENS" THE TIMING CHART.

SCOREBOARD

Concurrent operations in the Central Processor are controlled by a generalized queue and reservation scheme called the scoreboard. The scoreboard maintains a running status file of each operating register, functional unit and data trunk in the Central Processor. Typically, this file is made up of two, three and four-bit quantities identifying the nature of the unit and register usage. These status conditions (or designators) are examined as each new instruction is brought up. If no waiting is required, the execution of the instruction is begun immediately under control of the unit itself. If waiting is required (for example, an input

operand may not yet be available) the scoreboard controls the delay and, when released, allows the unit to begin its execution of the instruction. The fact that one instruction is waiting does not necessarily prevent later instructions from being brought up and issued. The two restrictions on issuing are that the unit requested must be free, and that the result register must not be reserved for the result of a previously issued instruction. In the absence of these two restraints, instructions may be issued every minor cycle. Thus, several instructions may be executed concurrently, not necessarily in the same order as that of the original program.

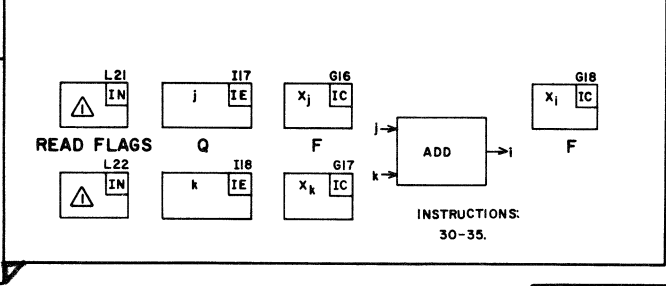
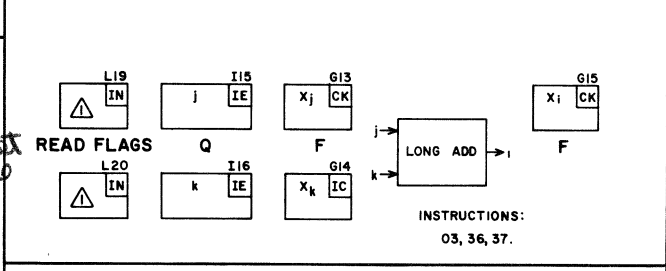
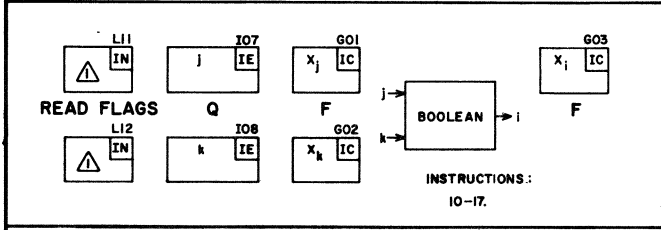
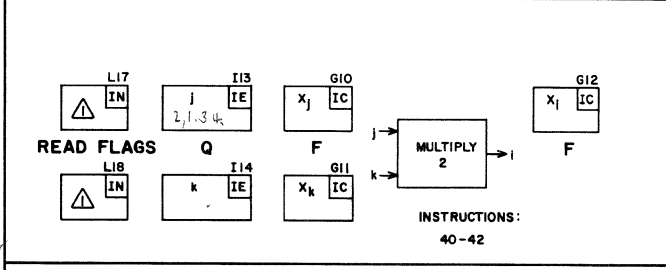
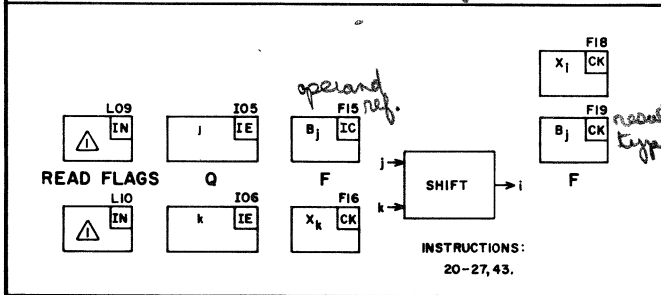
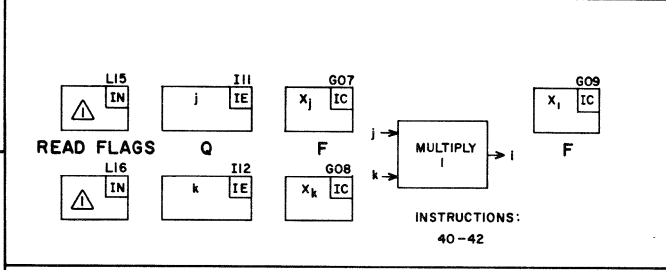
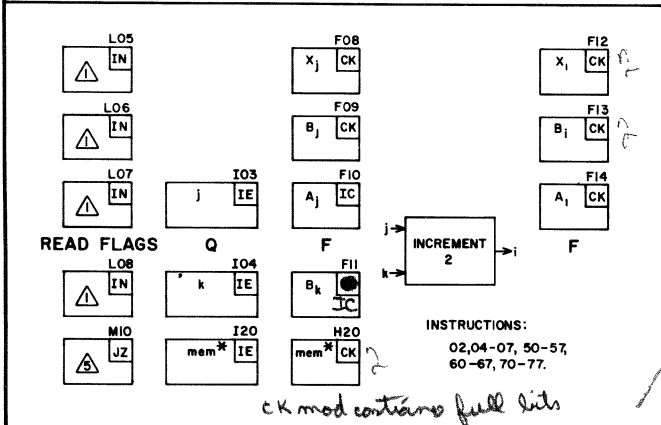
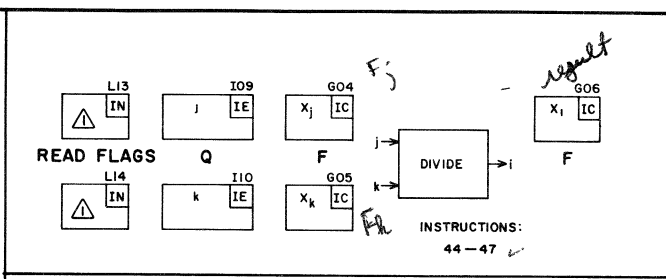
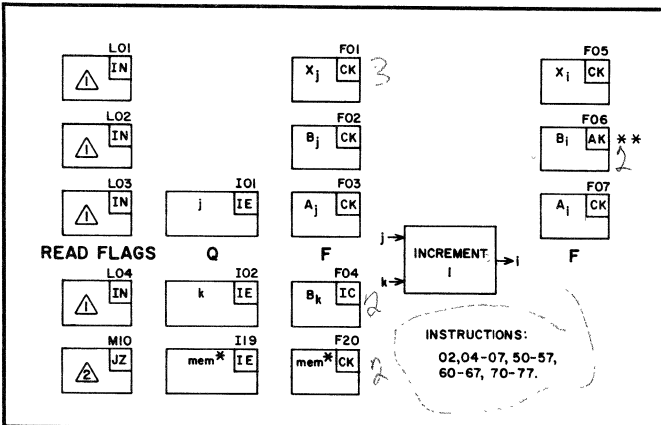


1. Instruction Sequence:
Issue: Boolean (Logical sum of X_3 and X_5 to X_7)
Issue: Long Add (Integer sum of X_7 and X_2 to X_4)
2. Assumptions:
 - a. Boolean is already issued and in progress.
Unit Busy Set $Q_j = 00$
 $F_j(x) = 111$ $Q_k = 00$
 $F_j(x) = 011$ $X_j = 0100$
 $F_k(x) = 101$
 - b. Long Add is being issued.
3. Set Long Add Unit Busy FF.
4. Set Long Add F Designators.
 - a. $100 \rightarrow F_j(x)$
 - b. $111 \rightarrow F_k(x)$
 - c. $010 \rightarrow F_l(x)$
5. Set Long Add Q Designators from XBA
 - a. $X_7 = 0100$ (Boolean) $\rightarrow Q_j$
 - b. $X_2 = 0000$ (Clear) $\rightarrow Q_k$
Set Long Add Read Flag Operand 2.
6. Set XBA Designator
 1110 (Long Add) $\rightarrow X_4$
7. Boolean sends Request Release near the end of its computation.
8. All clear gate is made if no Read Flags are set for the result register.
9. Boolean Trunk Priority is tested.
10. Boolean is released by scoreboard.
 - a. Unit Busy and Request Release FFs are cleared.
 - b. Boolean F_l is tested to clear XBA (X_7)
 - c. Transmit signal is sent to Boolean to store its result.
 - d. Go Store signal probes Boolean F_l and a tag is sent to the Operating Register Entry Control to define the result register.
11. Boolean Result is transmitted to Operating Register (X_7)
12. Scoreboard Tests Q to determine any units that are waiting for the result being placed in X_7 . (Long Add is waiting.)
13. Long Add Read Flag (Operand 1) is set. (Op. 2 Read Flag previously set when $Q_k = 0$)
14. Long Add Trunk Priority is tested.
 - a. Go signal is sent to Long Add.
 - b. Go Read signal probes Long Add F_j and F_k and tags are sent to the Operating Register Exit Control to define the operand registers.
 - c. Read Flags are cleared.
15. Long Add Operands are transmitted from Operating Registers (X_7 and X_2 respectively).
16. Long Add begins computation.

SCOREBOARD DESIGNATORS

1. **F Designators:** These three bit designators assign specific operating registers to the selected functional unit. In the general case, F_i designates the result register whereas F_j and F_k designate the entry operand registers. The shift and increment units have multiple F designators for assigning either X, B or A registers. These designators are used to gate the entry and exit control networks which direct the data flow on trunks between the operating registers and the functional units.
2. **Q Designators:** If an entry operand register has been previously reserved for the result of another functional unit already in operation, the four-bit Q designator specifies the reserving unit. These designators are used to set read flags for the entry operands.
3. **XBA Designators:** The result register reservation list is held in the twenty-four XBA designators. Each designator contains the four-bit* binary code of the current reserving unit. If there is no reserving unit, the designator is cleared. These designators are used both to prohibit the issuance of subsequent instructions which call for a result register previously reserved, and to set Q designators which indicate any entry operand conflicts that may exist.

* For all B and A designators, the upper two bits are always zero.



FUNCTIONAL UNIT	Q (OCTAL)
INCREMENT 1	01
INCREMENT 2	02
SHIFT	03
BOOLEAN	04
DIVIDE	05
MULTIPLY 1	06
MULTIPLY 2	07
READ MEMORY, CHAN. 1	11
READ MEMORY, CHAN. 2	12
READ MEMORY, CHAN. 3	13
READ MEMORY, CHAN. 4	14
READ MEMORY, CHAN. 5	15
LONG ADD	16
ADD	17

	X	B	A
0	HO1	HO9	HO9
1	HO2	HO10	HIO
2	HO3	HO11	H11
3	HO4	HO12	H12
4	HO5	HO11	HO11
5	HO6	HO12	HO12
6	HO7	HO13	HO13
7	HO8	HO14	HO14

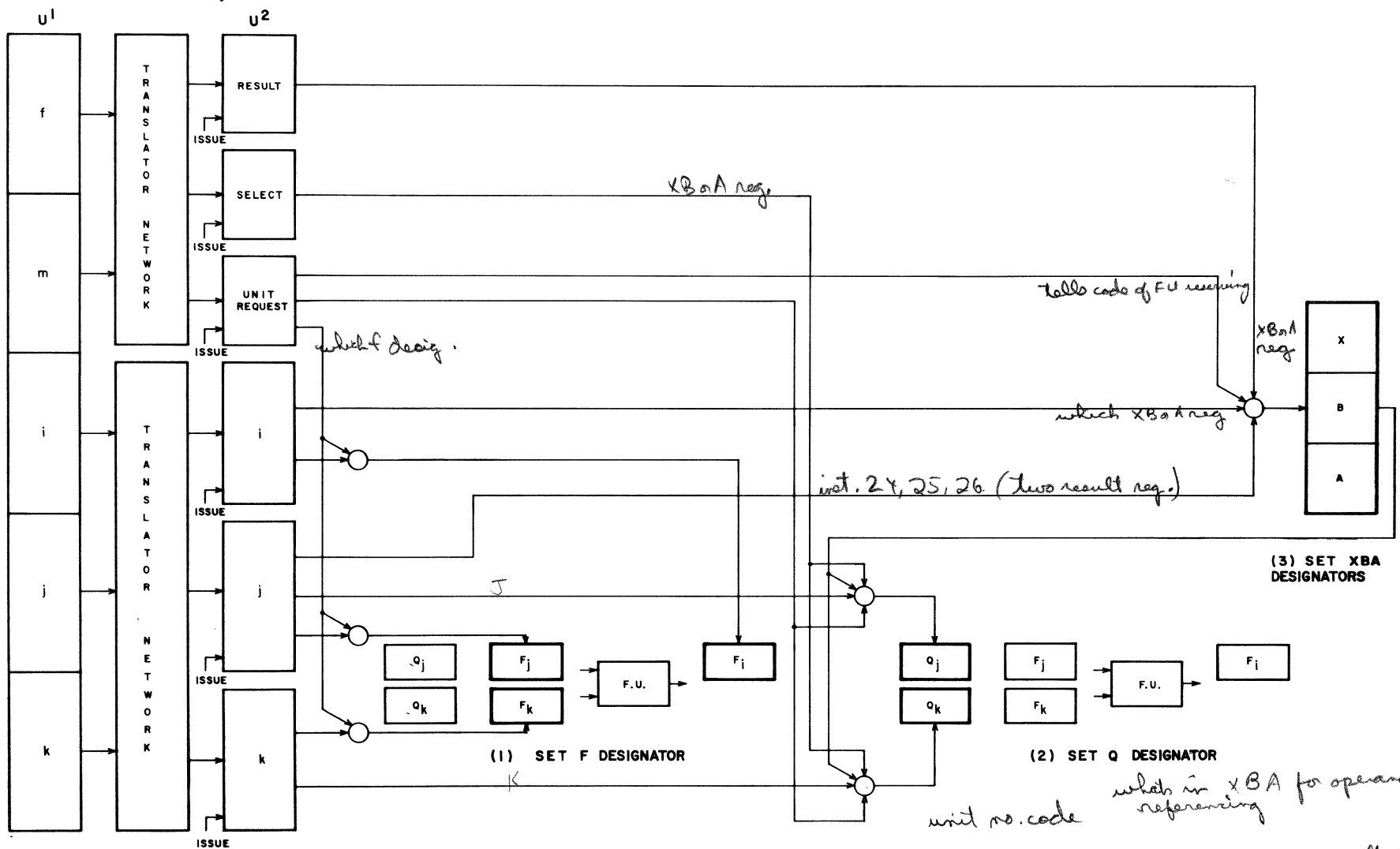
	2 ³	2 ²	2 ¹	2 ⁰
X	△	△	△	△
B	-	-	△	△
A	-	-	△	△

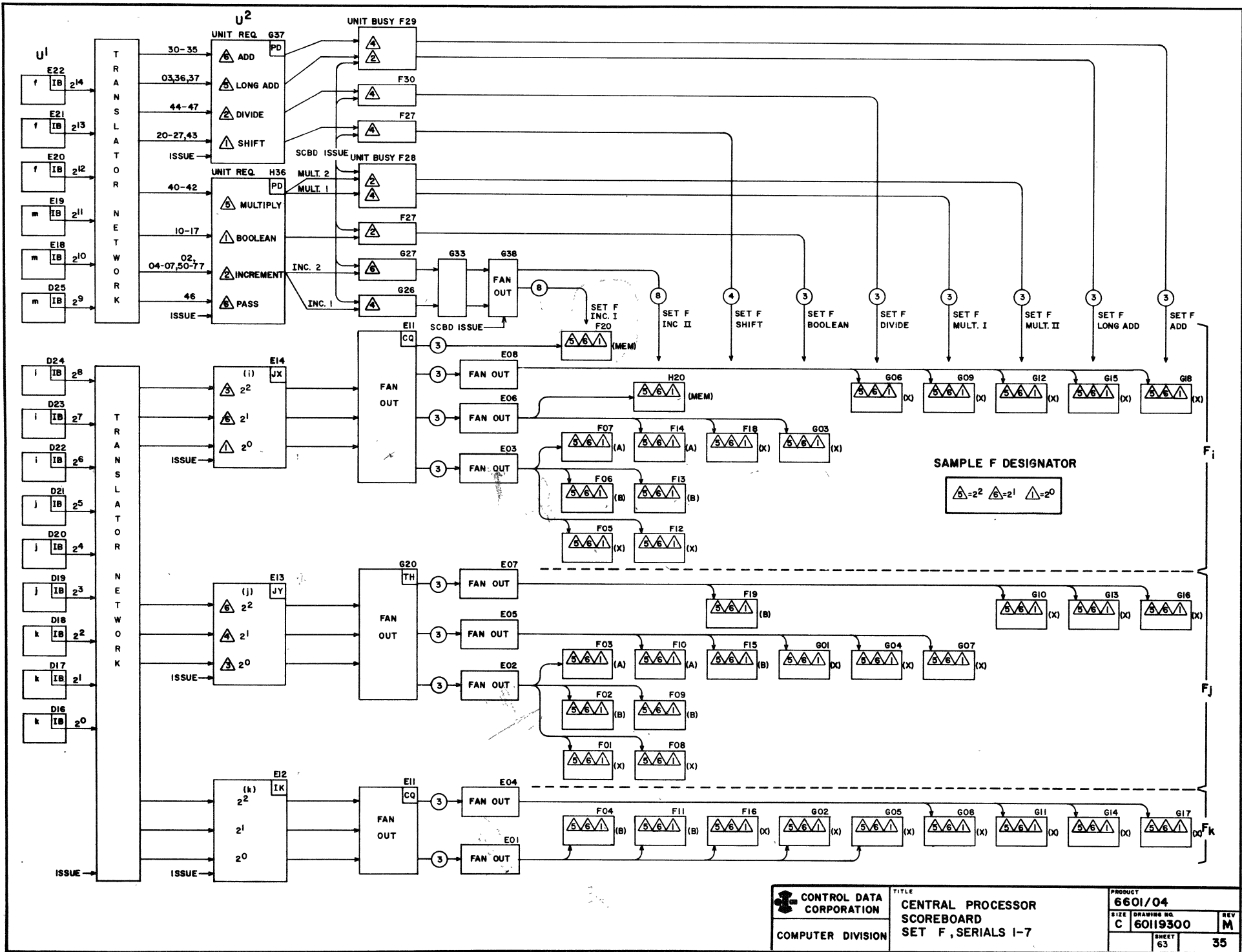
	2 ³	2 ²	2 ¹	2 ⁰
F DESIGNATORS	-	△	△	△
Q DESIGNATORS	△	△	△	△

* USED IN STORE INSTRUCTIONS (5X) WHERE I=6+7.
 ** FO6 IS A CK MODULE IN SERIALS I-7.

PLACING SCOREBOARD RESERVATIONS

When an instruction is issued to the scoreboard ($U^1 \rightarrow U^2$) the fm portion, or operation code, is translated to set various reservation control flip-flops. These include Unit Request (to specify the functional unit), Select (to specify entry operand register groups), and Result flip-flops (to specify result register groups). The particular registers within the specified register groups are identified from translations of the i, j and k portions of U^2 . Signals emanating from U^2 set the appropriate Unit Busy flip-flops and scoreboard designators F, Q, and XBA.



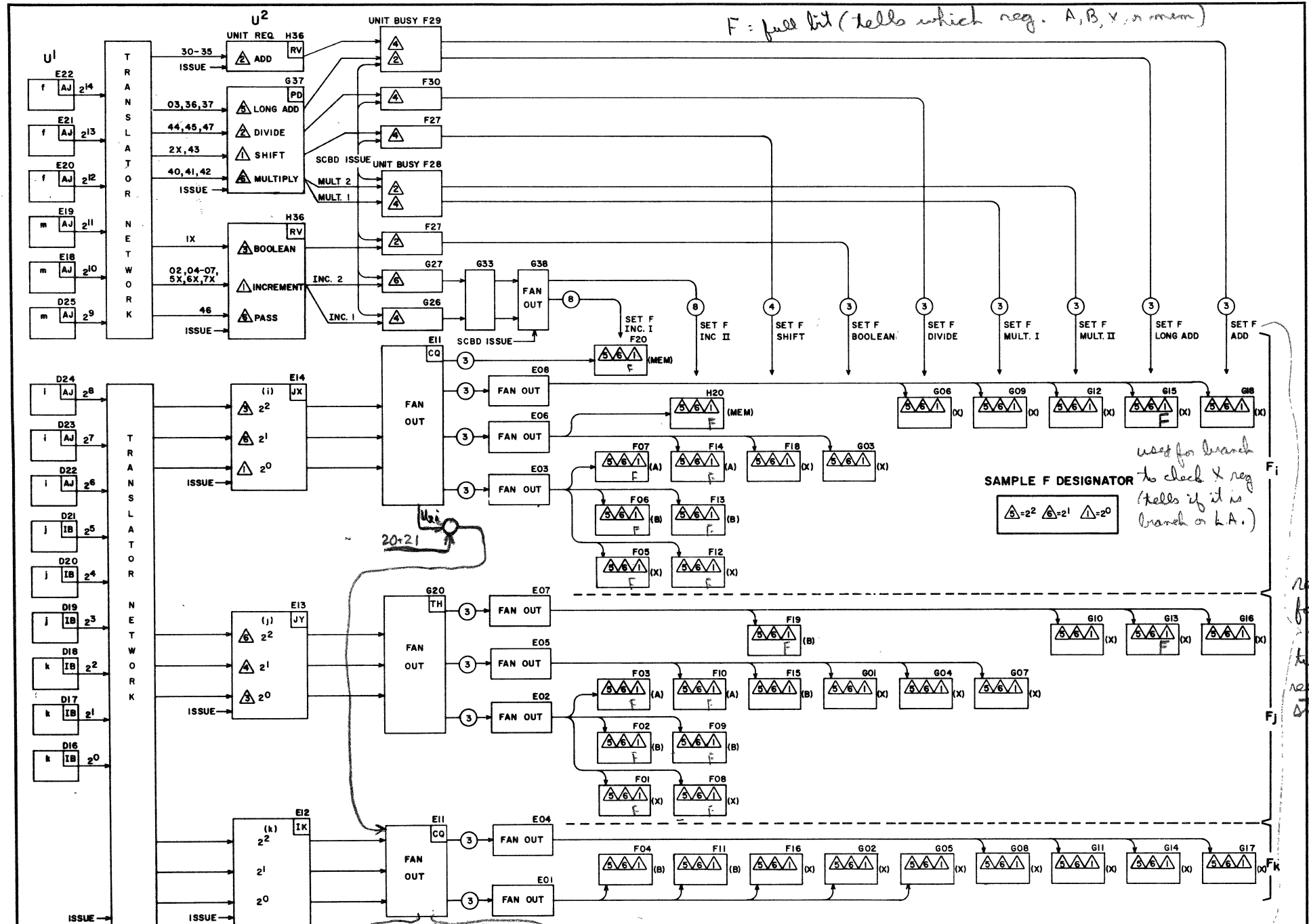


CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
SCOREBOARD
SET F, SERIALS I-7

PRODUCT 6601/04		REV M
SIZE C	DRAWING NO. 60119300	SHEET 63
		35

F = full bit (tells which reg. A, B, X, or mem)



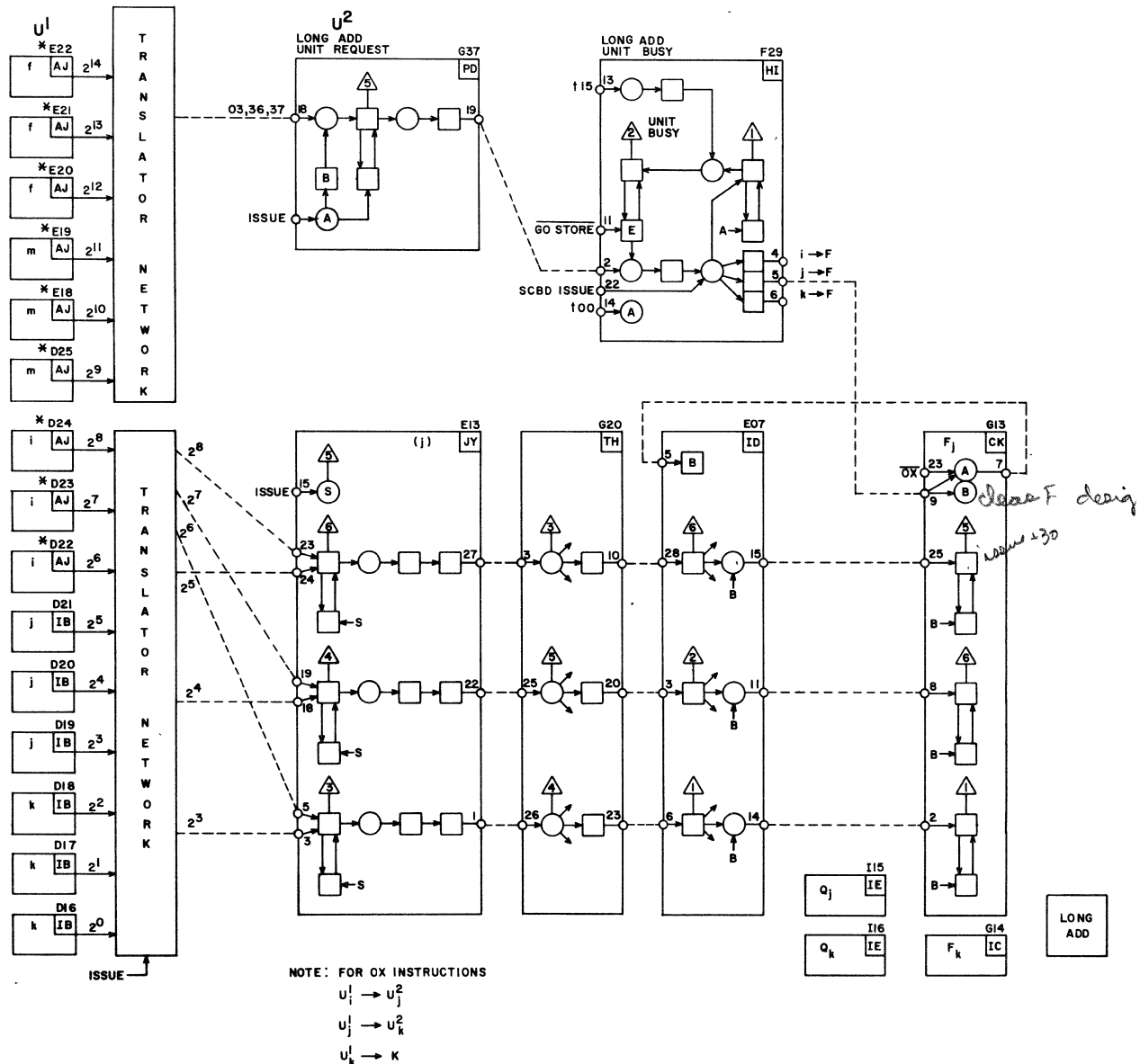
used for branch to check X reg (tells if it is branch or L.A.)

SAMPLE F DESIGNATOR

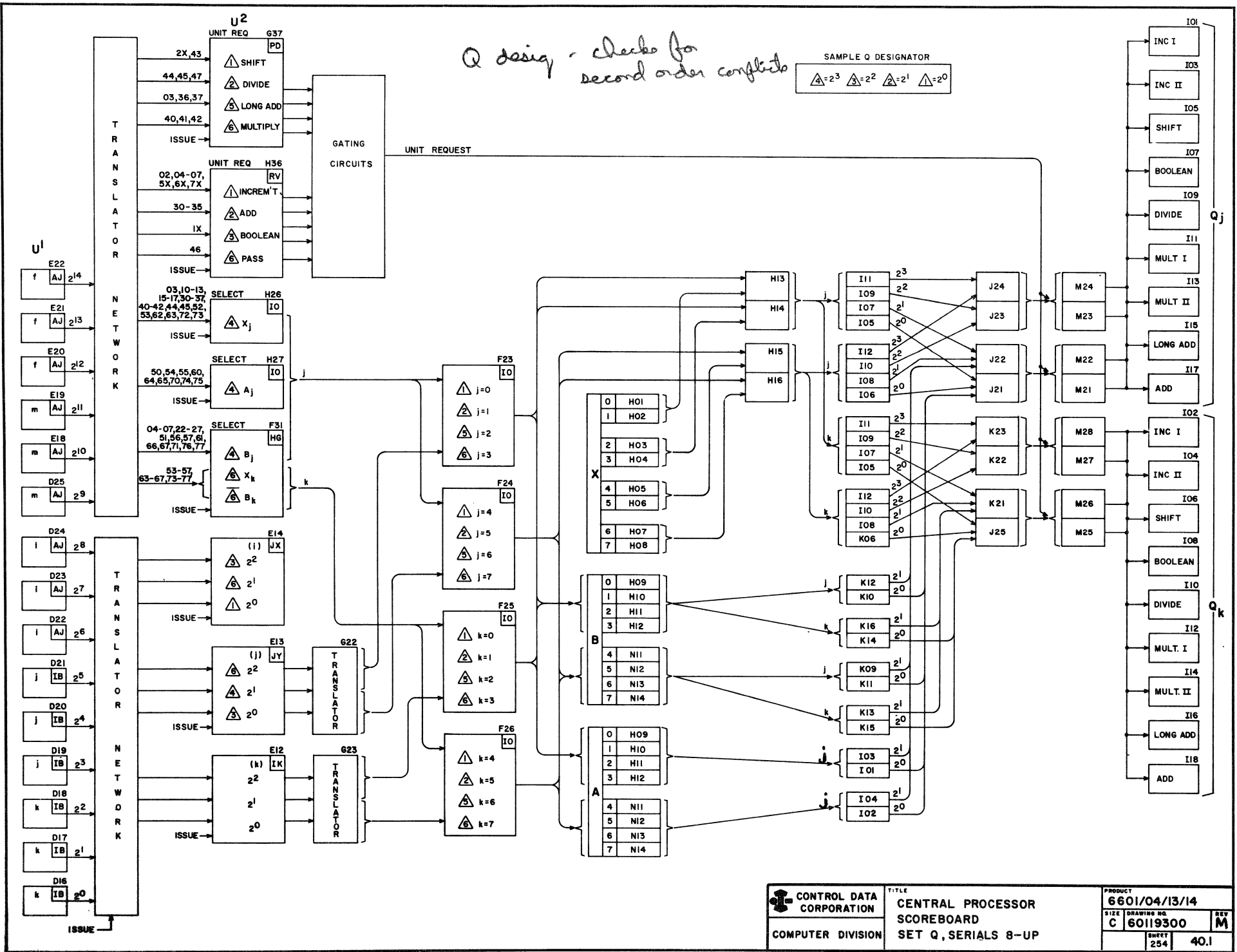
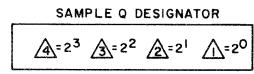
△=2² △=2¹ △=2⁰

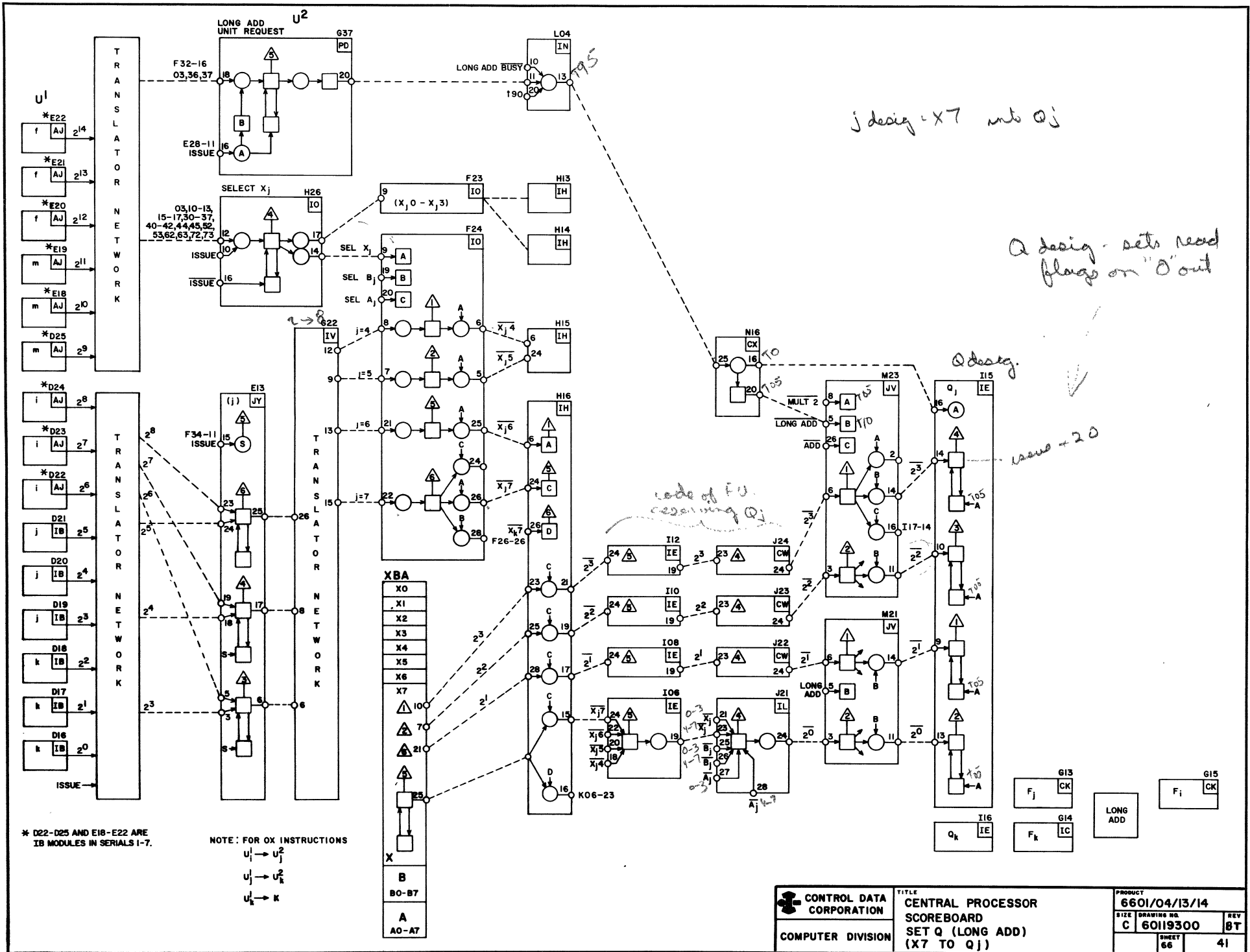
ref. for entry + exit to get results stored

if 30 bit not block & parout



Q design - checks for second order conflicts





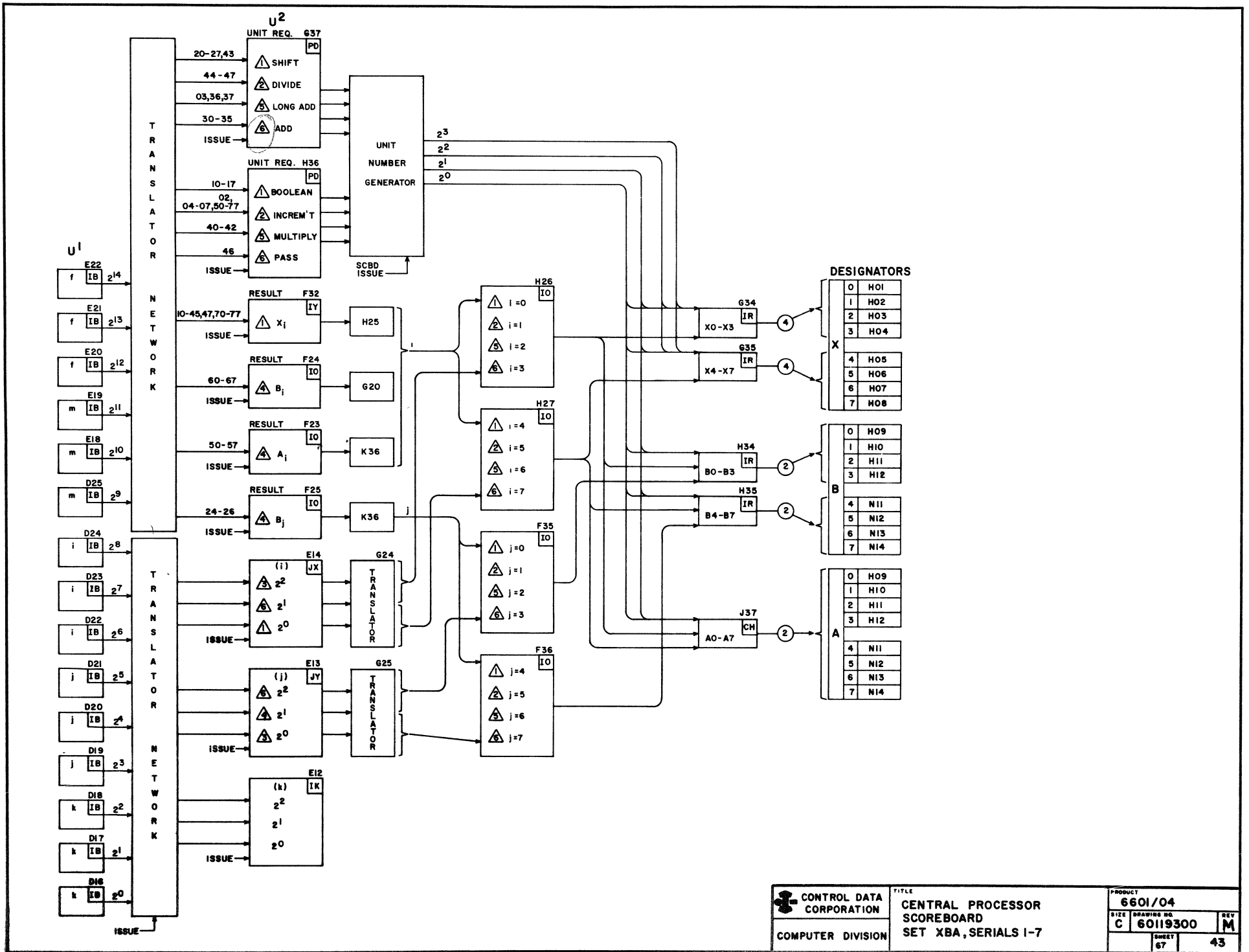
* D22-D25 AND E18-E22 ARE IB MODULES IN SERIALS 1-7.

NOTE: FOR OX INSTRUCTIONS

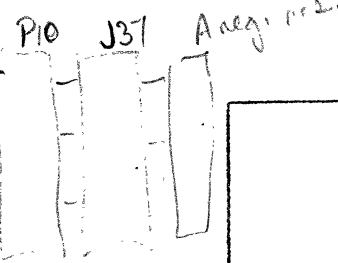
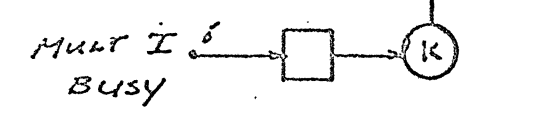
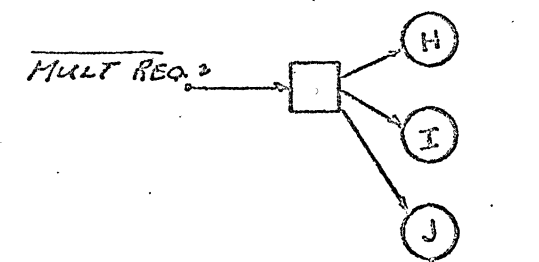
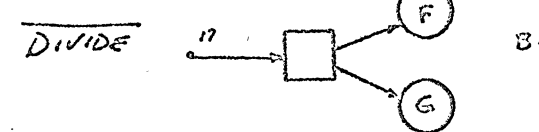
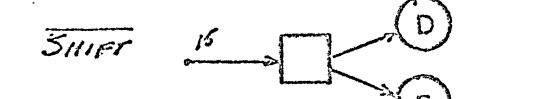
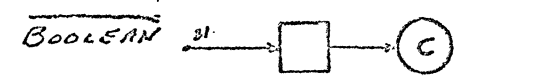
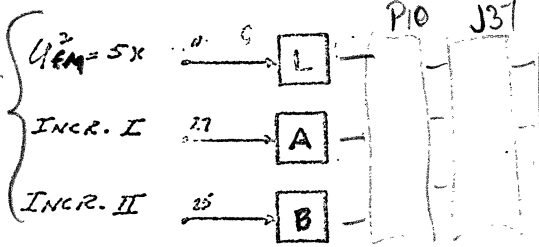
$U_1 \rightarrow U_1^2$
 $U_j \rightarrow U_k^2$
 $U_k \rightarrow k$

X0
X1
X2
X3
X4
X5
X6
X7
X
B
BO-B7
A
AO-A7

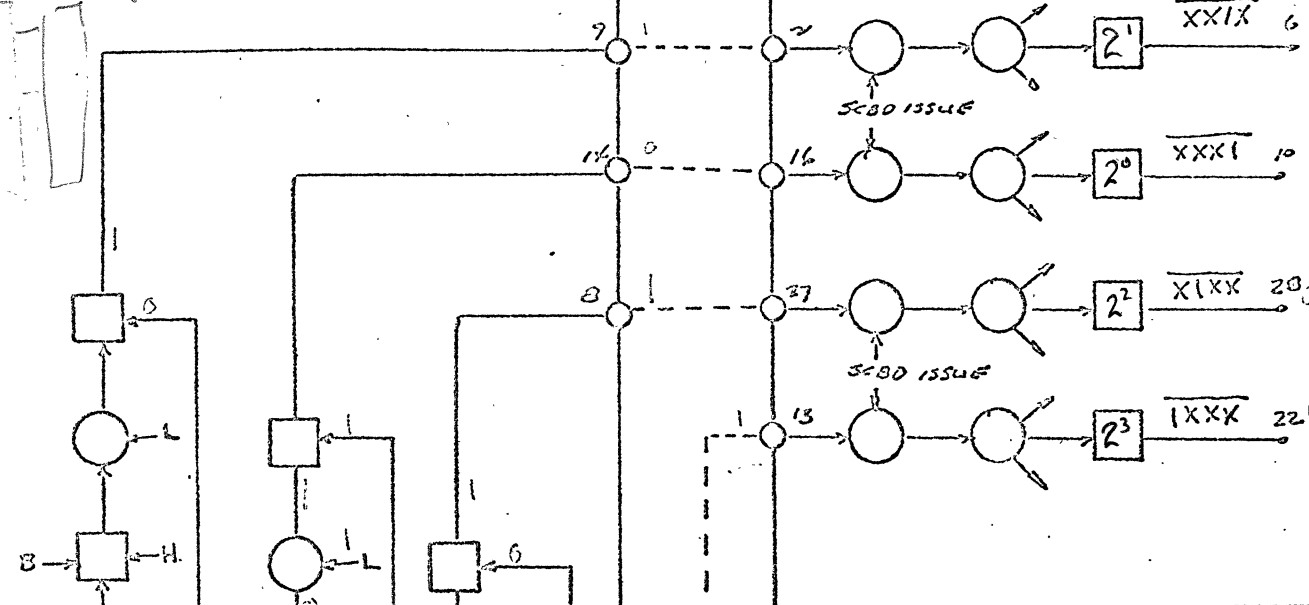
 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR SCOREBOARD SET Q (LONG ADD) (X7 TO Qj)	PRODUCT 6601/04/13/14	
		SIZE C 60119300	REV BT
		SHEET 66	REV 41



either 01 or 02 to A

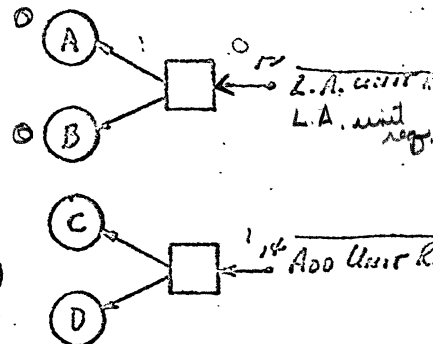
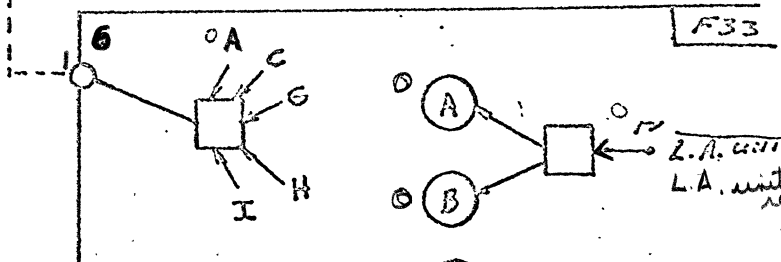


$\{33\}$
 (G33)
 $\{40\}$
 (F40)



0001-COMP
 only feed X register does not feed A's
 comp. of unit no. with

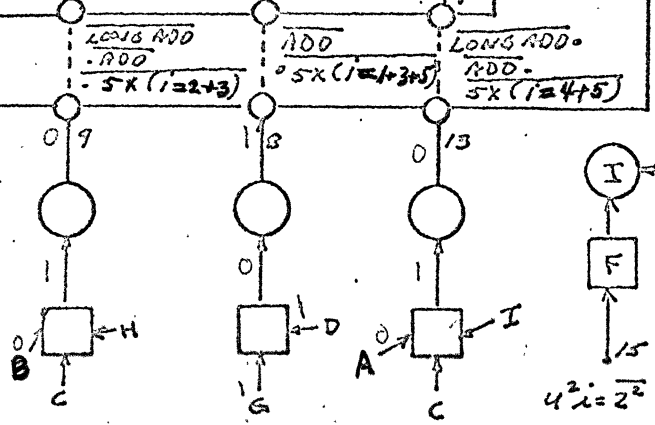
LONG ADD + ADD + 5X (i=1+2+3+4+5)



011 110

UNIT NUMBER GENERATOR

DEC. 21, 1965

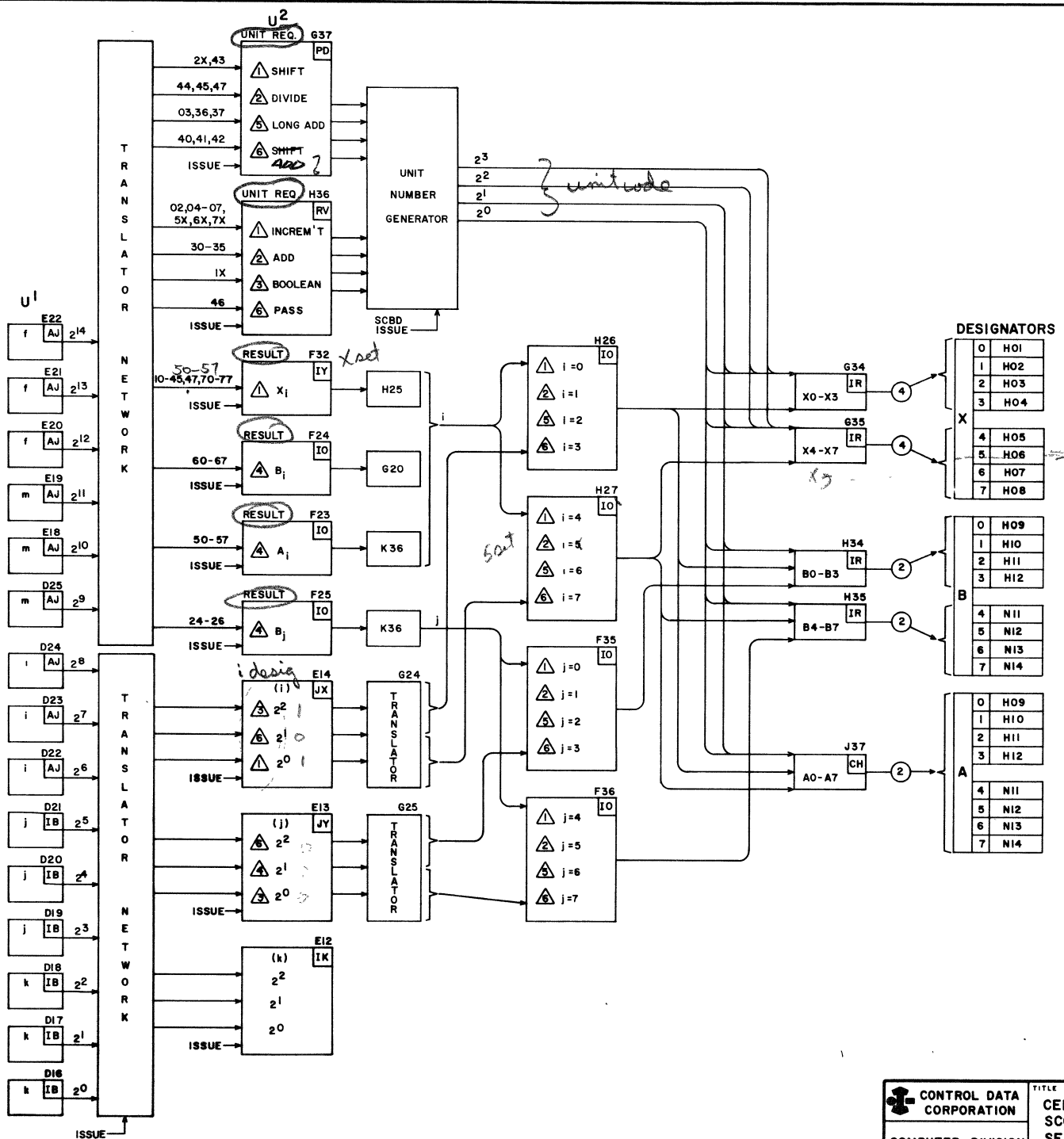


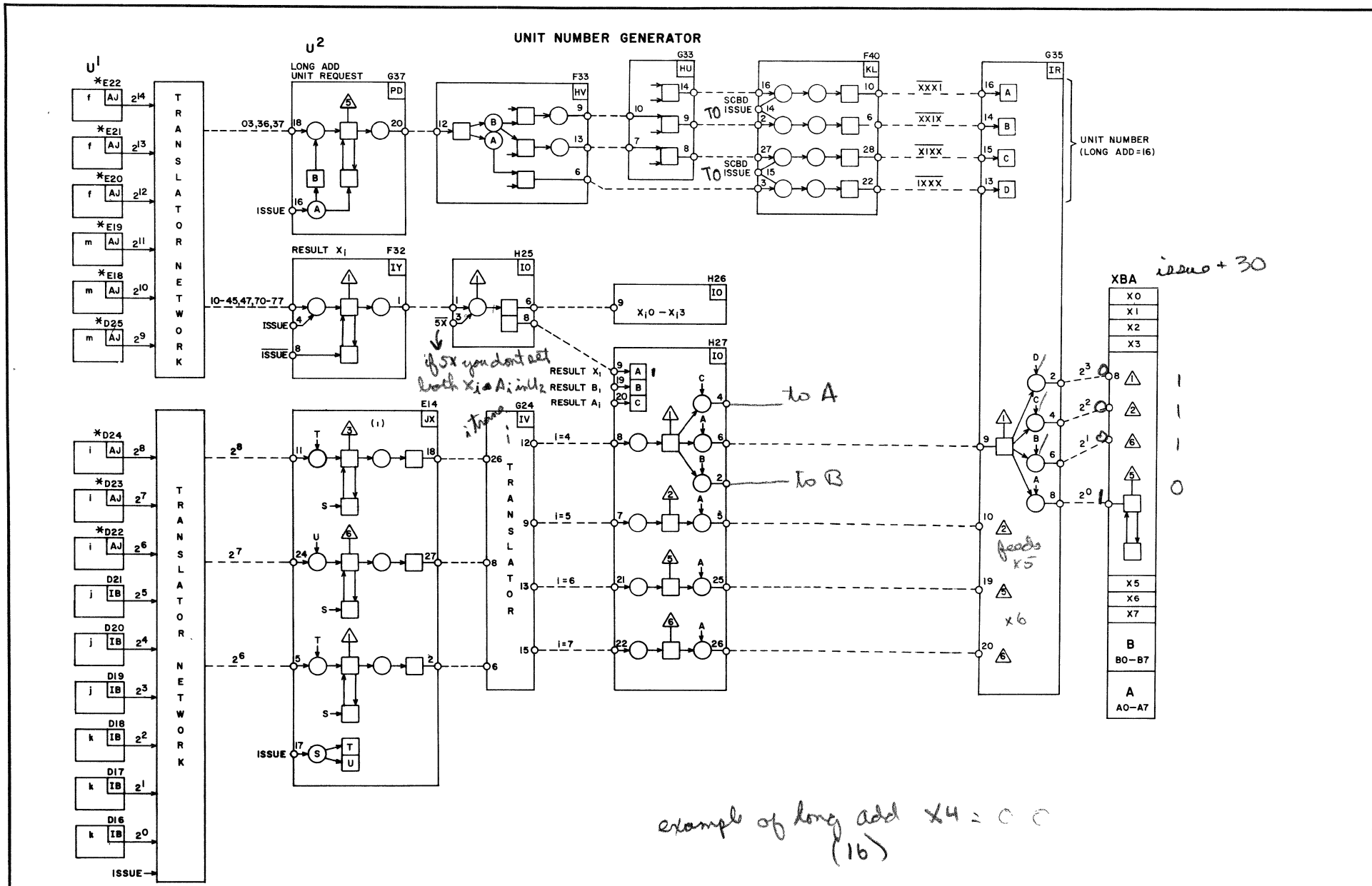
$4^2 i = 2^2$

$4^2 M = 5X$

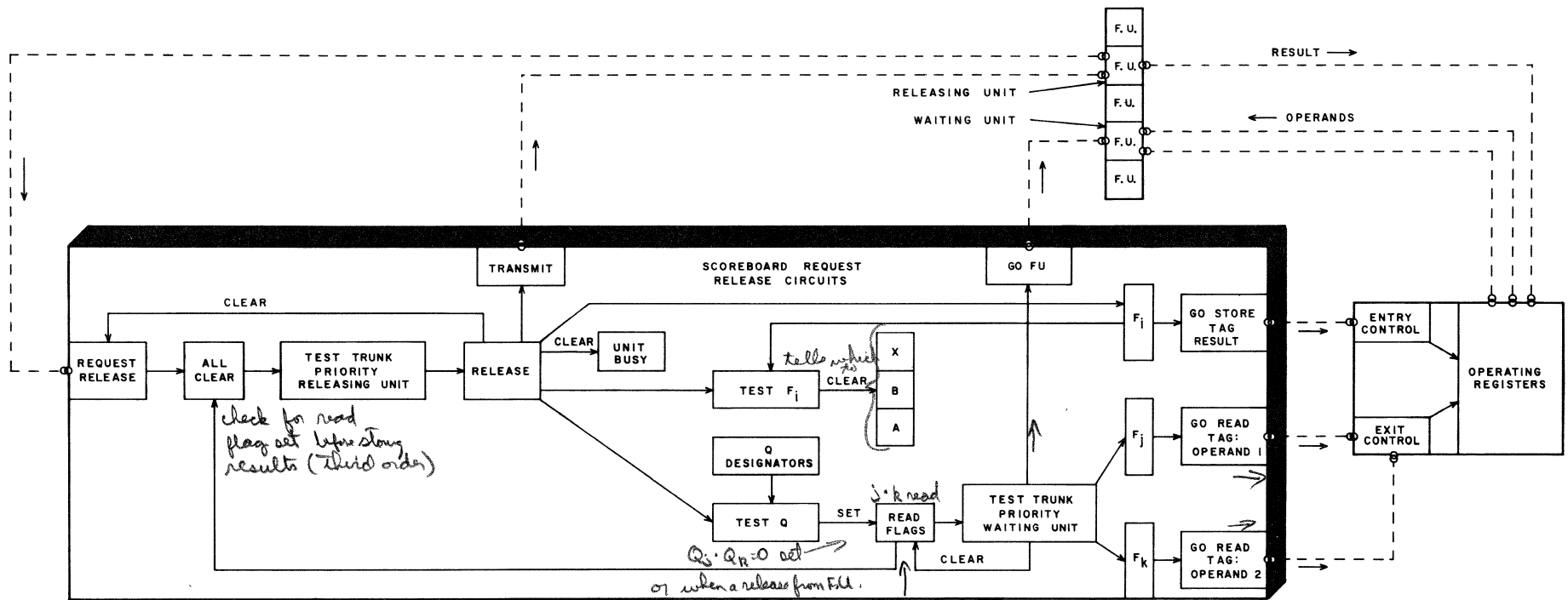
$4^2 i = 2^1$

PRINTS
 43A





*D22 - D25 AND E18 - E22 ARE IB MODULES IN SERIALS I-7.



check for read flag set before storing results (third order)

$Q_i, Q_n = 0$ act
or when a release from F_k
using operand

both read flags must be set before we do anything (resolves second order conflicts)

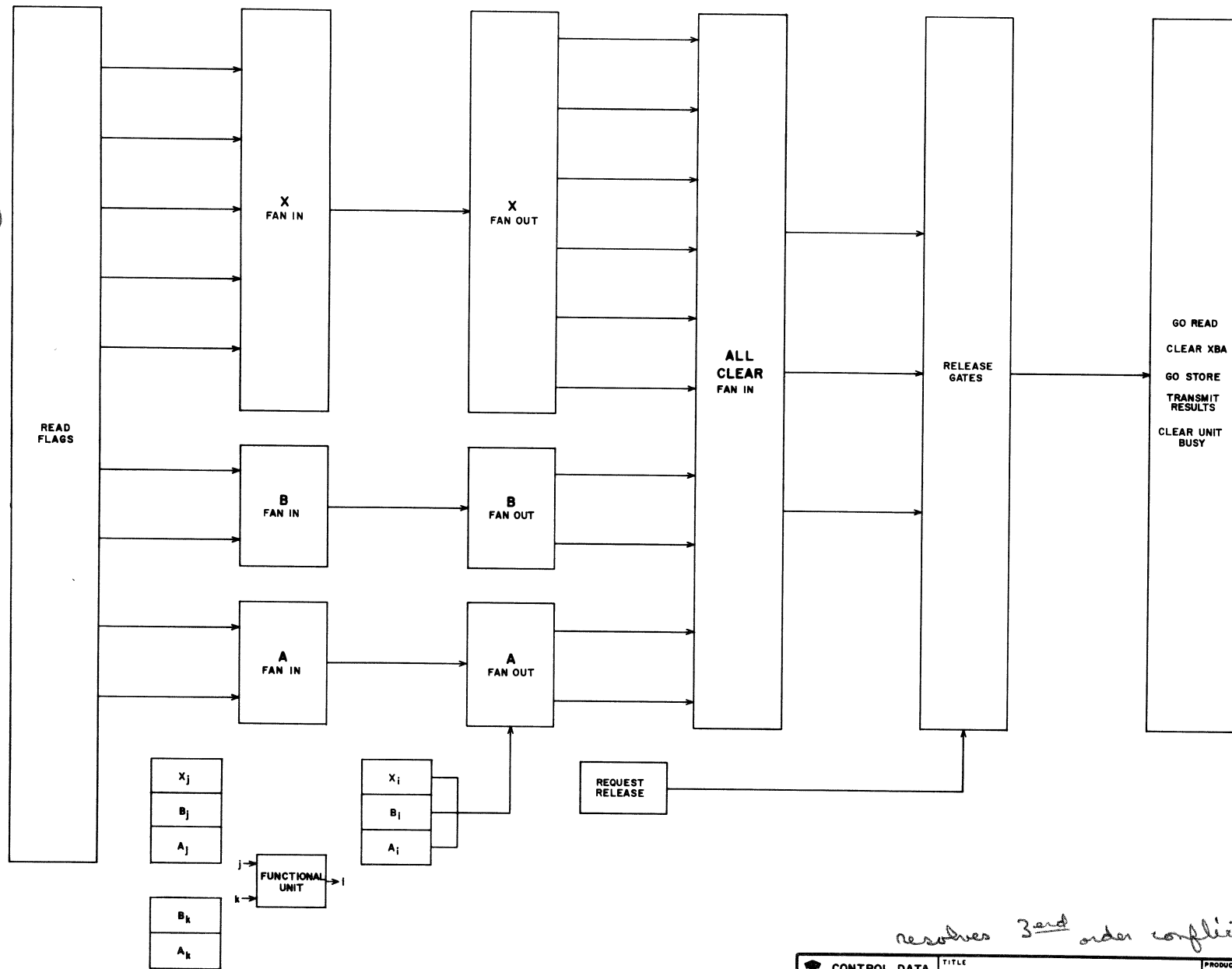
F-Q design set every 100 ns after st. each FU has own F-Q design

for second + third order conflicts

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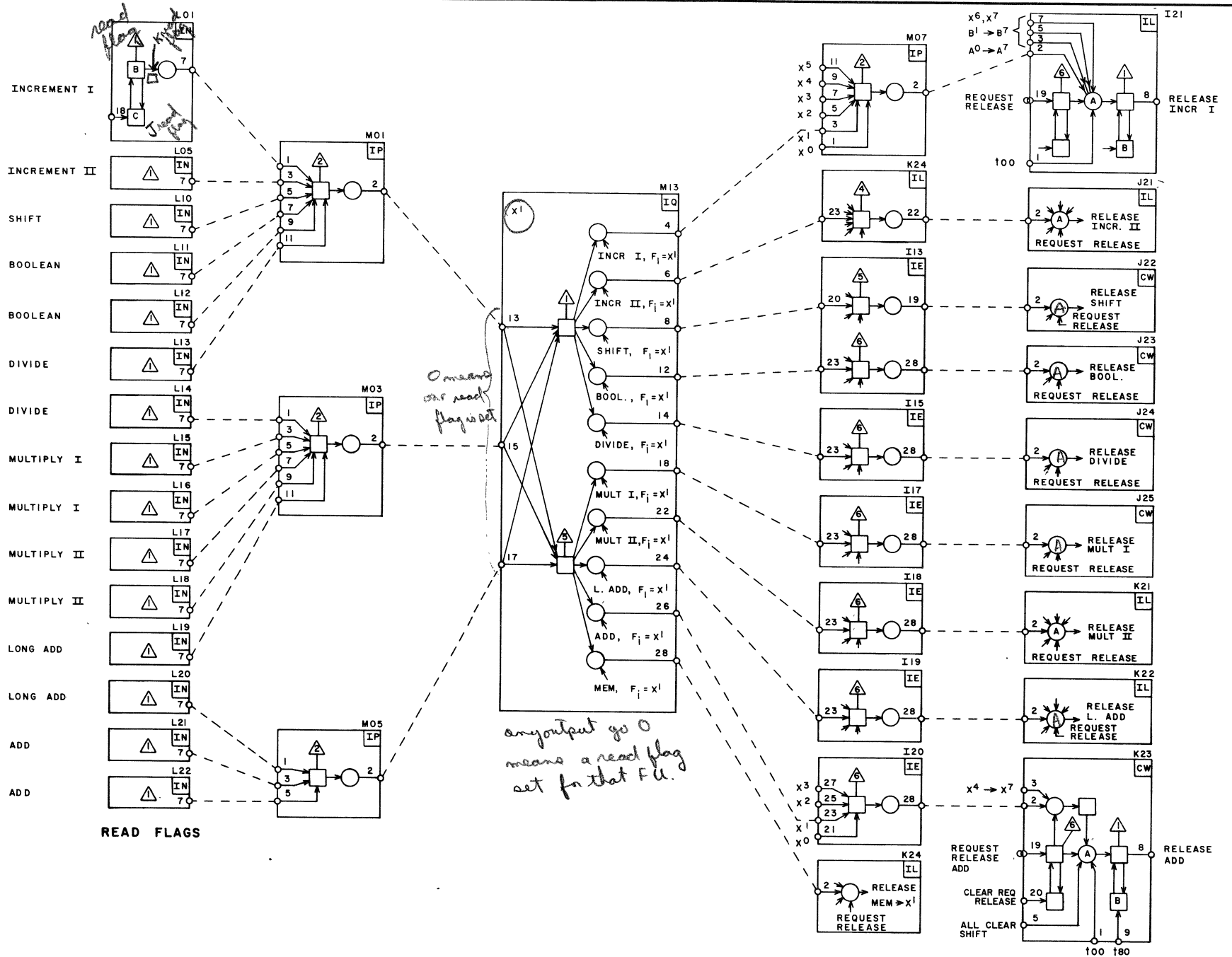
CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR SCOREBOARD BLOCK DIAGRAM REQUEST RELEASE CIRCUITS	PRODUCT 6601
	SIZE C 60119300	REV C
		SHEET 69
		47

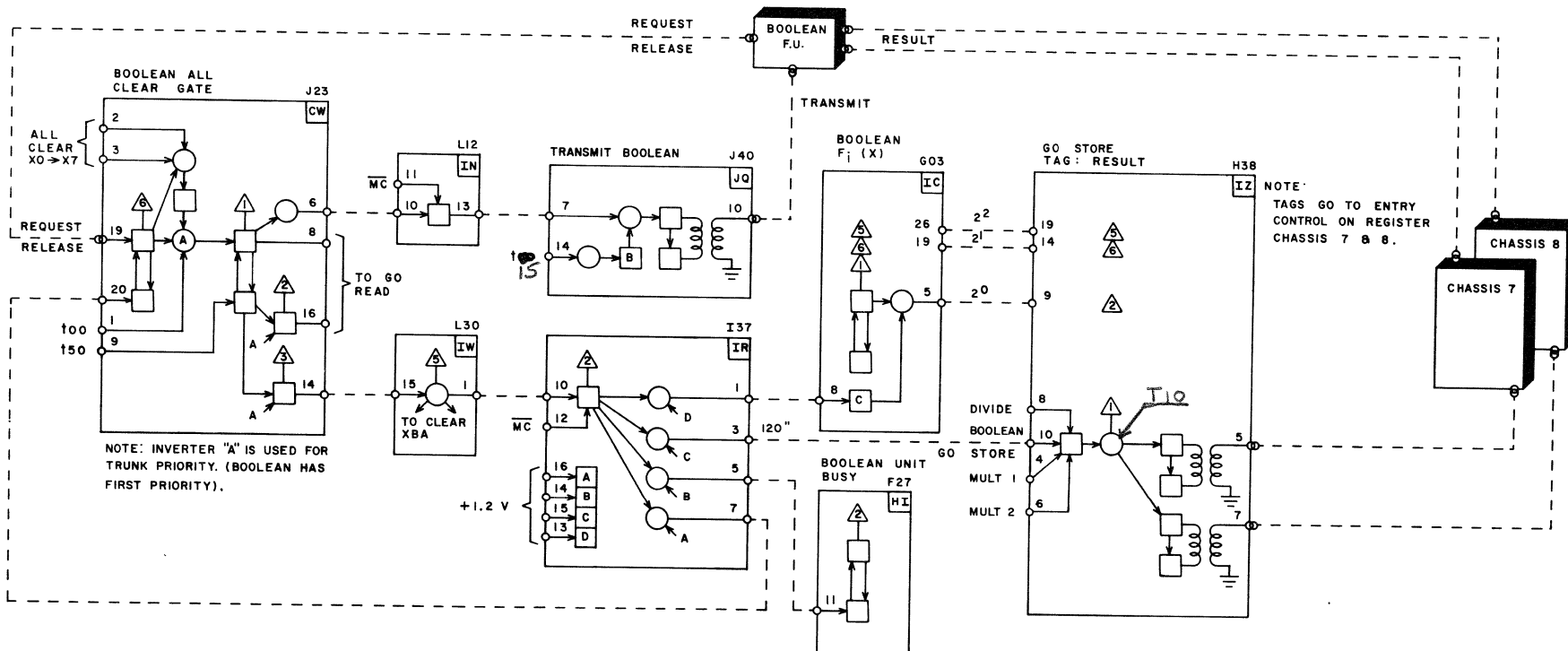
*Qj · Qk
from all
functional
units*

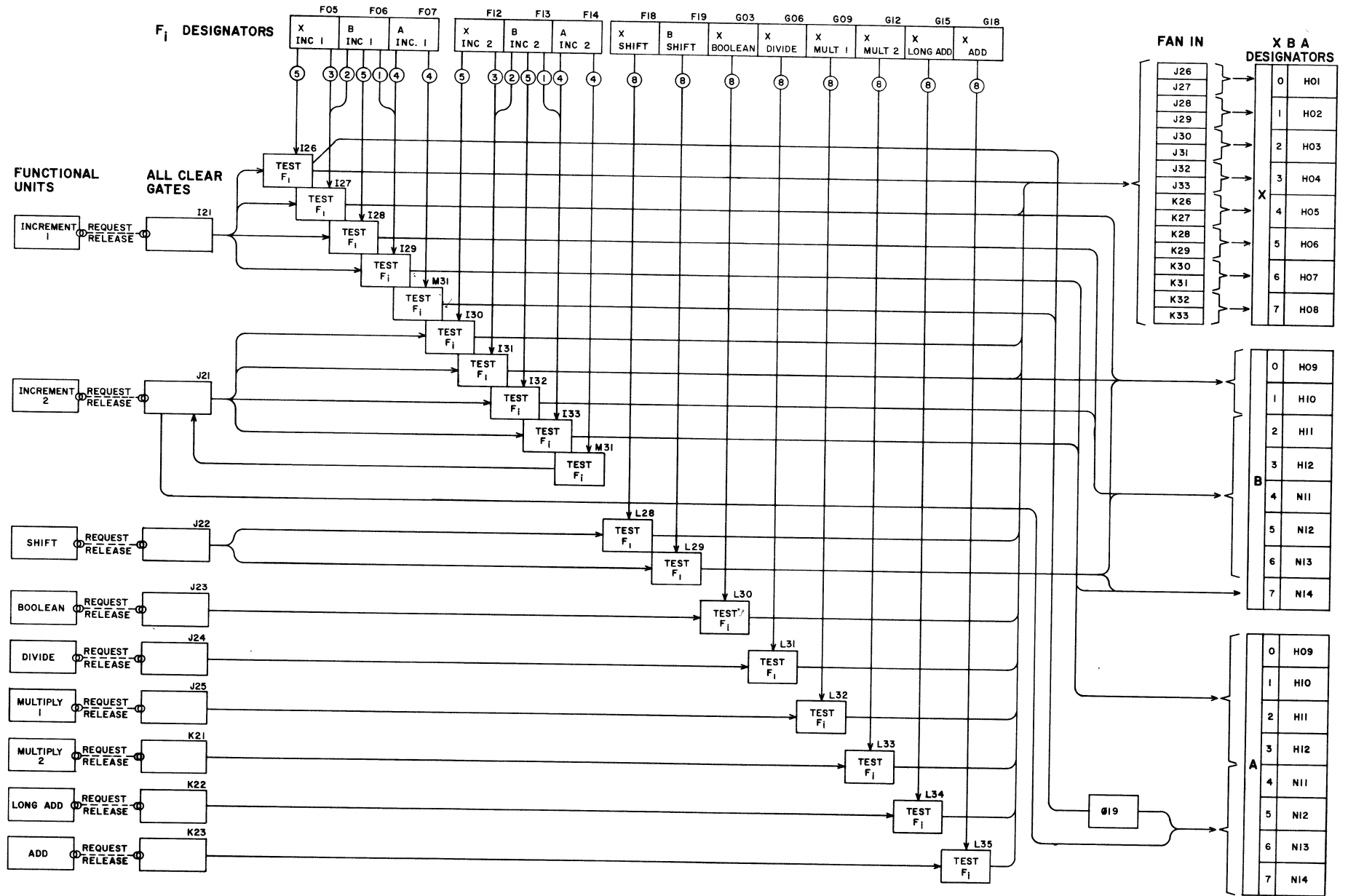


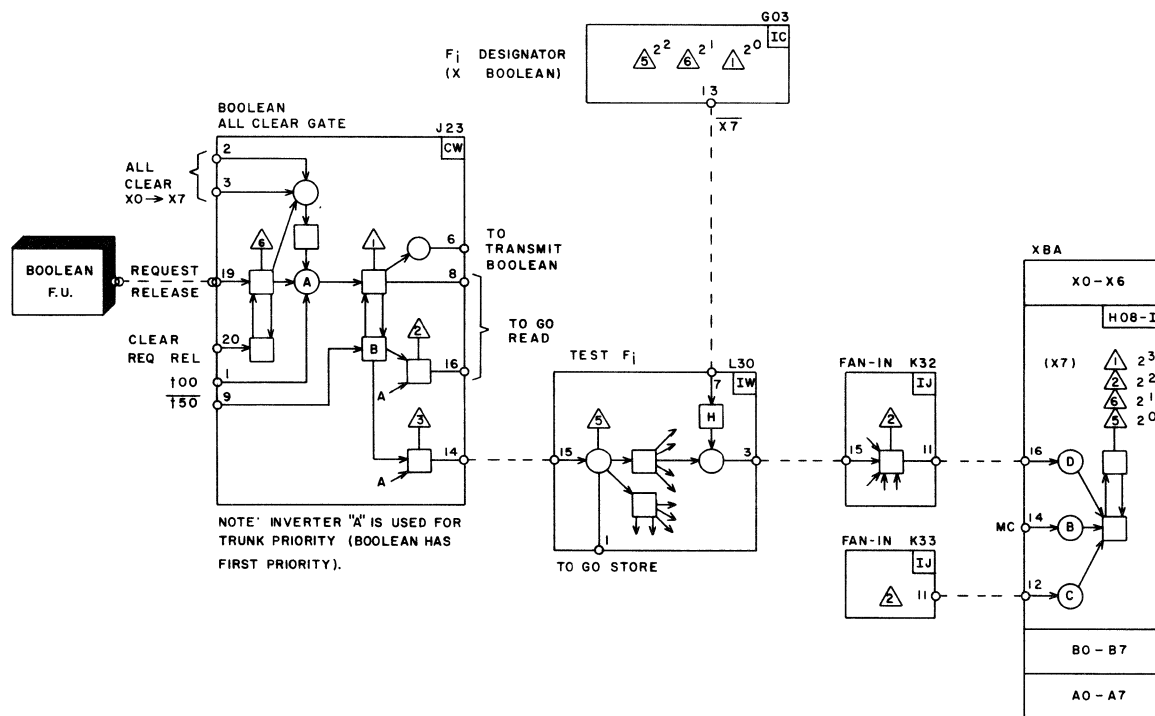
resolves 3rd order conflicts

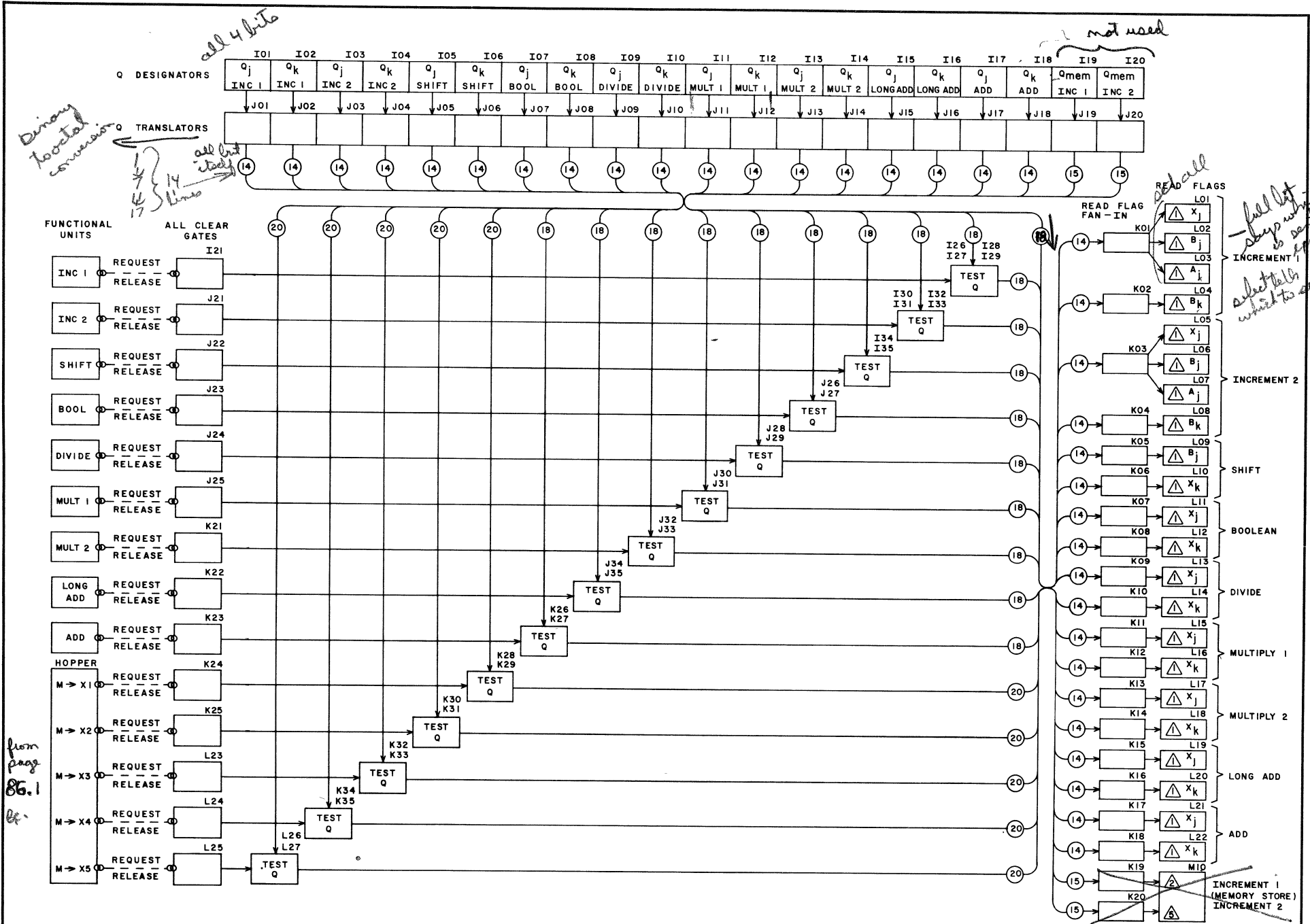
From Test Q Net.

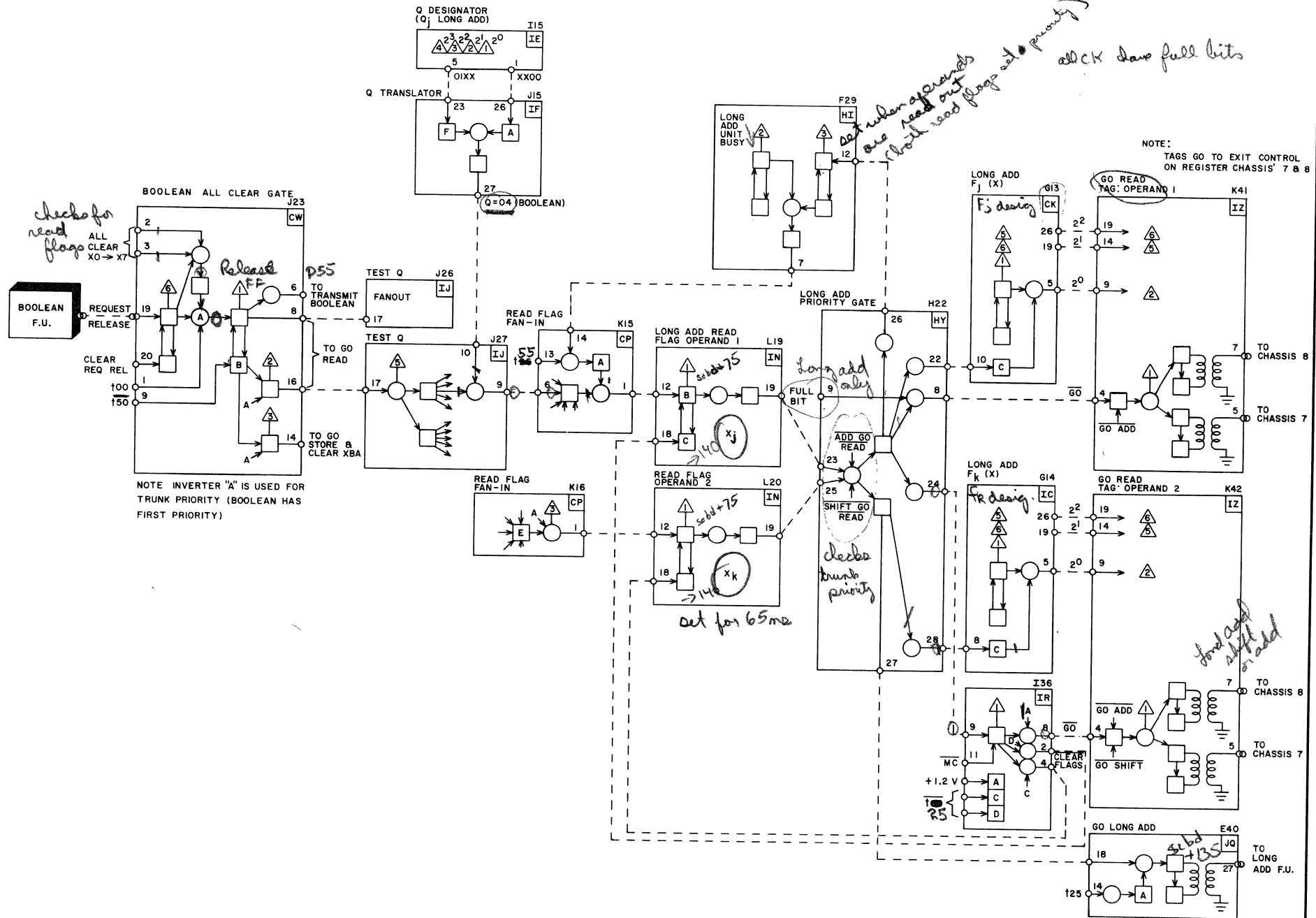












check for read flags

Release FF

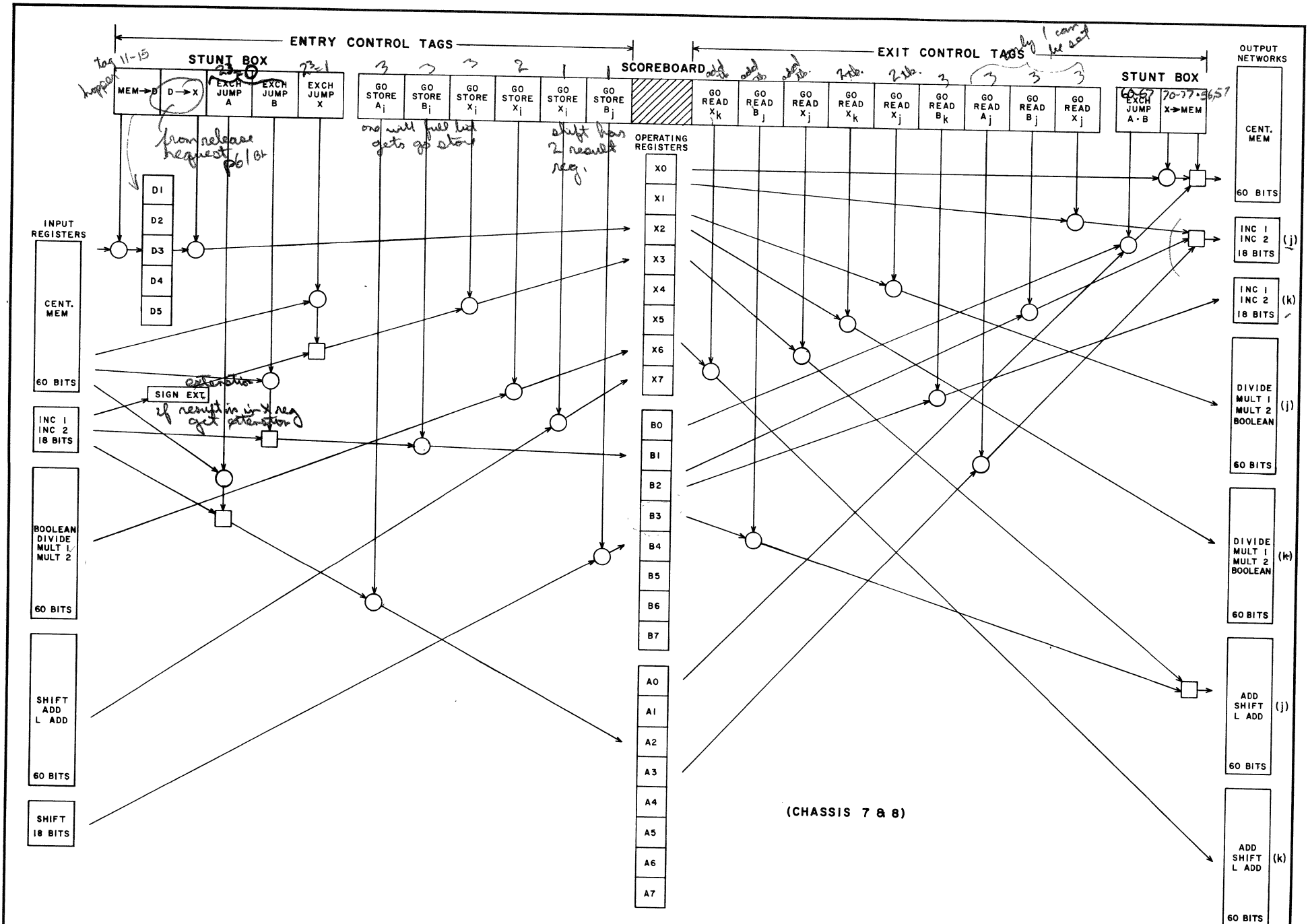
*set when operands are read out
check read flags set priority
all CK have full bits*

NOTE INVERTER "A" IS USED FOR TRUNK PRIORITY (BOOLEAN HAS FIRST PRIORITY)

set for 65ms

found add shift on add

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR SCOREBOARD REQUEST RELEASE (BOOLEAN) TO GO READ (LONG ADD)	PRODUCT 6601/04/13/14 SIZE DRAWING NO. REV C 60119300 M
			SHEET 77 63



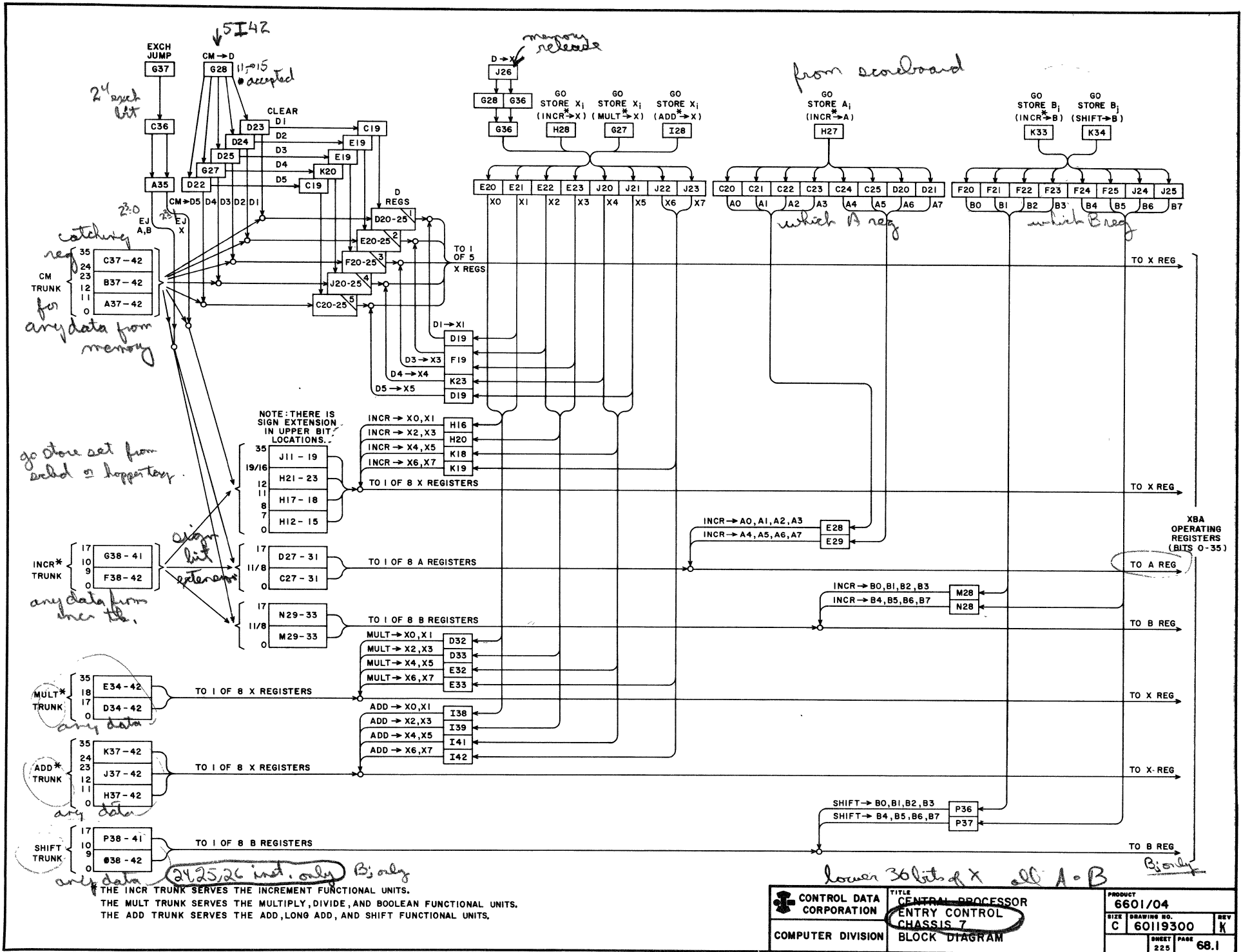
Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit			
59	8C22	6	8C28	6	8D22	6	8D28	6	59	8E22	5	8E28	5	8F22	5	8F28	5	59
58		5		5		5		5	58		6		6		6		6	58
57		4		4		4		4	57		3		3		3		3	57
56		1		1		1		1	56		1		1		1		1	56
55	8C21	6	8C27	6	8D21	6	8D27	6	55	8E21	5	8E27	5	8F21	5	8F27	5	55
54		5		5		5		5	54		6		6		6		6	54
53		4		4		4		4	53		3		3		3		3	53
52		1		1		1		1	52		1		1		1		1	52
51	8C20	6	8C26	6	8D20	6	8D26	6	51	8E20	5	8E26	5	8F20	5	8F26	5	51
50		5		5		5		5	50		6		6		6		6	50
49		4		4		4		4	49		3		3		3		3	49
48		1		1		1		1	48		1		1		1		1	48
47	8C19	6	8C25	6	8D19	6	8D25	6	47	8E19	5	8E25	5	8F19	5	8F25	5	47
46		5		5		5		5	46		6		6		6		6	46
45		4		4		4		4	45		3		3		3		3	45
44		1		1		1		1	44		1		1		1		1	44
43	8C18	6	8C24	6	8D18	6	8D24	6	43	8E18	5	8E24	5	8F18	5	8F24	5	43
42		5		5		5		5	42		6		6		6		6	42
41		4		4		4		4	41		3		3		3		3	41
40		1		1		1		1	40		1		1		1		1	40
39	8C17	6	8C23	6	8D17	6	8D23	6	39	8E17	5	8E23	5	8F17	5	8F23	5	39
38		5		5		5		5	38		6		6		6		6	38
37		4		4		4		4	37		3		3		3		3	37
36		1		1		1		1	36		1		1		1		1	36
35	7D14	6	7E17	6	7G14	6	7G25	6	35	7L25	6	7M25	6	7N25	6	7O25	6	35
34		5		5		5		5	34		5		5		5		5	34
33		4		4		4		4	33		4		4		4		4	33
32		1		1		1		1	32		1		1		1		1	32
31	7D13	6	7E16	6	7G13	6	7G24	6	31	7L24	6	7M24	6	7N24	6	7O24	6	31
30		5		5		5		5	30		5		5		5		5	30
29		4		4		4		4	29		4		4		4		4	29
28		1		1		1		1	28		1		1		1		1	28
27	7D12	6	7E15	6	7G12	6	7G23	6	27	7L23	6	7M23	6	7N23	6	7O23	6	27
26		5		5		5		5	26		5		5		5		5	26
25		4		4		4		4	25		4		4		4		4	25
24		1		1		1		1	24		1		1		1		1	24
23	7C17	6	7E14	6	7F17	6	7G22	6	23	7L22	6	7M22	6	7N22	6	7O22	6	23
22		5		5		5		5	22		5		5		5		5	22
21		4		4		4		4	21		4		4		4		4	21
20		1		1		1		1	20		1		1		1		1	20
19	7C16	6	7E13	6	7F16	6	7G21	6	19	7L20	6	7M20	6	7N20	6	7O20	6	19
18		5		5		5		5	18		5		5		5		5	18
17		4		4		4		4	17		4		4		4		4	17
16		1		1		1		1	16		1		1		1		1	16
15	7C15	6	7E12	6	7F15	6	7G20	6	15	7L19	6	7M19	6	7N19	6	7O19	6	15
14		5		5		5		5	14		5		5		5		5	14
13		4		4		4		4	13		4		4		4		4	13
12		1		1		1		1	12		1		1		1		1	12
11	7C14	6	7D17	6	7F14	6	7G17	6	11	7L18	6	7M18	6	7N18	6	7O18	6	11
10		5		5		5		5	10		5		5		5		5	10
9		4		4		4		4	9		4		4		4		4	9
8		1		1		1		1	8		1		1		1		1	8
7	7C13	6	7D16	6	7F13	6	7G16	6	7	7L17	6	7M17	6	7N17	6	7O17	6	7
6		5		5		5		5	6		5		5		5		5	6
5		4		4		4		4	5		4		4		4		4	5
4		1		1		1		1	4		1		1		1		1	4
3	7C12	6	7D15	6	7F12	6	7G15	6	3	7L16	6	7M16	6	7N16	6	7O16	6	3
2		5		5		5		5	2		5		5		5		5	2
1		4		4		4		4	1		4		4		4		4	1
0		1		1		1		1	0		1		1		1		1	0

Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit			
17	7G25	3	7G14	3	7E17	3	7D14	3	17	7A03	6	7A06	6	7A09	6	7A12	6	17
16		2		2		2		2	16		5		5		5		5	16
15	7G24	3	7G13	3	7E16	3	7D13	3	15		4		4		4		4	15
14		2		2		2		2	14		3		3		3		3	14
13	7G23	3	7G12	3	7E15	3	7D12	3	13		2		2		2		2	13
12		2		2		2		2	12		1		1		1		1	12
11	7G22	3	7F17	3	7E14	3	7C17	3	11	7A02	6	7A05	6	7A08	6	7A11	6	11
10		2		2		2		2	10		5		5		5		5	10
9	7G21	3	7F16	3	7E13	3	7C16	3	9		4		4		4		4	9
8		2		2		2		2	8		3		3		3		3	8
7	7G20	3	7F15	3	7E12	3	7C15	3	7		2		2		2		2	7
6		2		2		2		2	6		1		1		1		1	6
5	7G17	3	7F14	3	7D17	3	7C14	3	5	7A01	6	7A04	6	7A07	6	7A10	6	5
4		2		2		2		2	4		5		5		5		5	4
3	7G16	3	7F13	3	7D16	3	7C13	3	3		4		4		4		4	3
2		2		2		2		2	2		3		3		3		3	2
1	7G15	3	7F12	3	7D15	3	7C12	3	1		2		2		2		2	1
0		2		2		2		2	0		1		1		1		1	0

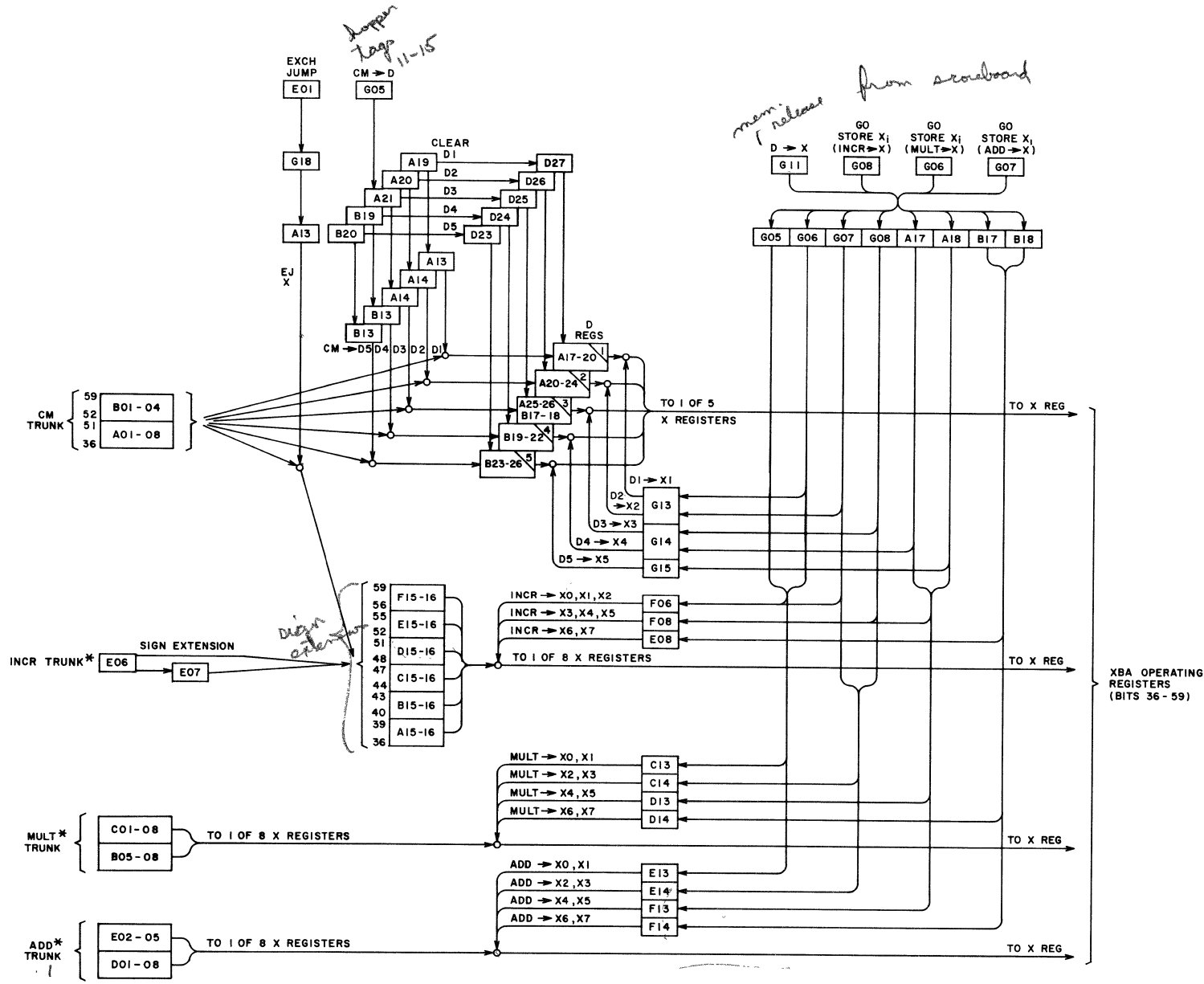
Bit Locations & Test Points: A0 → A7 Registers (18 Bit)
 B0 → B7 Registers (18 Bit)
 X0 → X7 Registers (60 Bit)

Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit	Module-TP	Module-TP	Module-TP	Module-TP	Bit			
17	7L25	3	7M25	3	7N25	3	7O25	3	17	7R03	6	7R06	6	7R09	6	7R12	6	17
16		2		2		2		2	16		5		5		5		5	16
15	7L24	3	7M24	3	7N24	3	7O24	3	15		4		4		4		4	15
14		2		2		2		2	14		3		3		3		3	14
13	7L23	3	7M23	3	7N23	3	7O23	3	13		2		2		2		2	13
12		2		2		2		2	12		1		1		1		1	12
11	7L22	3	7M22	3	7N22	3	7O22	3	11	7R02	6	7R05	6	7R08	6	7R11	6	11
10		2		2		2		2	10		5		5		5		5	10
9	7L20	3	7M20	3	7N20	3	7O20	3	9		4		4		4		4	9
8		2		2		2		2	8		3		3		3		3	8
7	7L19	3	7M19	3	7N19	3	7O19	3	7		2		2		2		2	7
6		2		2		2		2	6		1		1		1		1	6
5	7L18	3	7M18	3	7N18	3	7O18	3	5	7R01	6	7R04	6	7R07	6	7R10	6	5
4		2		2		2		2	4		5		5		5		5	4
3	7L17	3	7M17	3	7N17	3	7O17	3	3		4		4		4		4	3
2		2		2		2		2	2		3		3		3		3	2
1	7L16	3	7M16	3	7N16	3	7O16	3	1		2		2		2		2	1
0		2		2		2		2	0		1		1		1		1	0

6601/04 CENTRAL PROCESSOR
 X,B AND A OPERATING REGISTERS
 BIT LOCATIONS AND TEST POINTS
 PUB. NO. 60119300 REV. K 66



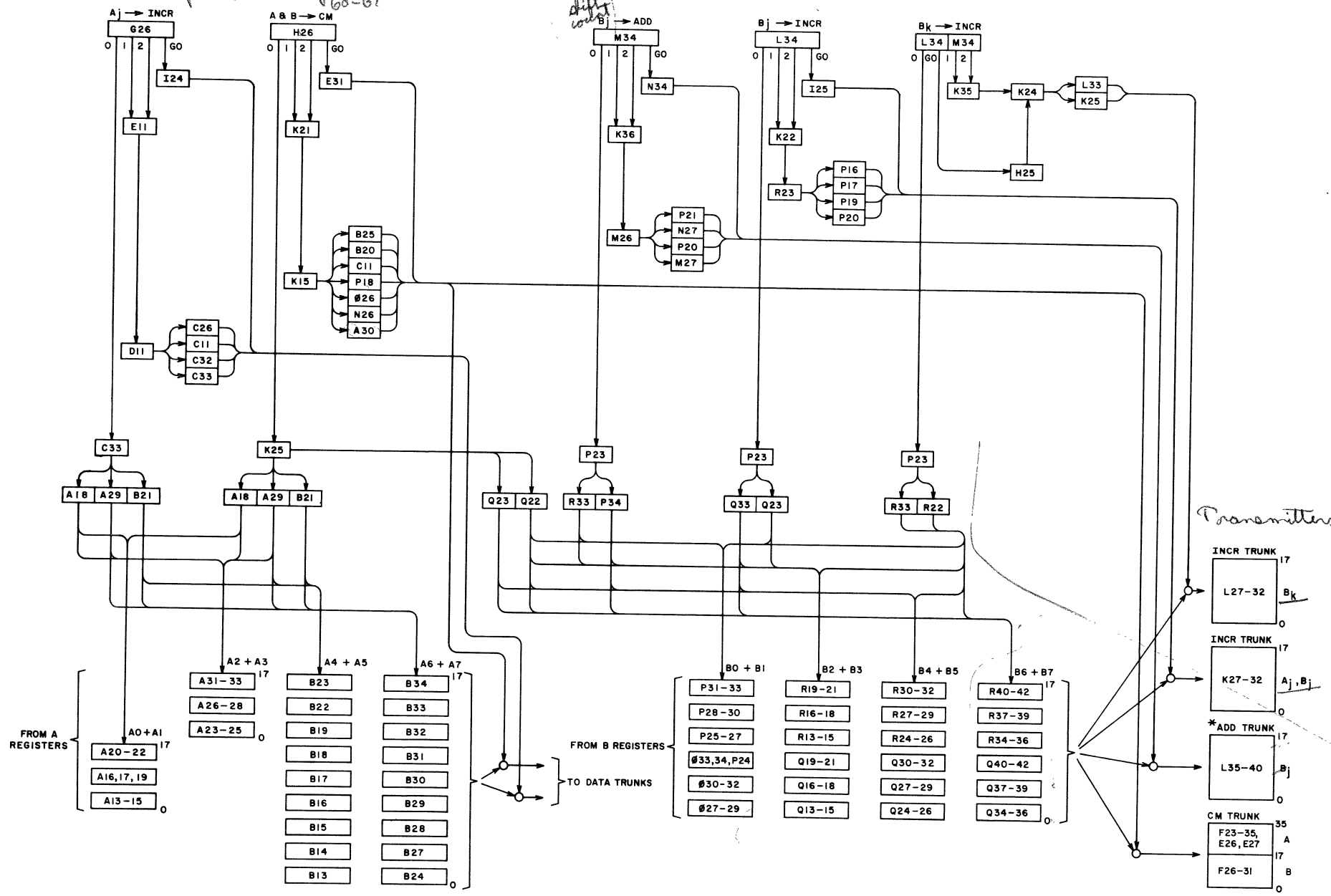
THE INCR TRUNK SERVES THE INCREMENT FUNCTIONAL UNITS.
 THE MULT TRUNK SERVES THE MULTIPLY, DIVIDE, AND BOOLEAN FUNCTIONAL UNITS.
 THE ADD TRUNK SERVES THE ADD, LONG ADD, AND SHIFT FUNCTIONAL UNITS.



* THE INCR TRUNK SERVES THE INCREMENT FUNCTIONAL UNITS.
 THE MULT TRUNK SERVES THE MULTIPLY, DIVIDE, AND BOOLEAN FUNCTIONAL UNITS.
 THE ADD TRUNK SERVES THE ADD, LONG ADD, AND SHIFT FUNCTIONAL UNITS.

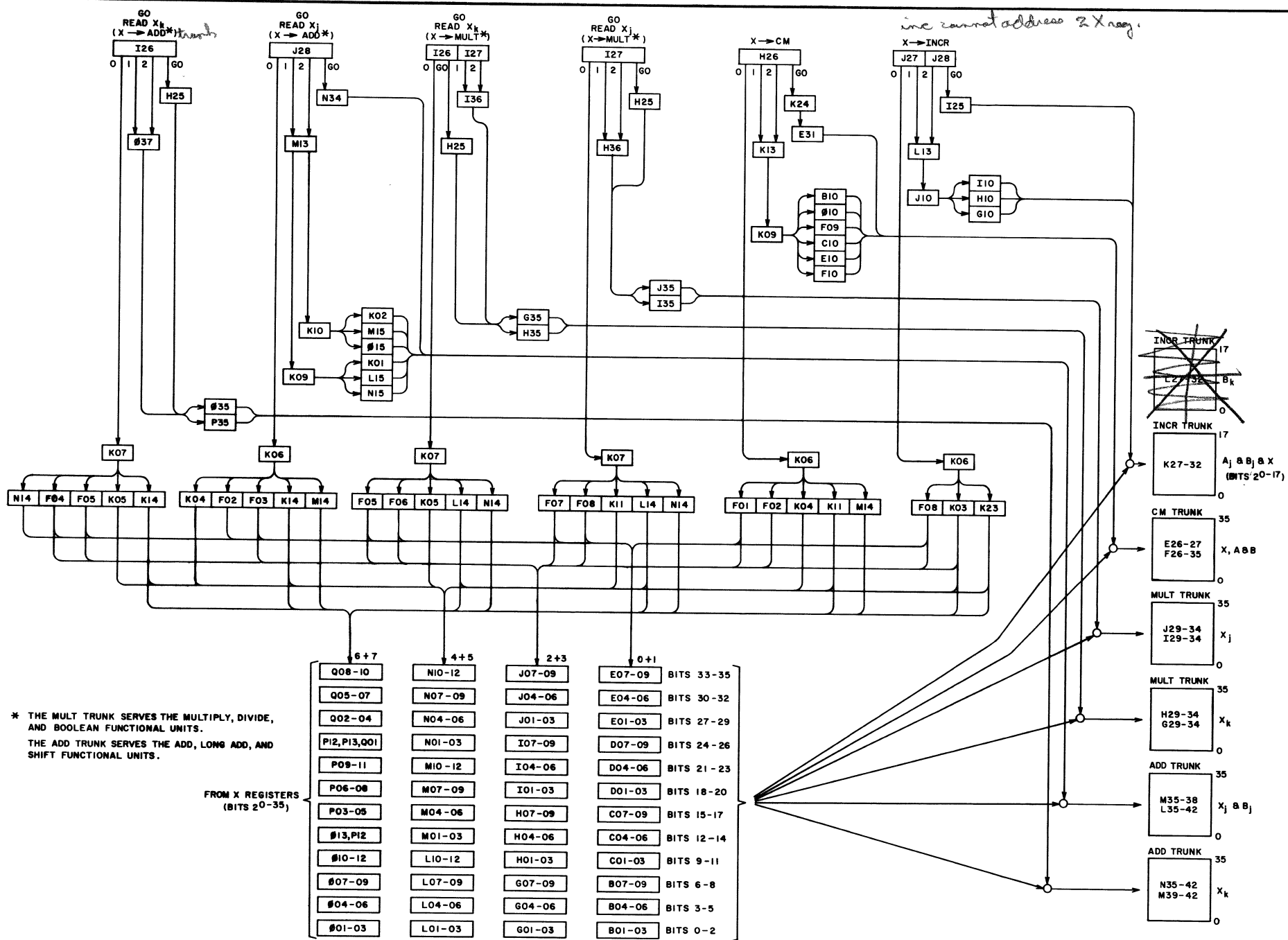
inc is only FU that can use A as operand
 each jump p87
 60-67

diff. count



Transmitters

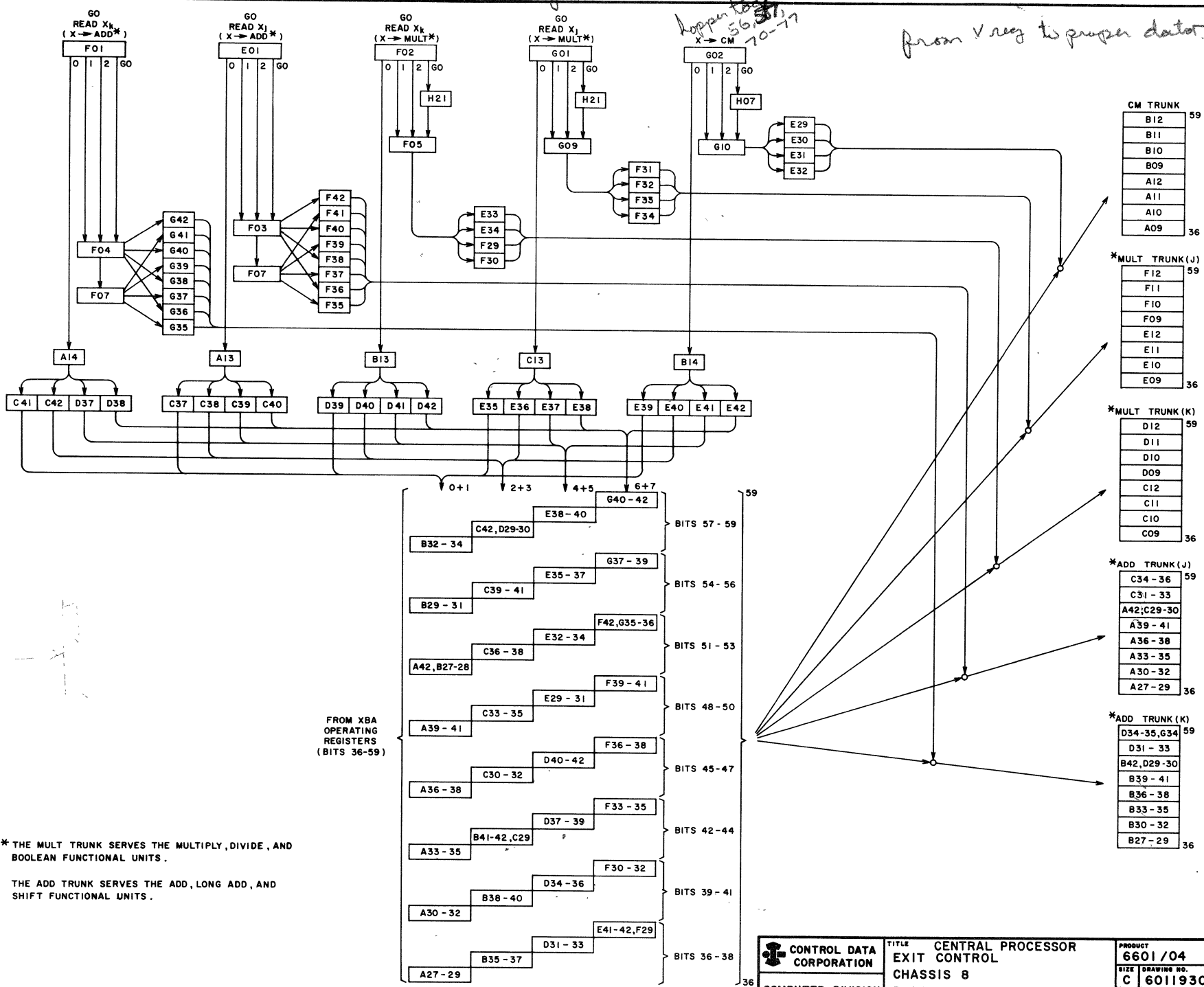
* THE ADD TRUNK SERVES THE ADD, LONG ADD, AND SHIFT FUNCTIONAL UNITS.



ch 5 Fi fr reg.

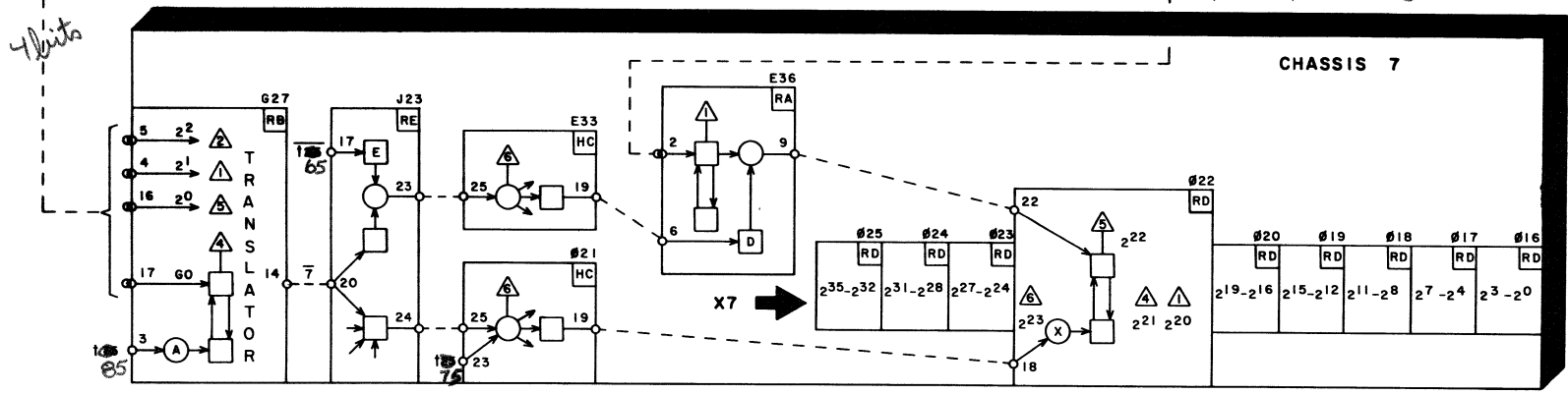
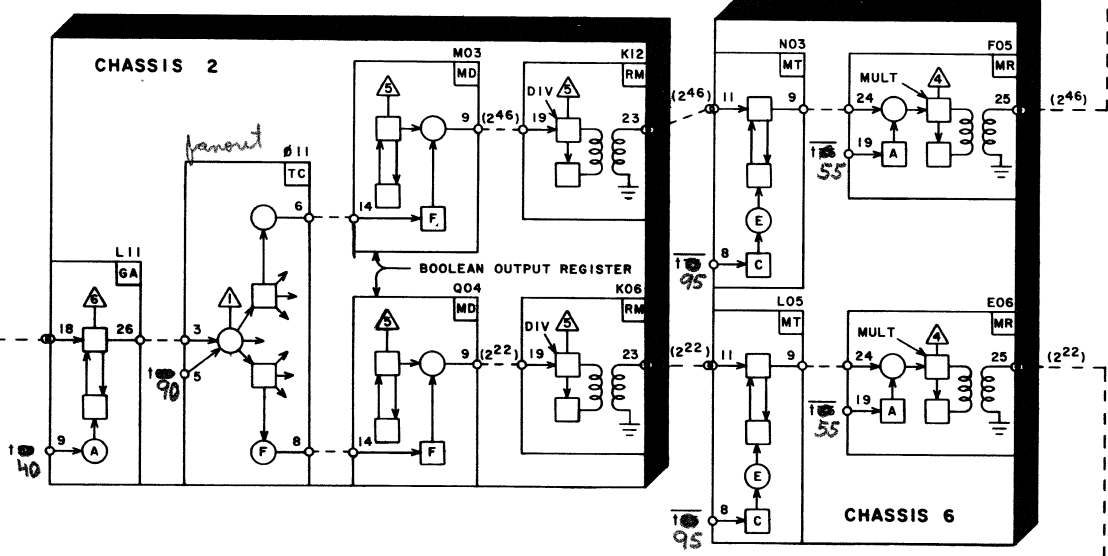
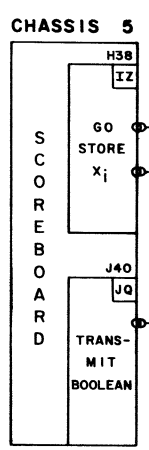
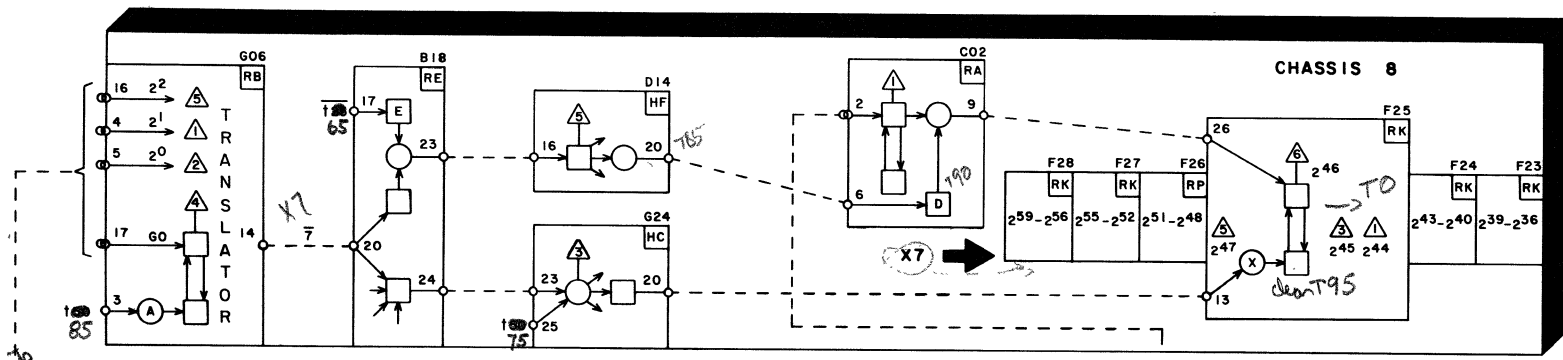
Apparatus 56-57 70-77

from V reg to proper data trunk



* THE MULT TRUNK SERVES THE MULTIPLY, DIVIDE, AND BOOLEAN FUNCTIONAL UNITS.
 THE ADD TRUNK SERVES THE ADD, LONG ADD, AND SHIFT FUNCTIONAL UNITS.

FROM XBA OPERATING REGISTERS (BITS 36-59)



		Source Module	TP	Cable Tab	Color	Cable Tab	Destin. Module	TP			
Add	Go Add	5E40	25			5W12	91	8W12	8H01	10	3
	Transmit Add	5J40	19	6			903		8G02	24	5
	Request Rel. Add	* 8H06	6			8W22	98	5W26	5K23	19	6
Long Add	Go Long Add	5E40	27			5W12	90	8W12	8H01	5	1
	Transmit Long Add	5J40	21				901		8F01	24	5
	Request Rel. Long Add	* 8H06	8			5W12	906	5W12	5K22	19	6
Boolean	Go Boolean	5E40	21			5W13	902	2W21	2L11	16	4
	Transmit Boolean	5J40	10				99		2L11	18	6
	Request Rel. Boolean	* 2E01	6	2		2W21	906	5W13	5J23	19	6
Divide	Go Divide	5J40	8			5W13	903	2W21	2L11	12	1
	Transmit Divide	5J40	27				900		2L11	14	3
	Request Rel. Divide	* 2E01	8	1		2W21	905	5W13	5J24	19	6
Increment 1	Go Inc. 1	5M08	10						5M33	25	
	Transmit Inc. 1	5R32	17/19						5F ^{41/42}	14	
	Request Rel. Inc. 1	* 5E38	25						5I21	19	6
Increment 2	Go Inc. 2	5M08	17						5M33	4	
	Transmit Inc. 2	5R32	17/19						5F ^{41/42}	14	
	Request Rel. Inc. 2	* 5E38	27						5J21	19	6
Multiply 1	Go Mult. 1	5J40	4			5W14	90	6W16	6I09	23	6
	Transmit Mult. 1		23				93		6L08	26	6
	Request Rel. Mult. 1	* 6H09	1	2		6W16	95	5W14	5J25	19	6
Multiply 1 Exp	Go Mult. 1 Exp. to Ch. 2	6H10	1	2		6W22	905	2W26	2M11	14	2
	Transmit Mult. 1 Exp.	5O25	10			5W13	907	2W21	2O09	7	2
Multiply 2	Go Mult. 2	5J40	6			5W14	900	6W16	6J09	23	6
	Transmit Mult. 2		25				94		6L08	2	1
	Request Rel. Mult. 2	* 6K09	1	2		6W16	905	5W14	5K21	19	6
Multiply 2 Exp	Go Mult. 2 Exp. to Ch. 2	6K10	1	2		6W22	906	2W26	2M11	16	5
	Transmit Mult. 2 Exp.	5O35	12	1		5W13	908	2W21	2O09	21	5
Shift	Go shift	5E40	23			5W12	907	8W12	8H01	26	6
	Transmit Shift	5J40	12	1			902		8G01	24	5
	Request Rel. Shift	* 8H06	4			8W12	904	5W12	5J22	19	6

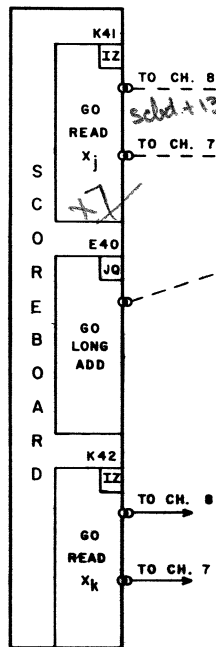
* Request release from Function Unit to Scoreboard. Module in Source column is F. U. Module in Destination column is Scoreboard.

Scoreboard

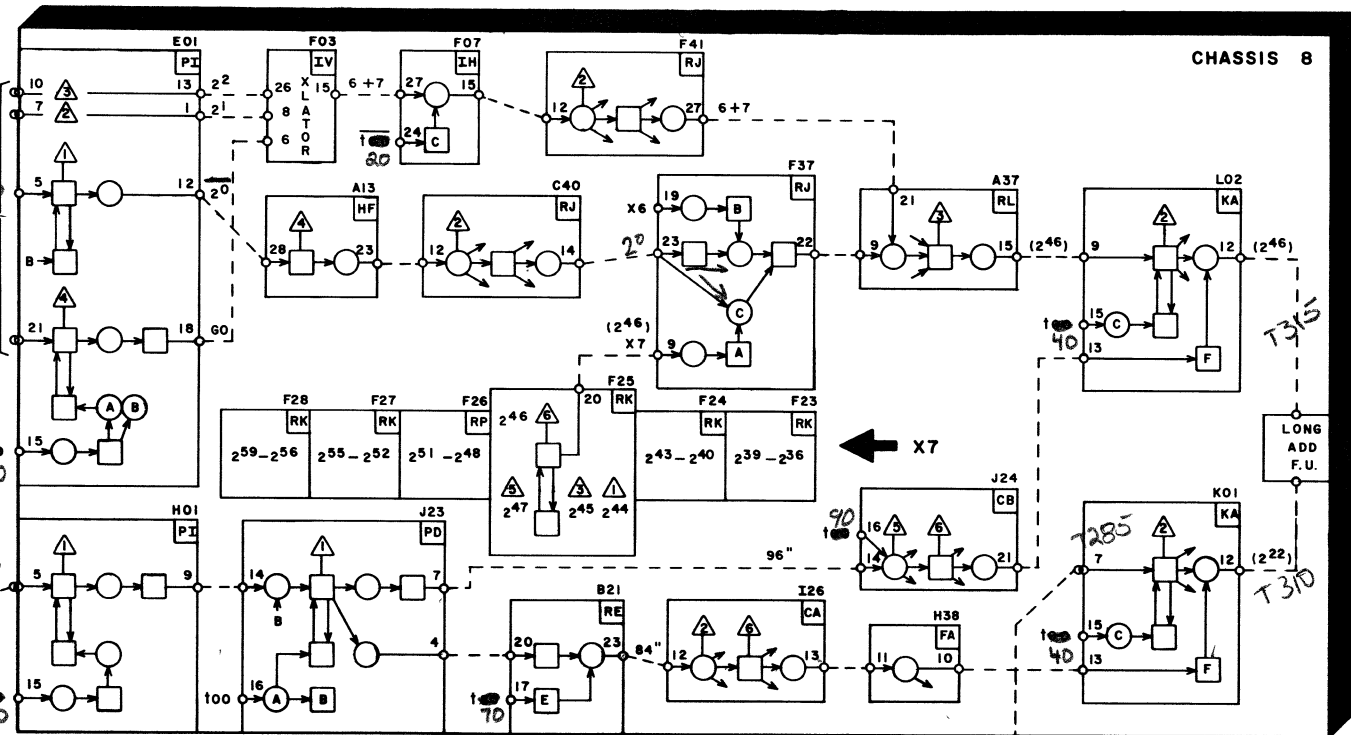
Functional Unit

6601/04 Central Processor
Go, Transmit, and Req. Rel.
for Functional Units.
Pub. No. 60119300
Rev. K 70

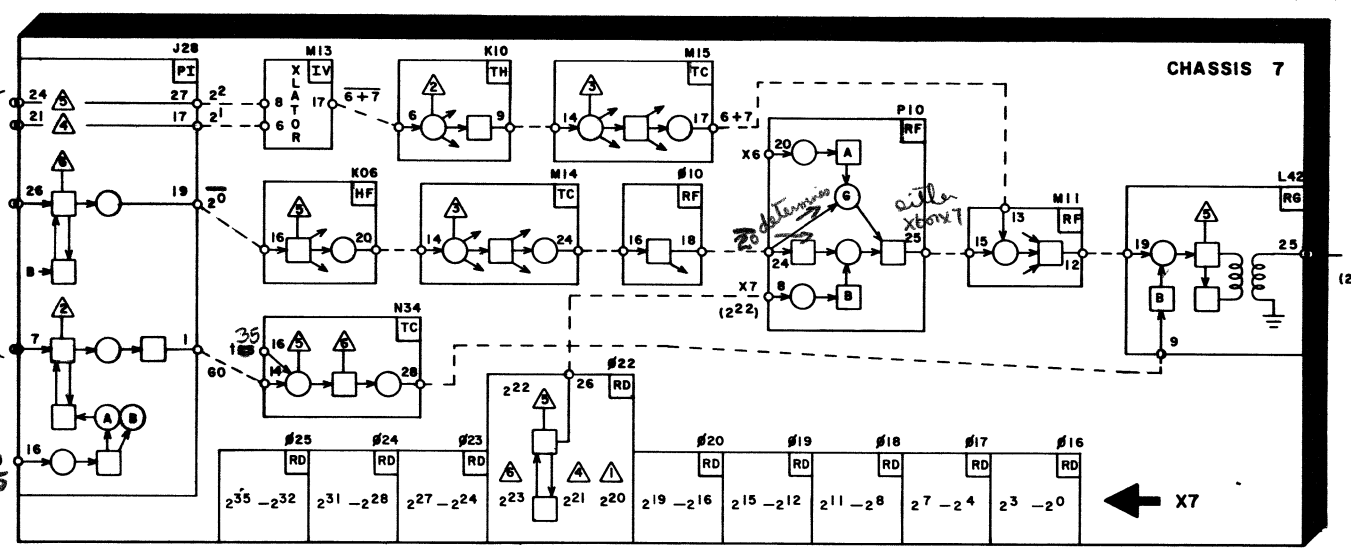
CHASSIS 5



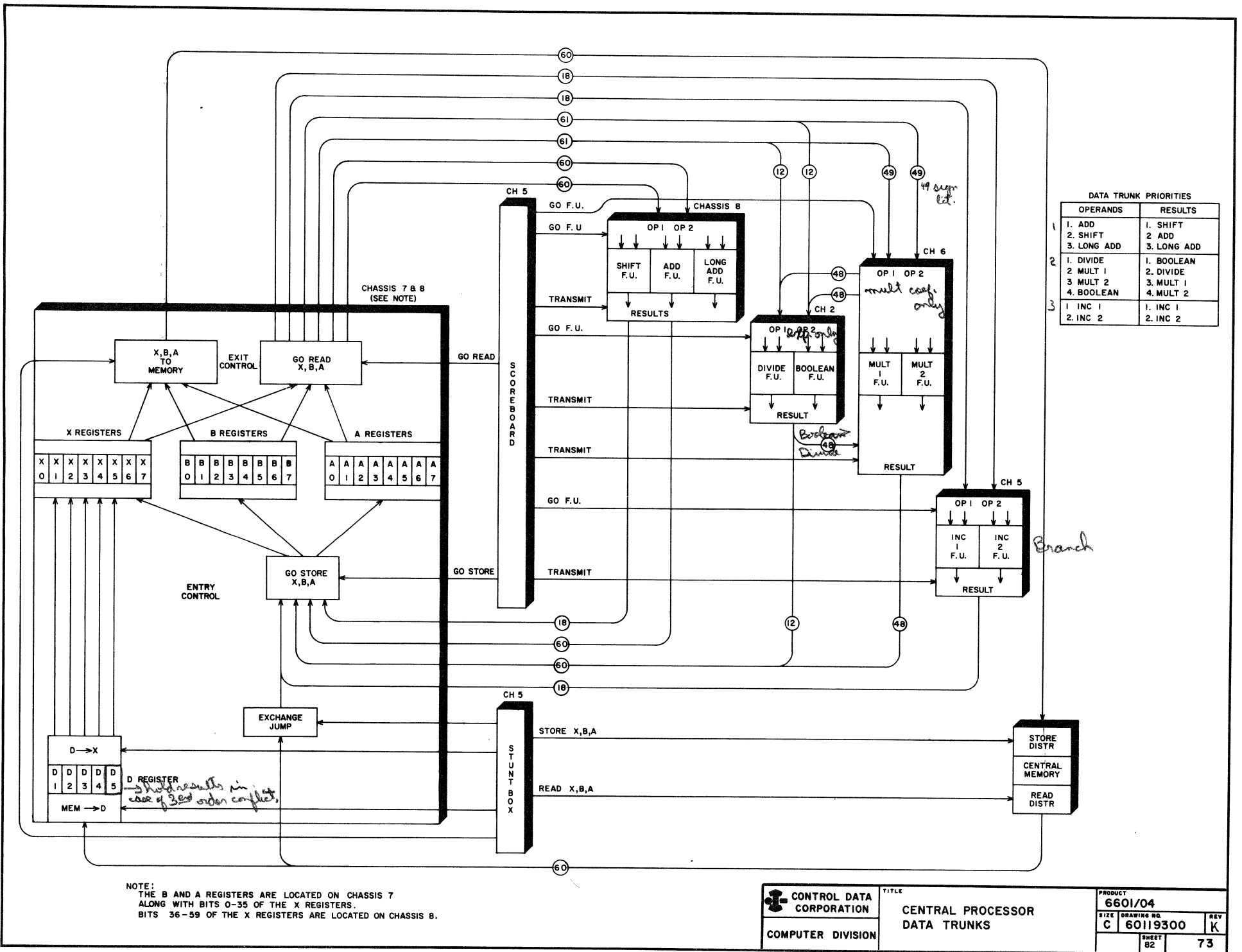
T165
T170



CHASSIS 8



CHASSIS 7



DATA TRUNK PRIORITIES

OPERANDS	RESULTS
1. ADD	1. SHIFT
2. SHIFT	2. ADD
3. LONG ADD	3. LONG ADD
1. DIVIDE	1. BOOLEAN
2. MULT 1	2. DIVIDE
3. MULT 2	3. MULT 1
4. BOOLEAN	4. MULT 2
1. INC 1	1. INC 1
2. INC 2	2. INC 2

NOTE:
 THE B AND A REGISTERS ARE LOCATED ON CHASSIS 7
 ALONG WITH BITS 0-35 OF THE X REGISTERS.
 BITS 36-59 OF THE X REGISTERS ARE LOCATED ON CHASSIS 8.

CONTROL DATA CORPORATION
 COMPUTER DIVISION

TITLE
**CENTRAL PROCESSOR
 DATA TRUNKS**

PRODUCT
6601/04
 SIZE DRAWING NO.
C 60119300 REV
K
 SHEET
82 73

CENTRAL MEMORY DATA TRUNKS

Bit	Memory → X		X → Memory		Bit			
	Module-TP	Module-TP	Module-TP	Module-TP				
59	10I18	8B04	5	8B12	5	2A17	6	59
58	10I17		1	6	5		5	58
57	10I16	8B03	5	1	4		4	57
56	10I15		1	8B11	5		3	56
55	10I14	8B02	5	6	2		2	55
54	10I12		1	1	1		1	54
53	10I11	8B01	5	8B10	5	2A16	6	53
52	10I10		1	6	5		5	52
51	10I09	8A08	5	1	4		4	51
50	10I08		1	8B09	5		3	50
49	10I05	8A07	5	6	2		2	49
48	10I04		1	1	1		1	48
47	10I03	8A06	5	8A12	5	2A15	6	47
46	10I02		1	6	5		4	46
45	10I01	8A05	5	1	4		4	45
44	9I42		1	8A11	5		3	44
43	9I41	8A04	5	6	2		2	43
42	9I40		1	1	1		1	42
41	9I39	8A03	5	8A10	5	2A14	6	41
40	9I38		1	6	5		4	40
39	9I36	8A02	5	1	4		3	39
38	9I35		1	8A09	5		3	38
37	9I34	8A01	5	6	2		2	37
36	9I33		1	1	1		1	36
35	9I32	7C42	5	7E27	6	2A13	6	35
34	9I29		1	5	5		3	34
33	9I28	7C41	5	1	4		3	33
32	9I27		1	7E26	6		3	32
31	9I26	7C40	5	5	2		2	31
30	9I25		1	1	1		1	30
29	4I18	7C39	5	7F35	6	2A12	6	29
28	4I17		1	5	5		2	28
27	4I16	7C38	5	1	4		2	27
26	4I15		1	7F34	6		2	26
25	4I14	7C37	5	5	3		2	25
24	4I12		1	1	1		1	24
23	4I11	7B42	5	7F33	6	2A11	6	23
22	4I10		1	5	5		5	22
21	4I09	7B41	5	1	4		2	21
20	4I08		1	7F32	6		3	20
19	4I05	7B40	5	5	2		1	19
18	4I04		1	1	1		1	18
17	4I03	7B39	5	7F31	6	2A10	6	17
16	4I02		1	5	5		1	16
15	4I01	7B38	5	1	4		1	15
14	3I42		1	7F30	6		3	14
13	3I41	7B37	5	5	2		1	13
12	3I40		1	1	1		1	12
11	3I39	7A42	5	7F29	6	2A09	6	11
10	3I38		1	5	5		1	10
9	3I36	7A41	5	1	4		1	9
8	3I35		1	7F28	6		3	8
7	3I34	7A40	5	5	2		2	7
6	3I33		1	1	1		1	6
5	3I32	7A39	5	7F27	6	2A08	6	5
4	3I29		1	5	5		4	4
3	3I28	7A38	5	1	4		3	3
2	3I27		1	7F26	6		3	2
1	3I26	7A37	5	5	2		1	1
0	3I25		1	1	1		0	0

ADD, SHIFT, AND LONG ADD DATA TRUNKS

Bit	"j" Operand *		"k" Operand *		"i" Result		Bit								
	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP									
59	8C36	5	8L08	5	8G34	4	8L08	6	8H16	6	8E05	5	59		
58	8C35	5	2	8D35	5	1	1	5	1	5	1	5	58		
57	8C34	5	8L07	5	8D34	5	8L07	6	2	8E04	5	57			
56	8C33	5	2	8D33	5	1	1	1	1	1	1	56			
55	8C32	5	8L06	5	8D32	5	8L06	6	8H15	6	8E03	5	55		
54	8C31	5	2	8D31	5	1	1	5	1	5	1	54			
53	8C30	5	8L05	5	8D30	5	8L05	6	2	8E02	5	53			
52	8C29	5	2	8D29	5	1	1	1	1	1	1	52			
51	8A42	5	8L04	5	8B42	5	8L04	6	8H14	6	8D08	5	51		
50	8A41	5	2	8B41	5	1	1	5	1	5	1	50			
49	8A40	5	8L03	5	8B40	5	8L03	6	2	8D07	5	49			
48	8A39	5	2	8B39	5	1	1	1	1	1	1	48			
47	8A38	5	8L02	5	8B38	5	8L02	6	8H13	6	8D06	5	47		
46	8A37	5	2	8B37	5	1	1	5	1	5	1	46			
45	8A36	5	8L01	5	8B36	5	8L01	6	2	8D05	5	45			
44	8A35	5	2	8B35	5	1	1	1	1	1	1	44			
43	8A34	5	8K11	5	8B34	5	8K11	6	8H12	6	8D04	5	43		
42	8A33	5	2	8B33	5	1	1	5	1	5	1	42			
41	8A32	5	8K10	5	8B32	5	8K10	6	2	8D03	5	41			
40	8A31	5	2	8B31	5	1	1	1	1	1	1	40			
39	8A30	5	8K09	5	8B30	5	8K09	6	8H11	6	8D02	5	39		
38	8A29	5	2	8B29	5	1	1	5	1	5	1	38			
37	8A28	5	8K08	5	8B28	5	8K08	6	2	8D01	5	37			
36	8A27	5	2	8B27	5	1	1	1	1	1	1	36			
35	7M38	6	8K07	5	7N42	6	8K07	6	8N04	6	7K42	5	35		
34		5	2	5	1	1	1	5	1	5	1	34			
33		1	8K06	5	1	8K06	6	2	7K41	5	33				
32	7M37	6	2	7N41	6	1	1	1	1	1	1	32			
31		5	8K05	5	5	8K05	6	8N03	6	7K40	5	31			
30		1	2	1	1	1	1	5	1	5	1	30			
29	7M36	6	8K04	5	7N40	6	8K04	6	2	7K39	5	29			
28		5	2	5	1	1	1	1	1	1	1	28			
27		1	8K03	5	1	8K03	6	8N02	6	7K38	5	27			
26	7M35	6	2	7N39	6	1	1	5	1	5	1	26			
25		5	8K02	5	5	8K02	6	2	7K37	5	25				
24		1	2	1	1	1	1	1	1	1	1	24			
23	7L42	6	8K01	5	7N38	6	8K01	6	8N01	6	7J42	5	23		
22		5	2	5	1	1	1	5	1	5	1	22			
21		1	8J11	5	1	8J11	6	2	7J41	5	21				
20	7L41	6	2	7N37	6	1	1	1	1	1	1	20			
19		5	8J10	5	5	8J10	6	8M05	6	7J40	5	19			
18		1	2	1	1	1	1	5	1	5	1	18			
17	7L40	6	8I17	6	7N36	6	8J09	6	2	7J39	5	17			
16		5	8J09	2	5	1	1	1	1	1	1	16			
15		1	8J08	5	1	8J08	6	8M04	6	7J38	5	15			
14	7L39	6	2	7N35	6	1	1	5	1	5	1	14			
13		5	8J07	5	5	8J07	6	2	7J37	5	8H17	6	13		
12		1	2	1	1	1	1	1	1	1	1	12			
11	7L38	6	8J06	5	7M42	6	8J06	6	8M03	6	7H42	5	11		
10		5	2	5	1	1	1	5	1	5	1	10			
9		1	8J05	5	1	8J05	6	2	7H41	5	8H05	2	9		
8	7L37	6	2	7M41	6	1	1	1	1	1	1	8			
7		5	8J04	5	5	8J04	6	8M02	6	7H40	5	8H04	6	7	
6		1	2	1	1	1	1	5	1	5	1	6			
5	7L36	6	8L11	7M40	6	8J03	4	2	7H39	5	2	7O40	5	5	
4		5	5	5	3	1	1	1	1	1	1	1	4		
3		1	8L10	1	8J02	4	8M01	6	7H38	5	8H03	6	7O39	5	3
2	7L35	6	7M39	6	3	3	3	5	1	5	1	1	2		
1		5	8L09	5	8J01	4	2	7H37	5	2	7O38	5	1		
0		1	1	1	3	3	3	1	1	1	1	1	0		

INCREMENT DATA TRUNKS

Bit	"j" Operand		"k" Operand		Bit				
	Module-TP	Module-TP	Module-TP	Module-TP					
17	7K32	6	5O30	2	7L32	6	5O30	1	17
16		5	5	5	1	5	6	16	
15		1	5O29	2	1	5	1	15	
14	7K31	6	5	7L31	6	6	6	14	
13		5	5O28	2	5	5	5	13	
12		1	5	1	1	6	12		
11	7K30	6	5O27	2	7L30	6	5O27	1	11
10		5	5	5	5	6	10		
9		1	5O26	2	1	5	1	9	
8	7K29	6	5	7L29	6	6	8		
7		5	5O25	2	5	5	7		
6		1	5	1	1	6	6		
5	7K28	6	5O24	2	7L28	6	5O24	1	5
4		5	5	5	5	6	4		
3		1	5O23	2	1	5	1	3	
2	7K27	6	5	7L27	6	6	2		
1		5	5O22	2	5	5	1	1	
0		1	5	1	1	6	0		

* The Exponent Bits (48-59) for both floating add operands do not use the data trunks as defined herein

Bit	"j" Result		Bit		
	Module-TP	Module-TP			
17	8H18	6	7P41	5	17
16		5	1	1	16
15		2	7P40	5	15
14		1	1	1	14
13	8H17	6	7P39	5	13
12		5	1	1	12
11		2	7P38	5	11
10		1	1	1	10
9	8H05	2	7O42	5	9
8		1	1	1	8
7	8H04	6	7O41	5	7
6		5	1	1	6
5		2	7O40	5	5
4		1	1	1	4
3	8H03	6	7O39	5	3
2		5	1	1	2
1		2	7O38	5	1
0		1	1	1	0

MULTIPLY, DIVIDE, AND BOOLEAN DATA TRUNKS

Bit	"j" Operand (A)				"j" Operand (B)				Bit	"k" Operand (A)				"k" Operand (B)				Bit	"i" Result (A)				"i" Result (B)				Bit
	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP		Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP		Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	Module-TP	
59	8F12	5	6F06	4	8F12	5	2L10	6	59	8D12	5	6F07	4	-8D12	5	2M10	6	59	2K15	6	→	→	→	→	8C08	5	59
58		6	→	→		5		5	58		6	→	→		5		5	58		5	→	→			1	58	
57		1	→	→		2		2	57		1	→	→		1		1	57		2	→	→			5	57	
56	8F11	5	→	→		1		1	56	8D11	5	→	→		1		1	56		1	→	→			1	56	
55		6	→	→		6	2L09	6	55		6	→	→		6	2M09	6	55	2K14	6	→	→			5	55	
54		1	→	→		5		5	54		1	→	→		5		5	54		5	→	→			1	54	
53	8F10	5	→	→		2		2	53	8D10	5	→	→		2		2	53		2	→	→			5	53	
52		6	→	→		1		1	52		6	→	→		1		1	52		1	→	→			1	52	
51		1	→	→		6	2L08	6	51		1	→	→		6	2M08	6	51	2K13	6	→	→			5	51	
50	8F09	5	→	→		5		5	50	8D09	5	→	→		5		5	50		5	→	→			1	50	
49		6	→	→		2		2	49		6	→	→		2		2	49		2	→	→			5	49	
48		1	→	→		1		1	48		1	→	→		1		1	48		1	→	→			1	48	
47	8E12	5	6J06	6	6N07	2L07	6	47	8C12	5	6H06	6	6M02	1	2M07	6	47	2K12	6	6N03	6F05	6	6	8C02	5	47	
46		6		5		5		5	46		6		5	2		5	46		5		5			1	46		
45		1		2		2		2	45		1		2	3		2	45		2	6N02		2		8C01	5	45	
44	8E11	5		1		1		1	44	8C11	5		1	6M01	1		44		1			1		1	44		
43		6	6J05	6		2L06	6	43		6	6H05	6		2	2M06	6	43	2K11	6	6N01	6F04	6	6	8B08	5	43	
42		1		5		5		5	42		1		5	3		5	42		5			5		1	42		
41	8E10	5		2	6N06	6	2	41	8C10	5		2	6L07	1		2	41		2	6M07		2	2	8B07	5	41	
40		6		1		5		1	40		6		1	2		1	40		1			1		1	40		
39		1	6J04	6		4	2N10	6	39		1	6H04	6		3	2P10	6	39	2K10	6	6M06		6F03	6	8B06	5	39
38	8E09	5		5		3		5	38	8C09	5		5	6L06	1		5	38		5		5		1	38		
37		6		2		2		2	37		6		2	2		2	37		2	6M05				8B05	5	37	
36		1		1		1		1	36		1		1	3		1	36		1			1		1	36		
35	7J34	6	6J03	6	6N05	6	2N09	6	35	7H34	6	6H03	6	6L05	1	2P09	6	35	2K09	6	6M04	6F02	6	7E42	5	35	
34		5		5		5		5	34		5		5	2		5	34		5			5		1	34		
33		1		2		4		2	33		1		2	3		2	33		2	6M03		2		7E41	5	33	
32	7J33	6		1		3		1	32	7H33	6		1	6L04	1		32		1			1		1	32		
31		5	6J02	6	2	2N08	6	31		5	6H02	6		2	2P98	6	31	2K08	6	6M02	6F01	6	6	7E40	5	31	
30		1		5		1		5	30		1		5	3		5	30		5			5		1	30		
29	7J32	6		2	6N04	6		2	29	7H32	6		2	6L03	1		29		2	6M01		2		7E39	5	29	
28		5		1		5		1	28		5		1	2		1	28		1			1		1	28		
27		1	6J01	6		4	2N07	6	27		1	6H01	6		3	2P07	6	27	2K07	6	6L07	6E07	6	7E38	5	27	
26	7J31	6		5		3		5	26	7H31	6		5	6L02	1		5	26		5		5		1	26		
25		5		2		2		2	25		5		2	2		2	25		2	6L06		2		7E37	5	25	
24		1		1		1		1	24		1		1	3		1	24		1			1		1	24		
23	7J30	6	6I06	6	6N03	1	2N06	6	23	7H30	6	6G06	6	6L01	1	2P06	6	23	2K06	6	6L05	6E06	6	6	7E36	5	23
22		5		5		2		5	22		5		5	2		5	22		5			5		1	22		
21		1		2		2		2	21		1		2	3		2	21		2	6L04		2		7E35	5	21	
20	7J29	6		1	6N02	1		1	20	7H29	6		1	6K07	1		20		1			1		1	20		
19		5	6I05	6	2	2Q10	6	19		5	6G05	6		2	2R10	6	19	2K05	6	6L03		6E05	6	7E34	5	19	
18		1		5		3		5	18		1		5	3		5	18		5			5		1	18		
17	7I34	6		2	6N01	1		2	17	7G34	6		2	6K06	1		17		2	6L02				7D42	5	17	
16		5		1		2		1	16		5		1	2		1	16		1			1		1	16		
15		1	6I04	6	3	2Q09	6	15		1	6G04	6		3	2R09	6	15	2K04	6	6L01	6E04	6	6	7D41	5	15	
14	7I33	6		5	6M07	1		5	14	7G33	6		5	6K05	1		14		5			5		1	14		
13		5		2		2		2	13		5		2	2		2	13		2	6K07		2		7D40	5	13	
12		1		1		3		1	12		1		1	3		1	12		1			1		1	12		
11	7I32	6	6I03	6	6M06	1	2Q08	6	11	7G32	6	6G03	6	6K04	1	2R08	6	11	2K03	6	6K06	6E03	6	6	7D39	5	11
10		5		5		2		5	10		5		5	2		5	10		5			5		1	10		
9		1		2		3		2	9		1		2	3		2	9		2	6K05		2		7D38	5	9	
8	7I31	6		1	6M05	1		1	8	7G31	6		1	6K03	1		8		1			1		1	8		
7		5	6I02	6	2	2Q07	6	7		5	6G02	6		2	2R07	6	7	2K02	6	6K04	6E02	6	6	7D37	5	7	
6		1		5		3		5	6		1		5	3		5	6		5			5		1	6		
5	7I30	6		2	6M04	1		2	5	7G30	6		2	6K02	1		5		2	6K03		2		7D36	5	5	
4		5		1		2		1	4		5		1	2		1	4		1			1		1	4		
3		1	6I01	6	3	2Q06	6	3		1	6G01	6		3	2R06	6	3	2K01	6	6K02	6E01	6	6	7D35	5	3	
2	7I29	6		5	6M03	1		5	2	7G29	6		5	6K01	1		2		5			5		1	2		
1		5		2		2		2	1		5		2	2		2	1		2	6K01		2		7D34	5	1	
0		1		1		3		1	0		1		1	3		1	0		1			1		1	0		

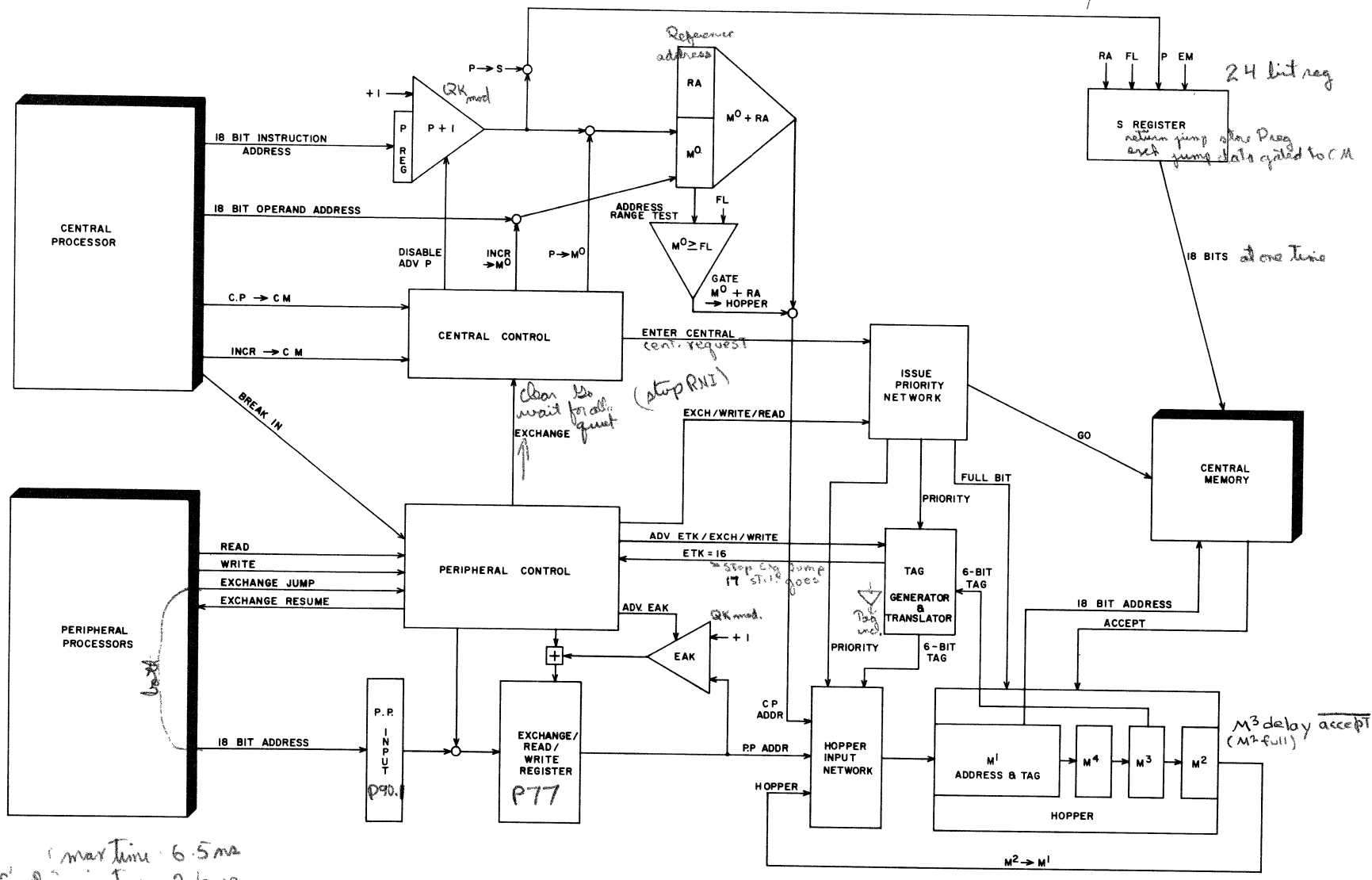
2052

STUNT BOX

The Stunt Box is an address controlling center in the 6601 and 6604 Central Processors and is located on chassis 5. Its primary function is to gather addresses from the Peripheral and Control Processors and the Central Processor according to a priority scheme, place them into a hopper, and issue them to Central Memory until accepted by the desired bank. An address enters the hopper in the following order of priority:

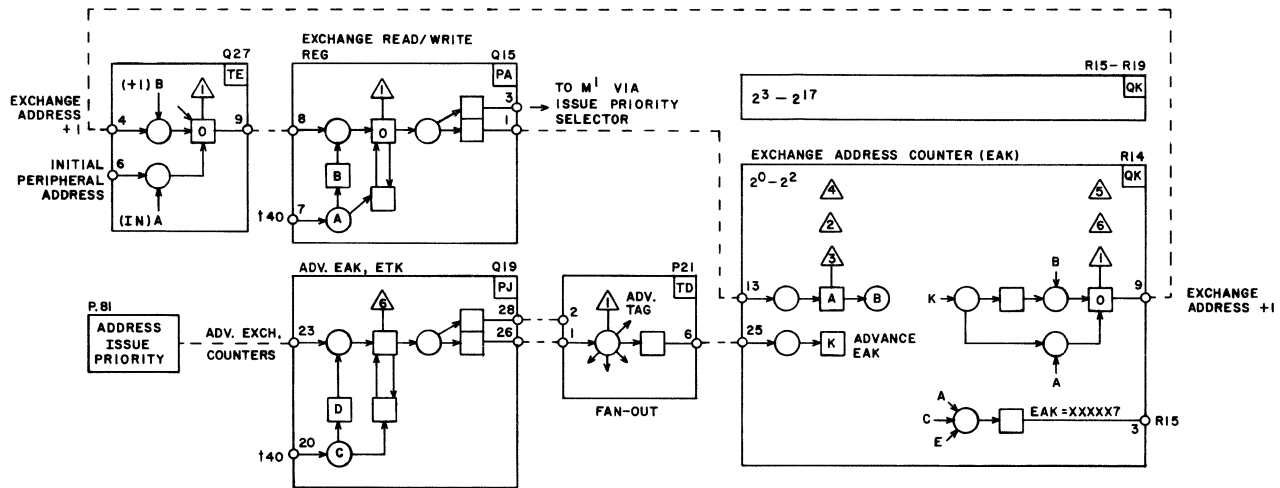
- 1) an address coming out of the hopper which was not accepted by Central Memory (bank was busy).
- 2) an address from the Central Processor.
- 3) an address from a Peripheral or Control Processor.

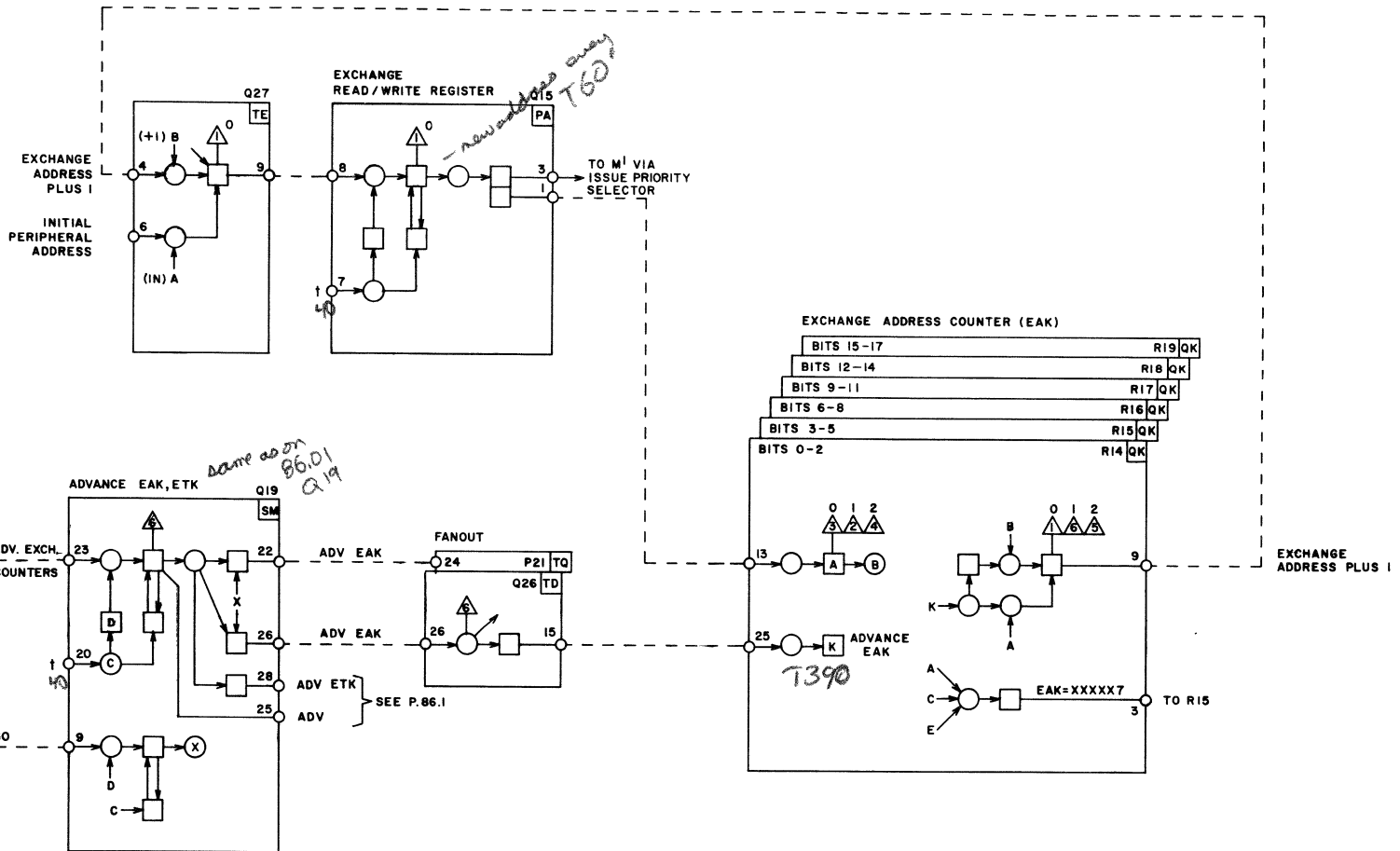
When not accepted by Central Memory, an address is sent back into the hopper where it is circulated and reissued to Central Memory every 0.3 microseconds (3 minor cycles) until the desired bank is free to accept it.



max time 6.5ms
 min time 2.6ms

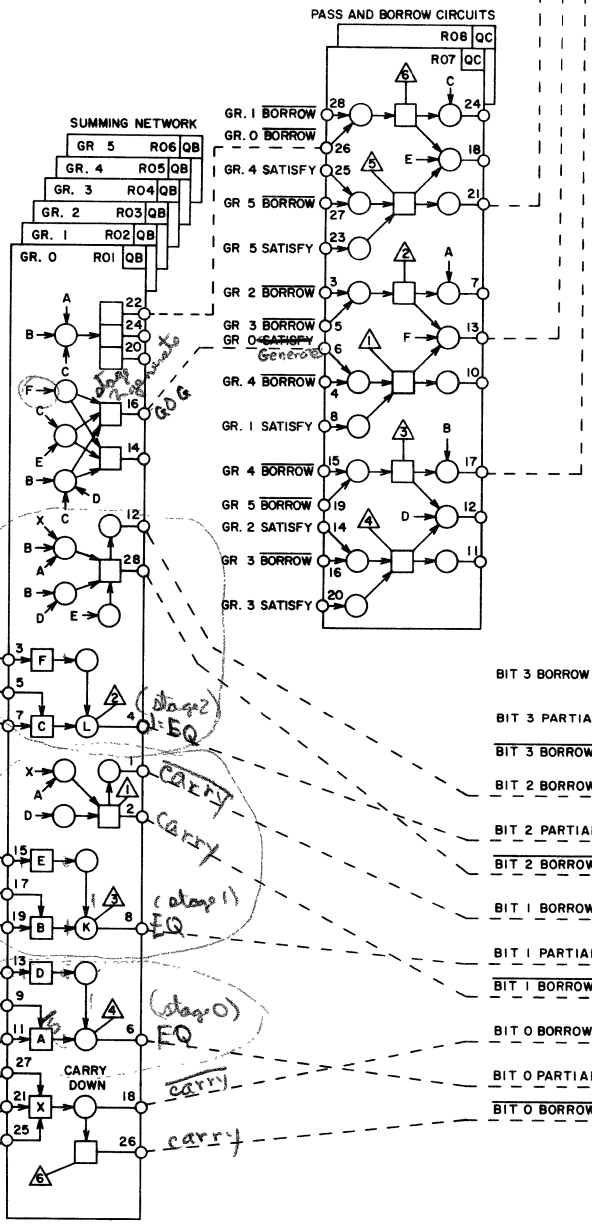
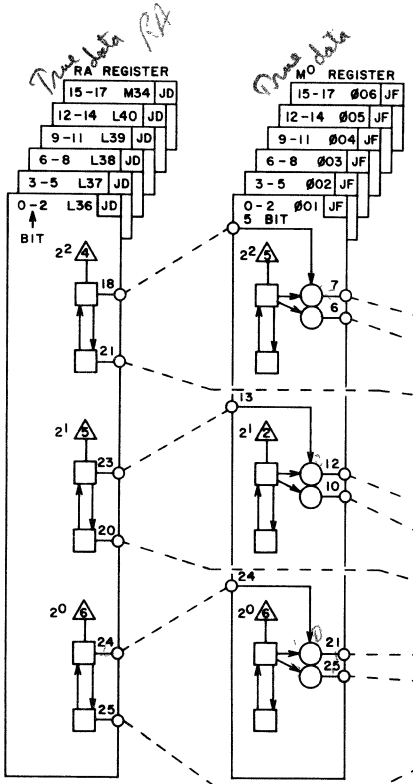
cl#5



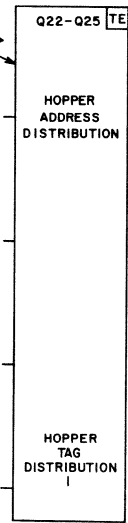
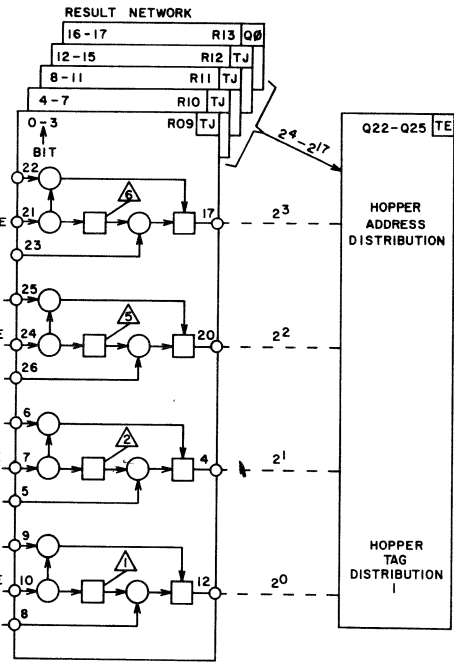


- GROUP 5: 2¹⁵-2¹⁷
- GROUP 4: 2¹²-2¹⁴
- GROUP 3: 2⁹-2¹¹
- GROUP 2: 2⁶-2⁸
- GROUP 1: 2³-2⁵
- GROUP 0: 2⁰-2²

K 00027

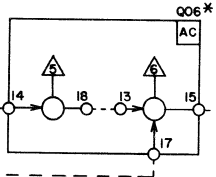
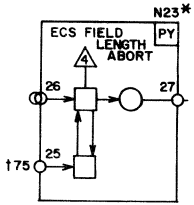


- BIT 3 BORROW INPUT
- BIT 3 PARTIAL DIFFERENCE
- BIT 3 BORROW INPUT
- BIT 2 BORROW INPUT
- BIT 2 PARTIAL DIFFERENCE
- BIT 2 BORROW INPUT
- BIT 1 BORROW INPUT
- BIT 1 PARTIAL DIFFERENCE
- BIT 1 BORROW INPUT
- BIT 0 BORROW INPUT
- BIT 0 PARTIAL DIFFERENCE
- BIT 0 BORROW INPUT

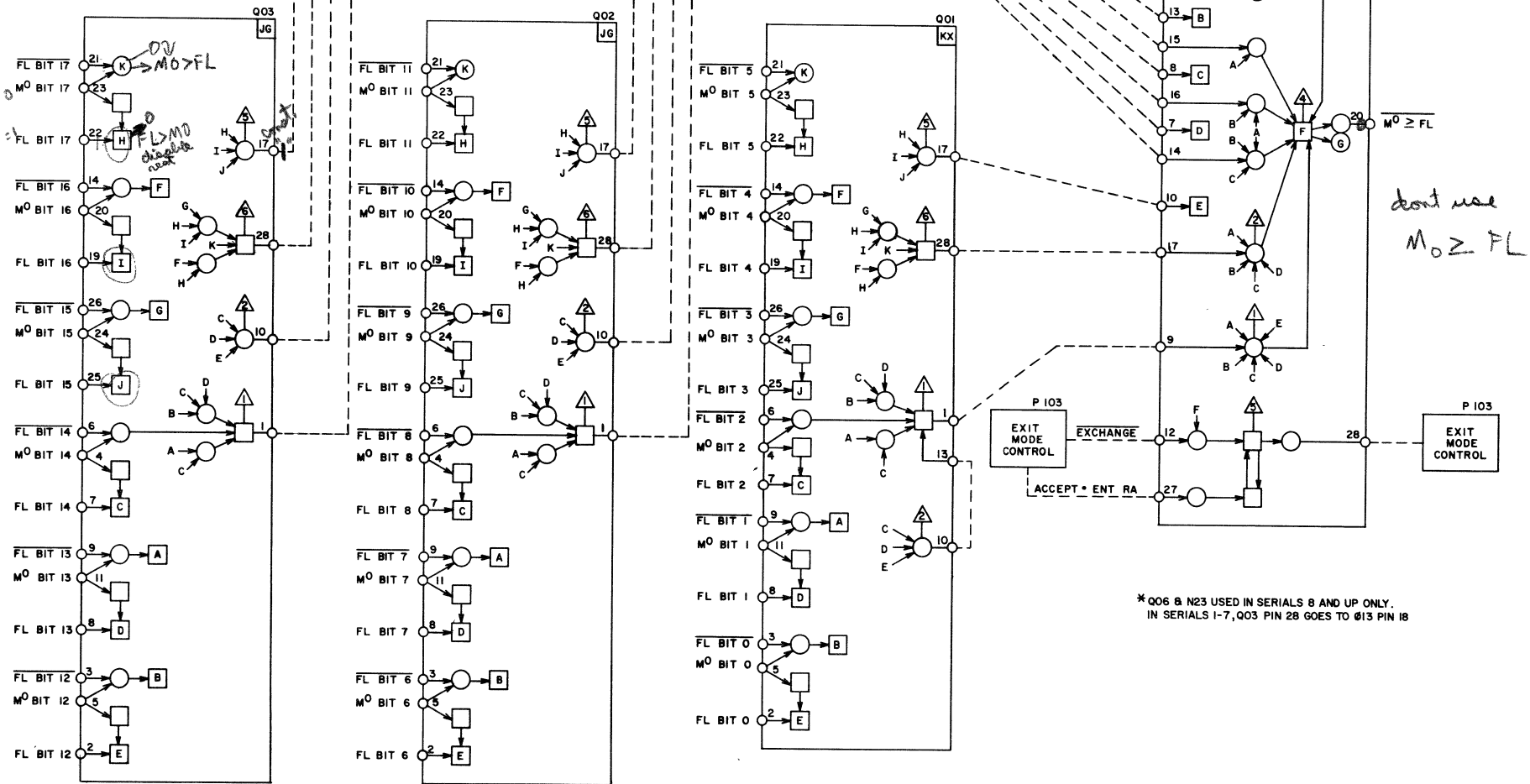


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True adder



bit by bit comparison

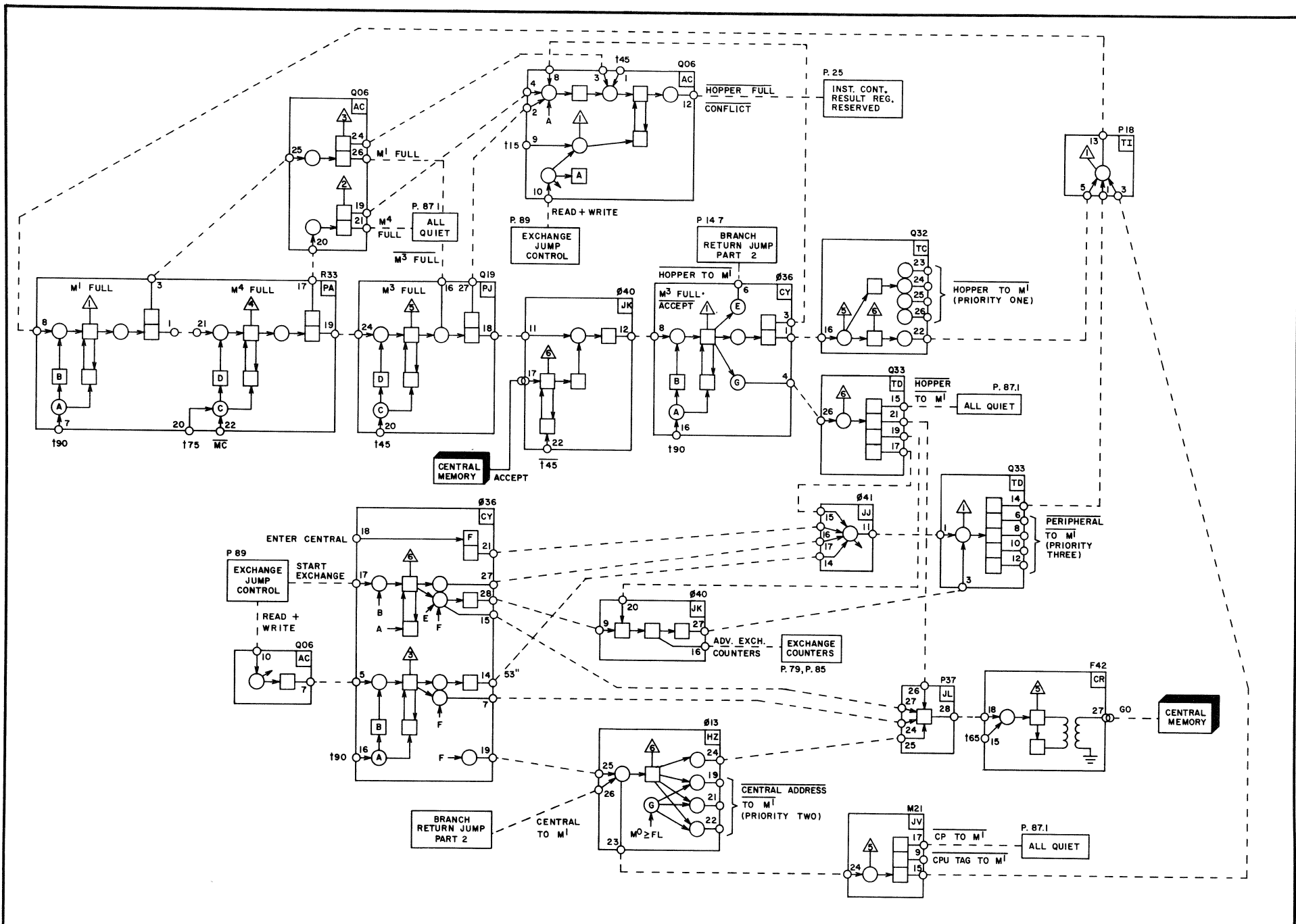


also P82.1

don't use M0 ≥ FL

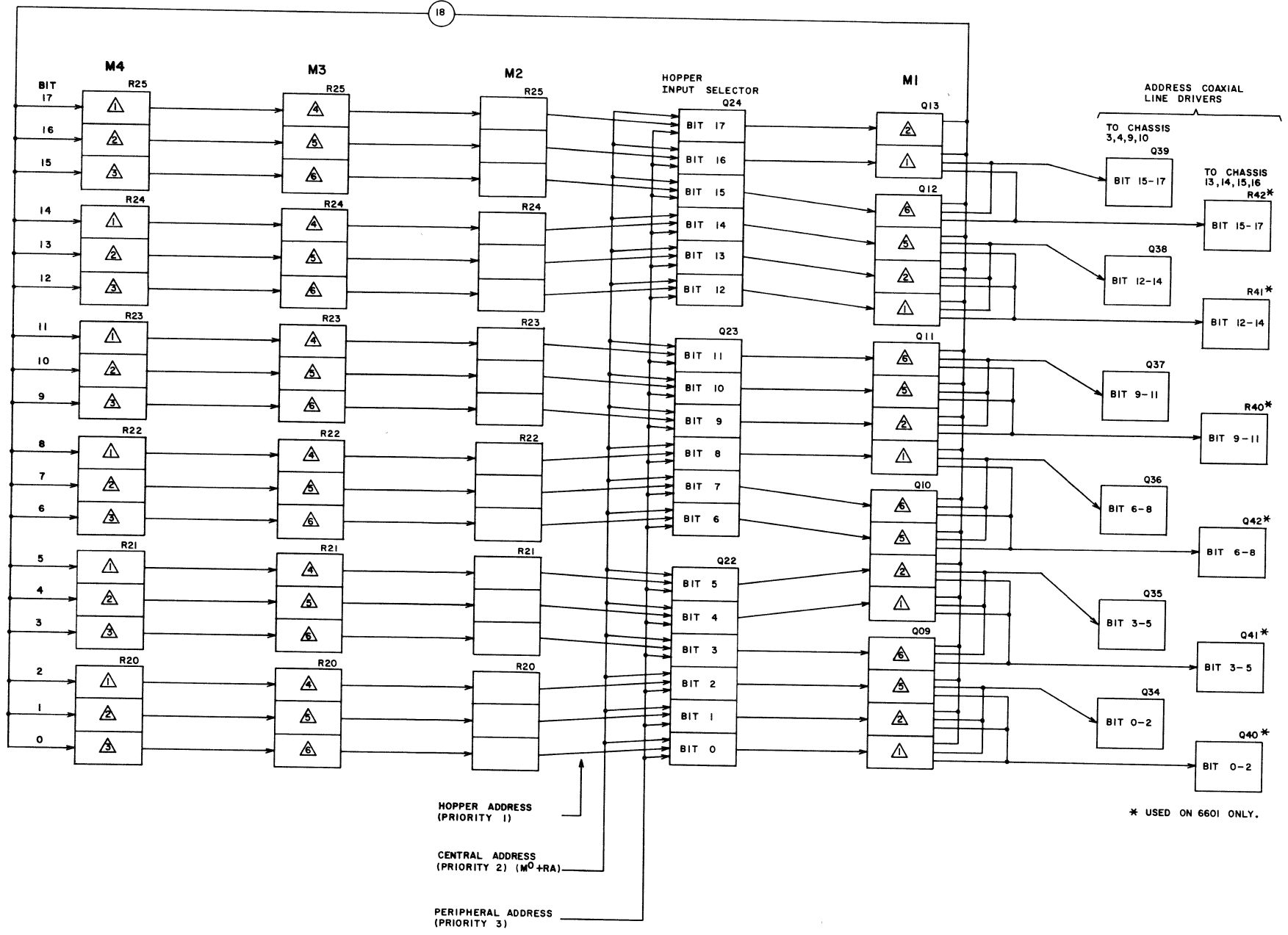
*Q06 & N23 USED IN SERIALS 8 AND UP ONLY. IN SERIALS 1-7, Q03 PIN 28 GOES TO 013 PIN 18

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR STUNT BOX M0 ≥ FL ADDRESS RANGE TEST	PRODUCT 6601/04/13/14
	SIZE C 60119300	REV M
	SHEET PAGE 204 80.3	



TAG	5	5Q14	6	5R27	1	5R27	4	5R34	4	
	4		5		2		5		5	
	3		2		3		6		6	
	2		1	5R26	1	5R26	4		1	
	1	5Q13	6		2		5		2	
	0		5		3		6		3	
	17		2	5R25	1	5R25	4	5R25		17
	16		1		2		5			16
	15	5Q12	6		3		6			15
	14		5	5R24	1	5R24	4	5R24		14
	13		2		2		5			13
	12		1		3		6			12
	11	5Q11	6	5R23	1	5R23	4	5R23		11
	10		5		2		5			10
	9		2		3		6			9
	8		1	5R22	1	5R22	4	5R22		8
	7	5Q10	6		2		5			7
	6		5		3		6			6
5		2	5R21	1	5R21	4	5R21		5	
4		1		2		5			4	
3	5Q09	6		3		6			3	
2		5	5R20	1	5R20	4	5R20		2	
1		2		2		5			1	
0		1		3		6			0	
			M ₁	M ₄		M ₃		M ₂		

Central Processor
6601 Bit Locations and TP's
Hopper M₁- M₄ Registers
Pub. No. 60119300
Rev. K Page 82.2

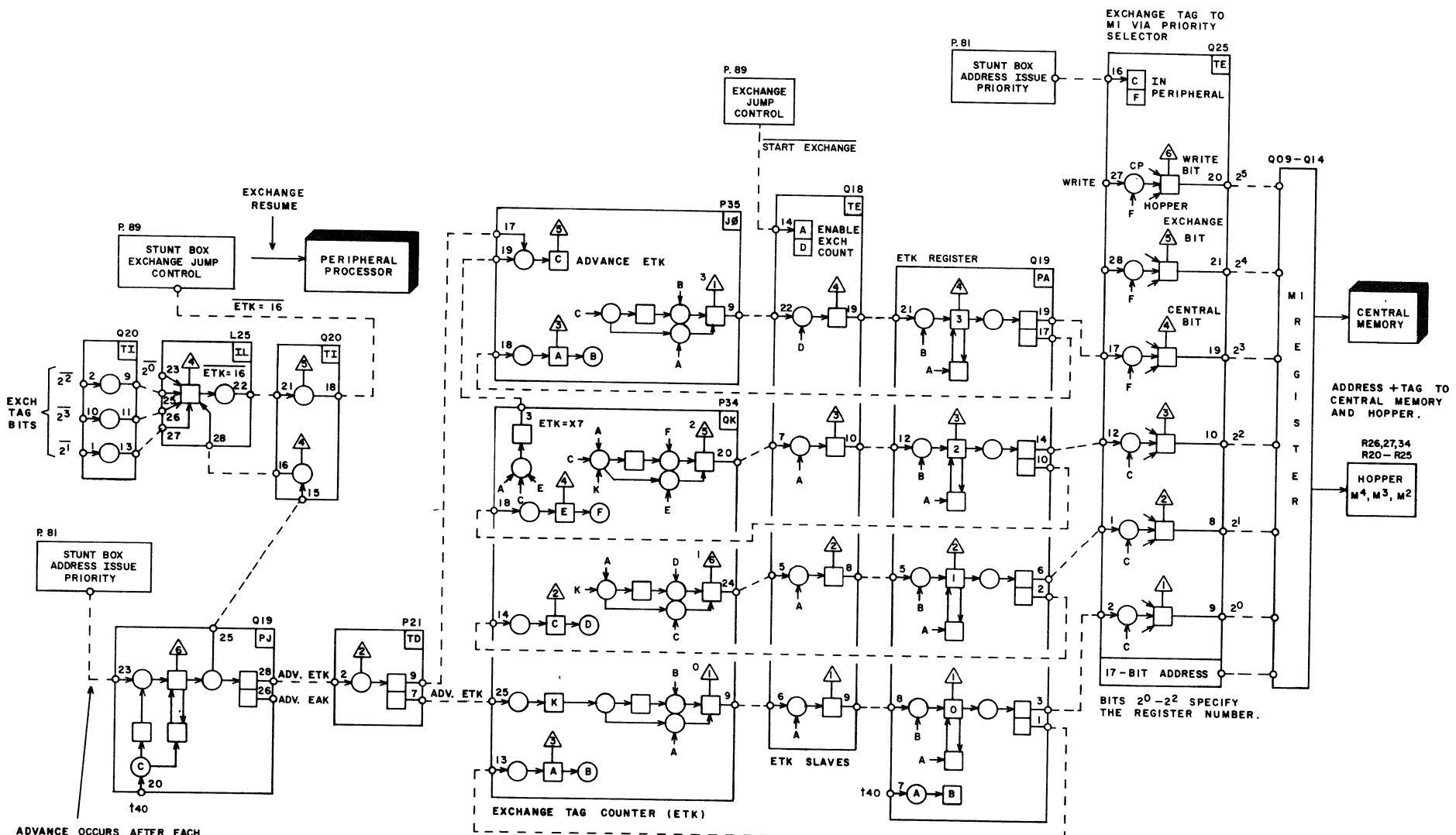


HOPPER ADDRESS
(PRIORITY 1)

CENTRAL ADDRESS
(PRIORITY 2) (M⁰+RA)

PERIPHERAL ADDRESS
(PRIORITY 3)

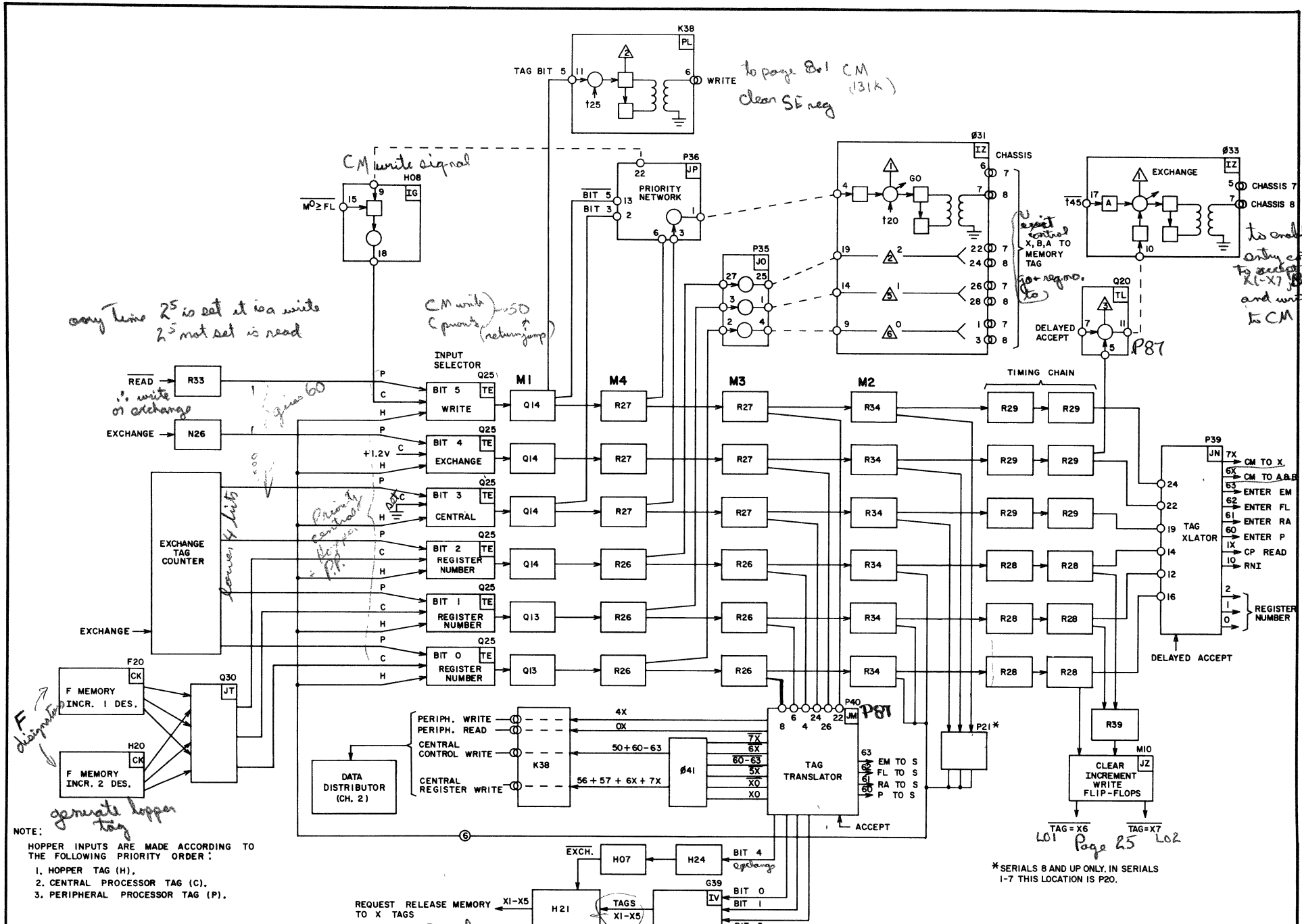
* USED ON 6601 ONLY.



ADVANCE OCCURS AFTER EACH WORD OF EXCHANGE JUMP PACKAGE GETS ACCEPT FROM CM.

BITS 2⁰-2² SPECIFY THE REGISTER NUMBER.

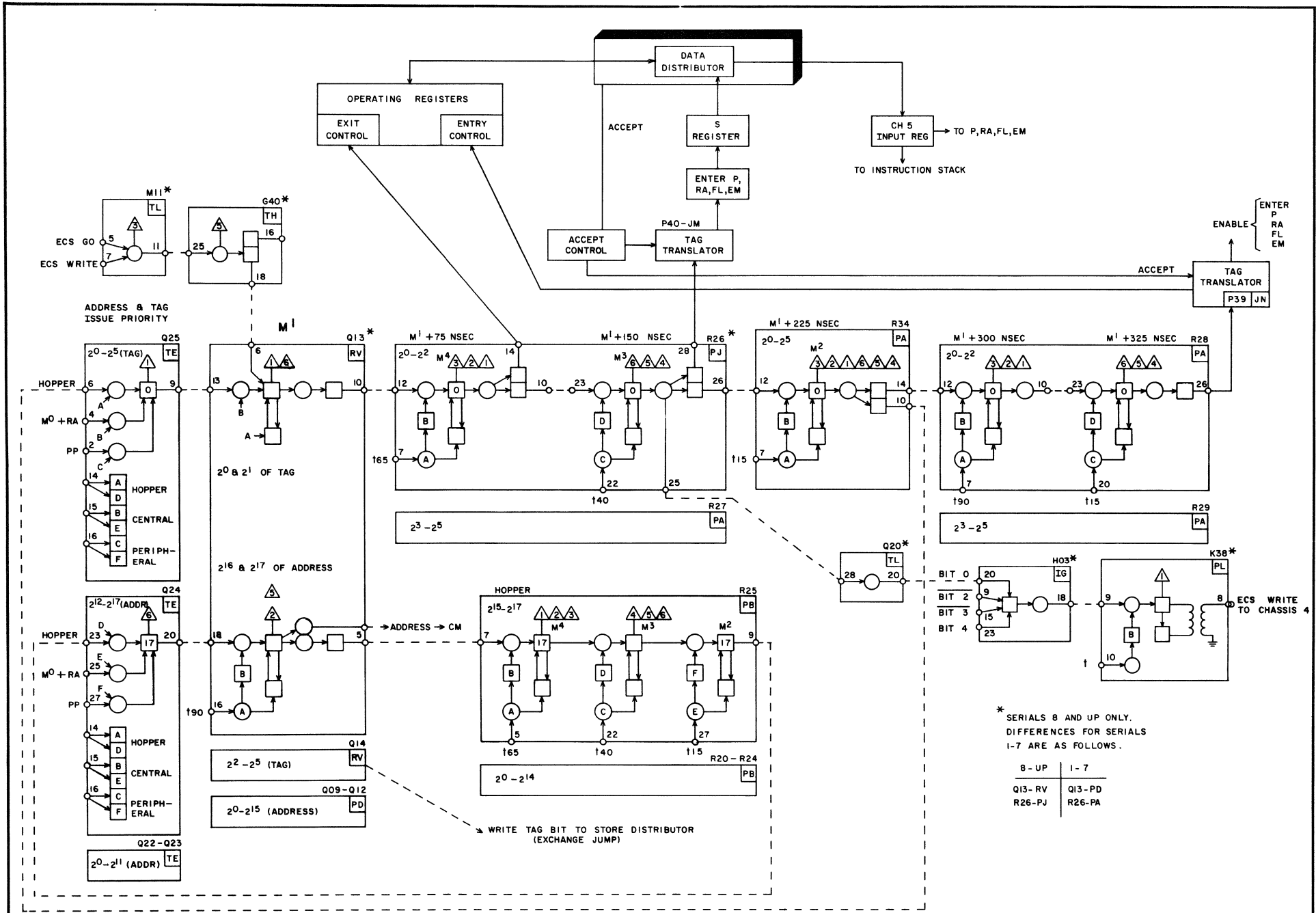
 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR STUNT BOX EXCHANGE TAG COUNTER (ETK) SERIALS 1-7	PRODUCT 6601/04
	SIZE DRAWING NO. C 60119300	REV M
		SHEET 84
		85



NOTE:
 HOPPER INPUTS ARE MADE ACCORDING TO THE FOLLOWING PRIORITY ORDER:
 1. HOPPER TAG (H),
 2. CENTRAL PROCESSOR TAG (C),
 3. PERIPHERAL PROCESSOR TAG (P).

REQUEST RELEASE MEMORY TO X TAGS
 to select to clean out X reg reservation list X1-X5 P61

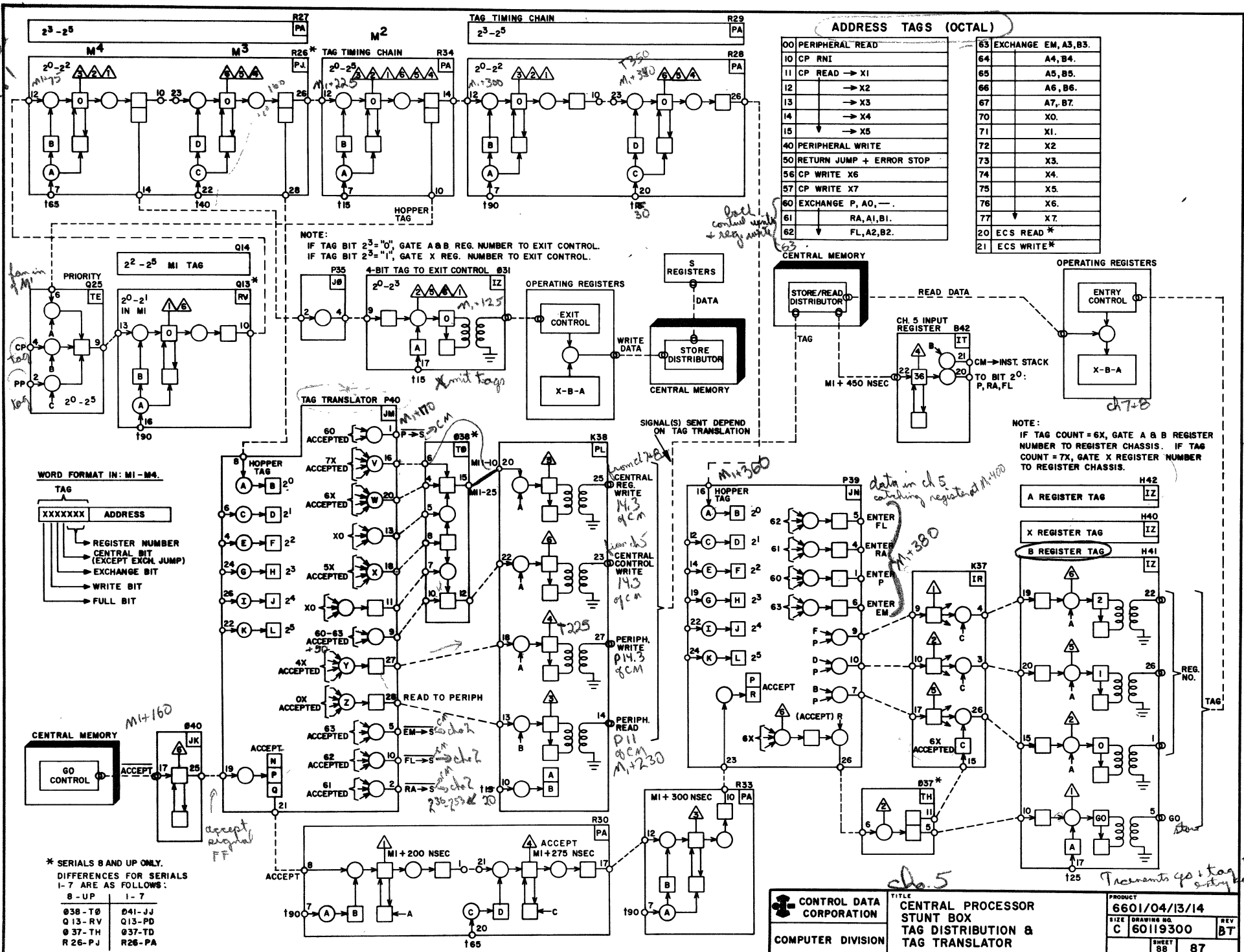
* SERIALS 8 AND UP ONLY. IN SERIALS 1-7 THIS LOCATION IS P20.



* SERIALS 8 AND UP ONLY.
DIFFERENCES FOR SERIALS
1-7 ARE AS FOLLOWS.

	8 - UP	1 - 7
Q13 - RV		Q13 - PD
R26 - PJ		R26 - PA

also see 87-1



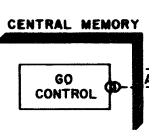
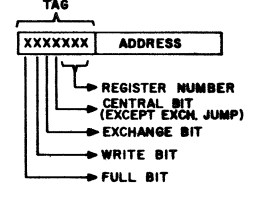
ADDRESS TAGS (OCTAL)

00	PERIPHERAL READ	63	EXCHANGE EM, A3, B3.
10	CP RNI	64	A4, B4.
11	CP READ → X1	65	A5, B5.
12	→ X2	66	A6, B6.
13	→ X3	67	A7, B7.
14	→ X4	70	X0.
15	→ X5	71	X1.
40	PERIPHERAL WRITE	72	X2.
50	RETURN JUMP + ERROR STOP	73	X3.
56	CP WRITE X6	74	X4.
57	CP WRITE X7	75	X5.
60	EXCHANGE P, A0, —	76	X6.
61	RA, A1, B1.	77	X7.
62	FL, A2, B2.	20	ECS READ *
		21	ECS WRITE *

NOTE:
IF TAG BIT 2³ = '0', GATE A & B REG. NUMBER TO EXIT CONTROL.
IF TAG BIT 2³ = '1', GATE X REG. NUMBER TO EXIT CONTROL.

NOTE:
IF TAG COUNT = 6X, GATE A & B REGISTER NUMBER TO REGISTER CHASSIS. IF TAG COUNT = 7X, GATE X REGISTER NUMBER TO REGISTER CHASSIS.

WORD FORMAT IN: MI-M4.



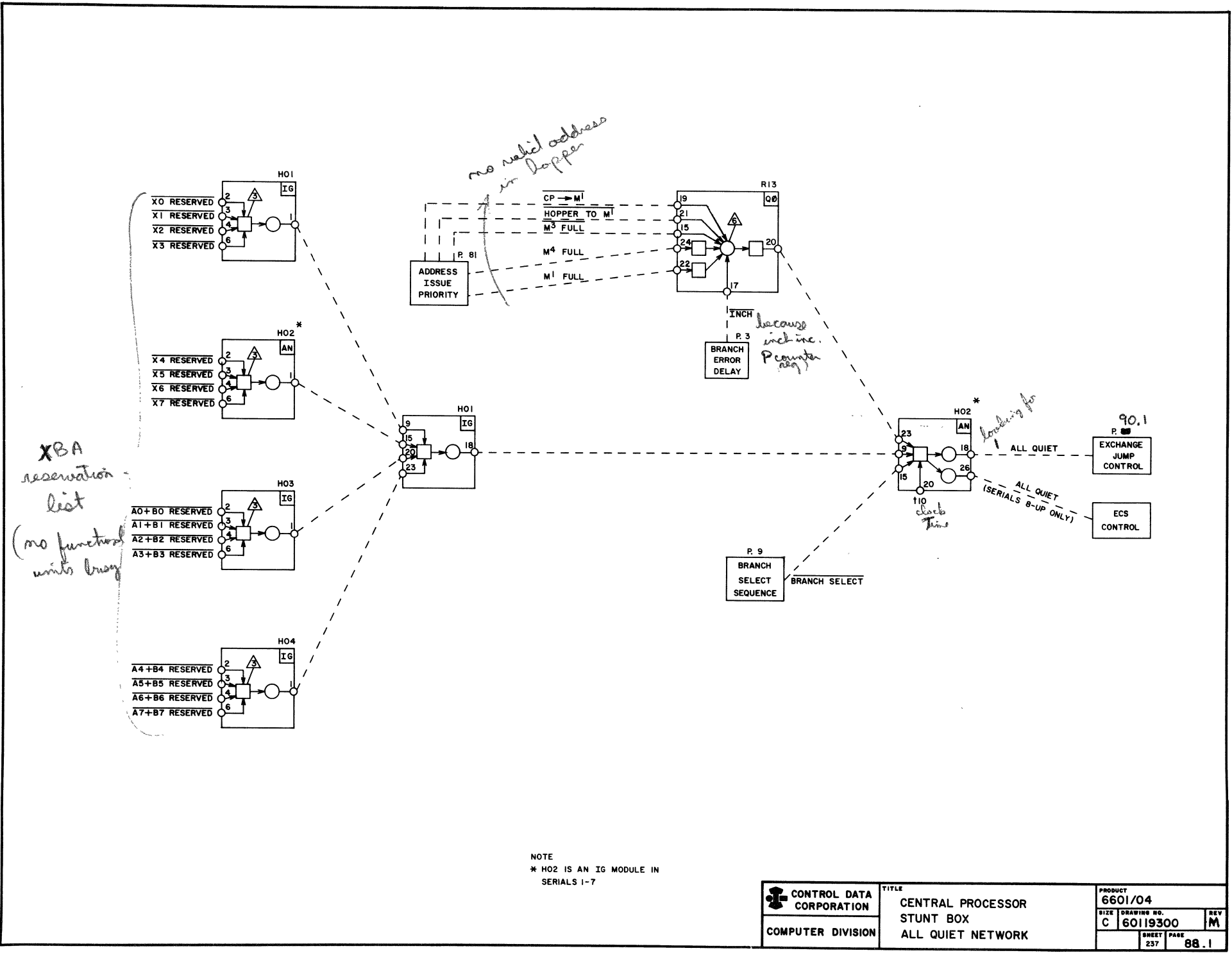
* SERIALS 8 AND UP ONLY.
DIFFERENCES FOR SERIALS 1-7 ARE AS FOLLOWS:

8-UP	1-7
Q38-T0	Q41-JJ
Q13-RV	Q13-PD
Q37-TH	Q37-TD
R26-PJ	R26-PA

CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
STUNT BOX
TAG DISTRIBUTION &
TAG TRANSLATOR

PRODUCT
6601/04/13/14
SIZE | DRAWING NO. | REV
C | 60119300 | BT
SHEET 88 87

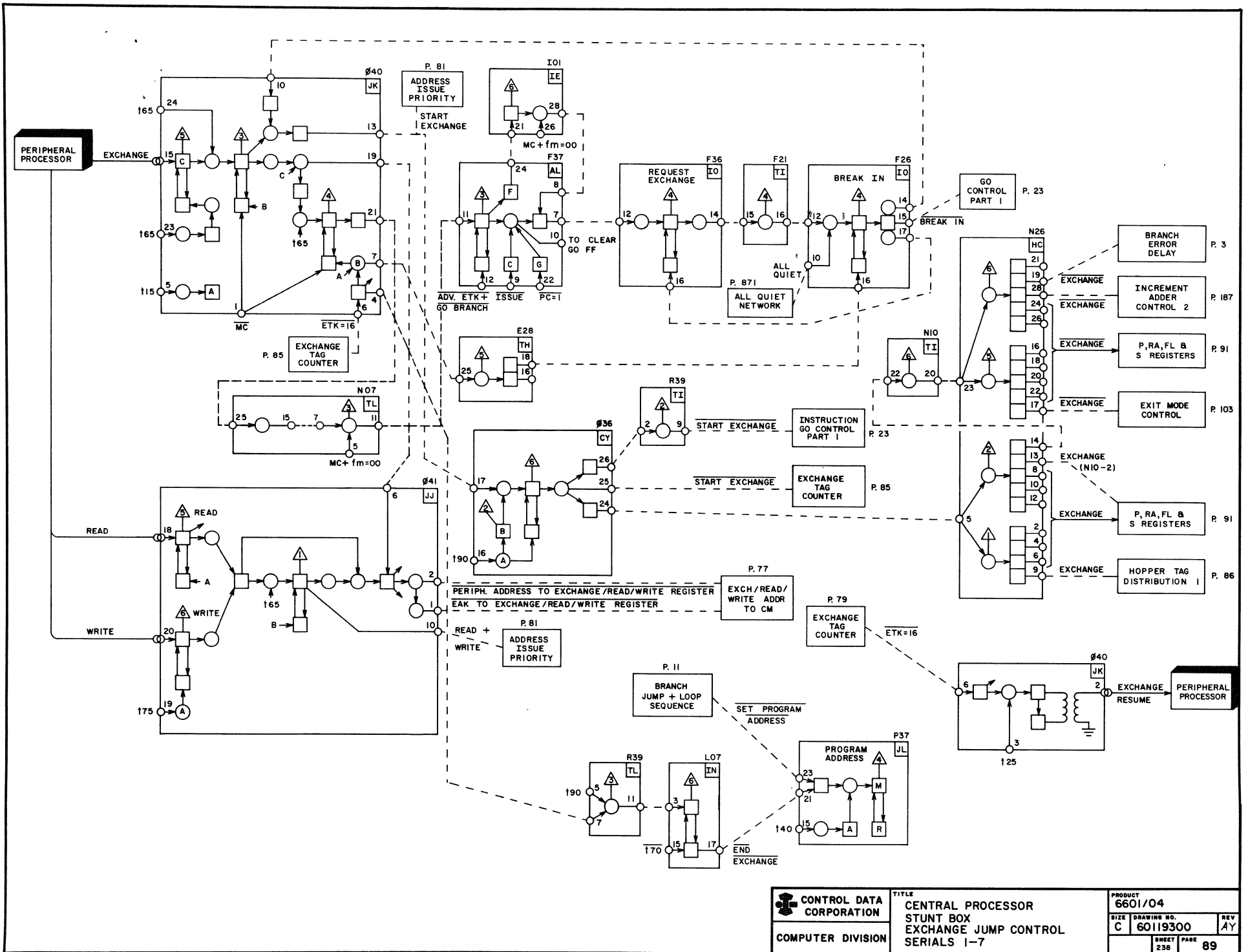


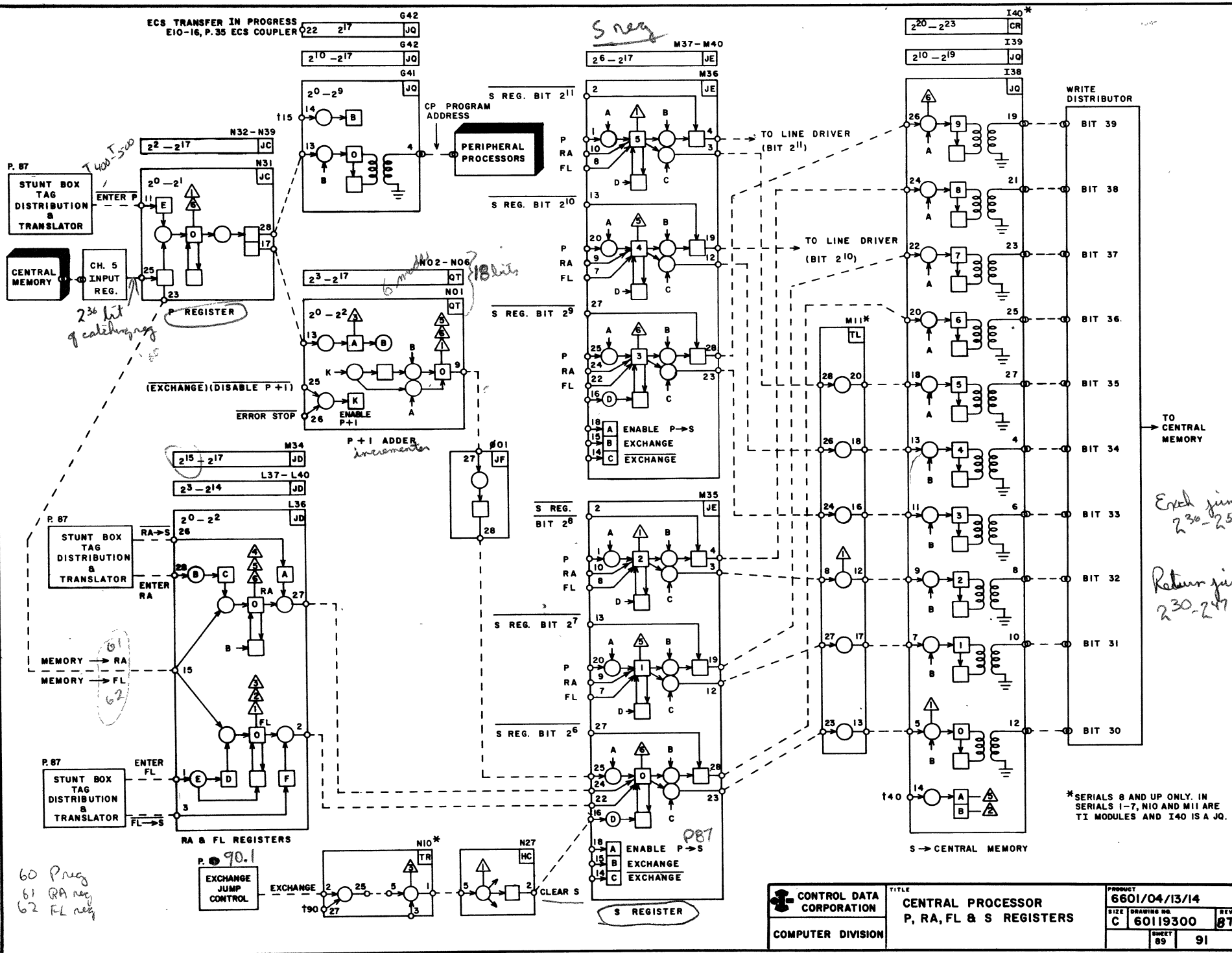
NOTE
 * HO2 IS AN IG MODULE IN
 SERIALS 1-7

CONTROL DATA CORPORATION
 COMPUTER DIVISION

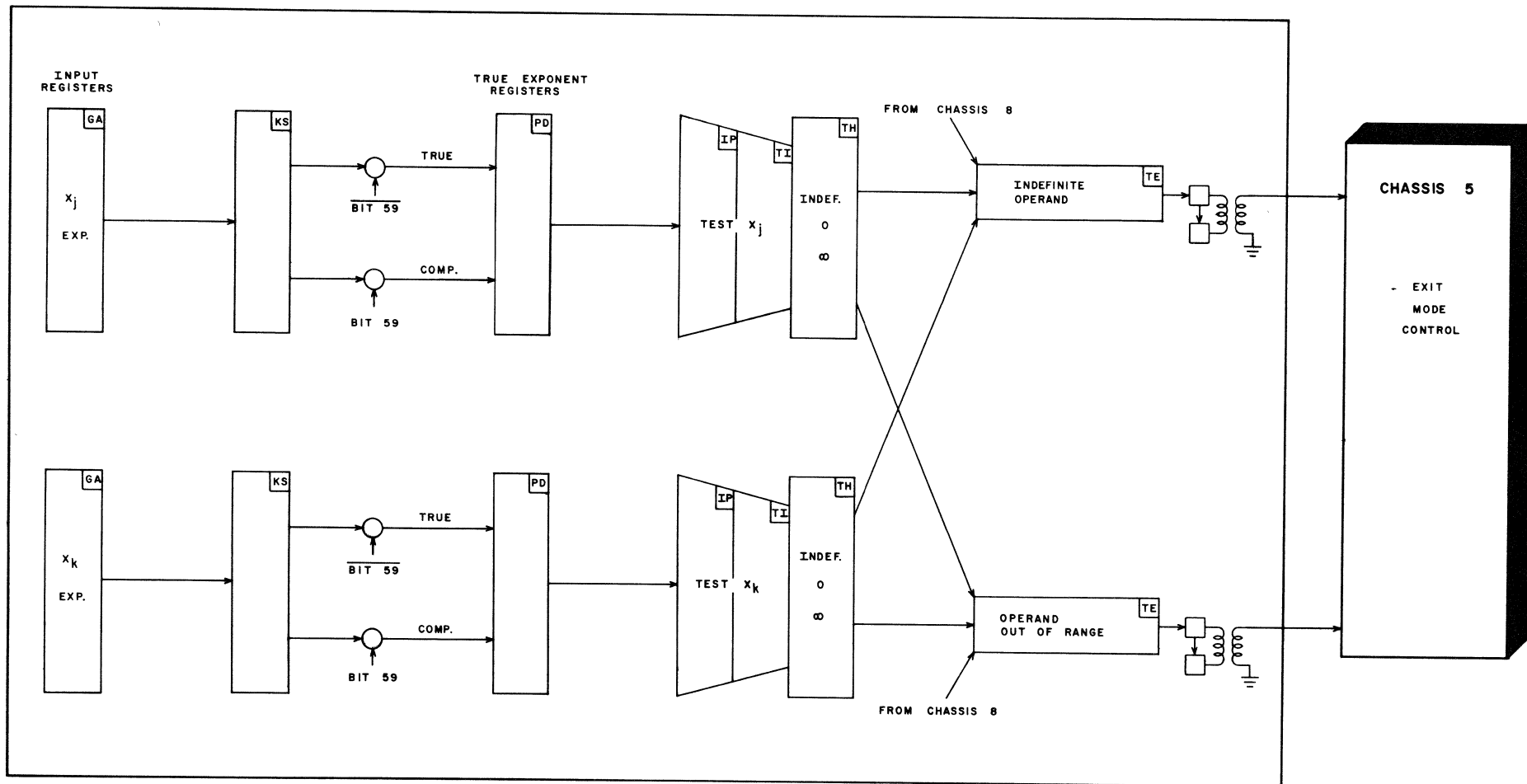
TITLE
 CENTRAL PROCESSOR
 STUNT BOX
 ALL QUIET NETWORK

PRODUCT 6601/04		REV M
SIZE C	DRAWING NO. 60119300	
SHEET 237	PAGE 88.1	



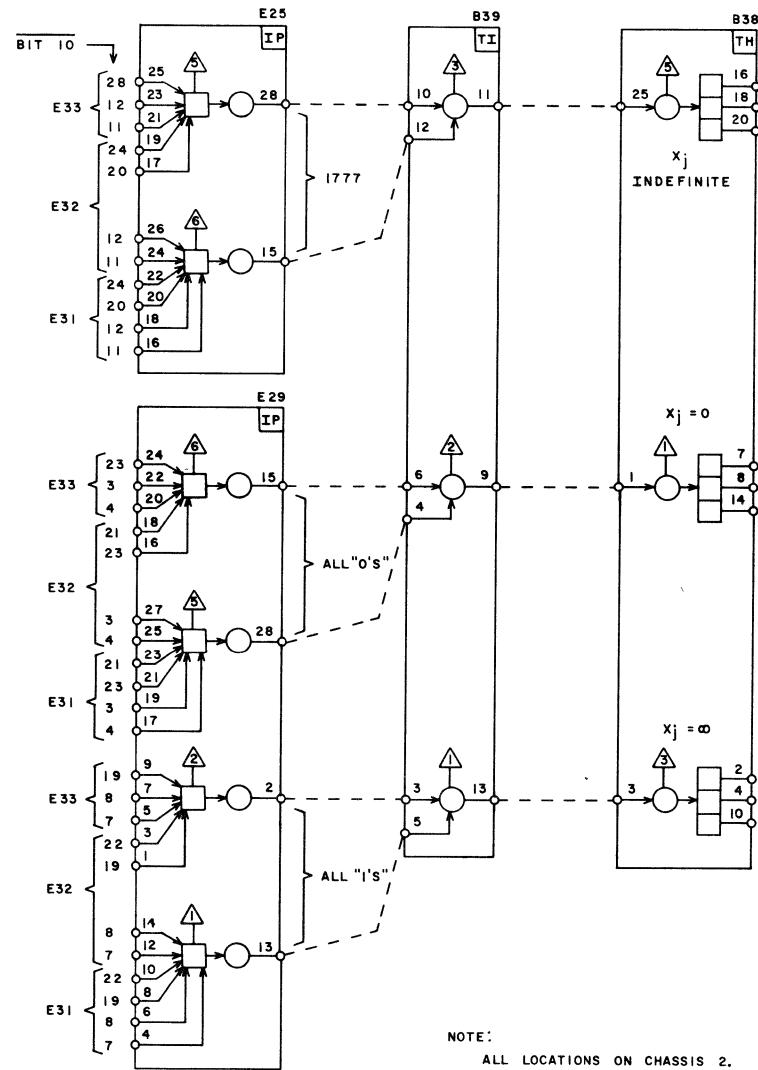
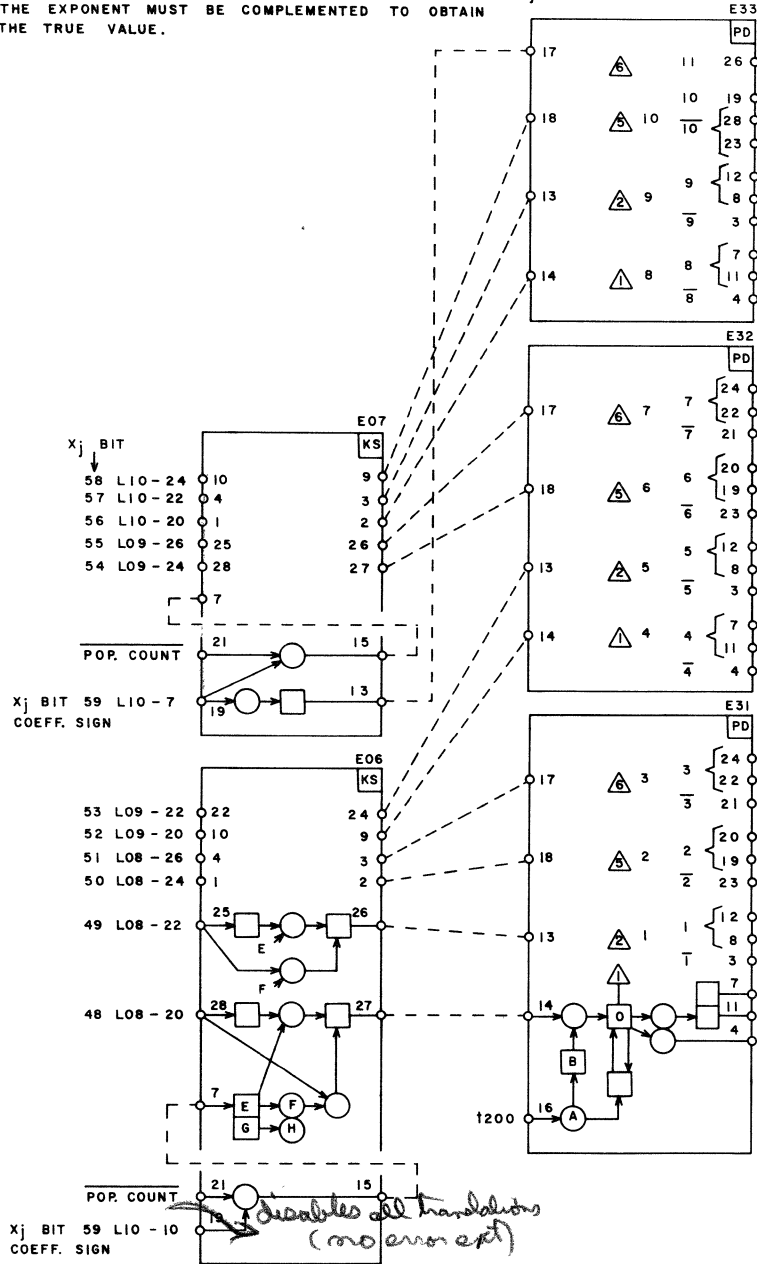


CHASSIS 2



CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR EXIT MODE TESTS MULTIPLY, DIVIDE, BOOLEAN BLOCK DIAGRAM	PRODUCT 6601
	SIZE C	DRAWING NO. 60119300
	SHEET 92	REV D 93

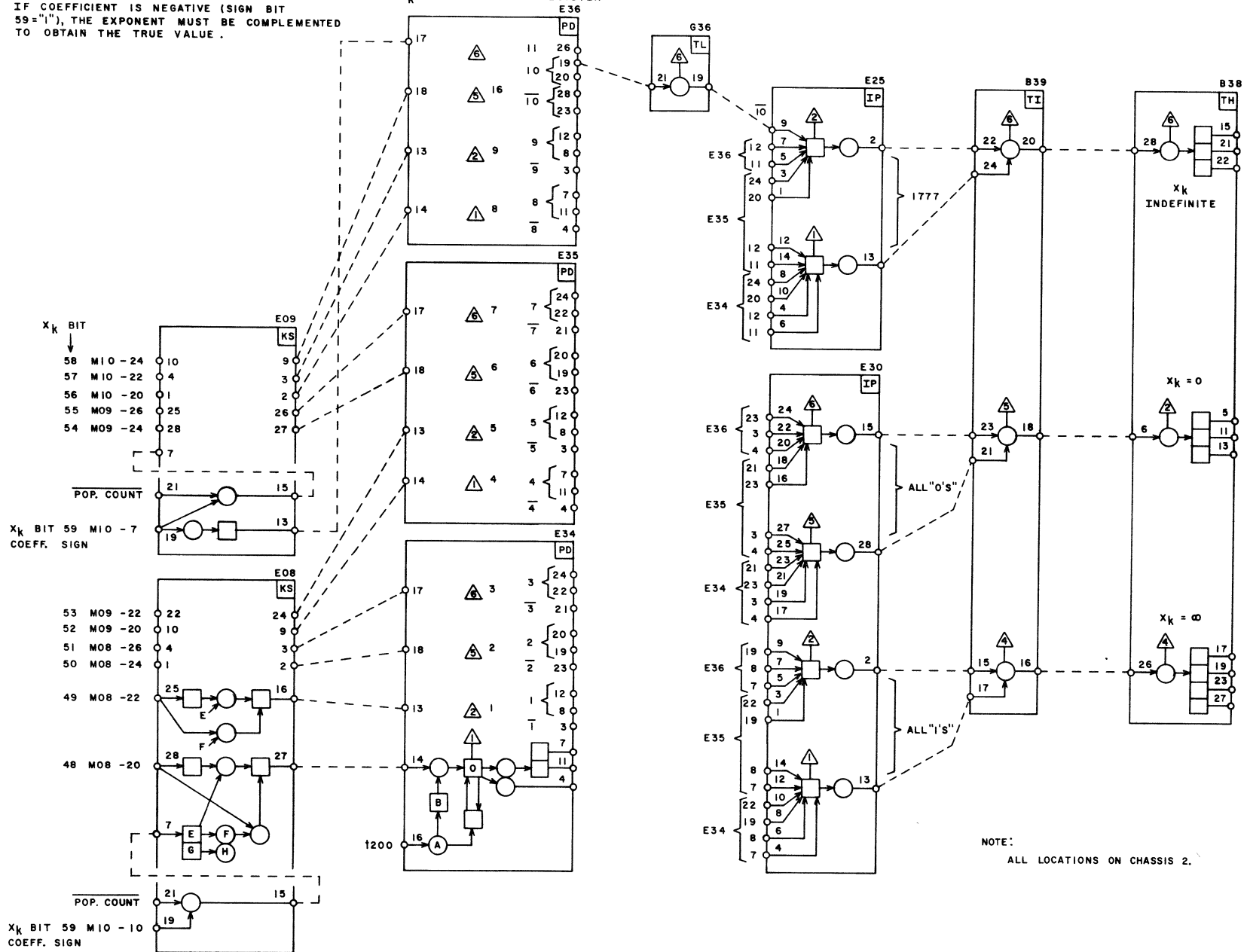
IF COEFFICIENT IS NEGATIVE (SIGN BIT 59 = "1"), X_j TRUE EXPONENT REGISTER
 THE EXPONENT MUST BE COMPLEMENTED TO OBTAIN
 THE TRUE VALUE.



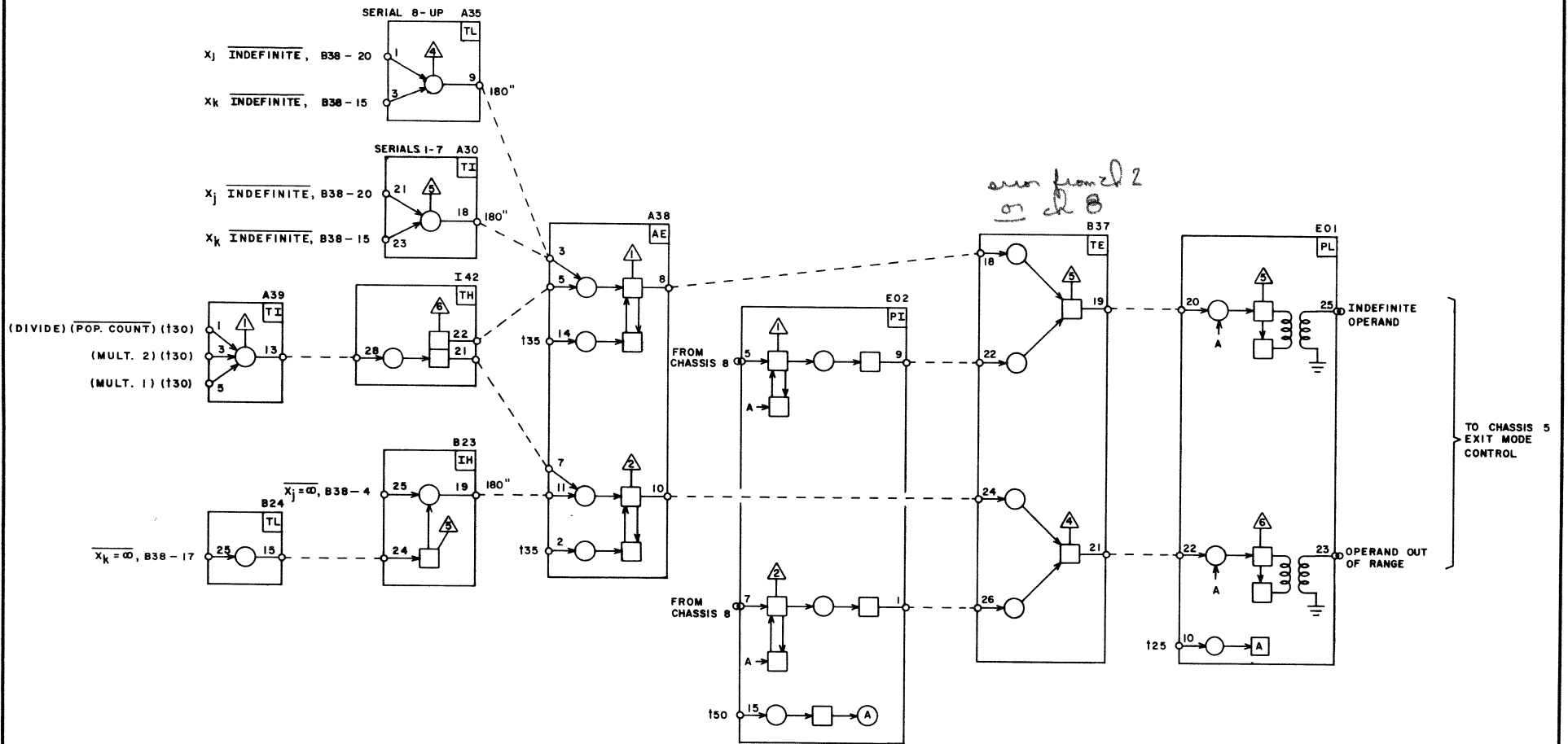
only tests
exp.

IF COEFFICIENT IS NEGATIVE (SIGN BIT 59 = "1"), THE EXPONENT MUST BE COMPLEMENTED TO OBTAIN THE TRUE VALUE.

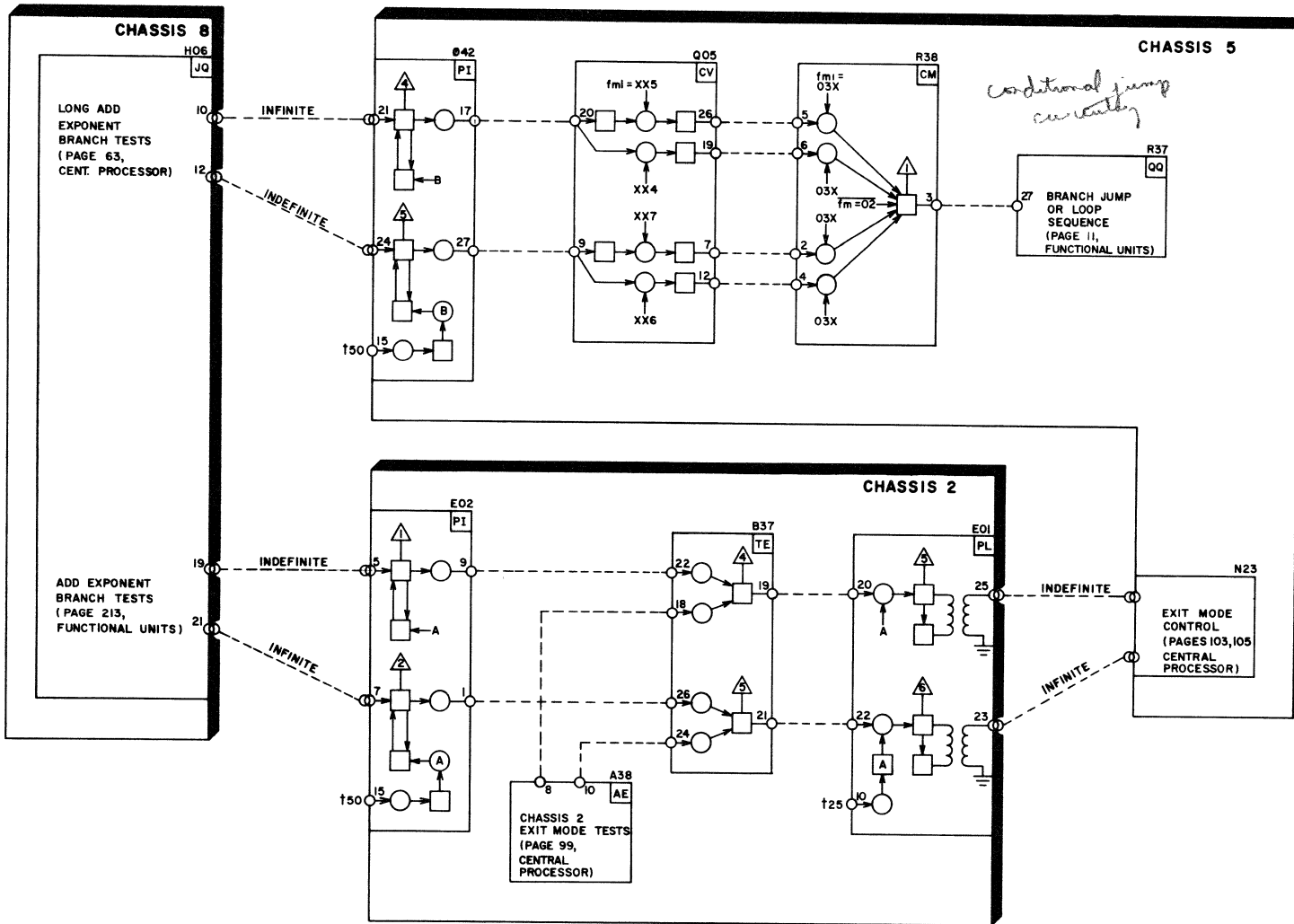
X_k TRUE EXPONENT REGISTER

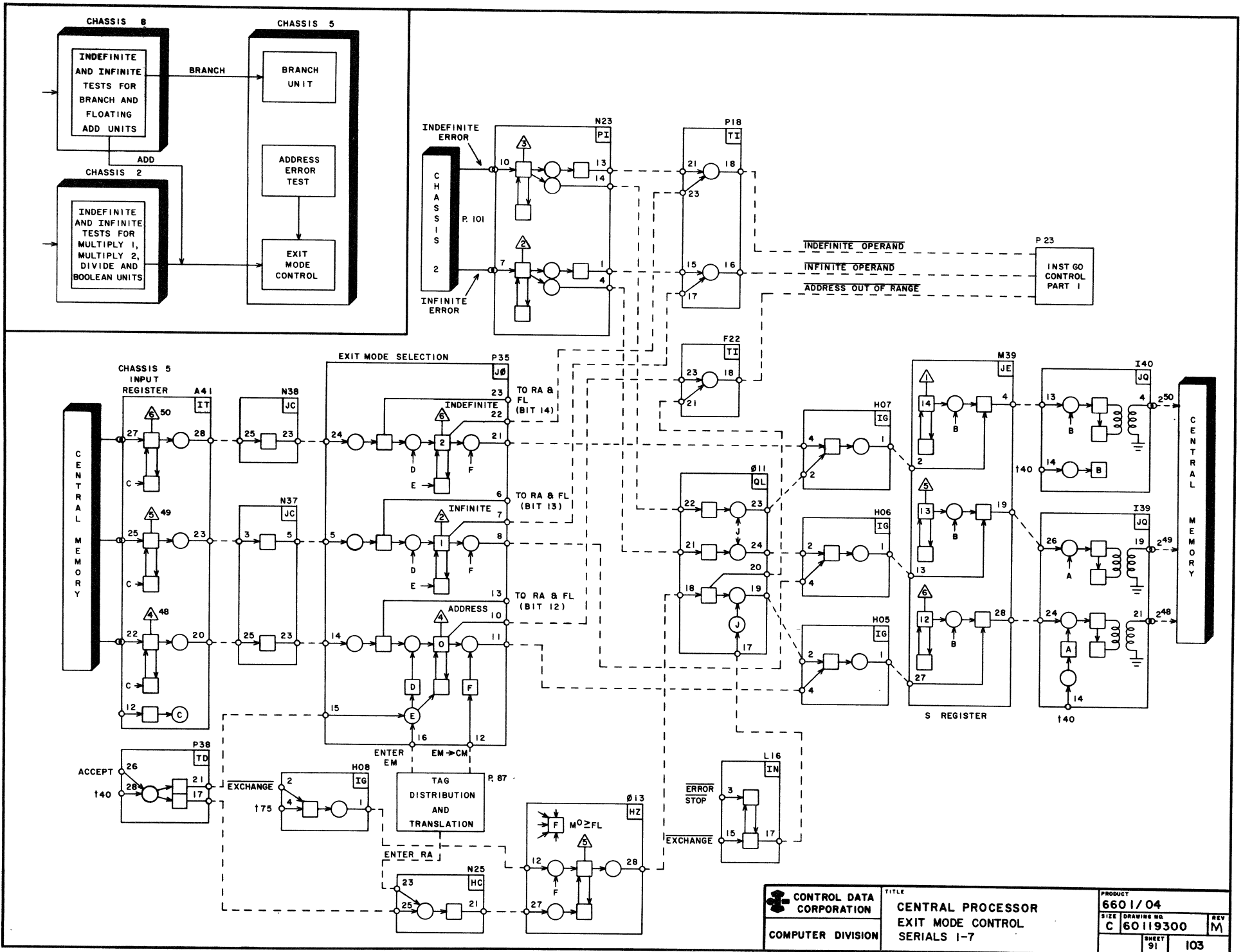


NOTE:
ALL LOCATIONS ON CHASSIS 2.

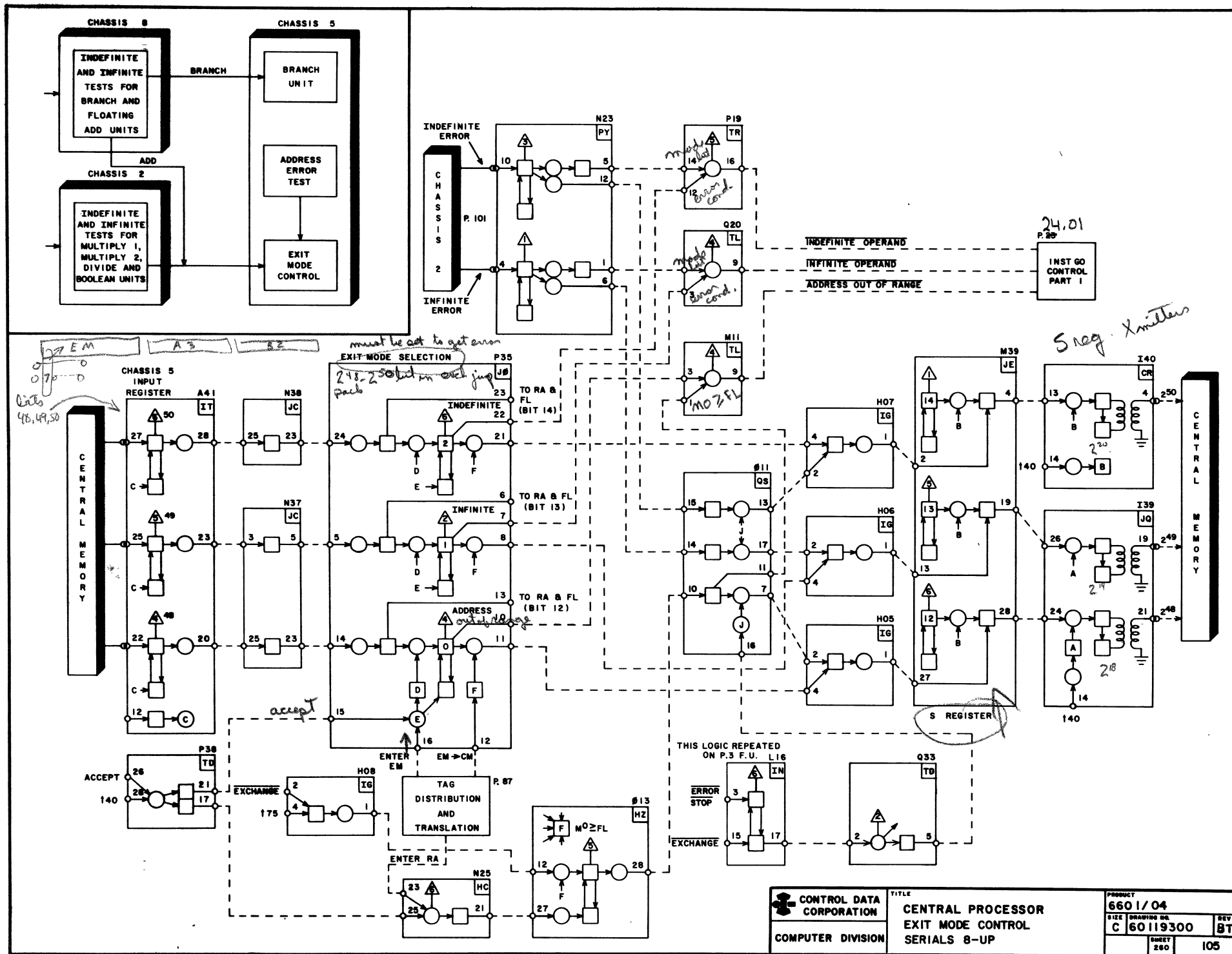


NOTE:
ALL LOCATIONS ON CHASSIS 2.





CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR EXIT MODE CONTROL SERIALS 1-7	PRODUCT 660 1/04
		SIZE DRAWING NO. C 60119300
		REV M
		SHEET 91
		103

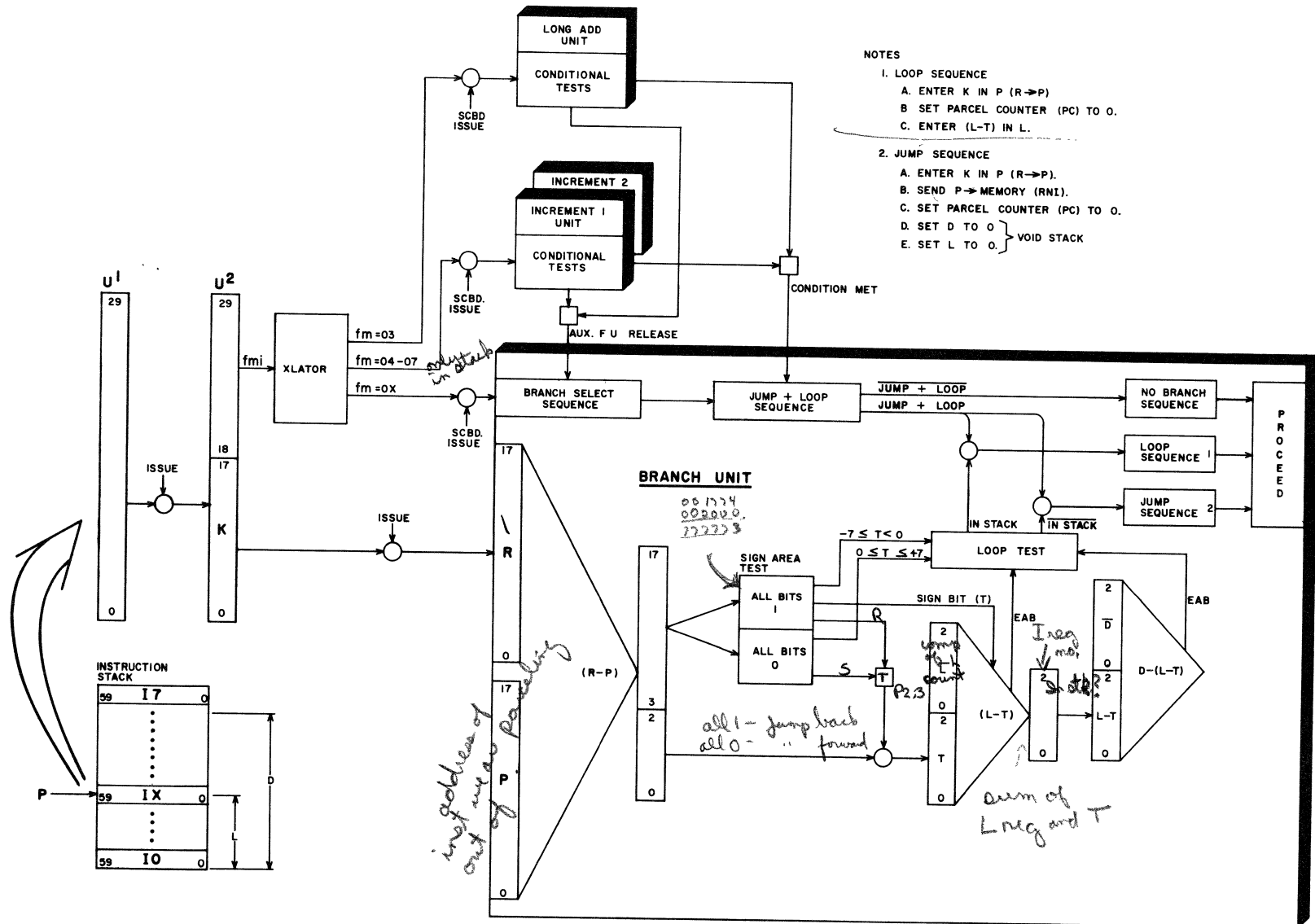


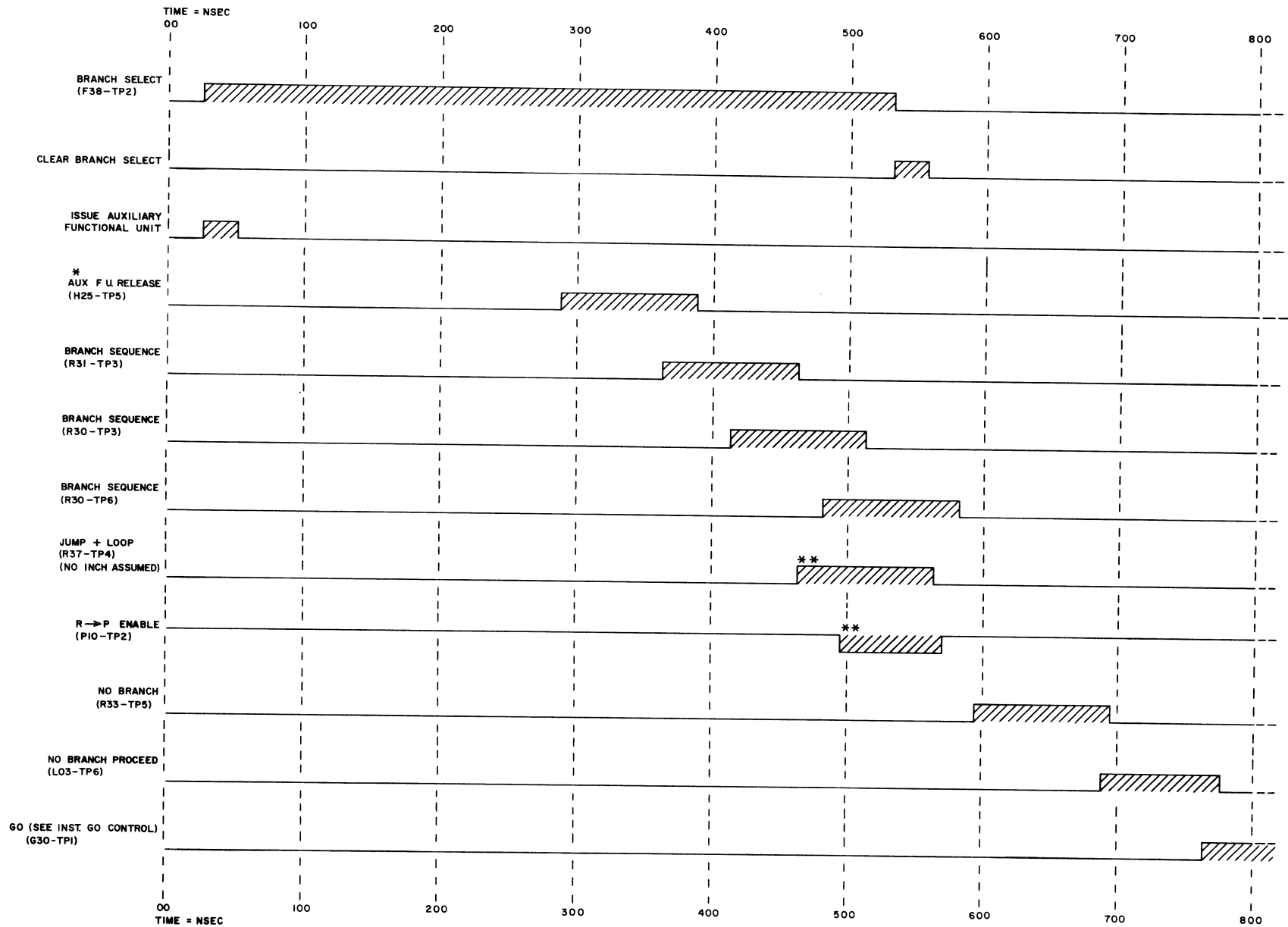
FUNCTIONAL UNITS CONTENTS

Page	Title	Page	Title
	Branch		
1	Block Diagram Conditional Branch (03-07)	41	Exponent Adder
2.1	Timing Chart	42	Long Add
2.3	(R-P) Sequence	43	Block Diagram
3	R/P Control, Error Delay	44	Card Placement
5	(L-T) Sequence	45	Timing Chart
6	Loop Test	47	Block Diagram, Data Flow
7	D - (L-T) Sequence	48	Adder
9	Branch Select Sequence	49	Data Path (<i>chB catch req</i>)
11	Jump + Loop Sequence	51	Adder, Section 0
13	No Branch Sequence, Loop Sequence, Jump Sequence	53	Adder, Section 1
14.1	Instruction Go Control Part 1, Serials 1-7	55	Adder, Section 2
14.21	Instruction Go Control Part 1, Serials 8 and up	57	Adder, Section 3
14.3	Instruction Go Control Part 2	59	Adder, Section 4
14.4	Return Jump Sequence	60	Branch Tests
14.5	Return Jump Part 1	61	Sign/Zero Tests
14.7	Return Jump Part 2	62	Branch Tests (continued)
14.8	Boolean	63	Range/Indefinite Tests
15	Block Diagram & Data Flow	64	Multiply
16	Card Placement	65	Block Diagram
17	Timing Chart	66.1	Timing Chart
19	Control	66.2	Multiply, Coefficient
20	Shift	67	Coefficient, Block Diagram, 4 Iterations
21	Block Diagram	68	Merge
23	Block Diagram	69	Coefficient, Block Diagram, Merge
25	Block Diagram Data Flow	70	Multiply, Exponent
26	Card Placement	71	Exponent, Block Diagram
27	Block Diagram, Timing Chart	73	Timing Chain, Chassis 6
29	Mode Bits, jk Constant	75	Timing Chain, Chassis 6
31	Timing Chain, Transmit Shift	76	Chassis 6 Input Registers
33	Bj, jk & SK Registers, Direct, Control, Bj Ones Test	77	Multiplier X_j , Input Register, Chassis 6
35	Shifting Network	79	Multiplicand X_k , Input Register, Chassis 6
37	Feeder Regs., Bj & Xi Drivers, Pack & Unpack	80	Sign Record
39	Normalize Network, All Zero's Test	81	Coefficient Sign Record

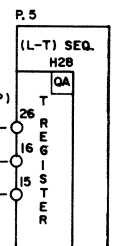
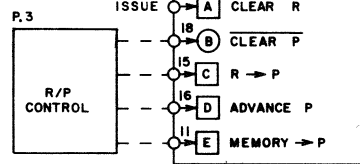
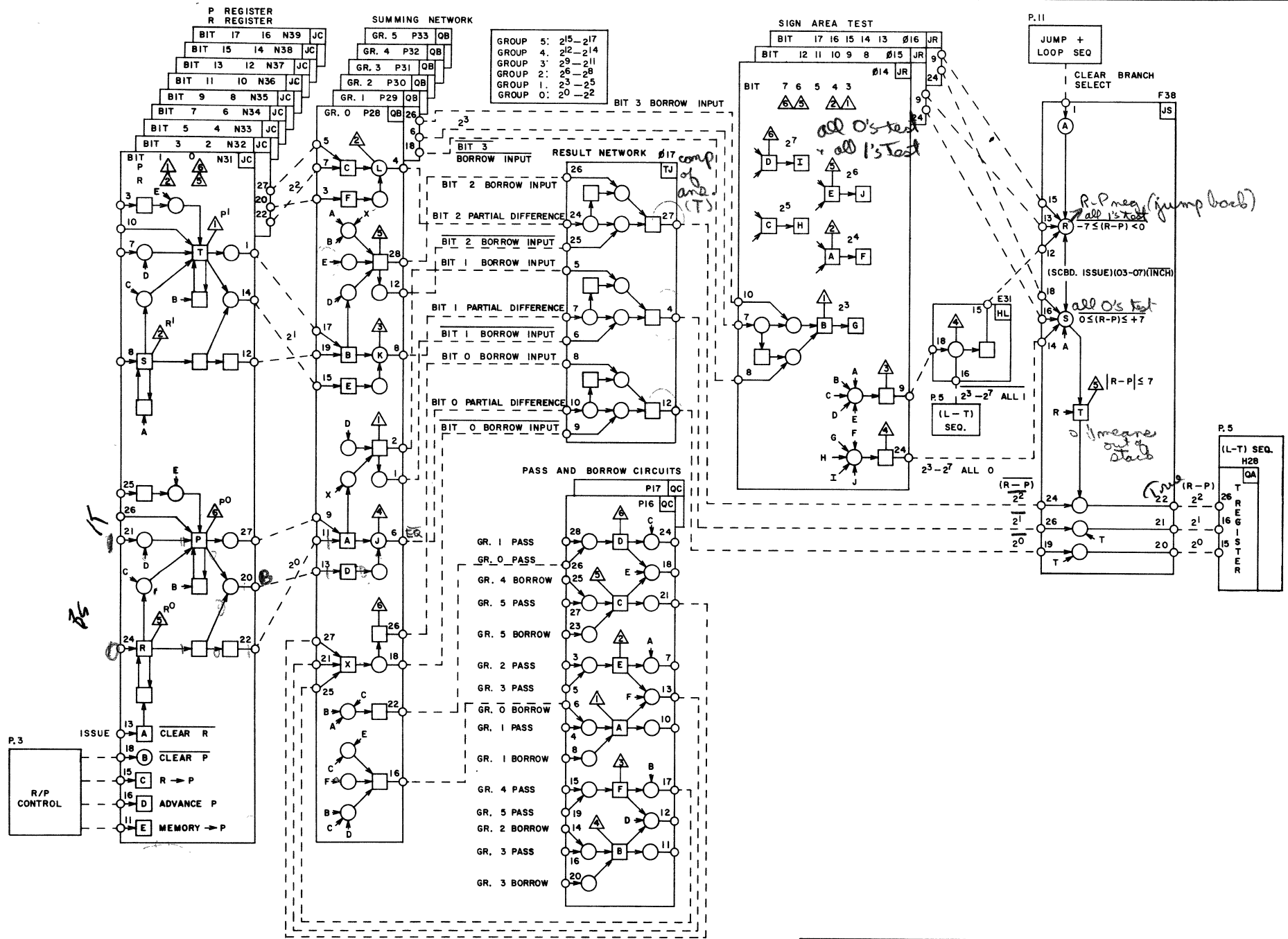
**FUNCTIONAL UNITS
CONTENTS (CONTINUED)**

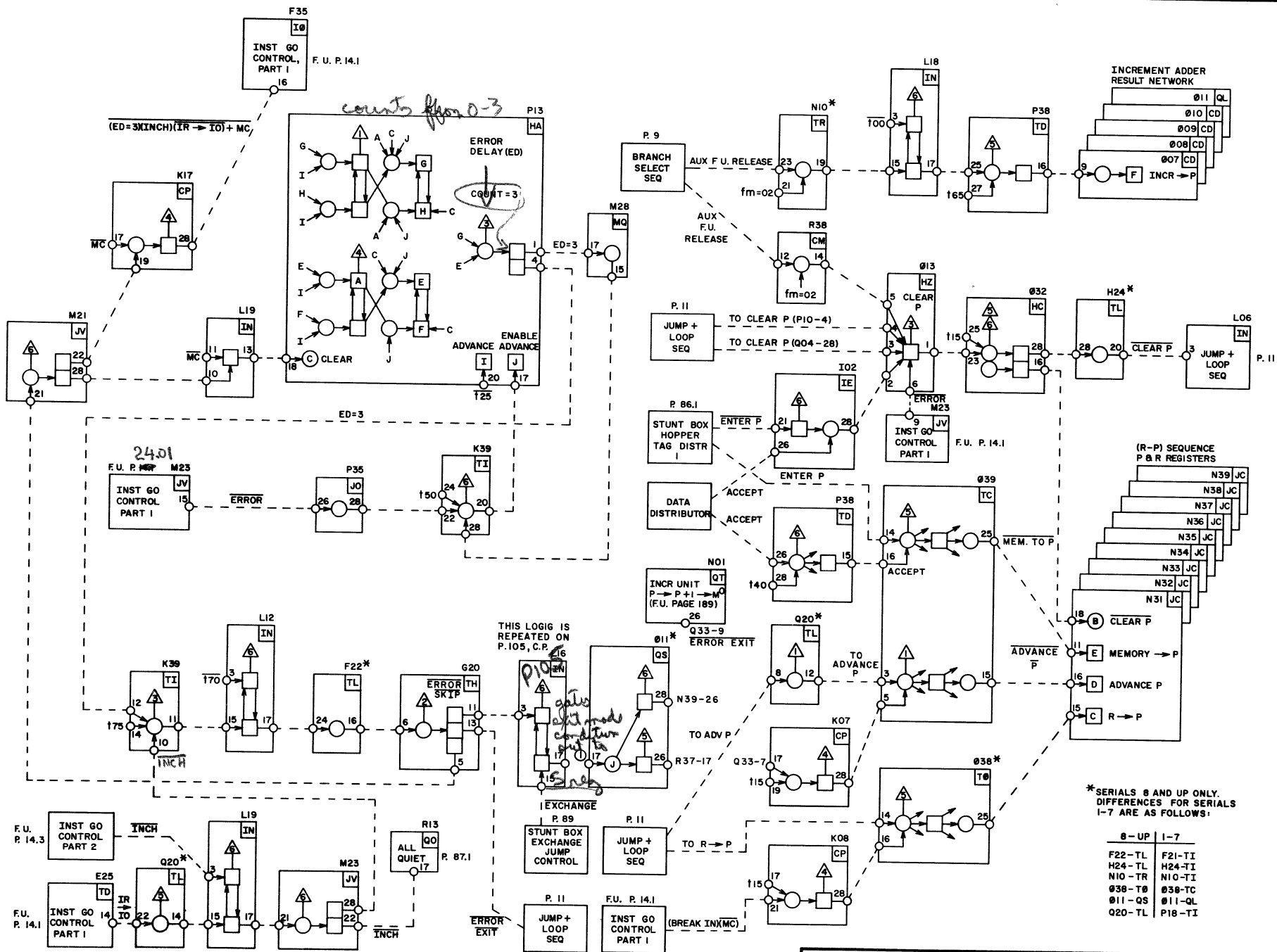
Page	Title	Page	Title
82	Multiplicand X_j	126, 2	Card Placement Chassis 2 (A)
83	Coefficient Multiplier X_j , Reg. (Upper)	127	Card Placement Chassis 2 (B)
85	Coefficient Multiplier X_j , Reg. (Lower)	128, 1	Timing Chart
86	Multiplicand X_k	128, 2	Divide, Coefficient
87	Coefficient 1, 2 & 3 Times Multiplicand X_k	129	Coefficient, Block Diagram
88	Three-Level Adders, Upper & Lower	130	Divide, Exponent
89	Coefficient, Upper Adder, 3-Level	131	Exponent, Block Diagram
91	Coefficient, Lower Adder, 3-Level	132	Divide Example
92	Partial Sum and Partial Carry Registers	133	Timing Chain 1
93	Coefficient, Partial Sum & Carry Register Controls	135	Timing Chain 2
95	Coefficient, Upper Full Adder, 6 Bits	136	Chassis 2 Input Registers
97	Coefficient, Lower Full Adder, 6 Bits	137	Divide X_j , Chassis 2 Input Register
99	Coefficient, Upper 15 Bits of Final Product	139	Divide X_k , Chassis 2 Input Register
101	Coefficient, 96-Bit Product, Double Precision	140	Dividend X_j ; Round
102	Normalize; Complement	141	Coefficient X_j (Dividend) Registers
103	Coefficient, Output Network Normalize, Complement	142	Divisor X_k
105	Exponent, Timing Chain, Chassis 2	143	Coefficient X_k (Divisor) Registers; Times 1, 2 and 3
107	Exponent, Timing Chain, Chassis 2	145	Coefficient Carries on 3 Times X_k , 1
108	Chassis 2 Input Register	147	Coefficient Carries on 3 Times X_k , 2
109	X_j Exponent, Chassis 2 Input Register	148	Subtraction Networks
111	X_k Exponent, Chassis 2 Input Register	149	Coefficient Subtract X_k From X_j
112	Exponent Addition	151	Coefficient Borrows on Subtract X_j From X_k , 1
113	Exponent Add, $X_j + X_k$	153	Coefficient Borrows on Subtract X_j From X_k , 2
115	Exponent Add 60_8 (48_{10}), $X_j + X_k + 60_8$	155	Coefficient Borrows on Subtract X_j From X_k , 3
117	Exponent, Single or Double Precision	156	2-Bit Quotient; Quotient Left - Shift Register
118	Normalize, Complement	157	Coefficient, Form 2-Bit Quotient
119	Exponent Normalize, Complement	159	Coefficient, Quotient Left-Shift Register
121	Exponent Select Complement, True Value	160	Normalize
122	Test Result	161	Coefficient, Quotient Output Network
123	Exponent, Test Result	162	Gate Quotient Output
125	Exponent, Output Network	163	Coefficient, Gate Quotient Output
126	Divide	165	X_j Exponent, Chassis 2 Input Register
126, 1	Block Diagram	167	X_k Exponent, Chassis 2 Input Register





* THE AUXILIARY FUNCTIONAL UNIT FOR THIS CHART IS INCREMENT 1.
 ** ASSUME THE CONDITIONAL TEST IS MET IN THE AUXILIARY FUNCTIONAL UNIT (INCR 1).





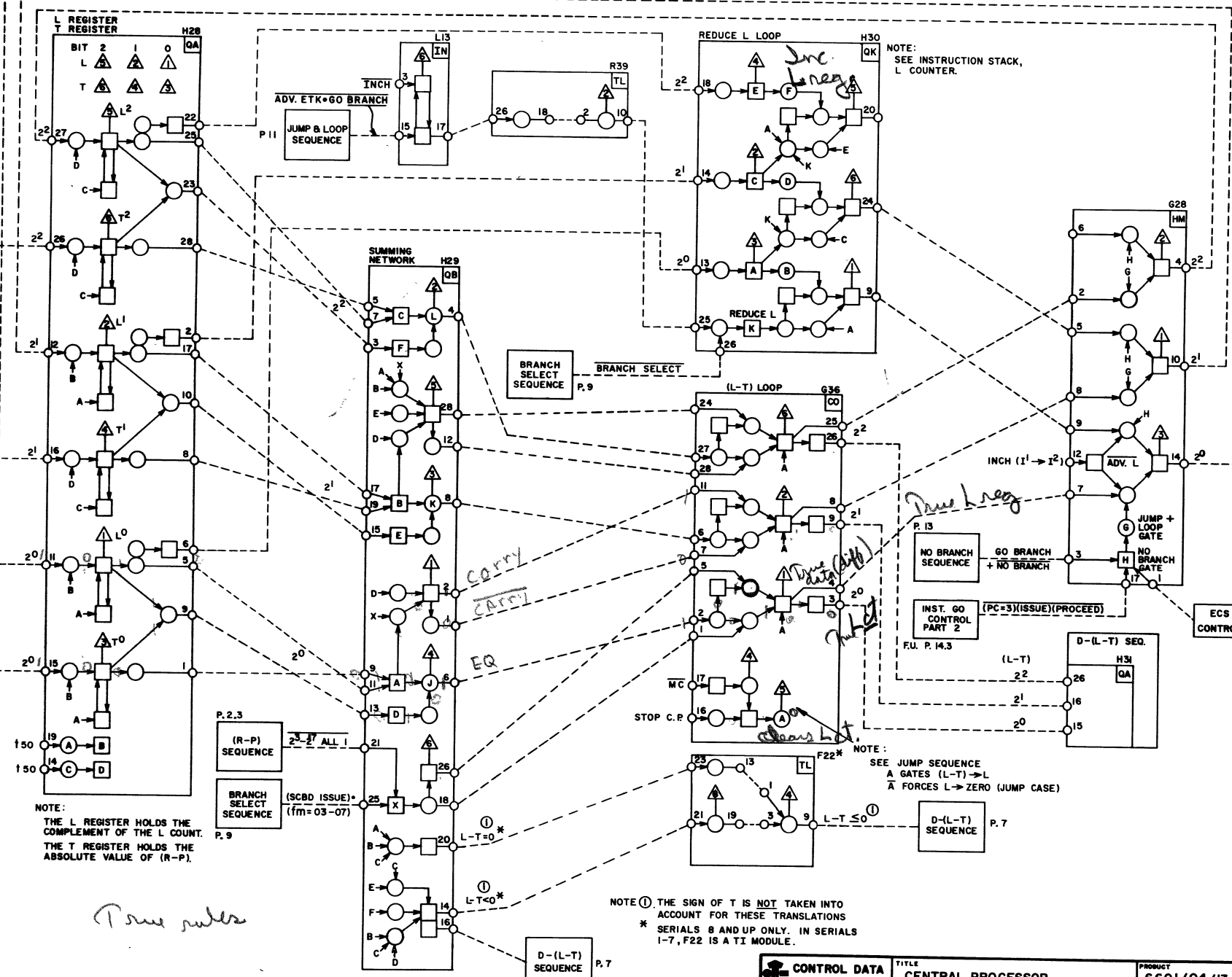
NOTES:
① H06-2

CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
BRANCH UNIT
R/P CONTROL, ERROR DELAY

PRODUCT
6601/04/13/14

SIZE C	DRAWING NO. 60119300	REV 8T
SHEET 97	PAGE 3	



NOTE:
SEE INSTRUCTION STACK,
L COUNTER.

NOTE:
THE L REGISTER HOLDS THE
COMPLEMENT OF THE L COUNT.
THE T REGISTER HOLDS THE
ABSOLUTE VALUE OF (R-P).

NOTE:
SEE JUMP SEQUENCE
A GATES (L-T) → L
A FORCES L → ZERO (JUMP CASE)

NOTE ① THE SIGN OF T IS NOT TAKEN INTO
ACCOUNT FOR THESE TRANSLATIONS
* SERIALS 8 AND UP ONLY. IN SERIALS
1-7, F22 IS A TI MODULE.

P. 2.3
(R-P)
SEQUENCE

P. 2.3
(R-P)
SEQUENCE
BRANCH
SELECT
SEQUENCE
(SCBD ISSUE)*
(fm=03-07)
P. 9

BRANCH
SELECT
SEQUENCE
P. 9

P. 13
NO BRANCH
SEQUENCE
GO BRANCH
+ NO BRANCH
INST. GO
CONTROL
PART 2
(PC=3)(ISSUE)(PROCEED)
F.U. P. 14.3

D-(L-T) SEQ.
H31
QA
26
21
16
20

D-(L-T) SEQ.
P. 7

D-(L-T) SEQ.
P. 7

CONTROL DATA
CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
BRANCH UNIT
(L-T) SEQUENCE

PRODUCT
6601/04/13/14
SIZE DRAWING NO.
C 60119300
REV
97
SHEET
38
5

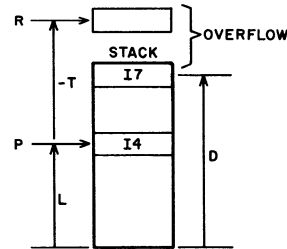
LOOP TEST

To generate an In Stack signal at test point six of F38, either gate X or gate Y must be made. Gate Y can be made only when $T \geq 0$, indicating that the branch is down the stack or forward in the program. For this case, $L - T \geq 0$ is a sufficient condition for loop. The $D - (L - T)$ difference is taken, but not used.

Gate X can be made only when $T < 0$, indicating that the branch is up the stack or backward in the program. If $L - T \leq 7$, then $D - (L - T) \geq 0$ is a sufficient condition for loop. Due to hardware limitations of the three bit summing network, however, overflow is not recognized ($L - T > 7$). Thus a second term must be ANDed with the EAB term on I03 to cover all cases. In each of the examples below, one of the two terms is zero, thereby prohibiting a loop.

Example 1. Overflow

$$\begin{array}{r} R = 000\ 111\ 000\ 111\ 000\ 010 \\ P = 000\ 111\ 000\ 111\ 000\ 111 \\ \hline (R-P) = 111\ 111\ 111\ 111\ 111\ 010 \end{array}$$

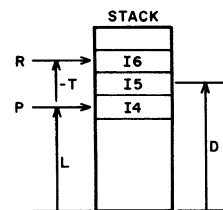


$$\begin{array}{l} L = 100 \\ T = 010 \\ \hline 010 \end{array} \left. \begin{array}{l} \text{No EAB required.} \\ \therefore L - T \leq 0^* \end{array} \right\} \begin{array}{l} \text{Both conditions} \\ \text{not met.} \\ \therefore \text{JUMP} \end{array}$$

$$\begin{array}{l} \text{Forced EAB} \rightarrow 1 \\ (L - T) = 001 \\ D = 111 \\ \hline (L - T) = 001 \\ D - (L - T) = 110 \end{array} \left. \begin{array}{l} \therefore D - (L - T) \geq 0 \end{array} \right\}$$

Example 2. No Overflow, but D is too small

$$\begin{array}{r} R = 000\ 111\ 000\ 111\ 000\ 101 \\ P = 000\ 111\ 000\ 111\ 000\ 111 \\ \hline (R-P) = 111\ 111\ 111\ 111\ 111\ 101 \end{array}$$



$$\begin{array}{l} L = 100 \\ T = 101 \\ \hline 111 \end{array} \left. \begin{array}{l} \text{EAB required} \\ \therefore L - T \leq 0^* \end{array} \right\} \begin{array}{l} \text{Both conditions} \\ \text{not met.} \\ \therefore \text{JUMP} \end{array}$$

$$\begin{array}{l} \text{Forced EAB} \rightarrow 1 \\ (L - T) = 110 \\ D = 101 \\ \hline (L - T) = 110 \\ 111 \\ \hline (\text{EAB}) \rightarrow 1 \end{array} \left. \begin{array}{l} \therefore D - (L - T) \geq 0 \end{array} \right\}$$

$$D - (L - T) = 110$$

*The sign of T is not taken into account for these translations.

F.U. P. 14.1

P2401

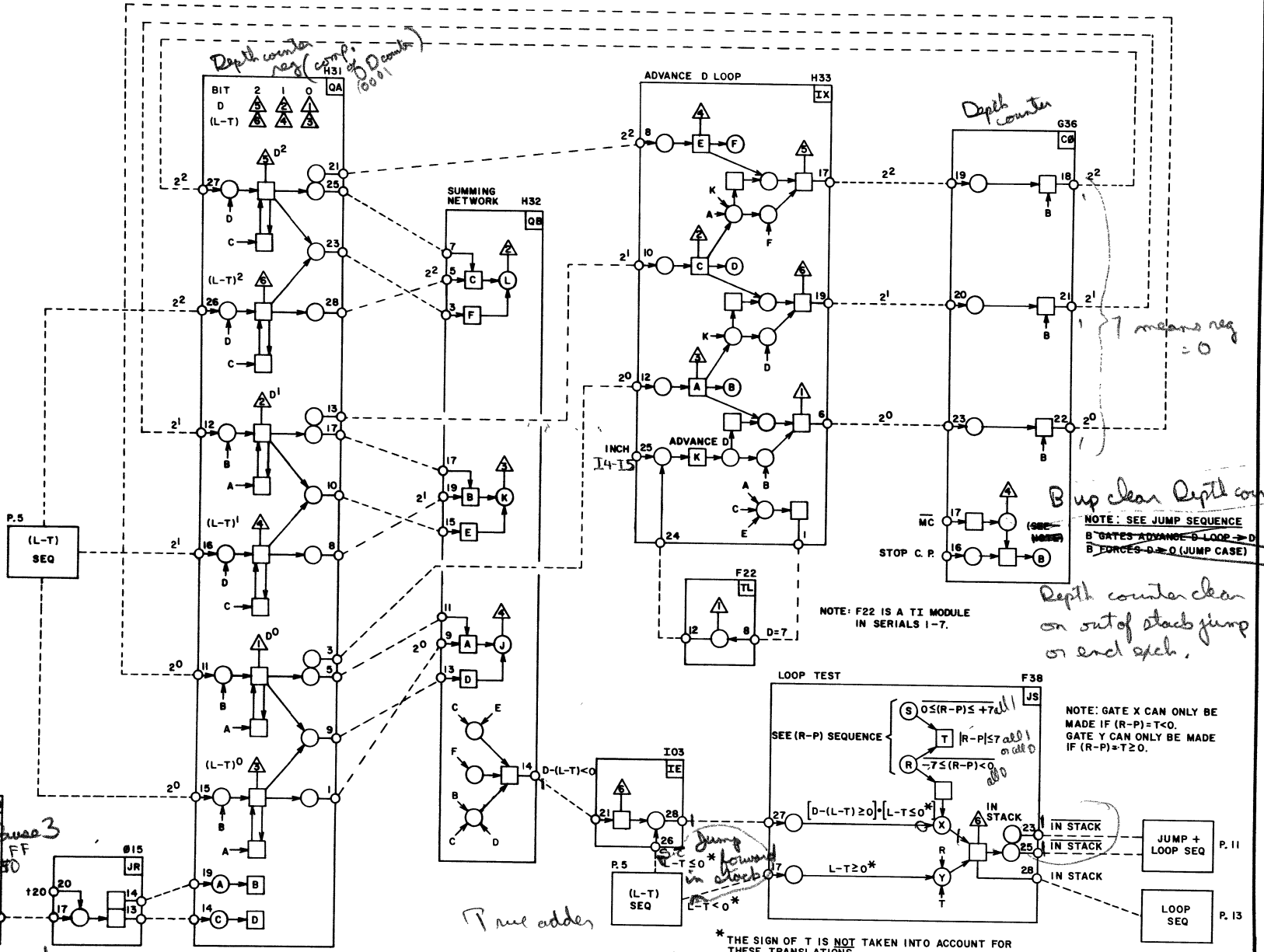
prevents clear
D counter when
we stop C.P.

NOTE: THE D REGISTER HOLDS THE COMPLEMENT OF THE D COUNT. THE (L-T) REGISTER HOLDS THE TRUE VALUE OF (L-T), WITH THE SIGN BIT TAKEN INTO ACCOUNT.

True address
all you want to know
if or not carry (if or not in
stack)
(carry means out of stack)

* THE SIGN OF T IS NOT TAKEN INTO ACCOUNT FOR THESE TRANSLATIONS.

NOTE: IF (R-P) IS NEGATIVE, (L-T) COULD BE GREATER THAN 7, CAUSING OVERFLOW. FOR THIS CASE THE EAB TEST OF D-(L-T) IS NOT VALID. THUS, A SECOND TERM MUST BE ADDED WITH THE EAB ON IO3 TO COVER ALL CASES.



NOTE: SEE JUMP SEQUENCE
B GATES ADVANCE D LOOP -> D
B FORCES D -> Q (JUMP CASE)

Depth counter clear
on out of stack jump
or end seq.

NOTE: F22 IS A TI MODULE
IN SERIALS 1-7.

NOTE: GATE X CAN ONLY BE
MADE IF (R-P) = T < 0.
GATE Y CAN ONLY BE MADE
IF (R-P) = T ≥ 0.

CONTROL DATA
CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
BRANCH UNIT
D-(L-T) SEQUENCE

PRODUCT	6601/04/13/14
SIZE	DRAWING NO. C 60119300
SHEET	99
PAGE	7
REV	BT

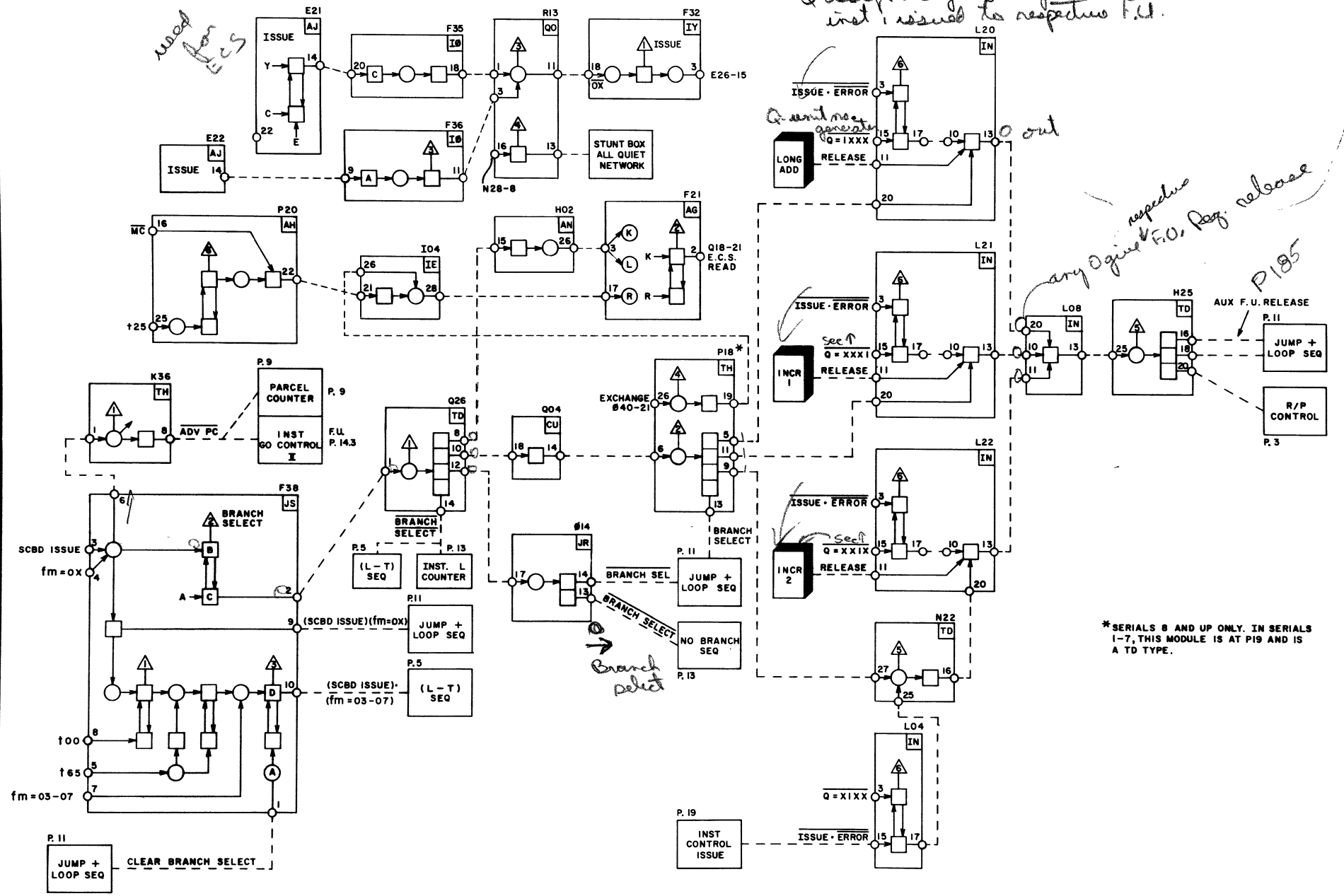
Added for E.C.S.

Q design says if we get inst issued to respective F.U.

Q emit no generate Q = XXXX

any Q give respective F.U. Reg. release

P185



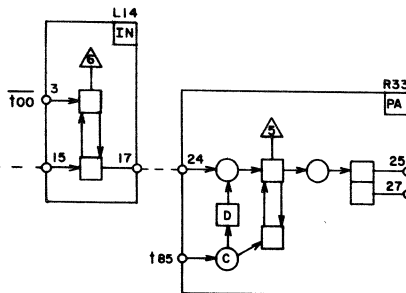
*SERIALS 8 AND UP ONLY. IN SERIALS 1-7, THIS MODULE IS AT P19 AND IS A TD TYPE.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR BRANCH UNIT BRANCH SELECT SEQUENCE	PRODUCT 6601/04/13/14
		SIZE DRAWING NO. C 60119300
		REV BT
		SHEET PAGE 100 9

NO BRANCH SEQUENCE

P. 11
JUMP +
LOOP SEQ.

SET NO BRANCH



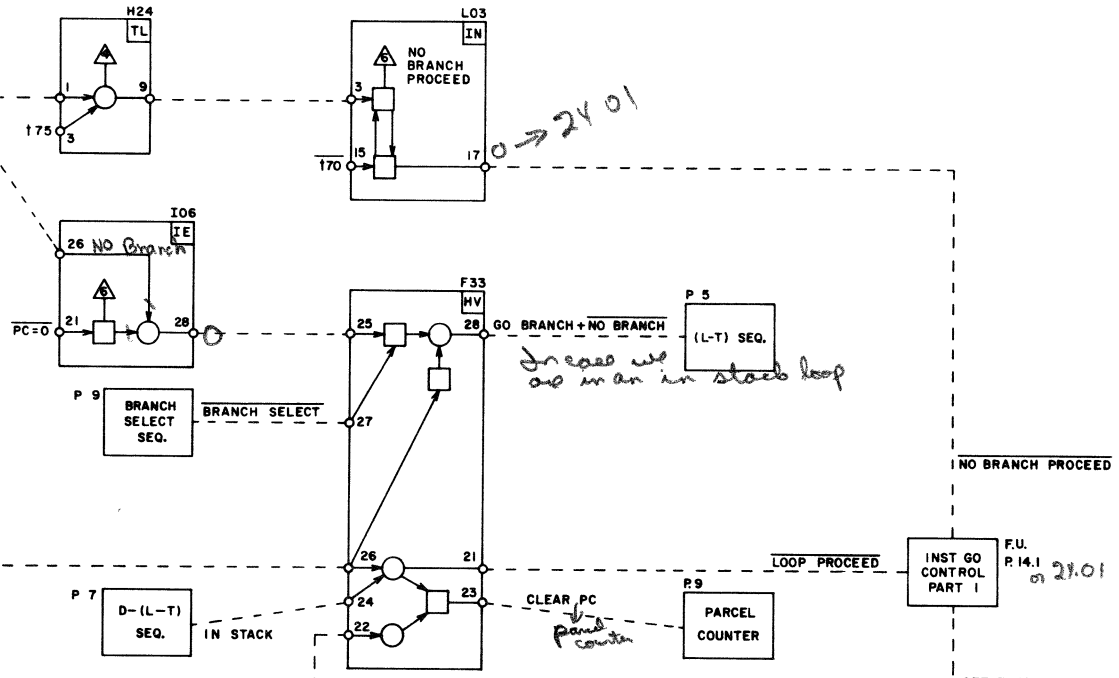
NOTE: H24 IS A TI MODULE
IN SERIALS 1-7

LOOP SEQUENCE

P. 11
JUMP +
LOOP SEQ.

GO BRANCH + RJ + EM

*03-07
inst. cond.
not met*

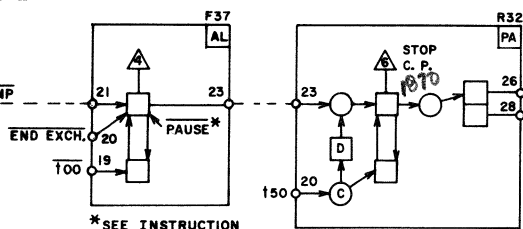


JUMP SEQUENCE

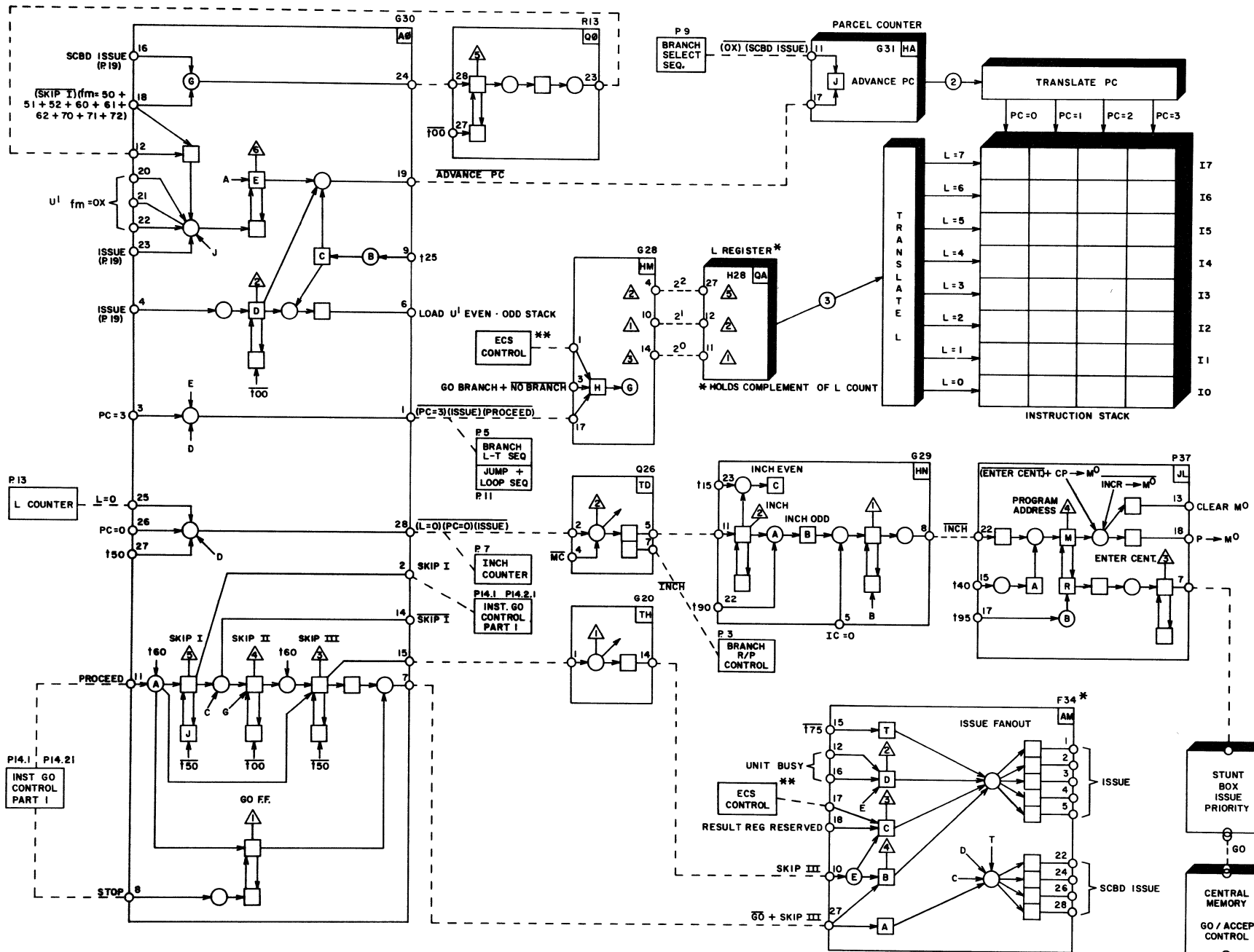
P. 11
JUMP +
LOOP SEQ.

JUMP

NOTE: F37 IS A CN MODULE
IN SERIALS 1-7



NOTE:
SEE (L-T) SEQUENCE AND D-(L-T) SEQUENCE
A GATES (L-T) → L
A FORCES L → ZERO (JUMP CASE)
B GATES ADVANCE D LOOP → D
B FORCES D → ZERO (JUMP CASE)



*F34 IS AN HP MODULE IN SERIALS 1-7.
 **USED IN SERIALS 8-UP ONLY.

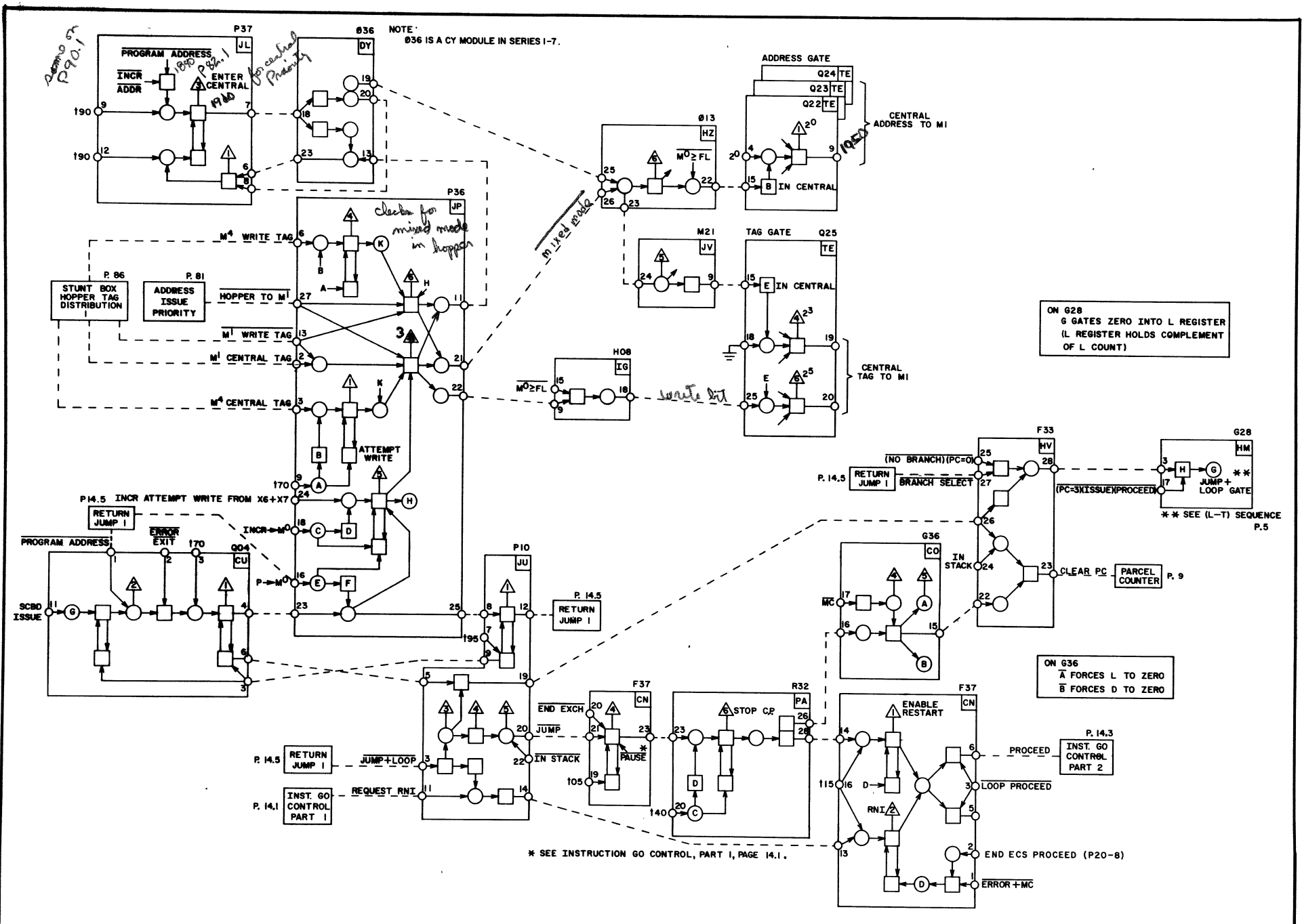
THIS SHEET IS IDENTICAL TO PAGE 24.1 OF CENTRAL PROCESSOR

RETURN JUMP SEQUENCE

$U^1 \rightarrow U^2$	01 instruction issued to U^2 K field (jump address) gated to K register
Issue 01 to scoreboard	
$K \rightarrow R$	Jump address gated to R register
$P+1 \rightarrow S$	Program address plus one (return address) gated to S register
$S \rightarrow \text{Memory}$	To form $0400(P+1)0---0$ at jump address
(Disable P+1)	
$R \rightarrow P$	Jump address gated to P register
$P \rightarrow M^O$	Jump address gated to M^O
(Enable P+1)	
$M^O + RA \rightarrow M^1$	Absolute jump address and tag (50) gated to stunt box
Advance P	Jump address plus one gated to P register
(Disable P+1)	
Void instruction stack	Set PC = 0 Set L = 0* Set D = 0**
$P \rightarrow M^O$	Jump address plus one gated to M^O
$M^O + RA \rightarrow M^1$	Absolute jump address plus one and tag (10) gated to stunt box RNI initiated

*The L register holds the complement of the L count.

**The D register holds the complement of the D count.



NOTE: 036 IS A CY MODULE IN SERIES I-7.

ON G28
G GATES ZERO INTO L REGISTER
(L REGISTER HOLDS COMPLEMENT
OF L COUNT)

** SEE (L-T) SEQUENCE
P.5

ON G36
A FORCES L TO ZERO
B FORCES D TO ZERO

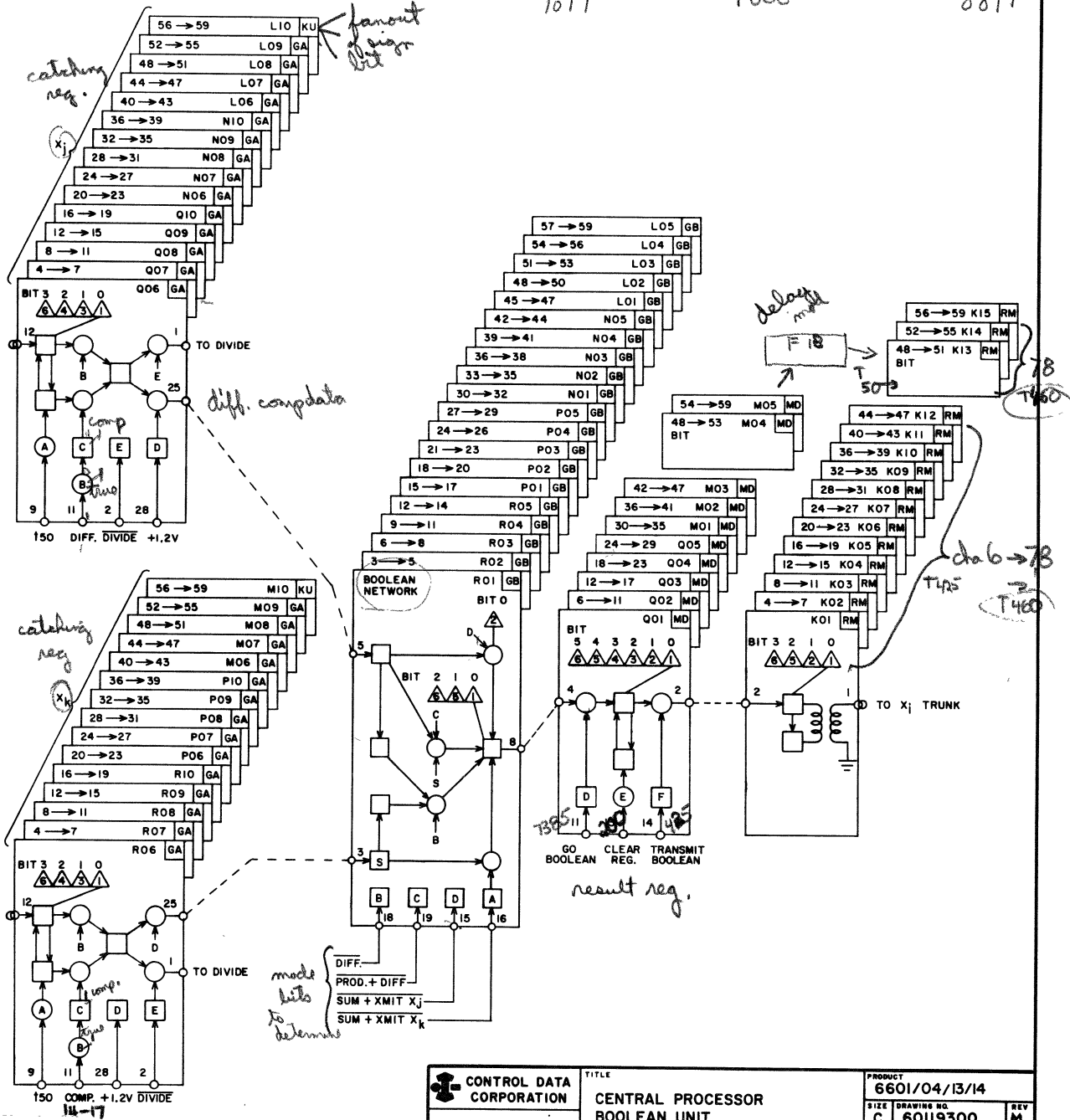
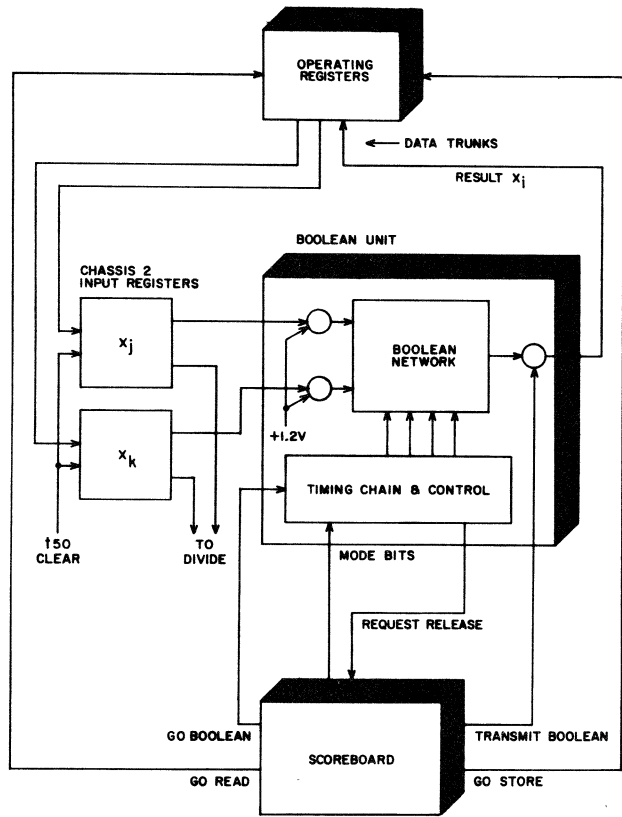
* SEE INSTRUCTION GO CONTROL, PART I, PAGE 14.1.

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR BRANCH UNIT RETURN JUMP, PART 2	PRODUCT 6601/04/13/14
		SIZE DRAWING NO. C 60119300
		REV 57
		SHEET PAGE 23 4 14.7

BOOLEAN

Logical operations in the CONTROL DATA 6601 and 6604 Central Processor are performed by the Boolean Unit located on chassis 2. This unit contains all the hardware necessary to perform a 60-bit transmit, logical product, sum or difference of one or two 60-bit operands. The time required for a single operation is 0.3 microseconds (3 minor cycles).

sum 1010 product 1001 difference 1010
 1001 1000 1001
 1011 1000 0011



CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR BOOLEAN UNIT BLOCK DIAGRAM & DATA FLOW	PRODUCT 6601/04/13/14 SIZE DRAWING NO. C 80119300 REV M
		SHEET 103 REV 15

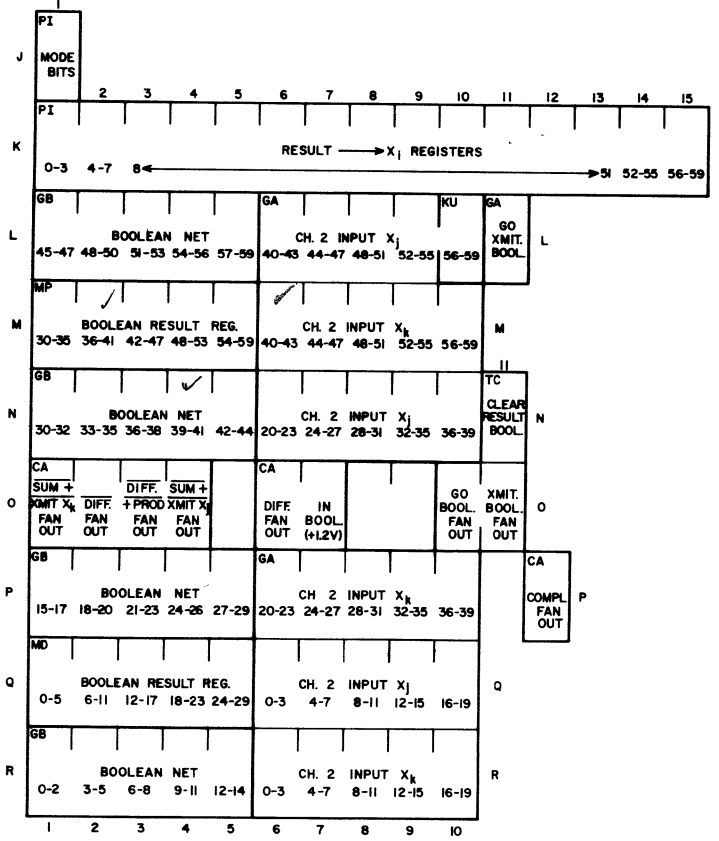
I
E
REQ.
REL.

27
D
PA
GO
BOOL.
SEQ.

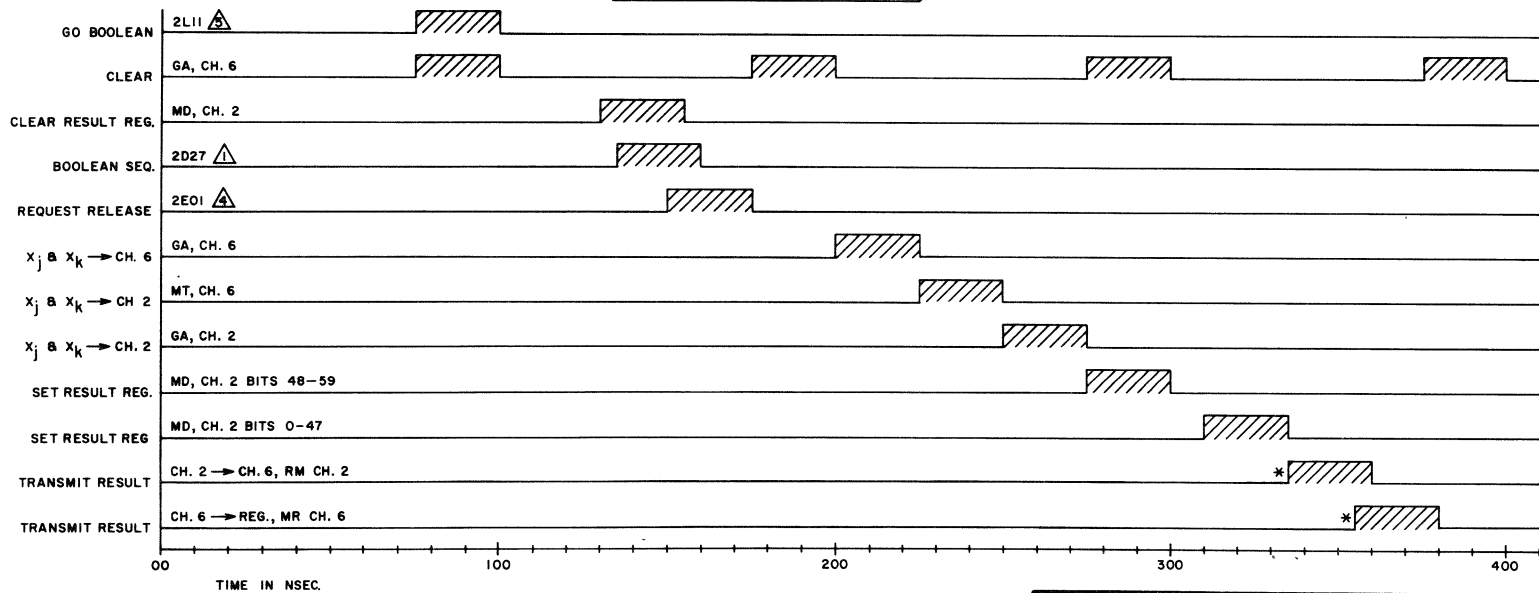
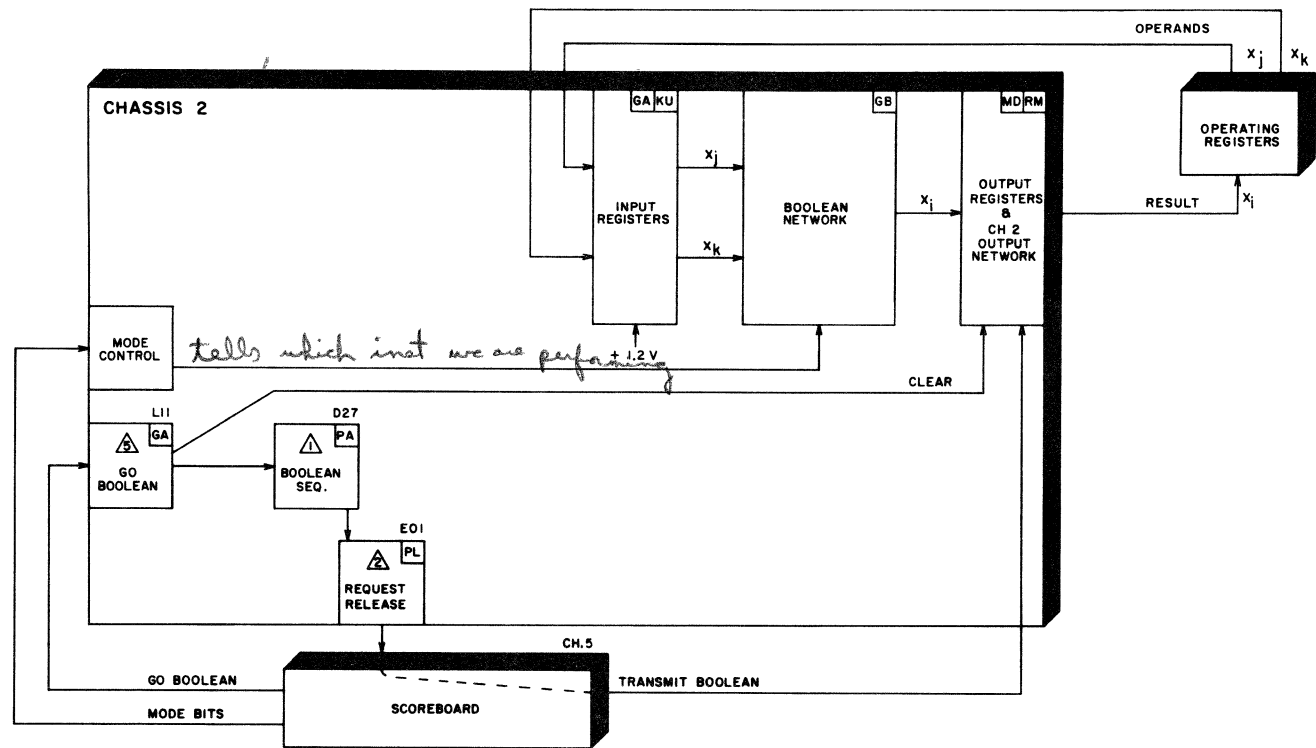
39
A
TI
BOOL.
COMPR.
&
DIFF
SEQ.

16 17 18 19
G
TL TH TJ X
SUM XFER COMP X LATE XMIT
DIFF COMP DIFF MODE BOOL
SEQ.

32
I
GO
BOOL.
FAN
OUT



6601/04 CENTRAL COMPUTER
BOOLEAN F.U. CHASSIS 2
PUB. NO. 60119300
REV. K 16

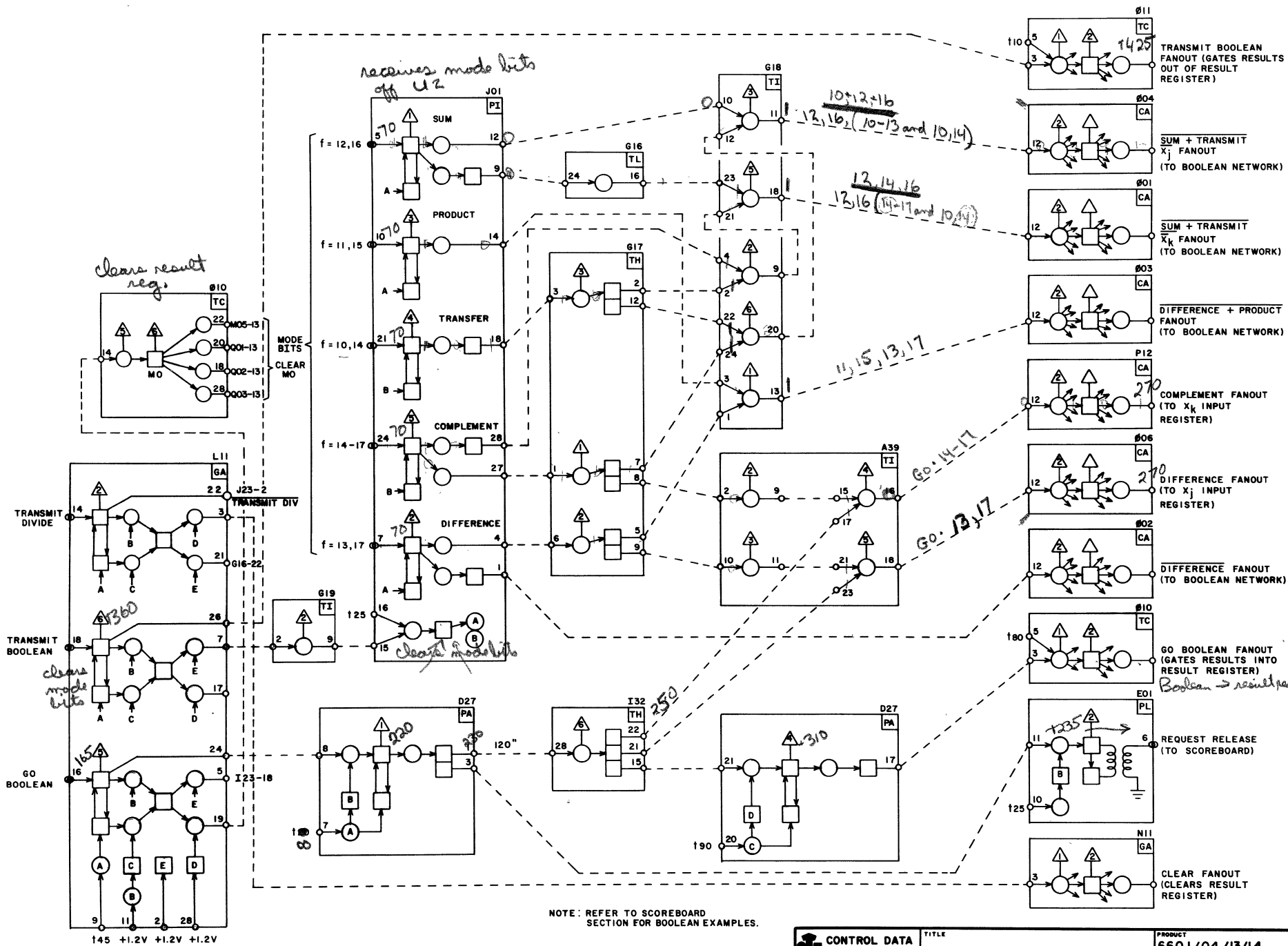


* EARLIEST POSSIBLE TIME - NO RESULT REGISTER CONFLICT.

CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
BOOLEAN UNIT
TIMING CHART

PRODUCT 6601/04		REV K
SIZE C	DRAWING NO. 60119300	SHEET 104
		17



145 +1.2V +1.2V +1.2V

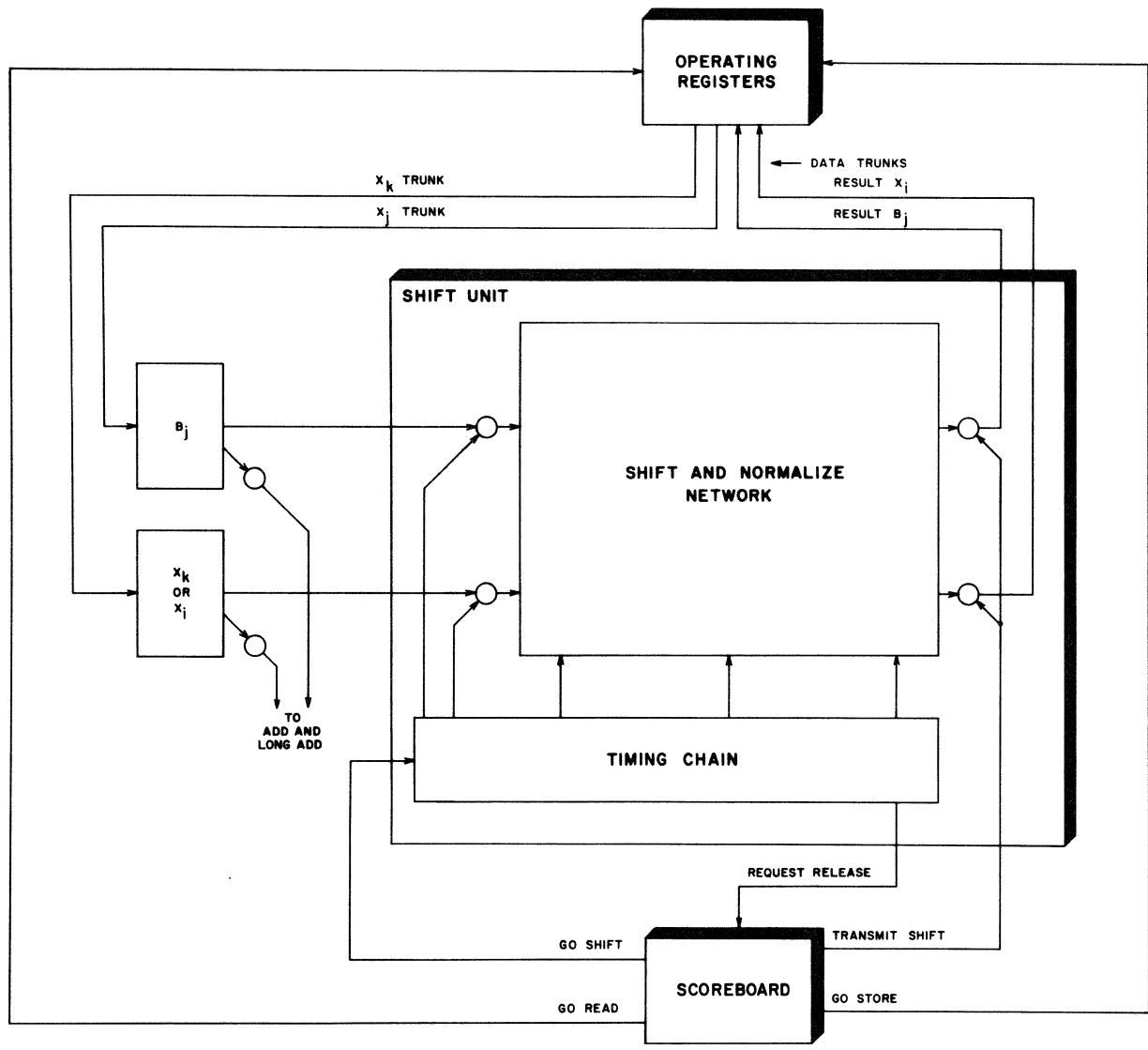
CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR BOOLEAN UNIT CONTROL	PRODUCT 6601/04/13/14
	SIZE	DRAWING NO.	REV
	C 60119300	87	
	SHEET	105	19

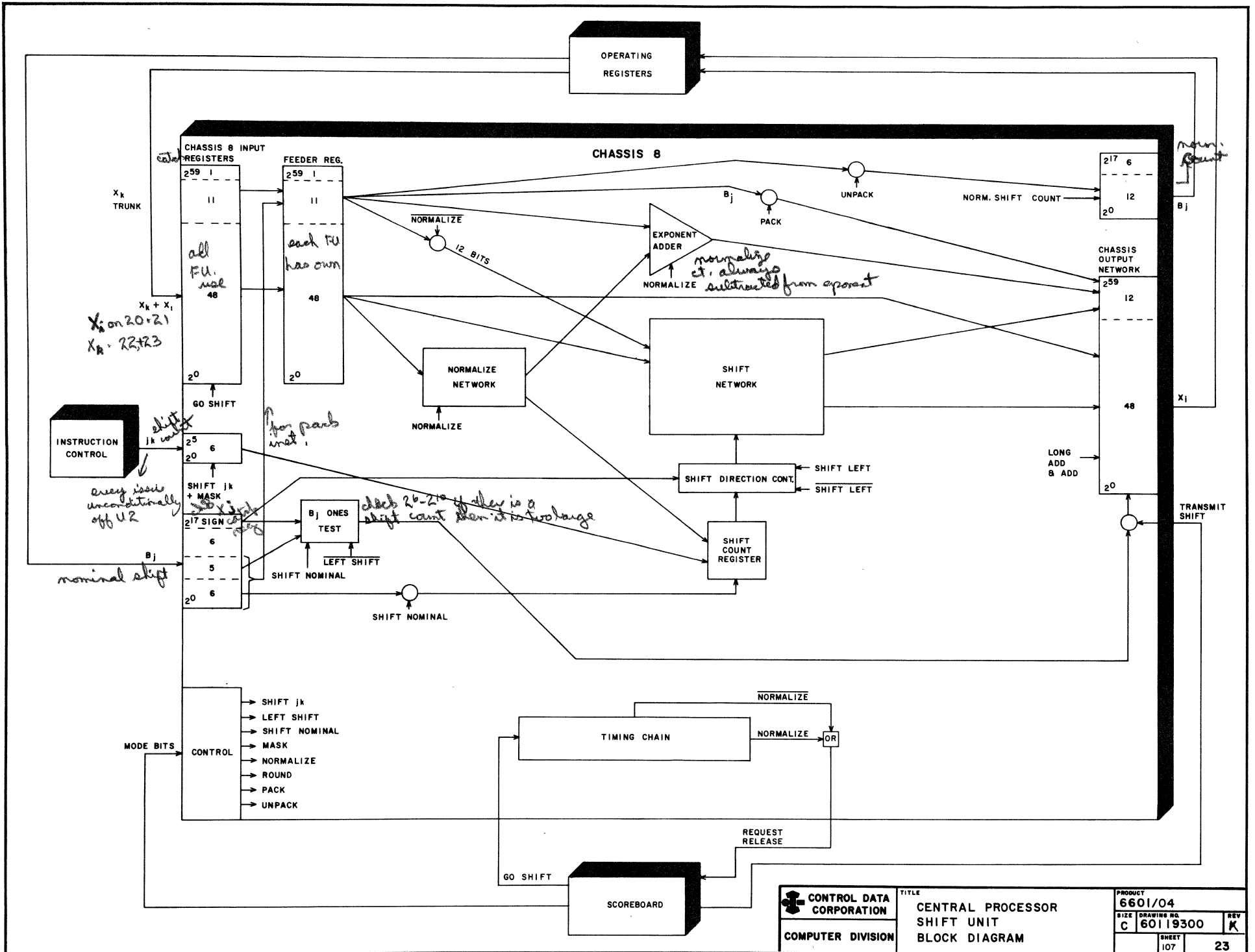
SHIFT

Shift operations in the CONTROL DATA 6601 and 6604 Central Processor are performed in the Shift Unit located on chassis 8. This unit contains all the hardware necessary to perform a 60-bit right or left shift, normalize, unpack, pack and mask of one 60-bit operand. The time required for all but normalize operations is 0.3 microseconds (3 minor cycles). Normalize operations require 0.4 microseconds (4 minor cycles).

The shift instruction directs the unit to right or left shift the operand either

normally or nominally. It may also direct the unit to normalize a floating point quantity from X_k and place the result in X_i and B_j , or unpack X_k into X_i and B_j , or pack X_i and B_j into X_i . The operand may also be rounded when performing a normalize instruction. The shift count is obtained from either the jk portion of the instruction or operating register B_j for right and left shift and mask instructions. The shift count is generated within the unit for normalize operations.



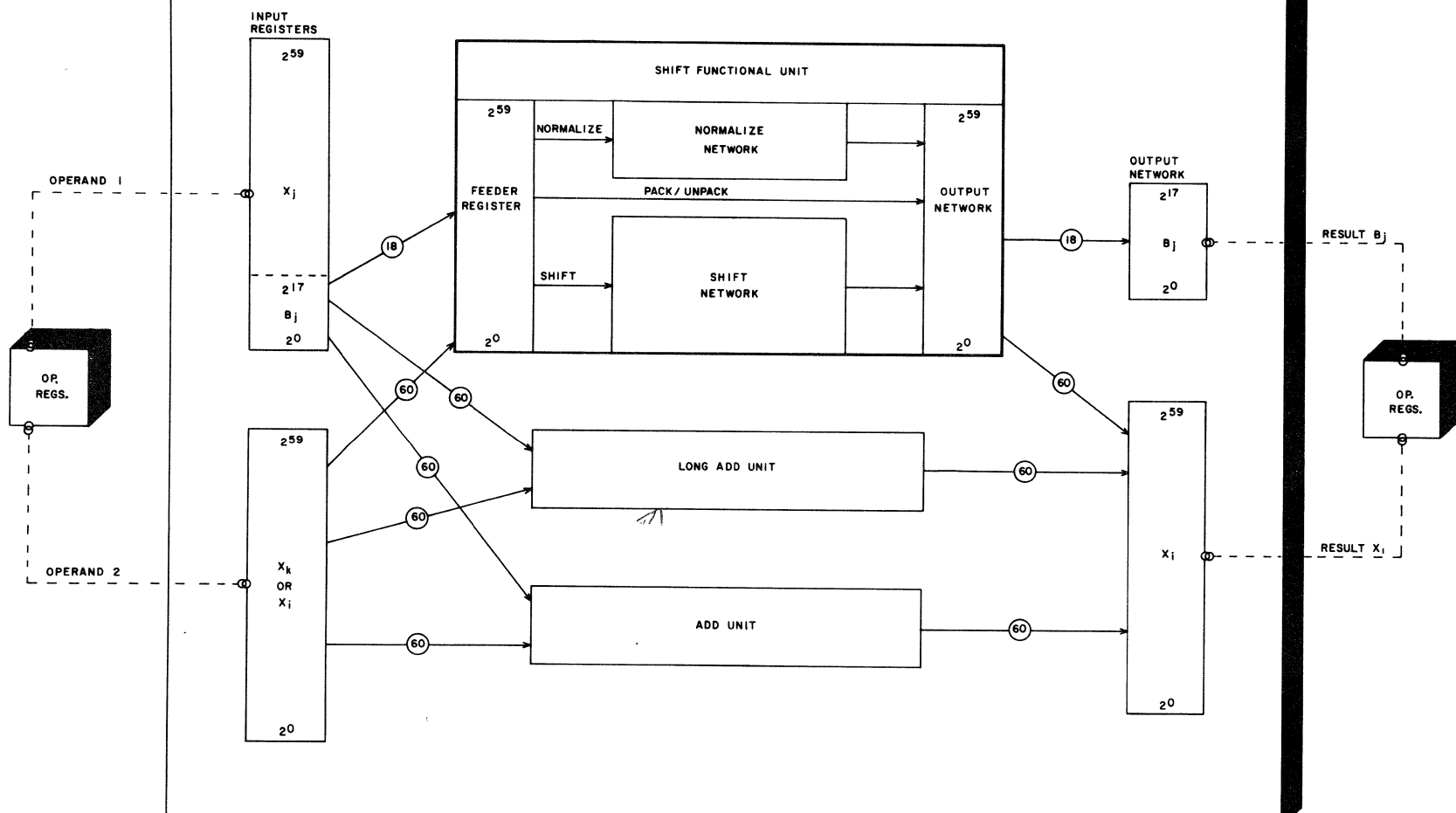


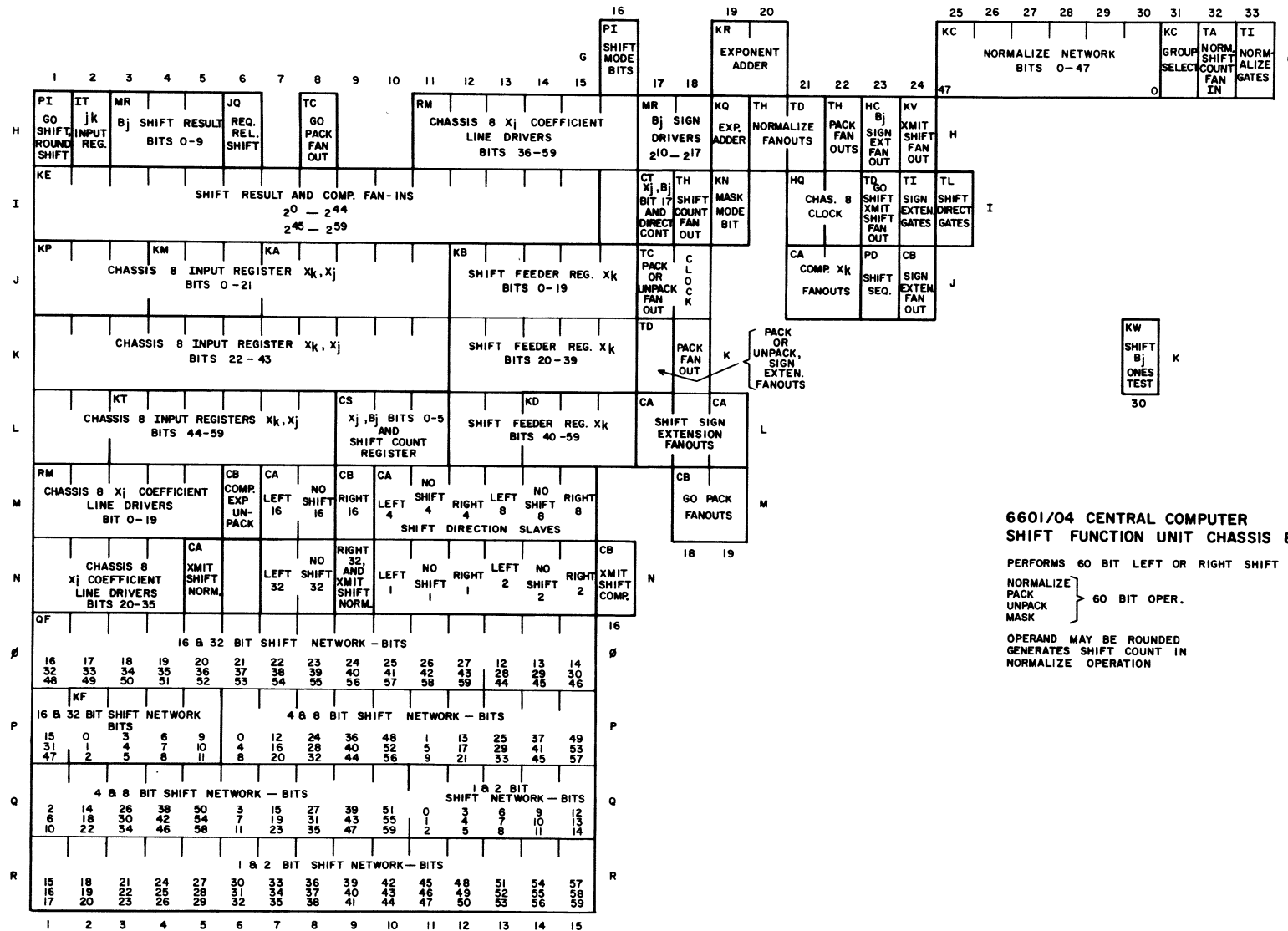
CONTROL DATA CORPORATION
COMPUTER DIVISION

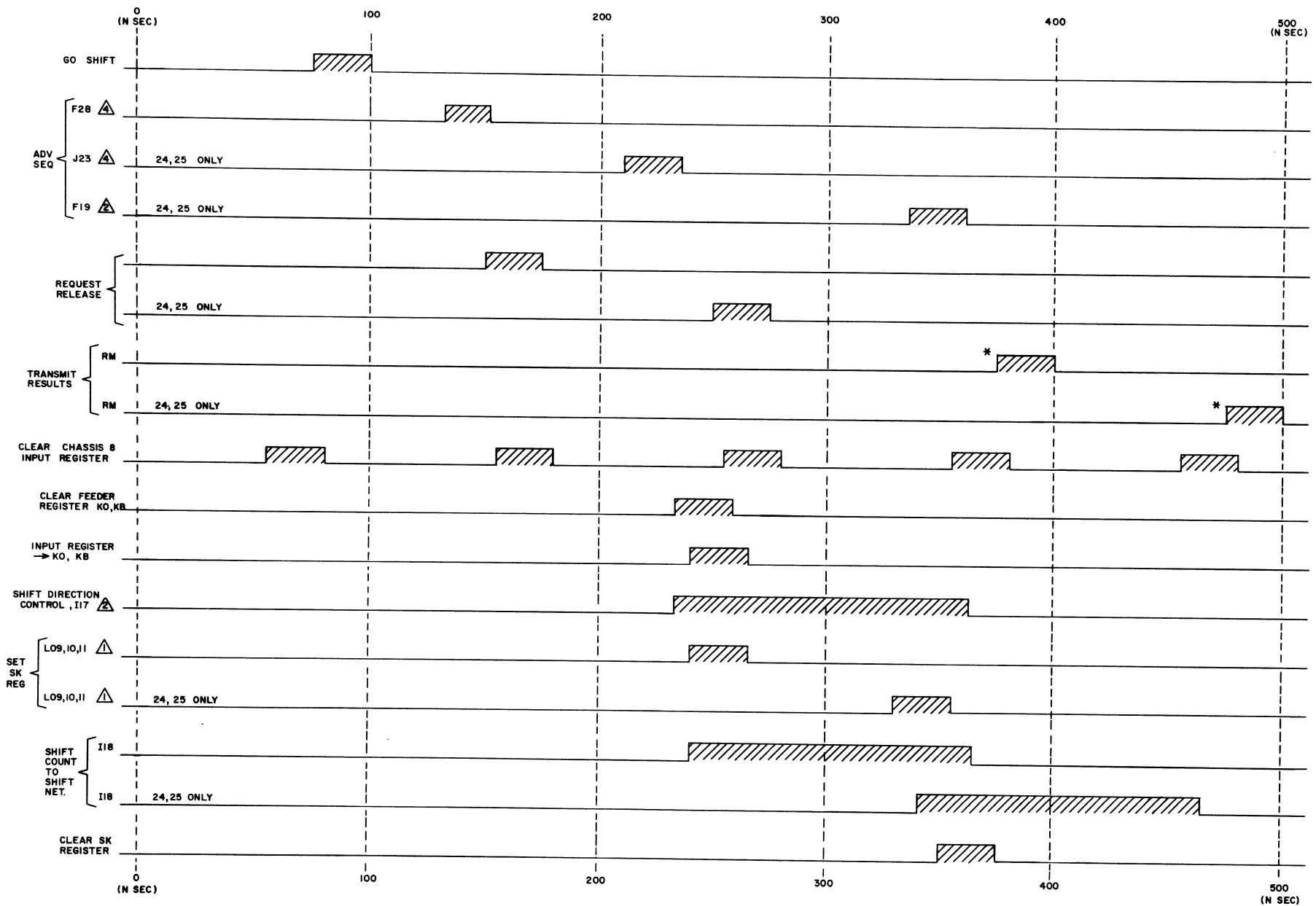
TITLE
CENTRAL PROCESSOR
SHIFT UNIT
BLOCK DIAGRAM

PRODUCT	6601/04
SIZE	C
DRAWING NO.	60119300
SHEET	107
REV	K
	23

CHASSIS 8



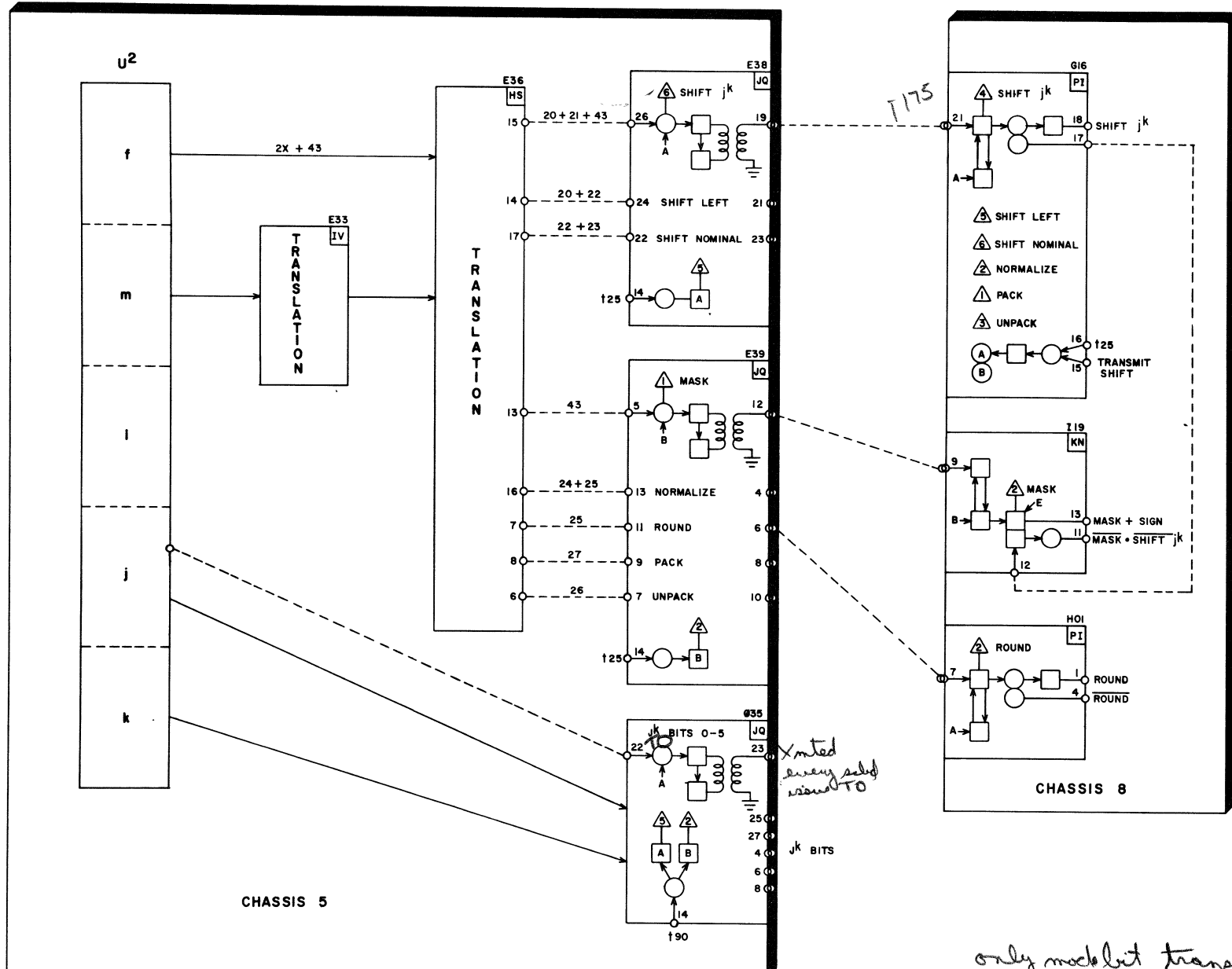




* NOTE
EARLIEST POSSIBLE TIME -
NO RESULT REGISTER CONFLICT

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR SHIFT UNIT TIMING CHART	PRODUCT 6601	
		SIZE C	DRAWING NO. 60119300
		SHEET 109	REV C 27

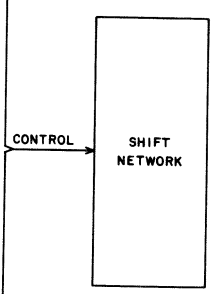
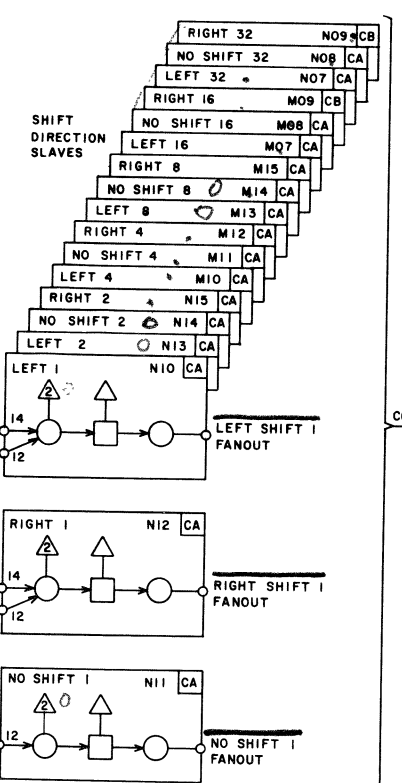
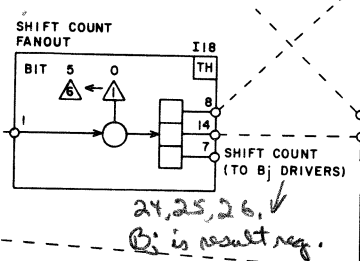
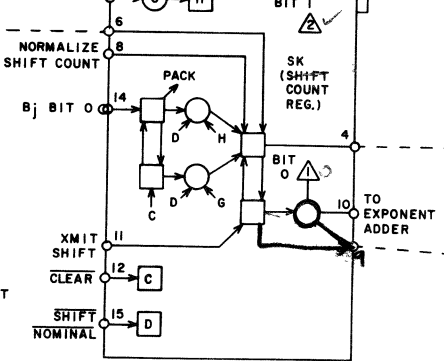
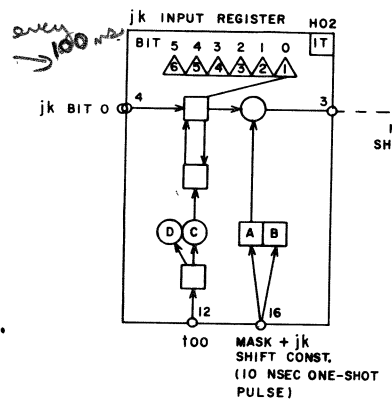
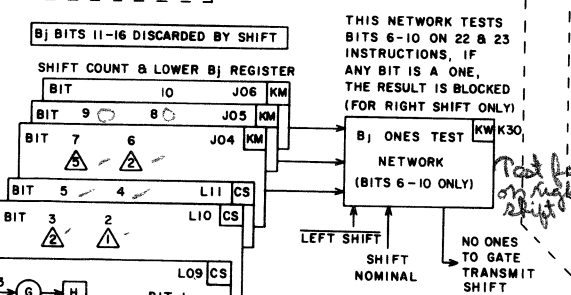
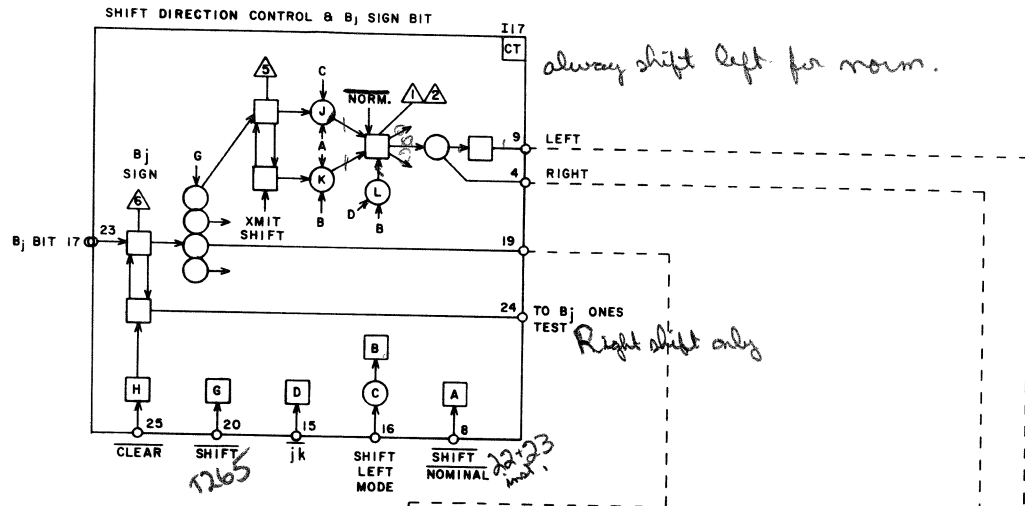
reld.



CHASSIS 5

CHASSIS 8

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR SHIFT UNIT MODE BITS, jk CONSTANT	PRODUCT 6601/04	SIZE C	DRAWING NO. 60119300	REV K
			SHEET 110	29	



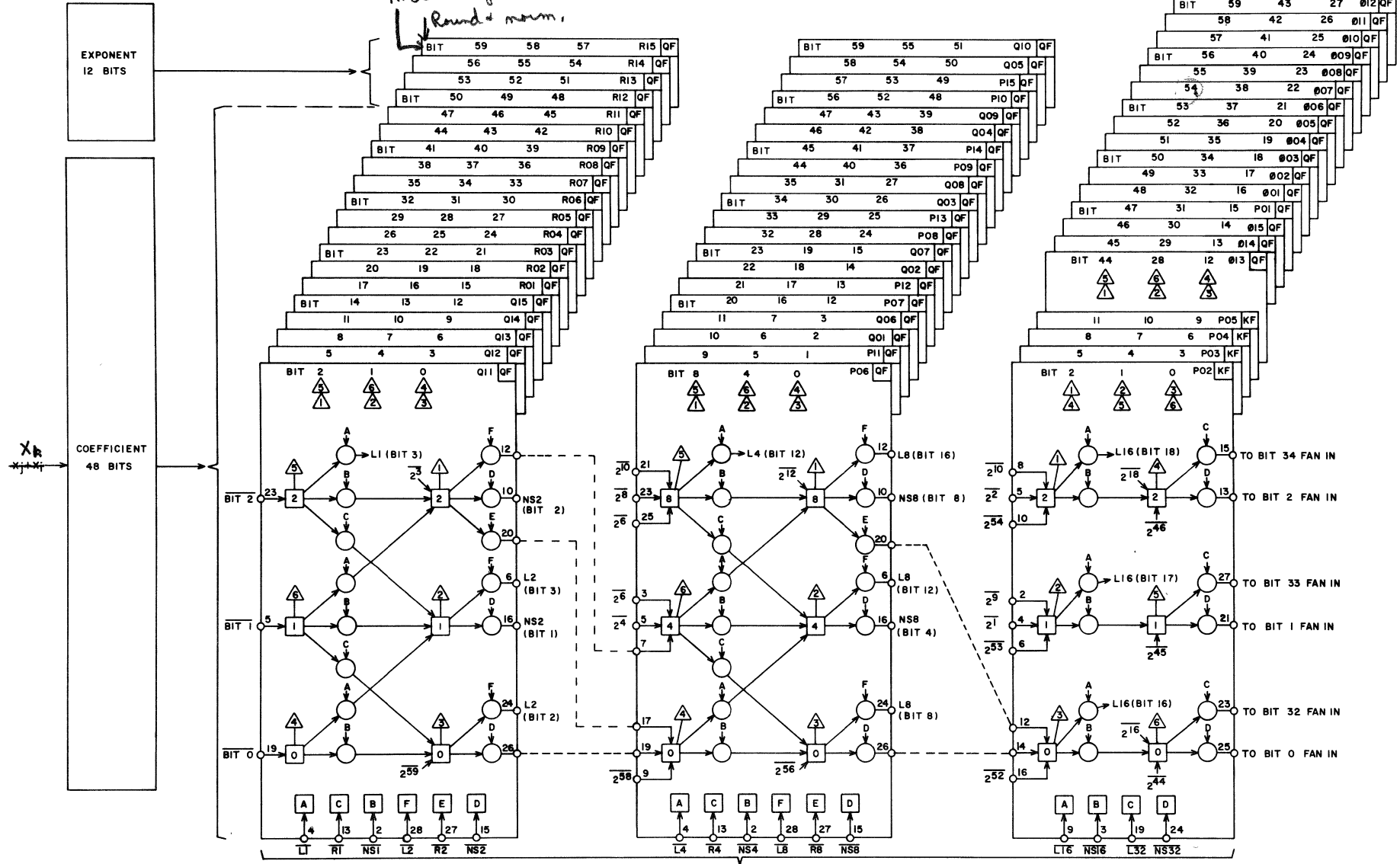
always a pos no.

CHASSIS & SHIFT
INPUT REGISTERS

EXPONENT
12 BITS

COEFFICIENT
48 BITS

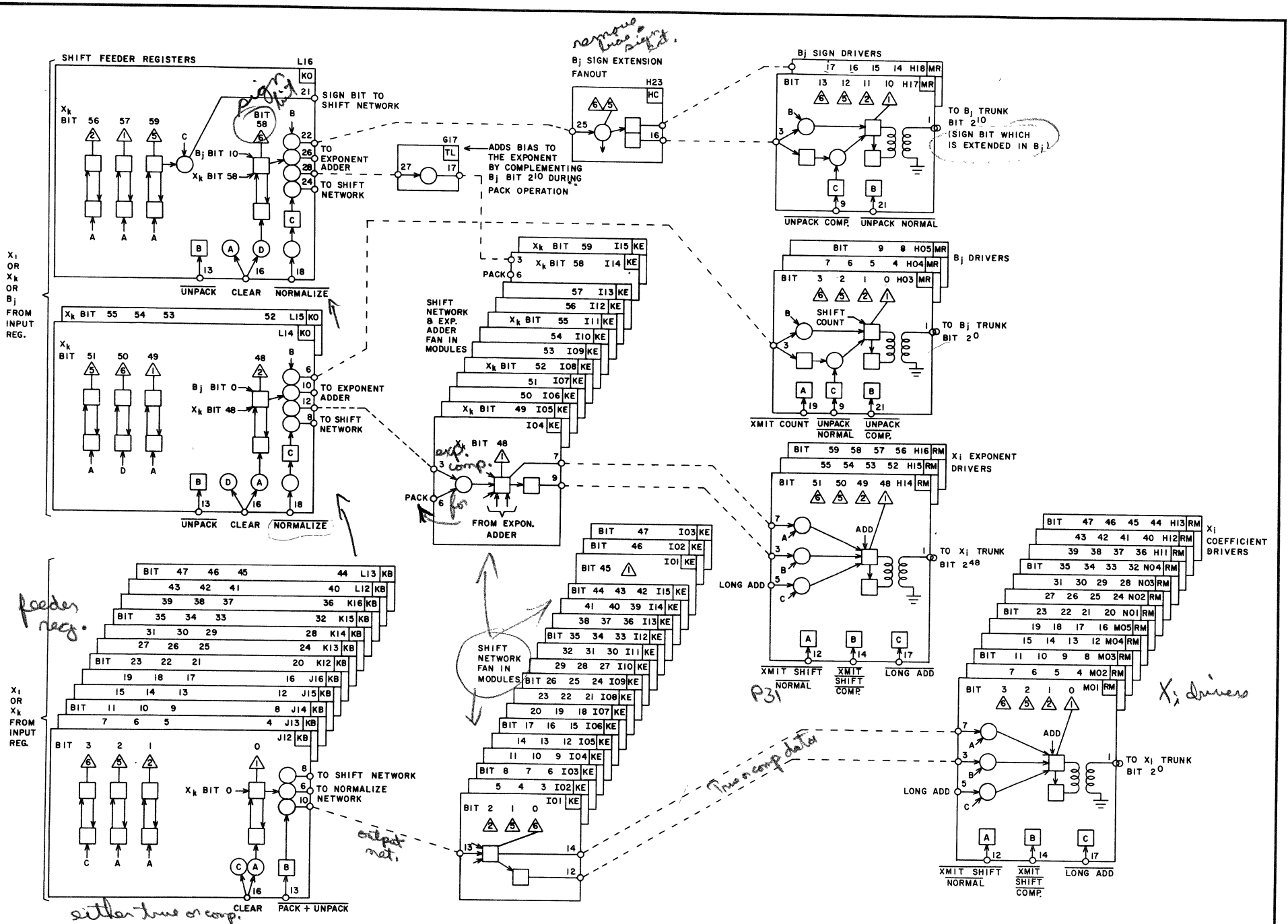
*mod + sign bit ext,
Round & norm.*



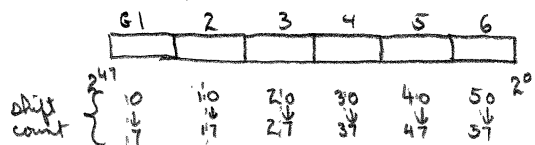
DIRECTION CONTROL
&
SHIFT COUNT
REGISTER

NOTE:
L = LEFT
R = RIGHT
NS = NO SHIFT

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR SHIFT UNIT SHIFTING NETWORK	PRODUCT 6601/04
	SIZE DRAWING NO. C 60119300	REV K
SHEET 113		35



NOTE:
REFER TO LONG ADD DATA PATH
DWG., SHEET NO. 129 FOR CHASSIS 8
INPUT REGISTER.

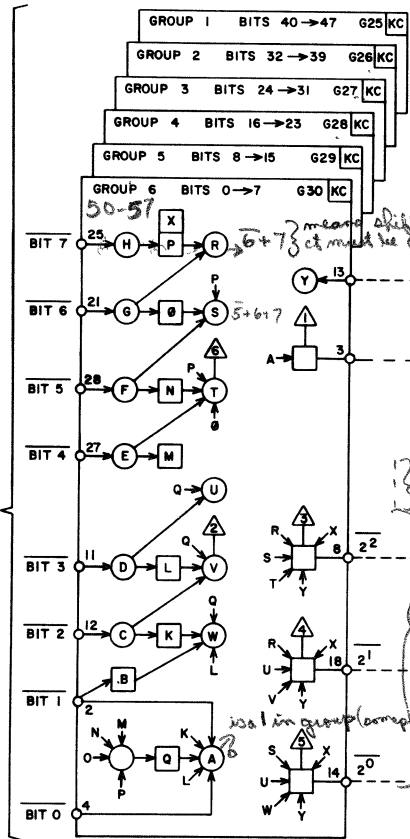


CHASSIS & SHIFT INPUT REGISTERS

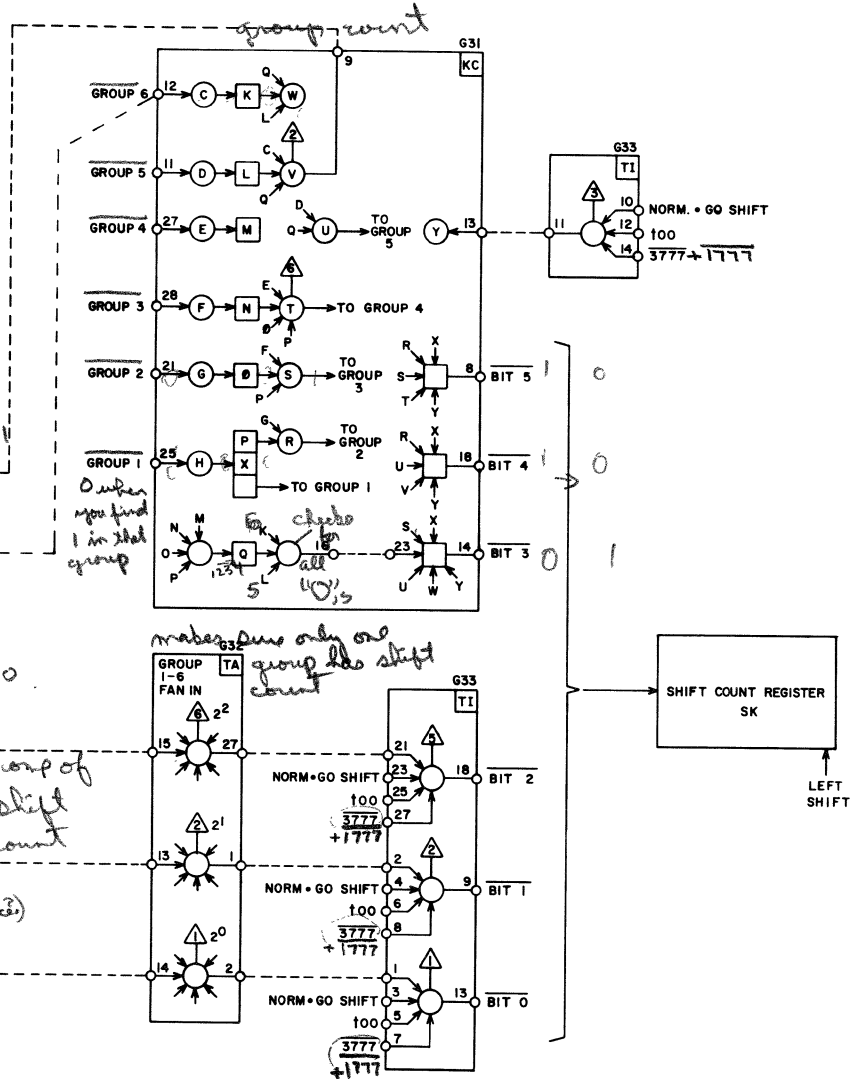
EXPONENT
12 BITS

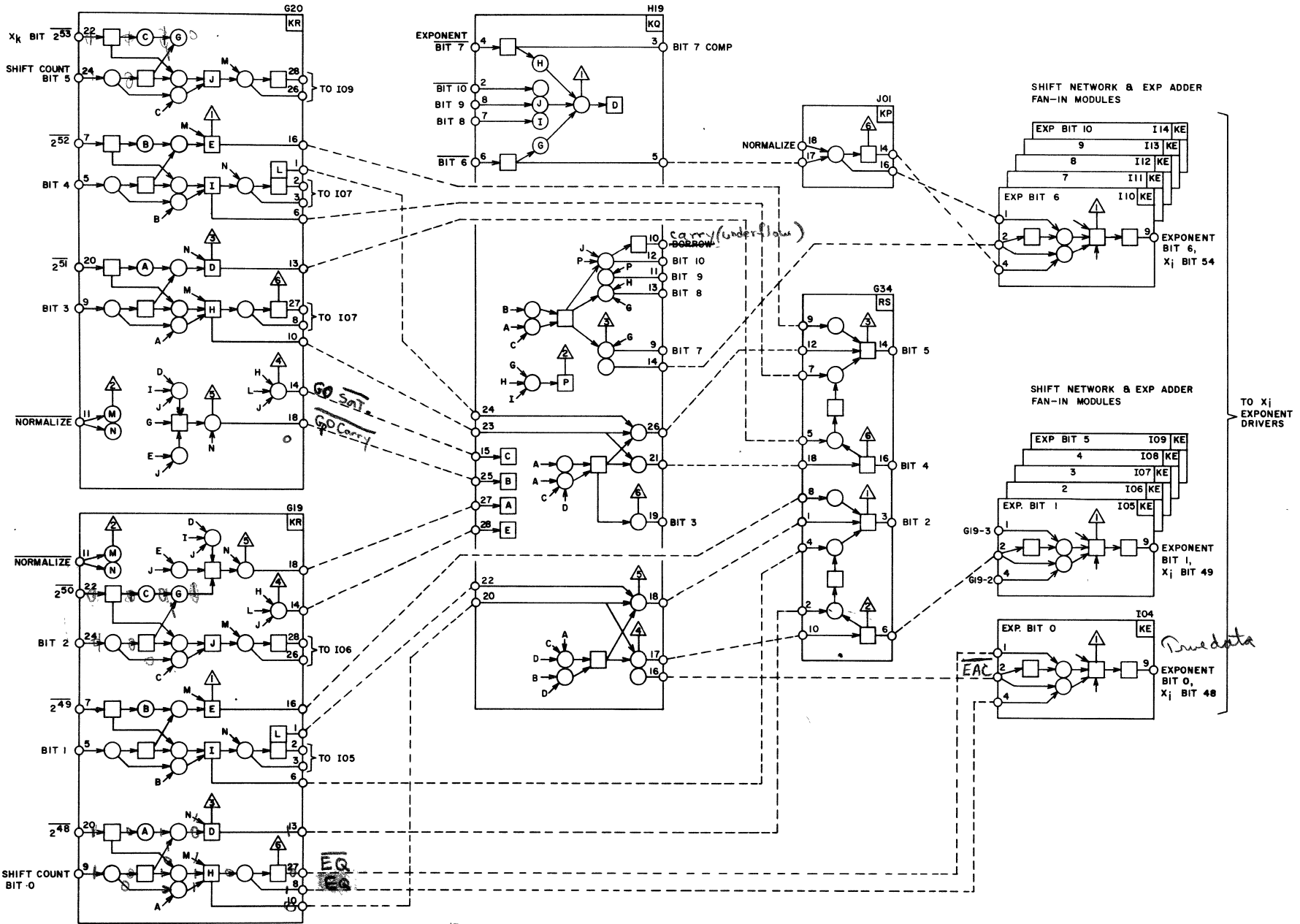
COEFFICIENT
48 BITS

$x_k + x_i$



normalize net.
(determine which most sig. "1" bit is to normalize that bit.)
(must also generate 6 bit shift counter)





1-005
 1-005
 1-005

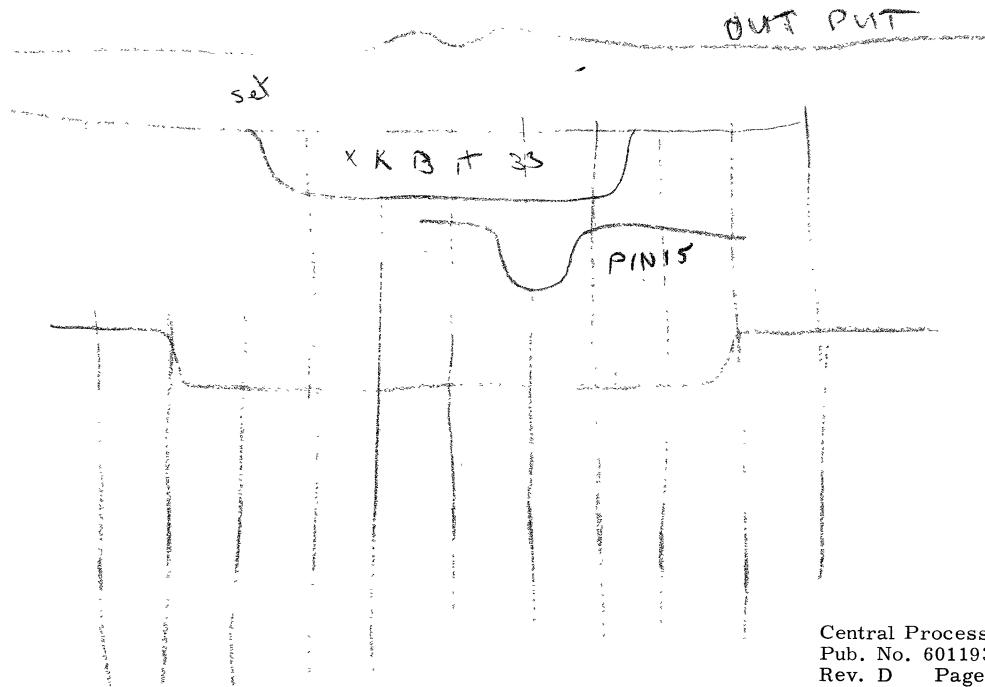
feeder reg

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR SHIFT UNIT EXPONENT ADDER	PRODUCT 6601
		SIZE DRAWING NO. C 60119300
		REV C
		SHEET 125
		41

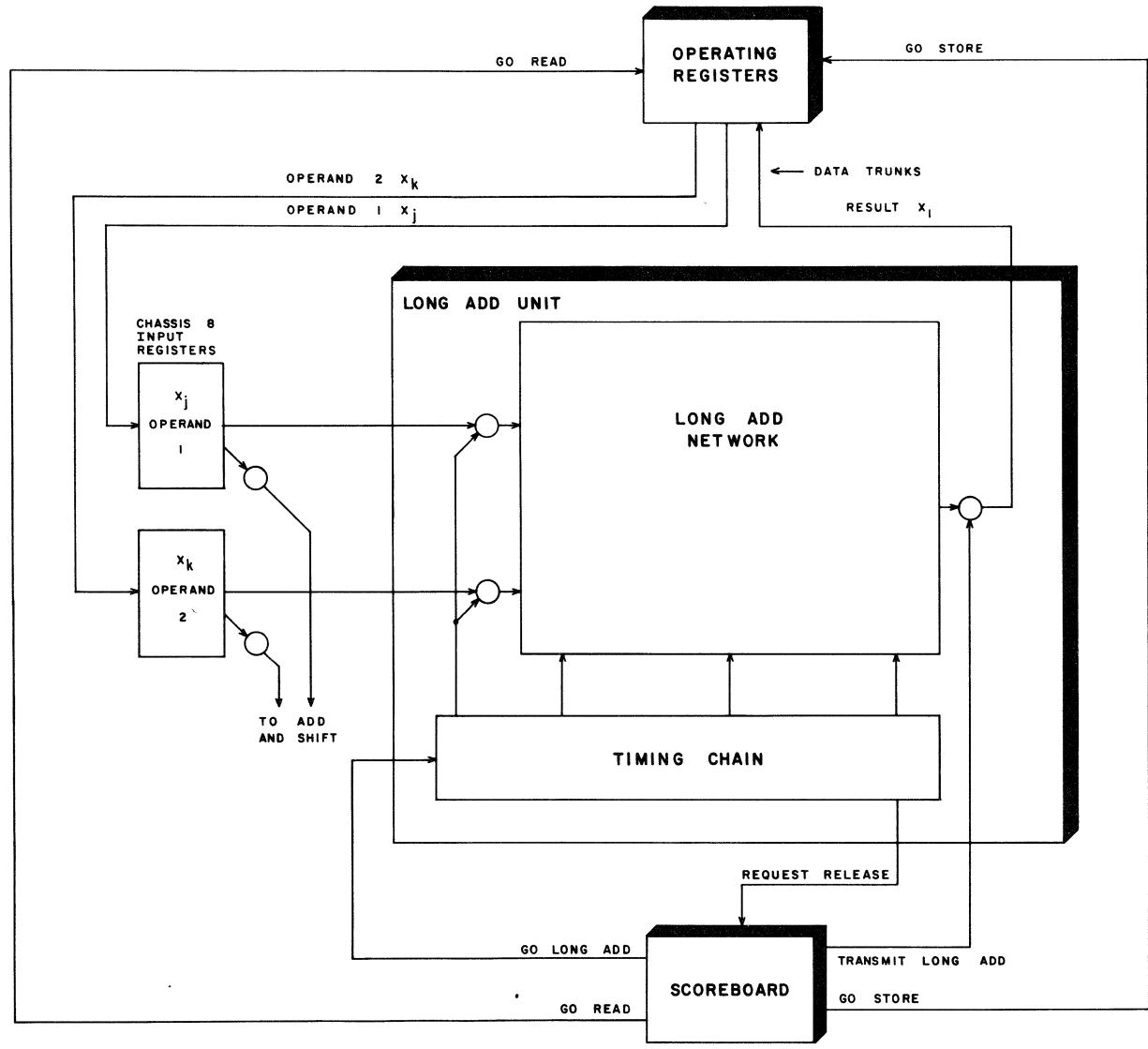
LONG ADD

Fixed point addition and subtraction in the CONTROL DATA 6601 and 6604 Central Computers are performed by the Long Add Unit on chassis 8. This unit contains all necessary registers and logic elements to form the 60-bit, fixed point sum (or difference) of two 60-bit, fixed point operands. The time required for an operation is 0.3 microseconds (3 minor cycles).

A Long Add instruction directs the unit either to add the addend X_k to the augend X_j and send the sum to X_i , or subtract the subtrahend X_k from the minuend X_j and send the difference to X_i .

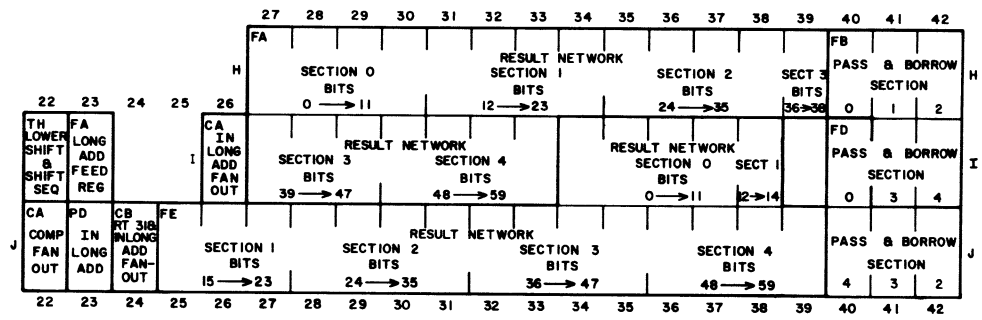
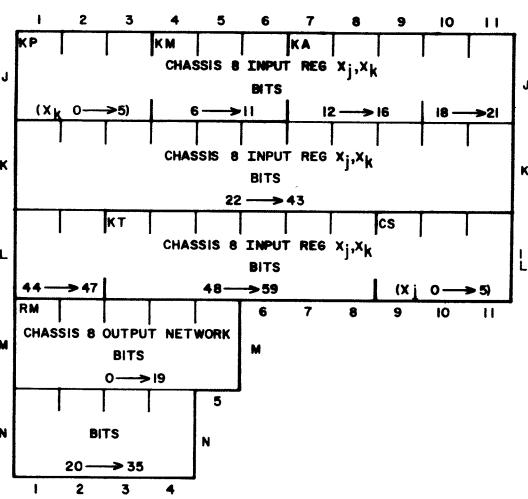
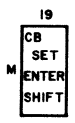
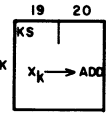
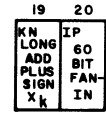
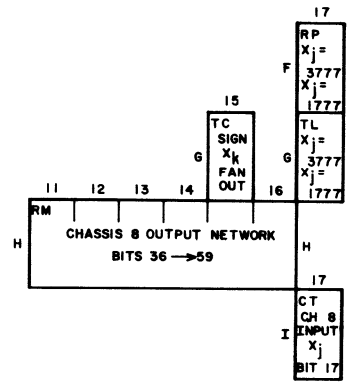
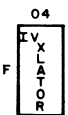


*Integer add, Integer subtract
+ check conditions for jump*



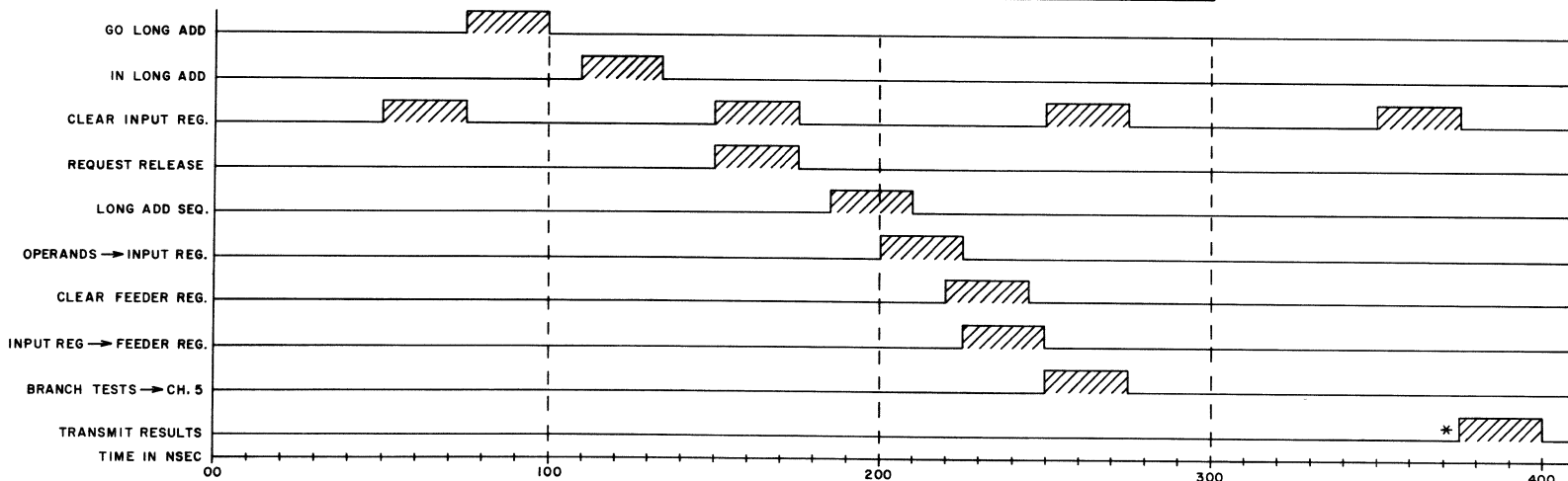
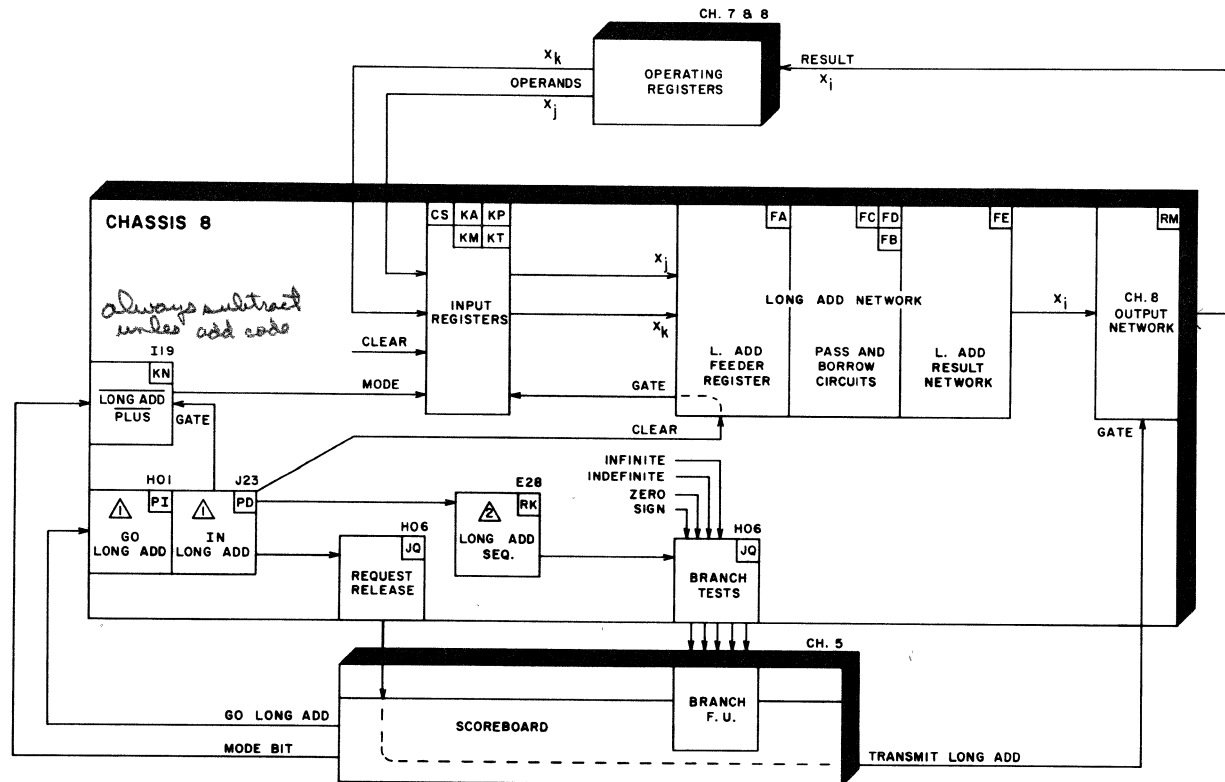
Chas. 8

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR LONG ADD UNIT BLOCK DIAGRAM	PRODUCT 6601/04	SIZE DRAWING NO. C 60119300	REV K
			SHEET 126	43



6601/04 CENTRAL COMPUTER
LONG ADD F.U. CHASSIS 8

FIXED POINT ADDITION & SUBTRACTION OF 60 BIT NUMBERS
SIGN = BIT 59
SUBTRACTIVE IN NATURE



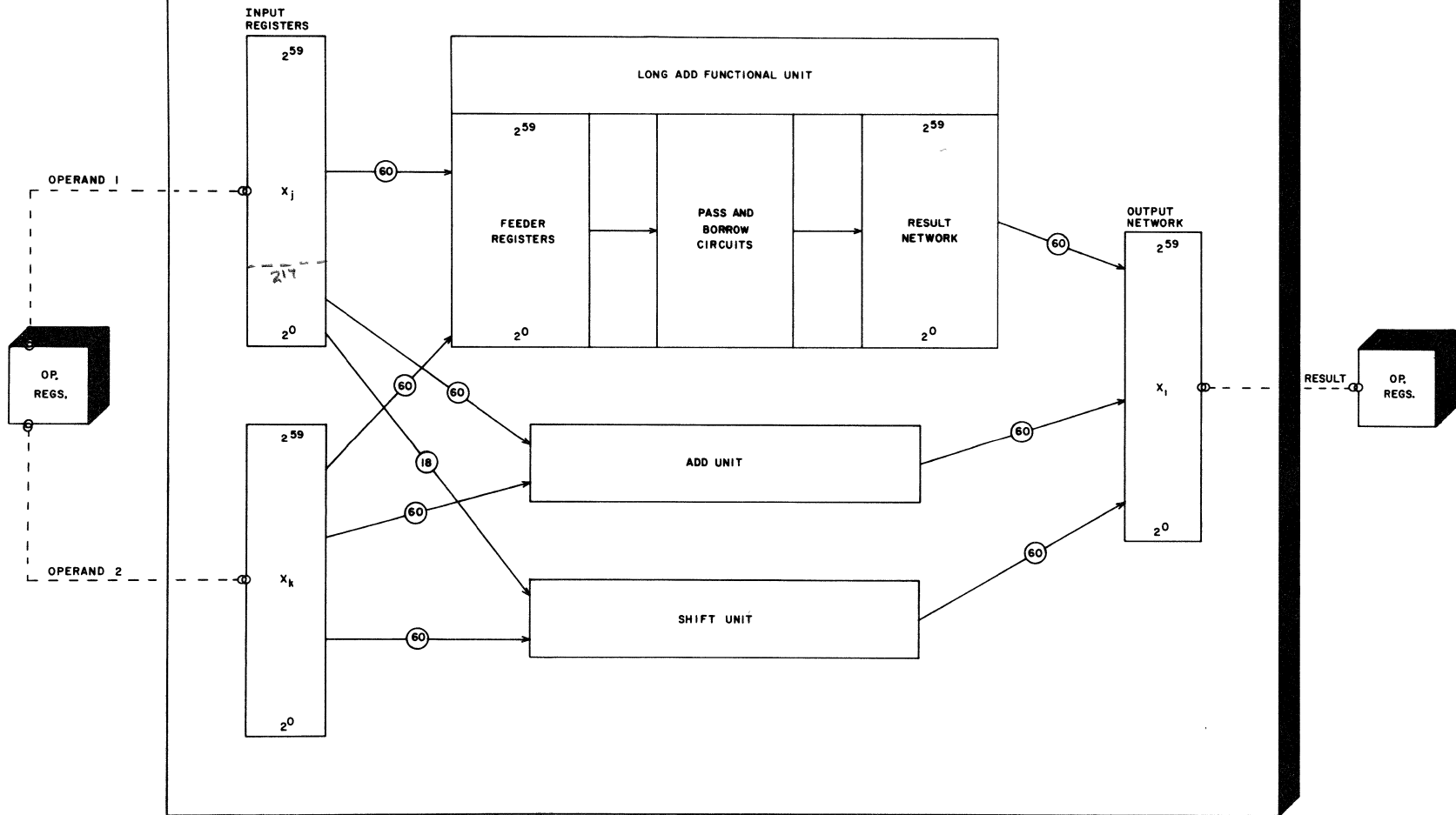
* EARLIEST POSSIBLE TIME — NO RESULT REGISTER CONFLICT.


CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
LONG ADD UNIT
TIMING CHART

PRODUCT 6601	REV D
SIZE DRAWING NO. C 60119300	SHEET 127
45	

CHASSIS 8



 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR LONG ADD UNIT BLOCK DIAGRAM DATA FLOW	PRODUCT 6601/04 SIZE DRAWING NO. C 60119300 SHEET 128	REV K 47

ADDER

The Long Add Unit performs fixed point addition and subtraction of 60-bit numbers. Negative numbers are represented in one's complement notation, and overflows are ignored. The sign bit is in the high order bit position (bit 59), and the binary point is at the right of the lowest order bit position (bit 0).

The adder is divided into three levels of operation, with three bits making up a group, four groups making up a section, and five sections making up the entire adder.

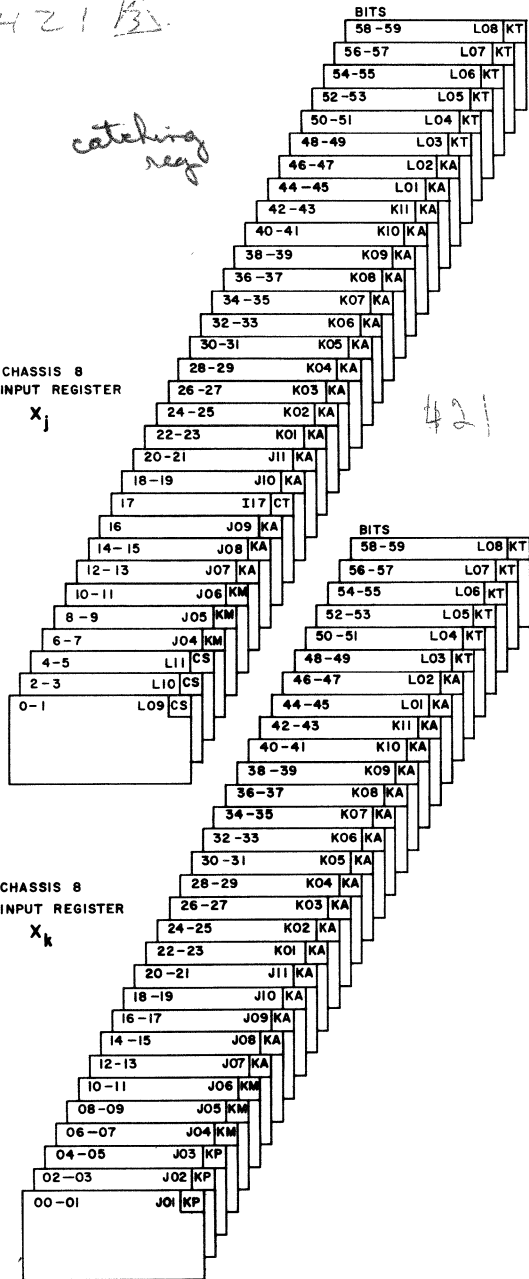
Even though the adder is subtractive in nature, the Long Add Plus mode bit gates the true value of X_k from the input register to the Feeder register. The one's complement value of X_k is gated to the Feeder register for Subtract instructions.

421 B

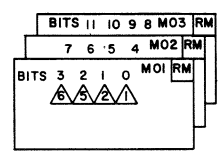
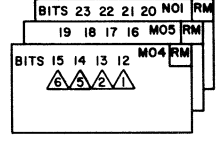
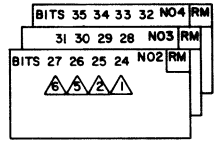
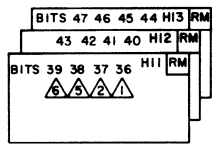
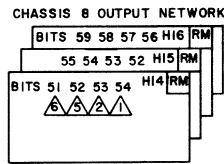
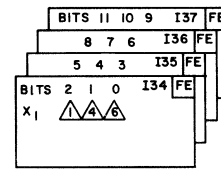
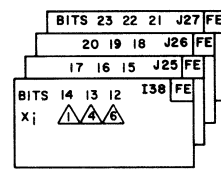
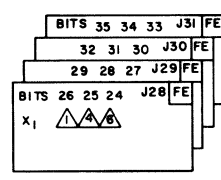
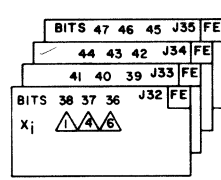
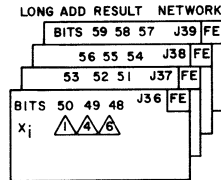
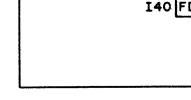
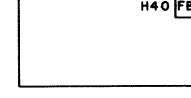
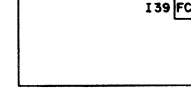
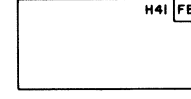
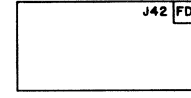
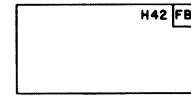
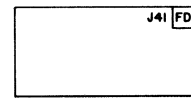
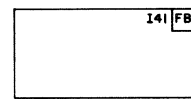
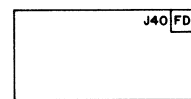
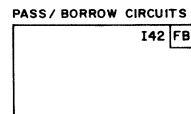
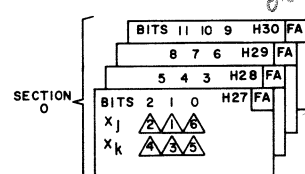
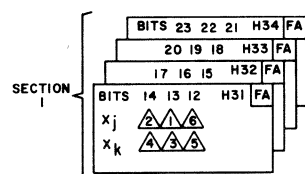
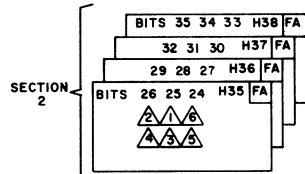
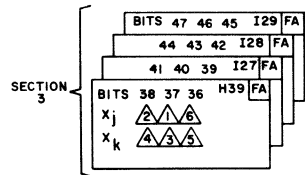
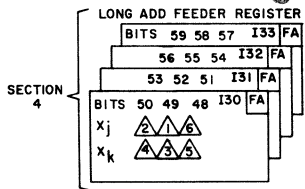
catching reg.

CHASSIS 8
INPUT REGISTER
 X_j

CHASSIS 8
INPUT REGISTER
 X_k



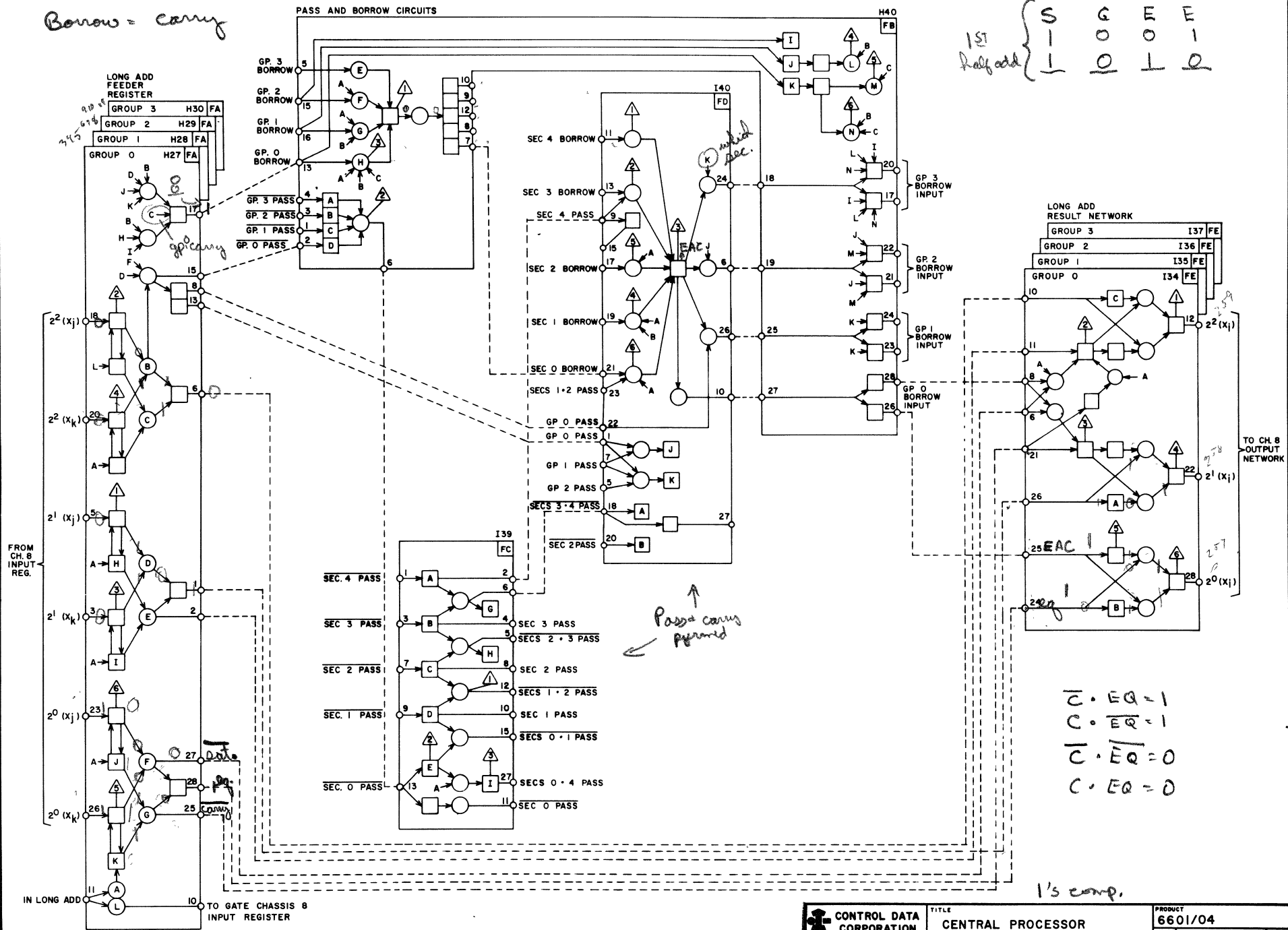
stage, group, section



4 group/sec.
3 bits/group

Borrow = carry

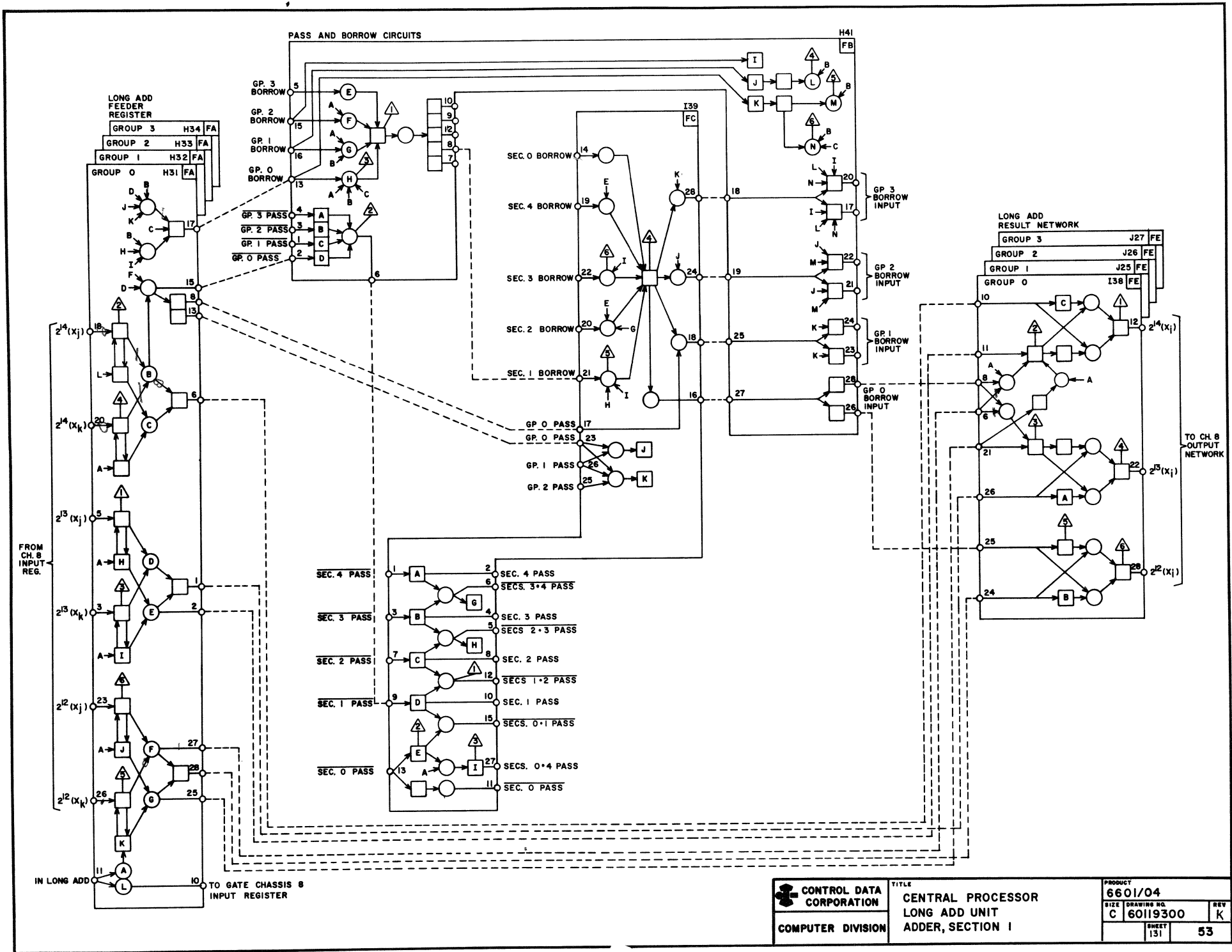
1st half add { S G E E }
 { L O L O }



no result network
 (input held in reg./fb;
 result always avail)

$$\begin{aligned} \overline{C} \cdot EQ &= 1 \\ C \cdot \overline{EQ} &= 1 \\ \overline{C} \cdot EQ &= 0 \\ C \cdot EQ &= 0 \end{aligned}$$

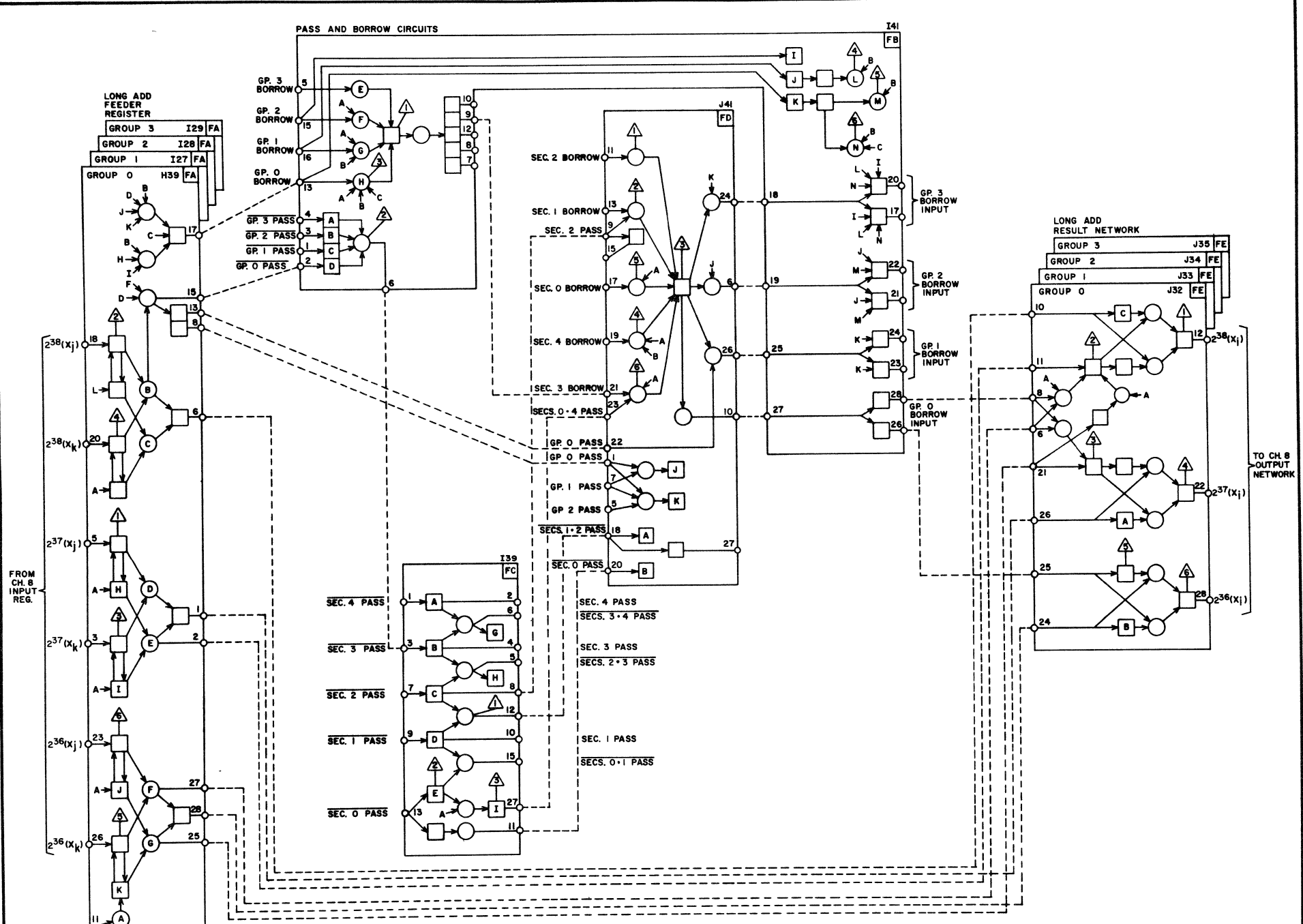
1's comp.

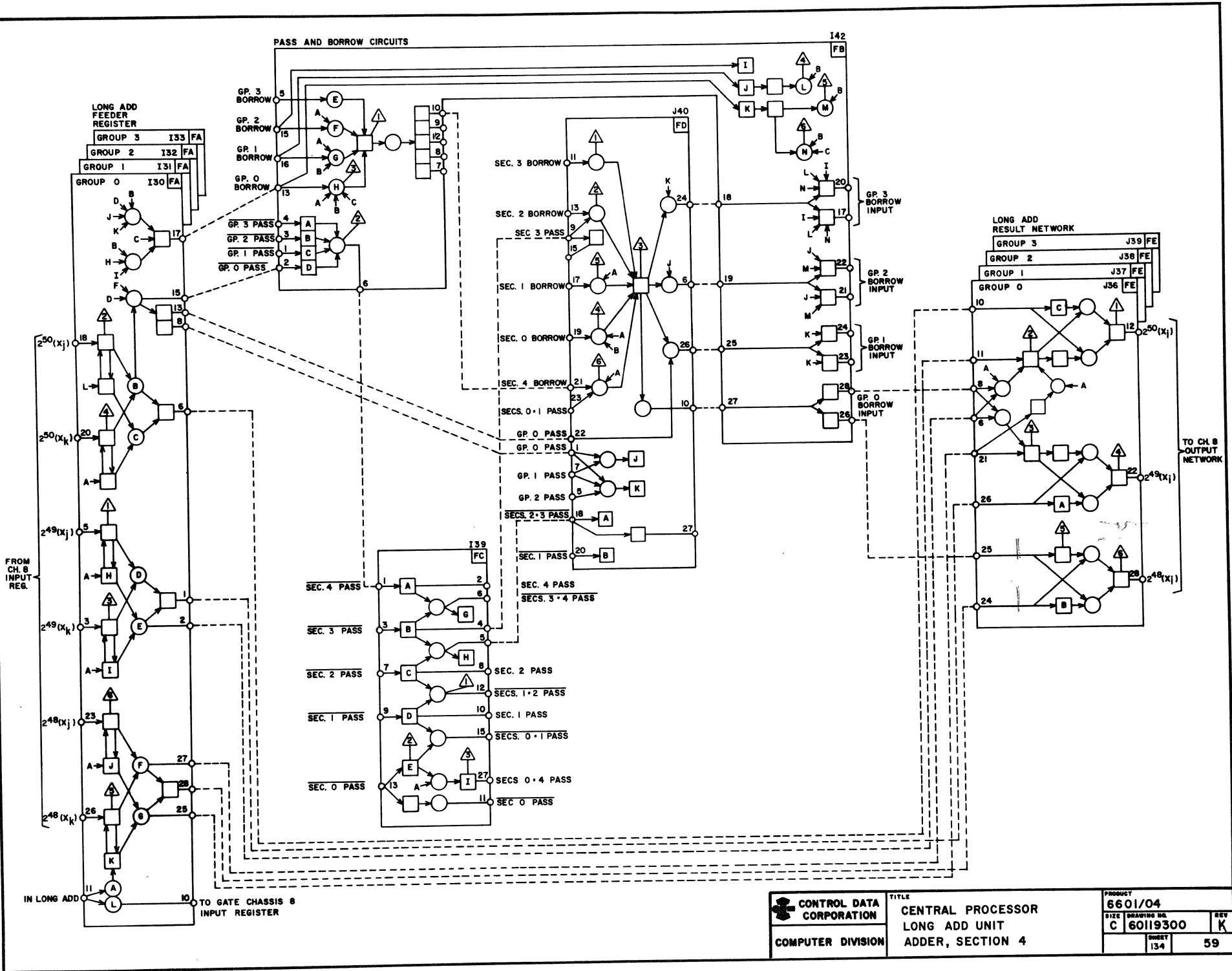


CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
LONG ADD UNIT
ADDER, SECTION I

PRODUCT
6601/04
SIZE DRAWING NO.
C 60119300
SHEET 131
REV K
53





CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
LONG ADD UNIT
ADDER, SECTION 4

PRODUCT
6601/04

SIZE | DRAWING NO.
C | 60119300

REV
K

SHEET
134

59

BRANCH TESTS

Besides being used as a fixed point adder, the Long Add Unit also serves to test certain conditions in branch instructions. For all these tests, the contents of operand register X_j are gated to the Long Add Unit (bits $2^{36} - 2^{59}$ are already on chassis 8). Here they are examined, and the resulting control bits are sent to the Branch Unit on chassis 5.

<u>Op. Code</u>	<u>Go to K if:</u>	<u>Test Performed</u>
030	$X_j = 0$	Zero
031	$X_j = 0$	Zero
032	$X_j > 0$	Sign
033	$X_j < 0$	Sign
034	X_j is in range	Range or Infinite
035	X_j is out of range	Range or Infinite
036	X_j is definite	Indefinite
037	X_j is indefinite	Indefinite

Zero Test

1. Checks all 60-bits of X_j for 0, or all for 1.
2. Valid for both fixed and floating point numbers.

If underflow occurs in a Floating Point operation, the result is treated as absolute zero. A zero quantity is packed with a zero exponent and a zero coefficient.

Sign Test

1. Examines the sign bit (2^{59}) of X_j .
2. Valid for both fixed and floating point numbers.

BRANCH TESTS (Cont.)

Range Test

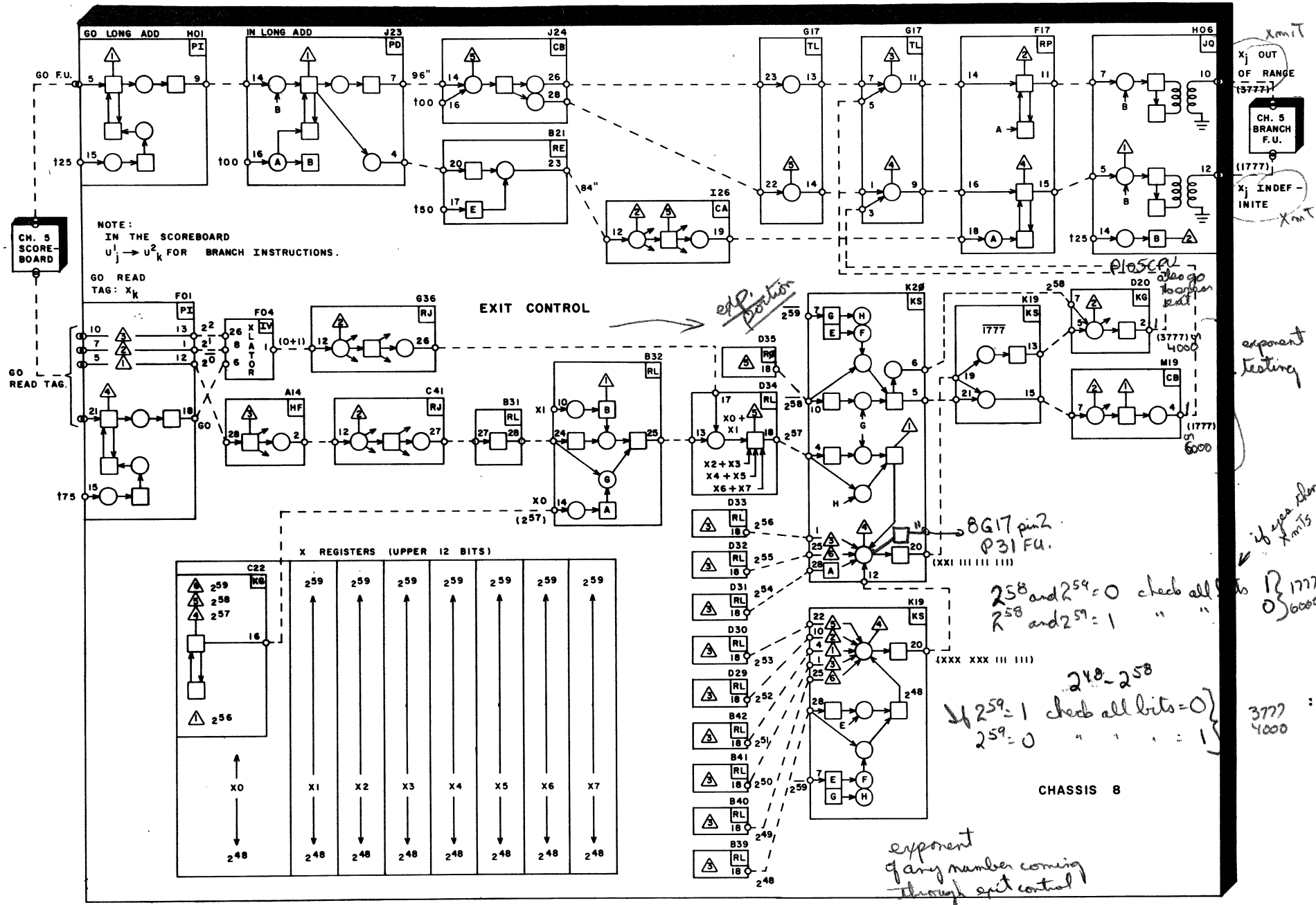
1. Checks bits $2^{48} - 2^{58}$ of X_j against 3777, or 4000
2. Valid for both fixed and floating point numbers.

If overflow occurs in a floating point operation, the result is treated as infinite. An infinite quantity is packed with an exponent of octal 3777 and a zero coefficient. Since the lower order bits are ignored for this test, near-overflow numbers (fixed and floating point) are also considered out of range if the upper 12-bits are 3777 (or 4000).

Indefinite Test

1. Checks bits $2^{48} - 2^{58}$ of X_j against 1777, or 6000
2. Valid for floating point numbers only.

The use of either infinity or zero as operands in a floating point operation may produce an indefinite result. An indefinite quantity is packed with an exponent of octal 1777 and a zero coefficient.

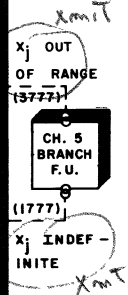
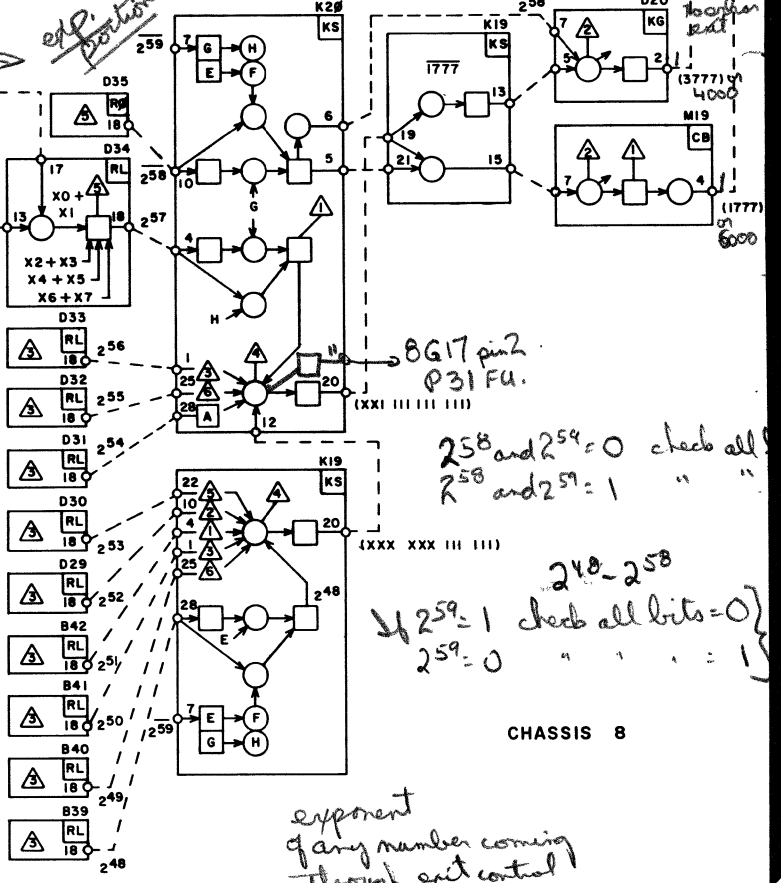
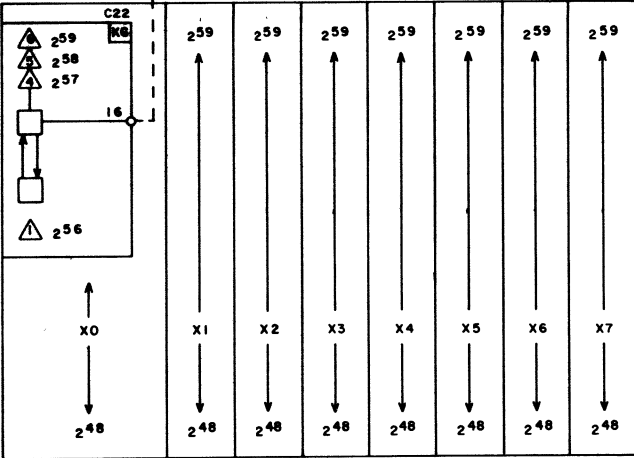


NOTE:
IN THE SCOREBOARD
 $U_j \rightarrow U_k$ FOR BRANCH INSTRUCTIONS.

GO READ TAG: X_k

EXIT CONTROL

X REGISTERS (UPPER 12 BITS)



exponent testing

if eyes show Xmits

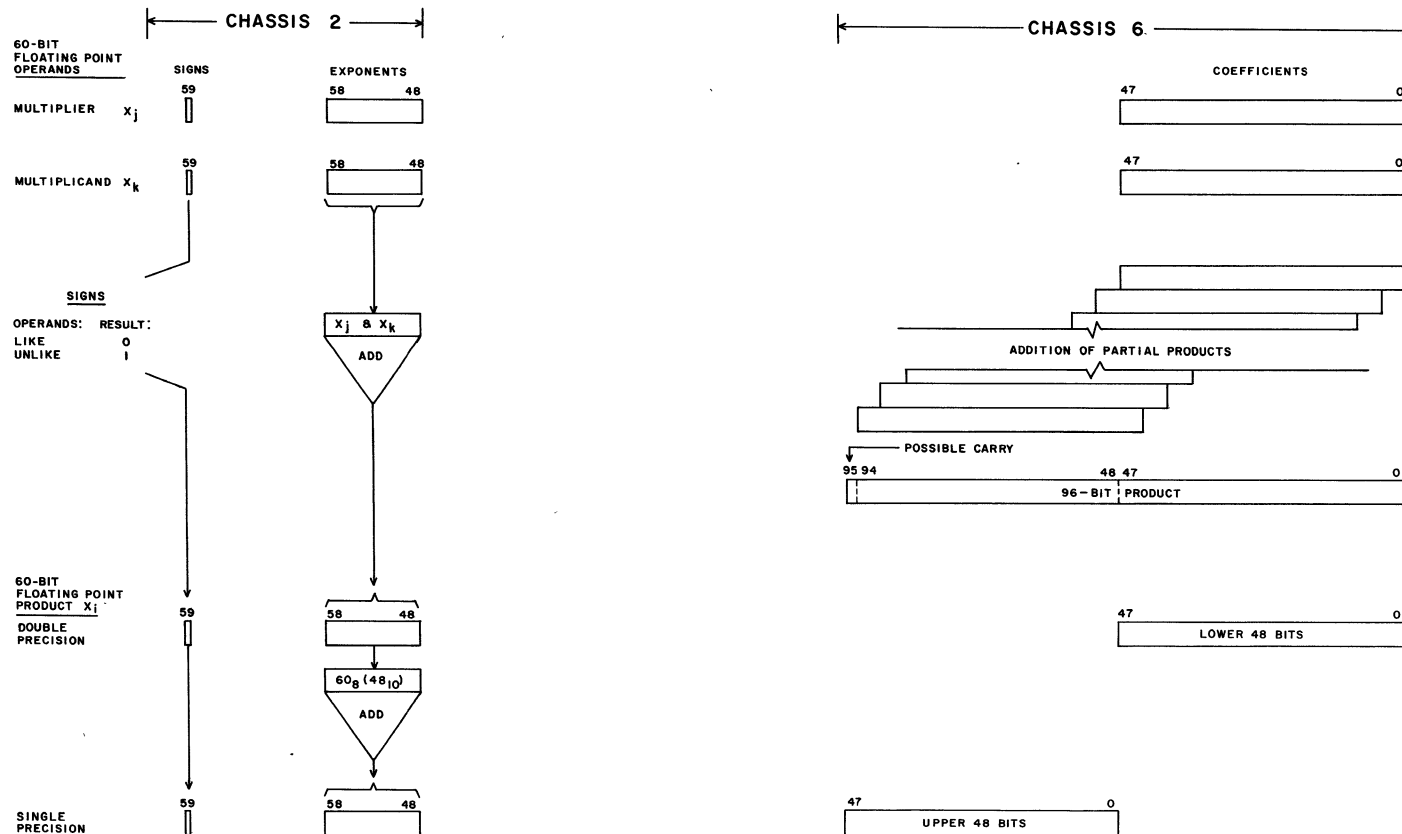
1777
6000

3777
4000

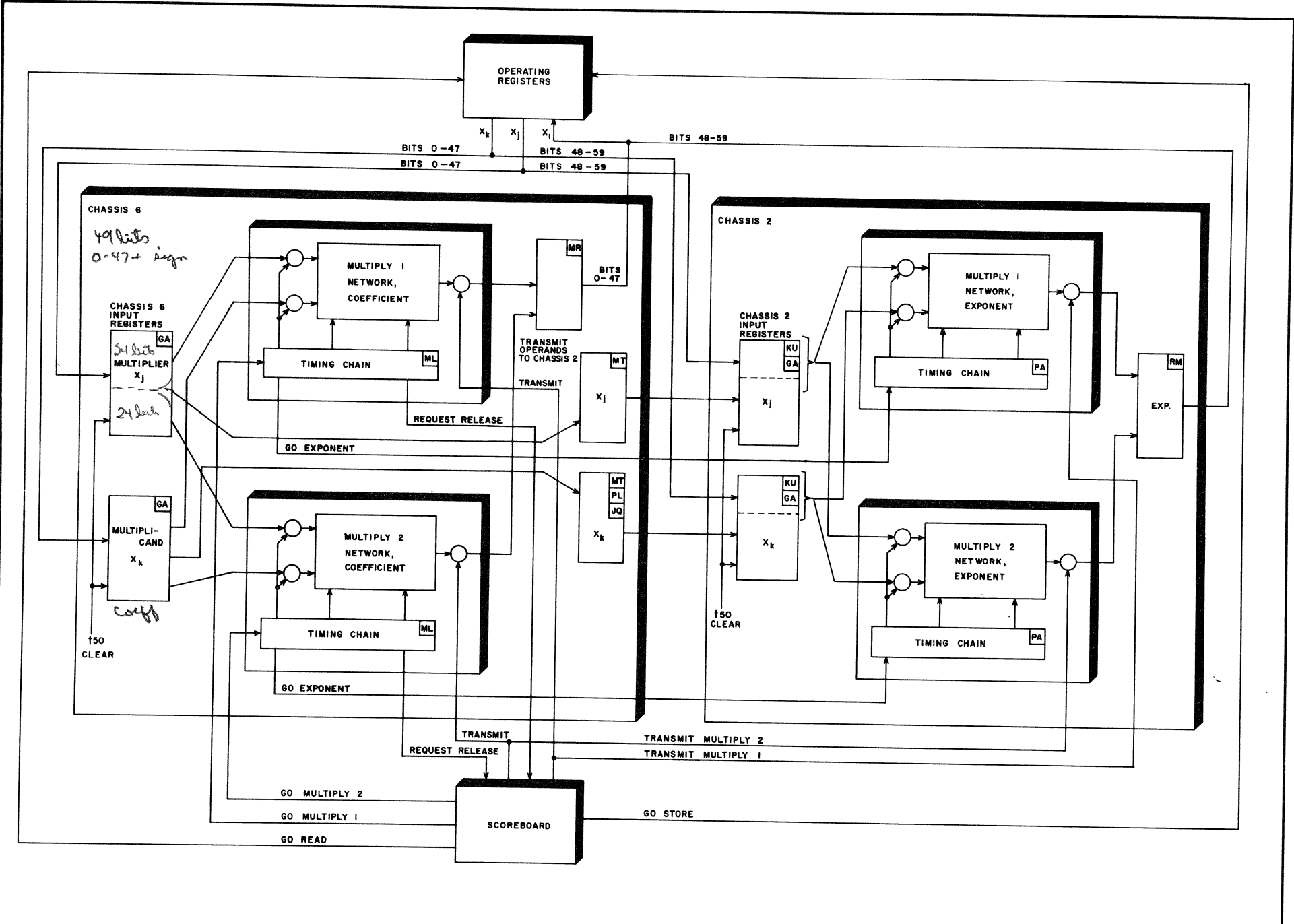
MULTIPLY

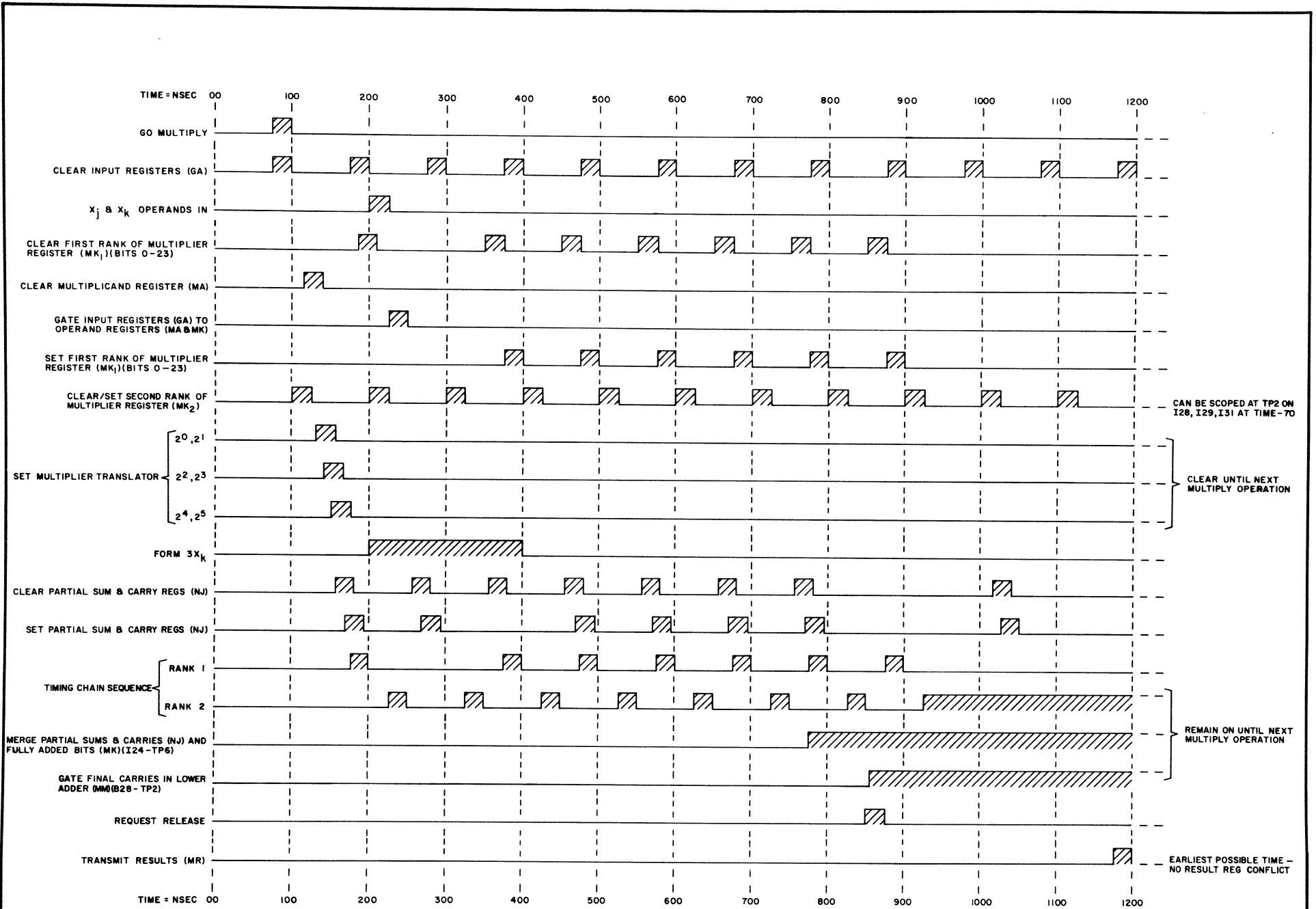
Multiplication in the CONTROL DATA 6601 Central Computer is performed by two identical multiply units. Each of these units contains all necessary registers, adders, and logic elements to form the 60-bit, floating-point product of two 60-bit, floating-point operands. A given multiply instruction may be performed by either unit if the other unit is busy. The time required for a multiplication is one microsecond (10 minor cycles).

A Multiply instruction directs the available unit to take the multiplier X_j times the multiplicand X_k and send the product to X_i . The coefficient portions of operands X_j and X_k are sent to chassis 6 where they are multiplied by a method using addition of partial products. The exponents are sent to chassis 2 to be added.



TO NORMALIZE, COEFFICIENT IS SHIFTED LEFT 1 PLACE;
EXPONENT IS REDUCED BY 1.





MULTIPLY, COEFFICIENT

The Go signal to one of the multiply units directs that unit to take the two 48-bit quantities from the chassis 6 input registers and form their 96-bit product. The Go signal is timed so that the chassis 6 input registers are sampled while they are holding the multiply operands X_j and X_k .

The multiplicand X_k is brought into a holding register where it remains during the entire operation. Three multiplied values of X_k are then formed: X_k times one, times two, and times three. These values are held available during the entire operation.

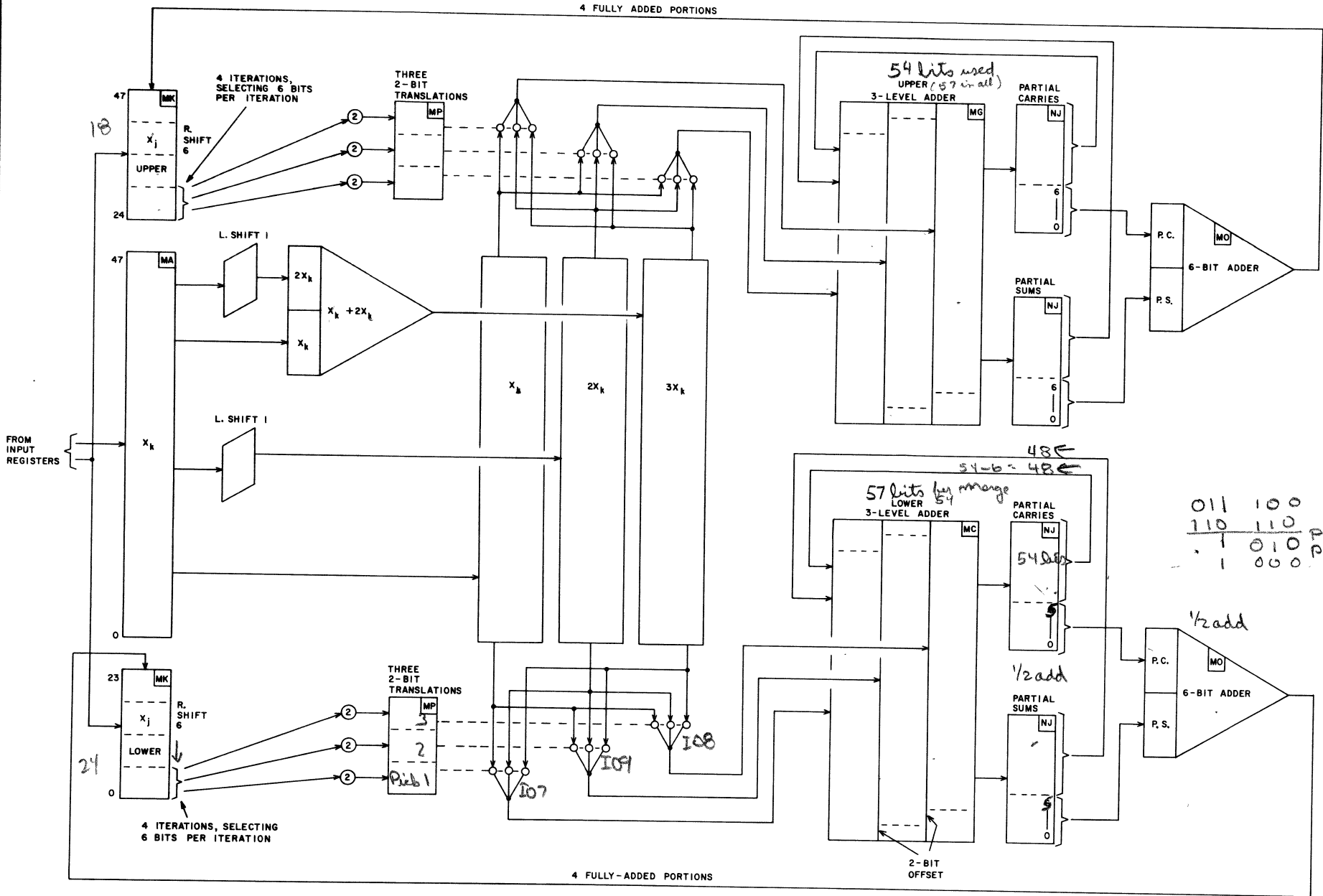
The multiplier X_j is divided into two 24-bit quantities, upper and lower. These two portions are set into registers which perform a 6-place right shift after each iteration.

Four iterations are required to multiply the two 48-bit operands. At the start of each iteration, three 2-bit translations are made from the lower six bits of the quantities held in the upper and lower multiplier registers. These translations select the multiplied values of X_k ($3X_k$, $2X_k$, X_k , or zero) which are to be added in that iteration. The quantities specified by the upper and lower multipliers are gated into the upper and lower three-level adders, respectively. The result of each of the three-level additions is a set of partial sums and partial carries, which are brought out separately and placed in separate registers. During the next iteration, these partial sums and carries (right-shifted 6 places) are fed back into the three-level adders to be added into the partial product; the final addition for the partial sums and carries resulting from the fourth iteration is performed during merge.

The lower six bits of both the upper and lower partial sums and carries are fully added in separate 6-bit adders during the latter part of each iteration. If either of these additions results in a carry to a seventh place, the carry is placed in stage 0 of the respective upper or lower partial carry register.

At the end of each iteration, a 6-place right shift is performed on both the upper and lower portions of the multiplier X_j . The multiplier bits used in the previous iteration are discarded. As the multipliers are shifted, the upper bits of the registers are refilled with the fully added output of the 6-bit partial sum and carry adders. At the end of four iterations, the lower multiplier register holds the fully added lower 24 bits of the final 96-bit product. The upper multiplier register holds only 18 bits because all of the upper partial sums and carries (except the upper 15) from the fourth iteration are sent directly to the lower adder for merge. The 18 bits in the upper multiplier register are added with lower partial sums and carries on merge to form bits 24 through 41 of the final 96-bit product.

4 FULLY ADDED PORTIONS



4 FULLY-ADDED PORTIONS

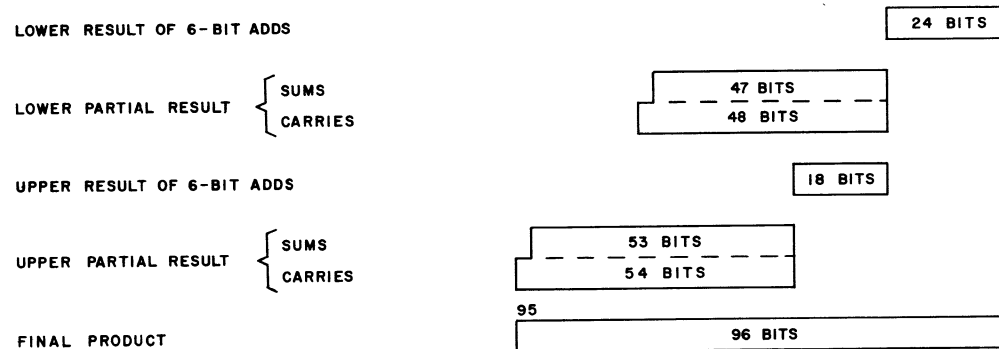
MERGE

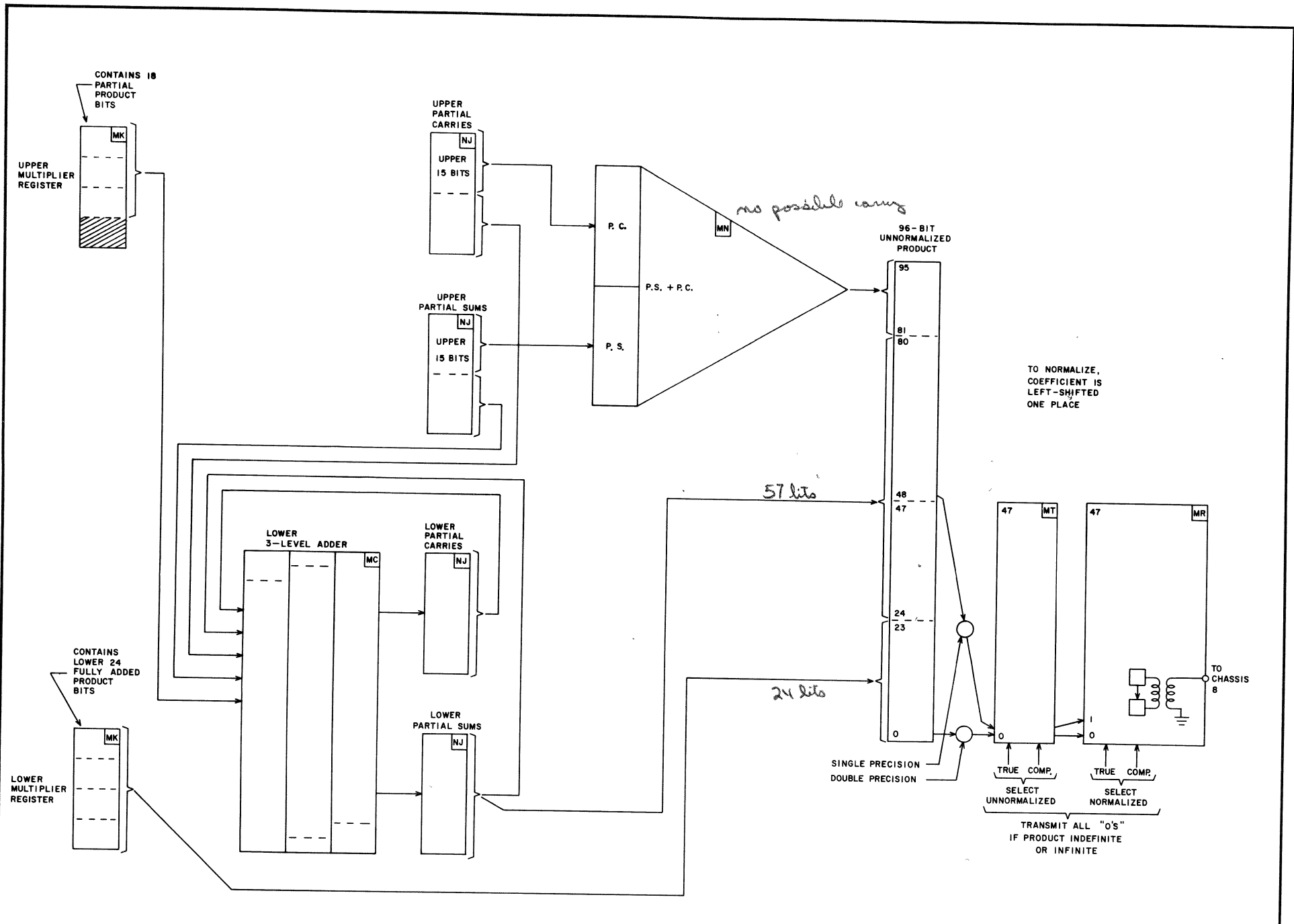
The final 96-bit product is formed by merging the upper and lower partial sums and carries with the fully added contents of the upper and lower multiplier registers. The lower 24 bits of the final product are taken directly from the lower multiplier register, which contains the quantities produced by the lower 6-bit adder during each of the four iterations. Bits 24 through 80 of the final product are produced in the lower adder. Bits 24 through 41 are produced by merging lower partial sums and carries with the fully added 18-bit quantity in the upper multiplier register. The upper multiplier register receives only three 6-bit quantities; all partial sums and carries (except the upper 15) from the upper adder on the fourth iteration are sent directly to the lower adder for the merge operation. Final product bits 42 through 80 result from the 4-level add of upper and lower partial sums and carries. Bits 81 through 95 are not produced by the lower adder. These bits result from adding the upper partial sums and carries in a special 2-level adder used only during merge.

The result bits 24 through 80 from the lower adder are sent to the lower partial sum register. The final 96-bit product is therefore sent to the output network from three sources; the lower multiplier register, the lower partial sum register, and the upper 2-level merge adder.

MERGED QUANTITIES

POSITIONS





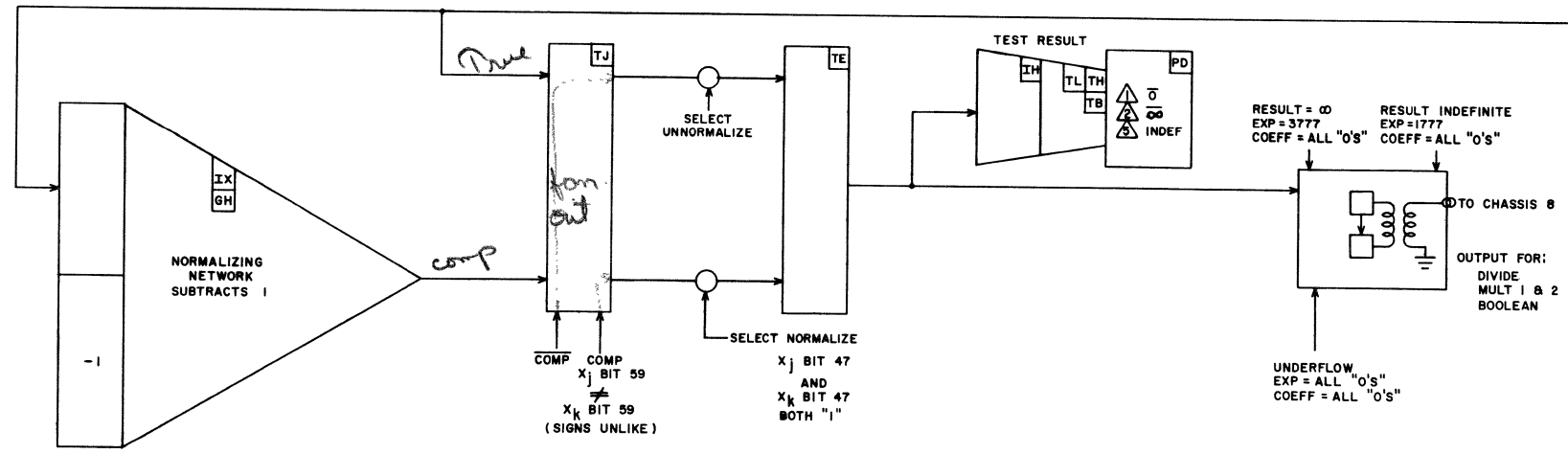
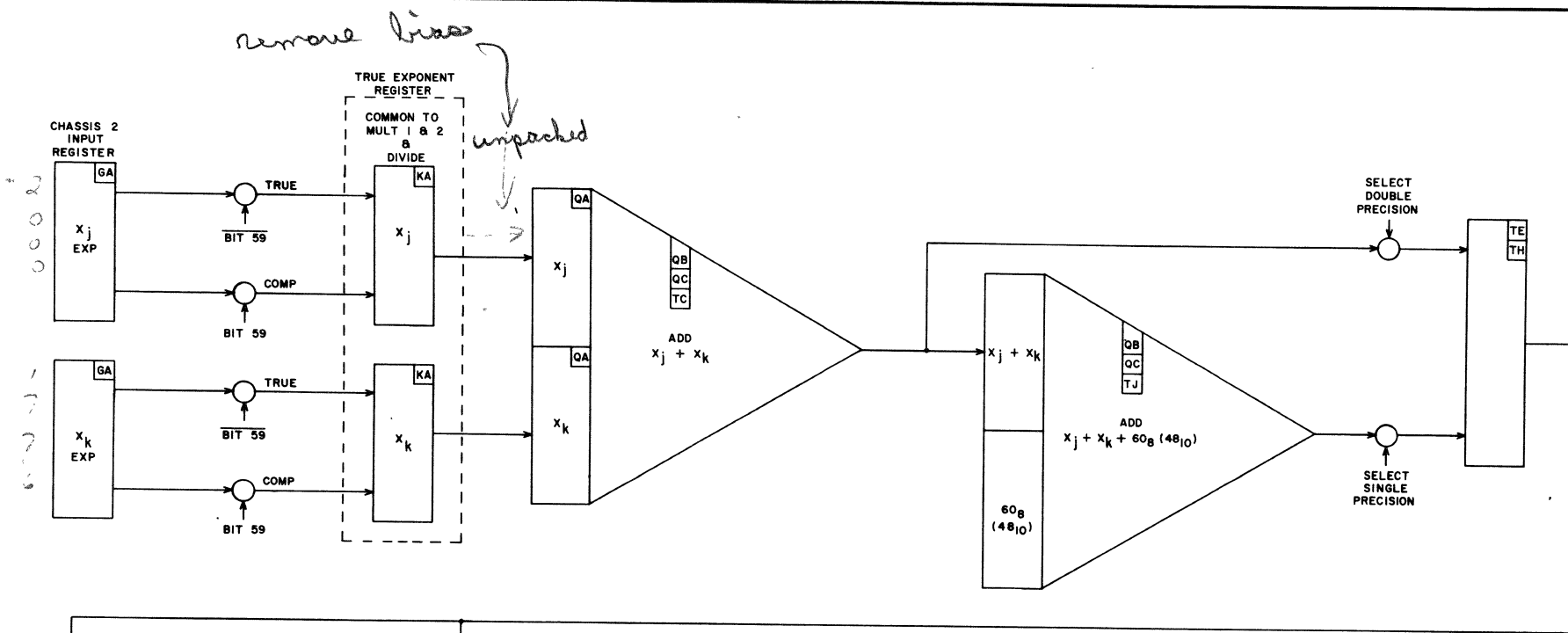
MULTIPLY, EXPONENT

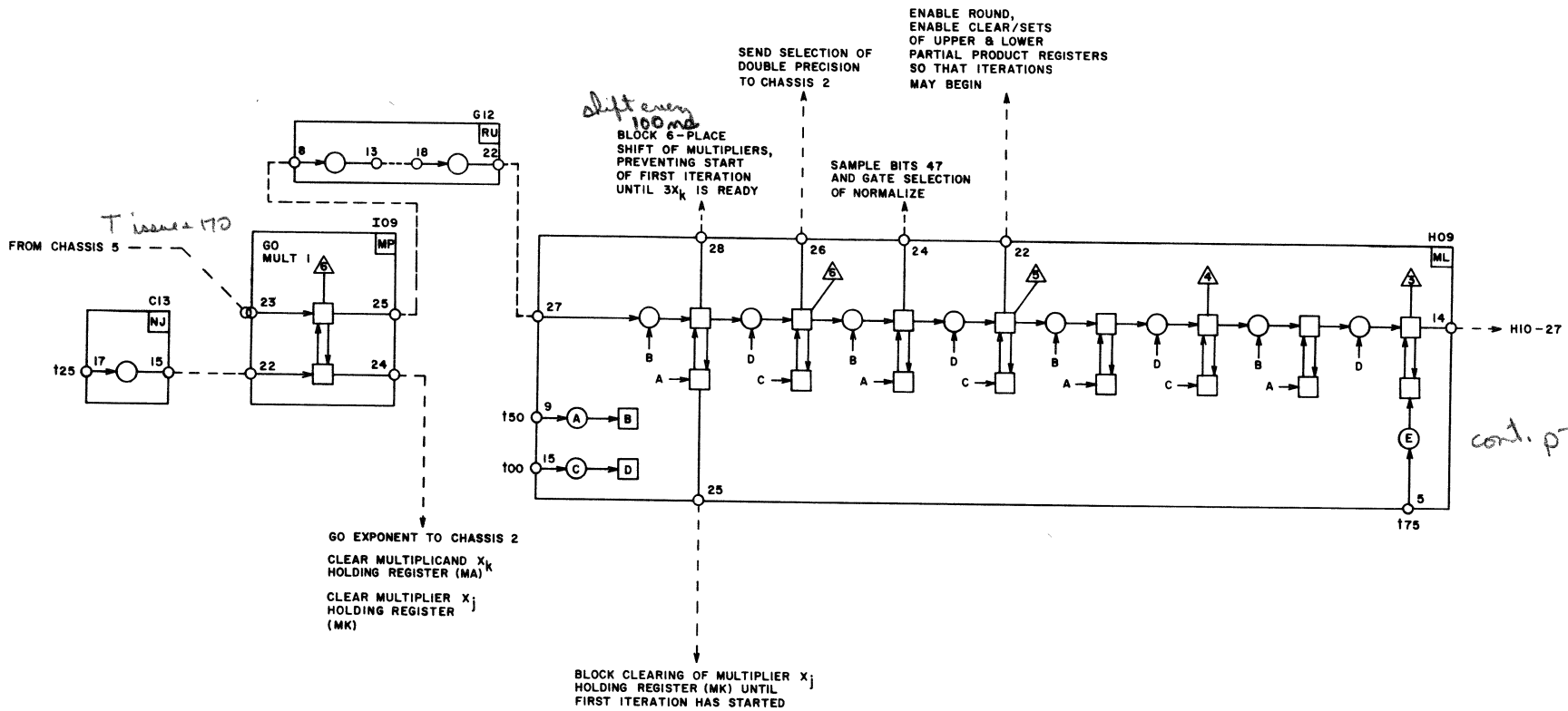
All exponent arithmetic for the two multiply units is performed on chassis 2. The exponent portions of the two operands are sent directly to chassis 2 from the operating registers. The multiply unit receiving the Go signal on chassis 6 re-transmits the Go signal to the respective exponent arithmetic logic on chassis 2.

The final product exponent is found by adding the operand exponents according to the rules of exponential numbers. This exponent, produced by the direct addition, is the double-precision exponent; it is used if bits 0 through 47 of the 95 bit product are selected. The quantity 60_8 (48_{10}) must be added to the double-precision exponent to obtain the single-precision exponent; this is used if bits 48 through 95 of the 95-bit product are selected.

If it is necessary to normalize the product, the quantity 1 is subtracted from the result exponent. This is because in normalizing, the final product coefficient is left-shifted one place.

The final result exponent is tested to determine if the product is valid. If the product is infinite or indefinite, an Error signal is transmitted to chassis 6 and the final coefficient is held to all "0's".





NOTES:

1. ALL LOCATIONS ON CHASSIS 6.
2. MULTIPLY 1 IS SHOWN, MULTIPLY 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY TIMING CHAIN, CHASSIS 6	PRODUCT 6601/04/13/14
		SIZE DRAWING NO. C 6019300
		REV AH
		SHEET 141
		73

CHASSIS 6 INPUT REGISTERS

Chassis 6 contains the coefficient arithmetic logic of both Multiply 1 and Multiply 2 functional units. Since no other operations are performed on chassis 6, its input registers are only 48 bits in length. The exponents of the two operands are not sent to chassis 6 but instead go directly to the input registers on chassis 2.

The input registers on chassis 6 are shared by both Multiply 1 and 2. The unit receiving the Go signal samples the input registers and performs the multiply operation.

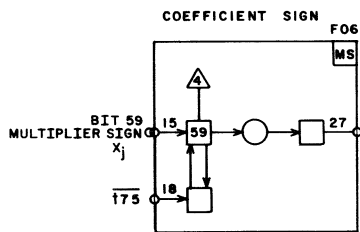
The two operands are held in the chassis 6 input registers for a time of approximately 100 nanoseconds. During this time, the operands are transmitted on to chassis 2, and the chassis 6 input registers are then cleared. If a multiplication is to be performed, the operation is timed so that one of the multiply units receives a Go signal and samples the operands while they are held in the chassis 6 input registers.

The coefficient sign (bit 59) of each operand is sent to both chassis 2 and chassis 6. A sign bit of "1" indicates a negative operand. The input registers always contain the true value of the operands, but since negative numbers are handled in one's complement form, a sign bit of "1" gates the complement of the quantity into the multiply unit.

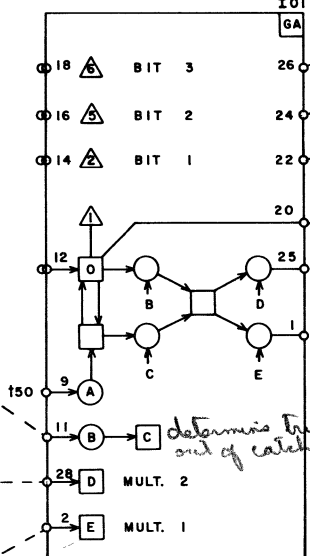
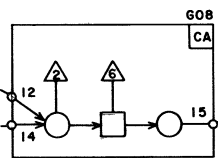
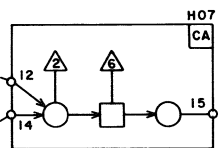
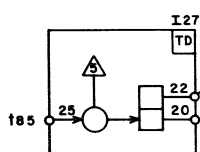
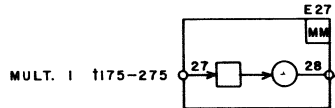
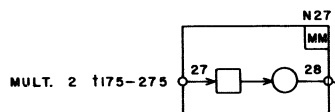
BITS 48-59 GO DIRECTLY TO CHASSIS 2 INPUT REGISTER

44 - 47	GA
J05	
40 - 43	GA
J04	
36 - 39	GA
J03	
32 - 35	GA
J02	
28 - 31	GA
J01	
24 - 27	GA
I06	
20 - 23	GA
I05	
16 - 19	GA
I04	
12 - 15	GA
I03	
8 - 11	GA
I02	
4 - 7	GA
I01	

N07	
42 - 47	JO
N06	
36 - 41	PL
N05	
30 - 35	PL
N04	
24 - 29	PL
N03	
21 - 23	MT
N02	
18 - 20	MT
N01	
15 - 17	MT
M07	
12 - 14	MT
M06	
9 - 11	MT
M05	
6 - 8	MT
M04	
3 - 5	MT

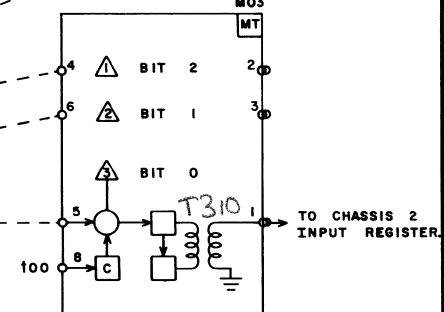


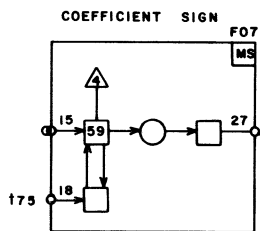
X_j



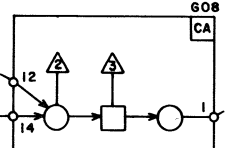
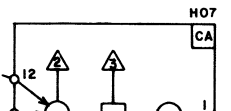
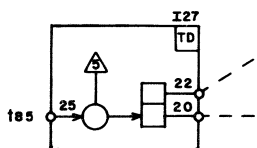
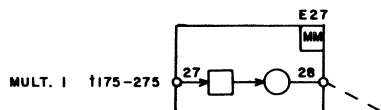
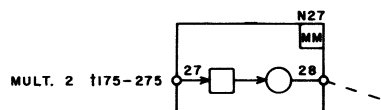
determine true or comp data out of catch reg into mult. I - mult II

set up at iss. +270



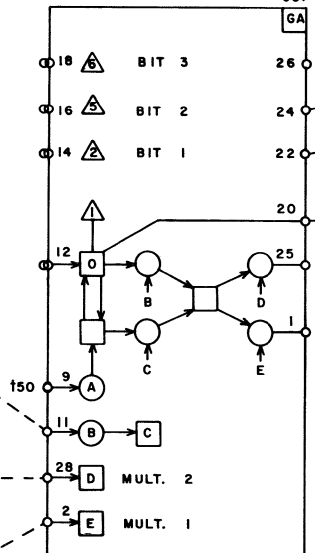


X_k
(same notes as pre page)

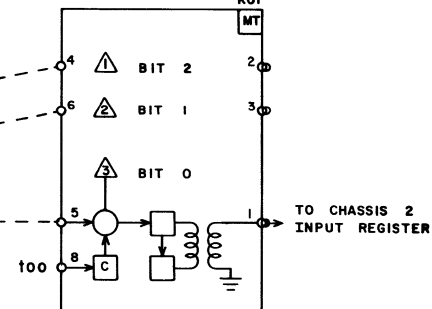


BITS 48-59 GO DIRECTLY TO CHASSIS 2 INPUT REGISTER

44-47	GA	H06
40-43	GA	H05
36-39	GA	H04
32-35	GA	H03
28-31	GA	H02
24-27	GA	H01
20-23	GA	G06
16-19	GA	G05
12-15	GA	G04
8-11	GA	G03
4-7	GA	G02
	GA	G01



45-47	MT	M02
42-44	MT	M01
39-41	MT	L07
36-38	MT	L06
33-35	MT	L05
30-32	MT	L04
27-29	MT	L03
24-26	MT	L02
21-23	MT	L01
18-20	MT	K07
15-17	MT	K06
12-14	MT	K05
9-11	MT	K04
6-8	MT	K03
3-5	MT	K02
	MT	K01



TO CHASSIS 2 INPUT REGISTER

CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
MULTIPLY 1 & 2
MULTIPLICAND X_k
INPUT REGISTER, CHASSIS 6

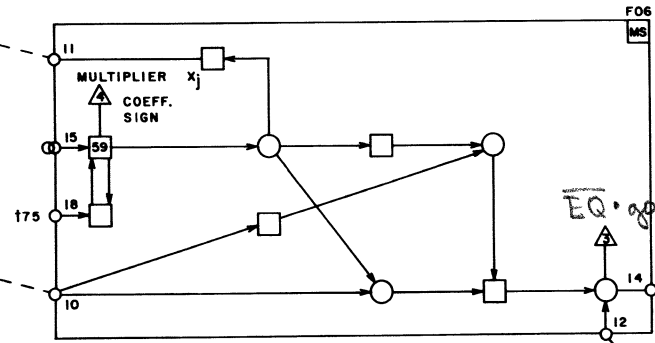
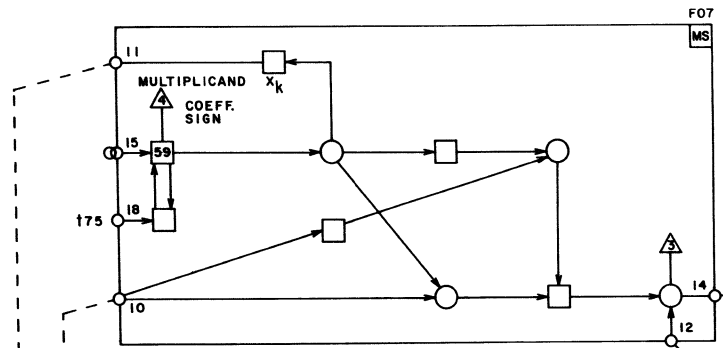
PRODUCT
6601
SIZE C
DRAWING NO. 60119300
SHEET 144
REV BT
79

SIGN RECORD

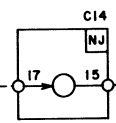
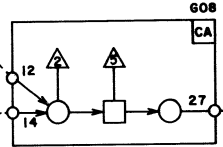
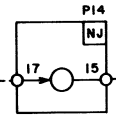
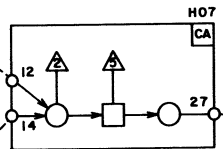
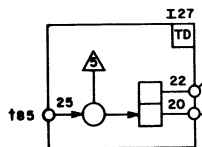
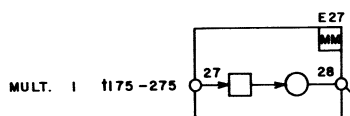
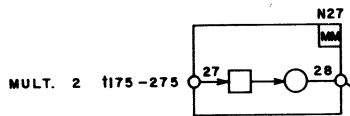
The sign of the product is determined according to standard rules. If the operands are of the same sign, the product is positive. If the operand signs are unlike, the product is negative.

A comparison test is always performed on the signs of the two operands coming into chassis 6. If a multiplication is not performed, the result of the comparison is not used. However, if either multiply unit has received a Go signal, the result of the comparison is stored and held until the end of the operation.

The sign of the final product is determined by the state of the Sign Record flip-flop of the respective multiply unit. If the initial operand signs are the same, the Sign Record flip-flop remains clear. This indicates a positive final product positive with a sign bit of "0". If the initial operand signs are unlike, the Sign Record flip-flop is set, indicating a negative product with a sign bit of "1".



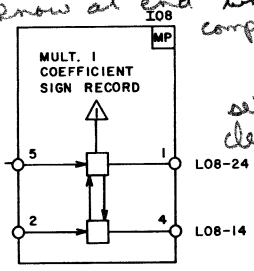
EQ. of mult. 1
select I₂ II



to same coef. sign to know at end whether to comp. or not

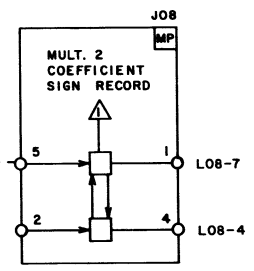
*set - unlike sign
clear - like sign*

CLEARED BY TRANSMIT MULT. 1



SIGN RECORD FF IS SET IF SIGNS ARE UNLIKE

CLEARED BY TRANSMIT MULT. 2



MULTIPLIER X_j

The 48-bit multiplier X_j is divided into upper and lower halves of 24 bits each. These two quantities are placed in registers which perform a 6-place right shift at the end of each iteration.

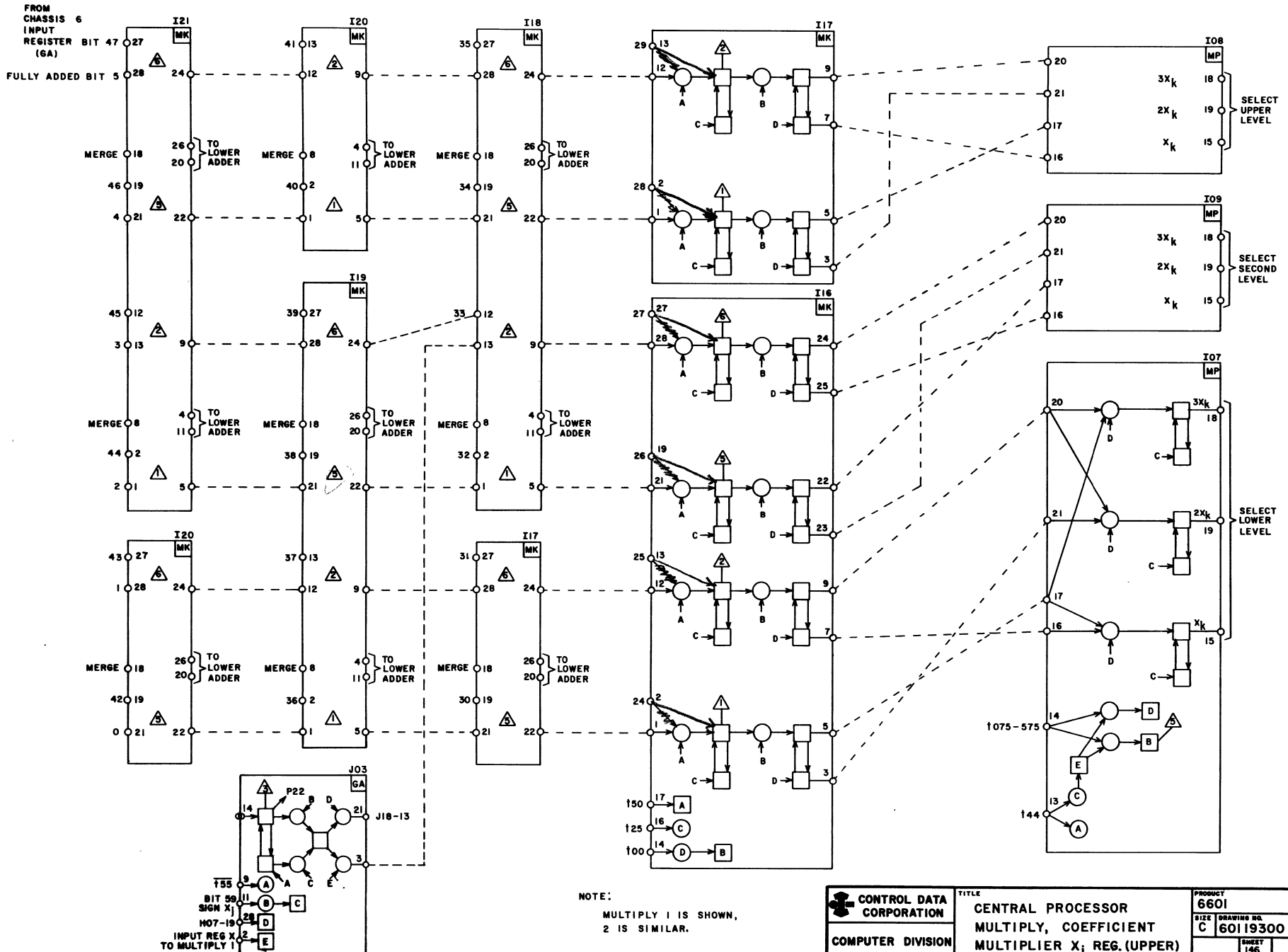
The lower 6 bits of each of the multiplier sections select quantities to be added to the partial product on each iteration. The multiplier is thereby processed 12 bits at a time, enabling a 48-bit multiplication to be performed in 4 iterations.

At the beginning of each iteration, the lower 6 bits of each multiplier are examined to select 3 values of the multiplicand X_k . The 3 quantities are then gated into the 3-level adder. Since the multiplier is examined in 2-bit groups, the selected values of the multiplicand may be either $3X_k$, $2X_k$, X_k , or zero. These functions of the multiplicand X_k are held constantly available during the operation.

The two multipliers are shifted 6 places to the right at the end of each iteration. The previously used 6-bit portions are discarded. The upper 6 stages of the two multiplier registers are then used as a place to hold the result of the addition of partial sum and carry bits 0 through 5 (both upper and lower). After the fourth iteration, nothing remains of the original multiplier X_j . The lower multiplier register holds the fully added lower 24 bits of the final 96-bit product and the upper multiplier register holds 18 bits which must be added with lower partial sums and carries on merge. Note that the upper multiplier receives only 3 fully added 6-bit quantities, since those upper partial sums and carries from the fourth iteration are sent directly to the lower adder for merge.

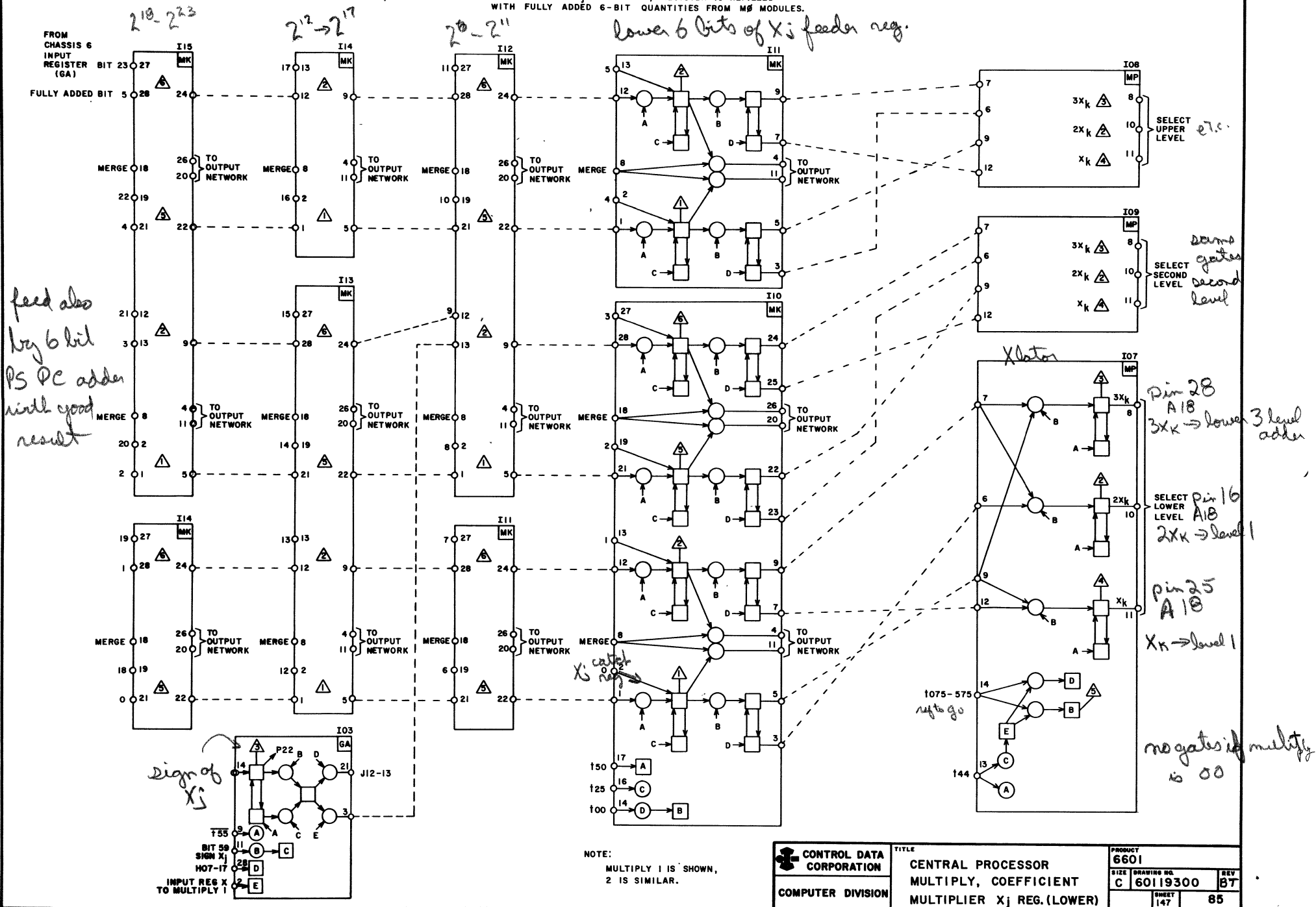
24-BIT, 6-PLACE SHIFT REGISTER

AS MULTIPLIER X_j IS SHIFTED, UPPER 18 BITS OF REGISTER ARE REFILLED WITH FULLY ADDED 6-BIT QUANTITIES FROM $M\phi$ MODULES.



24-BIT, 6-PLACE SHIFT REGISTER

AS MULTIPLIER X_j IS SHIFTED, REGISTER IS REFILLED WITH FULLY ADDED 6-BIT QUANTITIES FROM M_6 MODULES.



NOTE:
MULTIPLY 1 IS SHOWN,
2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	PRODUCT
	CENTRAL PROCESSOR MULTIPLY, COEFFICIENT MULTIPLIER X_j REG.(LOWER)	6601
	SIZE DRAWING NO. C 60119300	REV BT
	SHEET 147	85

MULTIPLICAND X_k

At the beginning of the multiply operation, the multiplicand X_k is brought into its register where it is held during the remainder of the operation. Three values are formed; the multiplicand X_k , X_k times 2, and X_k times 3. These three values are made available at each of the inputs to the 3-level adders, with 2-place shifts performed between levels. The quantity gated in at each level depends upon the translation of those 2 bits of the multiplier X_j ; if the two multiplier bits are "0", nothing is gated in.

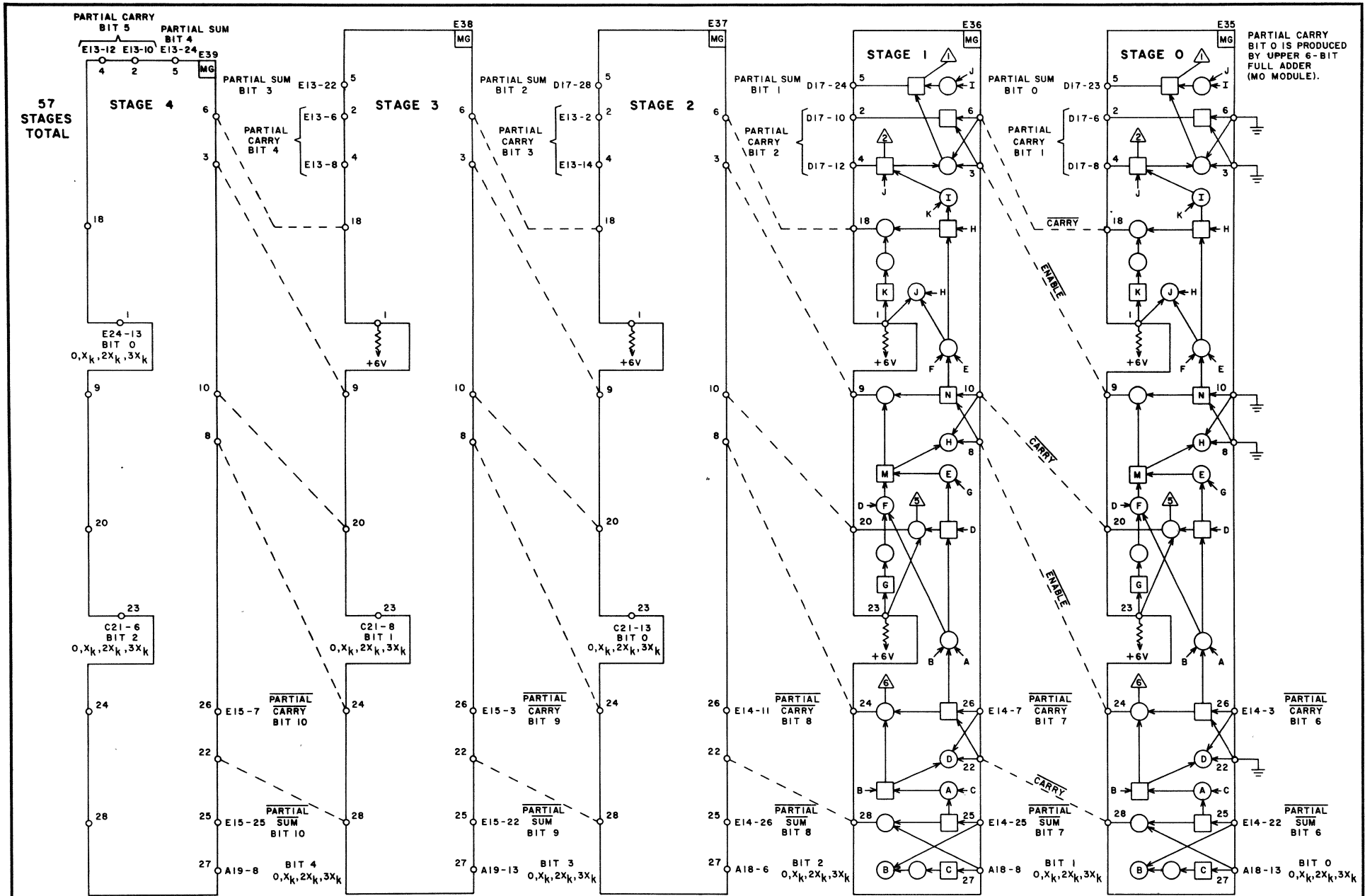
The quantity $2X_k$ is formed by shifting X_k one place to the left. This is equivalent to multiplying X_k by 010_2 . The low-order bit of $2X_k$ is always "0".

The quantity $3X_k$ is formed by shifting X_k one place to the left, then adding this shifted quantity to the original X_k . This is equivalent to multiplying X_k by 011_2 . Carries are generated in this process, and all carries are handled in parallel by a separate sensing network. Because of possible carries at the high-order bit positions, the quantity $3X_k$ may be 50 bits in length.

THREE-LEVEL ADDERS, UPPER AND LOWER

On each iteration, the 3-level adders perform the addition of the 3 selected values of the multiplicand X_k together with the partial sums and carries from the previous iteration. To maintain positional accuracy in the partial product, the bit positions of the multiplicand values entering upper levels of the adder are left-shifted 2 places with respect to the next lower level, and the partial sums and carries from the previous

iteration are fed back into the lower level shifted 6 places to the right. In effect, the partial product sums and carries are being shifted as the multiplier is shifted, but the multiplicand values entering the adder are not; bit 0 of the lower-level multiplicand value always enters adder stage 0 on every iteration.



NOTES:

1. ALL LOCATIONS ON CHASSIS 6.
2. MULTIPLY 1 SHOWN, 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR MULTIPLY, COEFFICIENT UPPER ADDER, 3-LEVEL	PRODUCT 6601
	SIZE	DRAWING NO.	REV
	C	60119300	C
SHEET	149		89

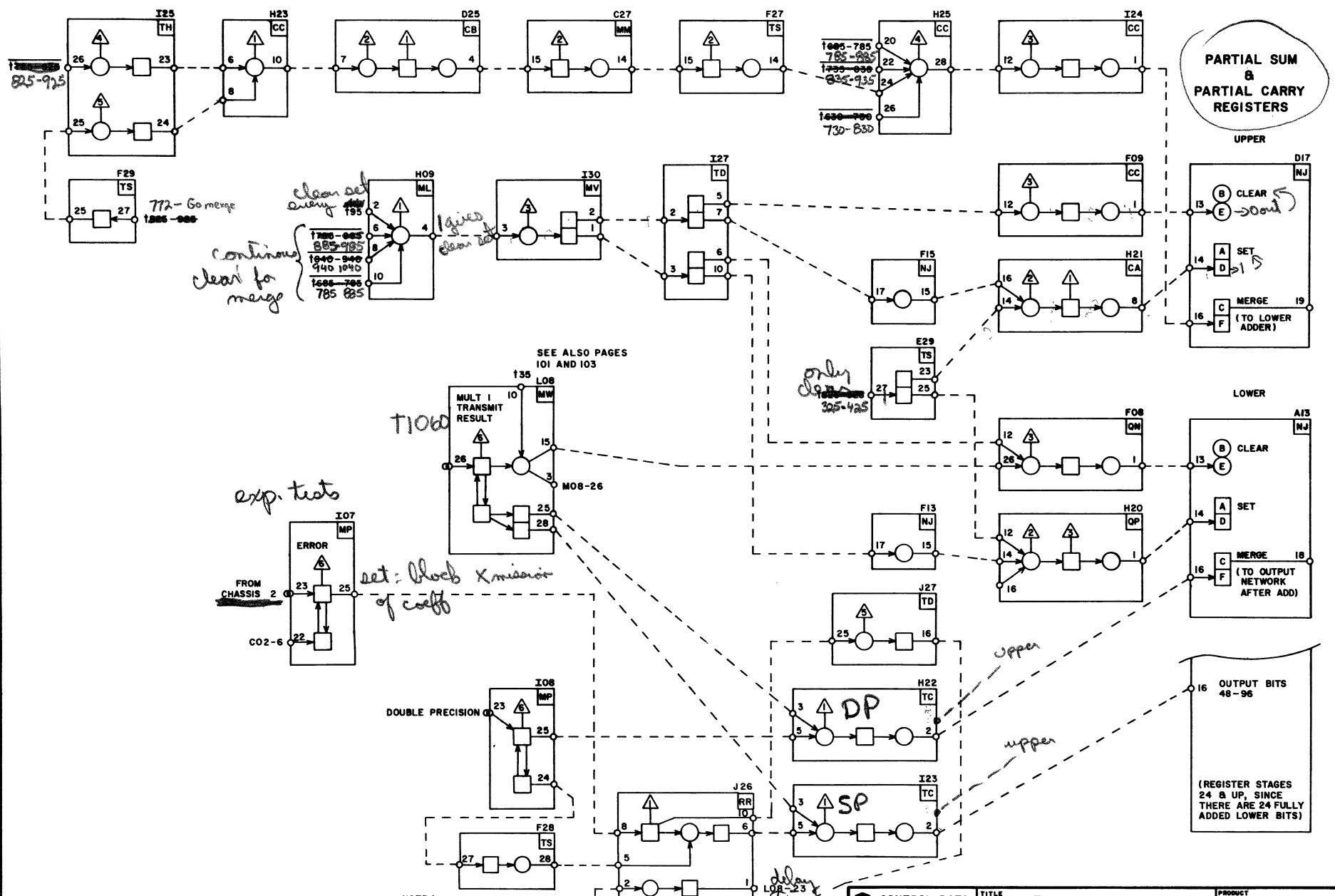
PARTIAL SUM AND PARTIAL CARRY REGISTERS

At the end of each iteration, the partial sums and carries resulting from the 3-level additions are gated into their respective registers. The lower six bits of both sets of partial sums and carries are then fully added, since the 6-place shift of the multiplier insures that there will be no more bits to be added to these. The remaining partial sums and carries are then returned to the 3-level adders to be added into the partial product on the next iteration. It is therefore necessary to clear and reset the partial sum and partial carry registers at the end of each iteration. As shown on the accompanying diagram, the AND gates which do this are enabled at each t95 after t325.

Following the fourth iteration, all of the partial results are merged into the final 96-bit product. For the merge operation, all partial sums and carries are sent to the lower adder for final addition (except the upper 15 bits of the upper partial sums and carries

which are added in a special 2-level network). The final product is then transmitted through the lower partial sum register to the output network. The merge gate for the upper partial sums and carries is enabled at t630, and at t685, the registers are cleared. These gates are held enabled through the remainder of the operation.

If the Error signal is received from chassis 2, the final product from the output network is all '0's'. This signal results from the exponent test and indicates that the product is either infinite or indefinite. Assuming no Error signal, the clear and set enables of the lower partial sum and carry registers are brought up at t685 and held until the end of the operation. As soon as the Transmit signal is received, the merged product is gated to the output network.



exp. tests
772 - Go merge
continuous clean for merge

clean set every 195
1785-885
885-985
1940-940
140-1040
1688-785
785-885

only clean 325-425

FROM CHASSIS 2
CO2-6
set: block Xmission of coeffs

DOUBLE PRECISION

NOTE:
 MULTIPLY 1 IS SHOWN,
 MULTIPLY 2 IS SIMILAR.

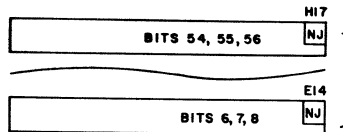
PARTIAL SUM
 &
 PARTIAL CARRY
 REGISTERS

UPPER
 D17 NJ
 CLEAR
 SET
 MERGE (TO LOWER ADDER)

LOWER
 A13 NJ
 CLEAR
 SET
 MERGE (TO OUTPUT NETWORK AFTER ADD)

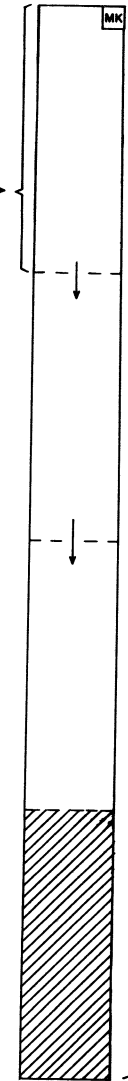
OUTPUT BITS
 48-96
 (REGISTER STAGES
 24 & UP, SINCE
 THERE ARE 24 FULLY
 ADDED LOWER BITS)

PARTIAL SUM & CARRY REGISTER

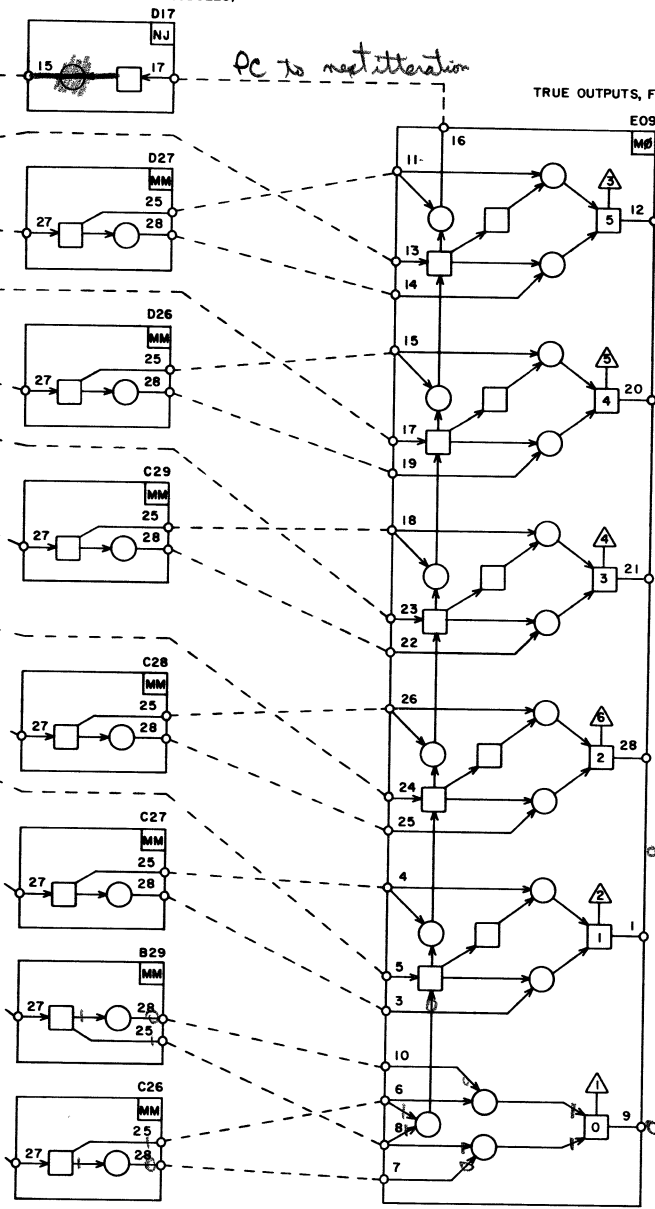
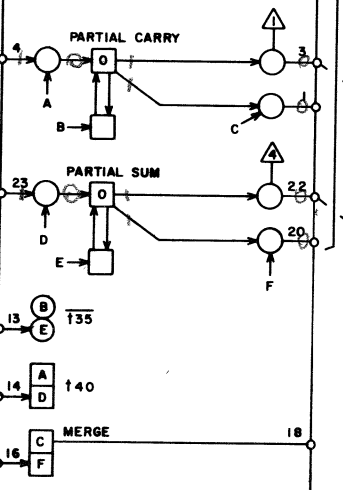
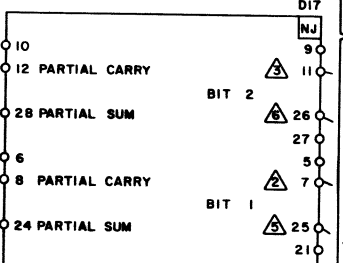
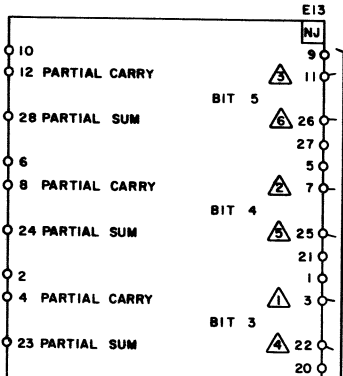


RETURN TO UPPER ADDER ON ITERATIONS, TO LOWER ADDER ON MERGE (BITS 39 AND ABOVE GO TO MN MODULES)

MULTIPLIER X_j REGISTER
6-PLACE RIGHT SHIFT AFTER EACH ITERATION



CARRY TO NEXT STAGE ON NEXT ITERATION



TRUE OUTPUTS, FULLY ADDED

ONE FULLY-ADDED PORTION EACH ITERATION

18 BITS TO LOWER ADDER ON MERGE

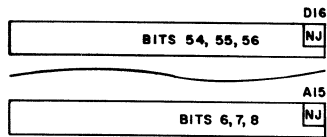
add Δ carry EQ (1 out)

NOTE: MULTIPLY 1 SHOWN, 2 IS SIMILAR.

FROM UPPER ADDER

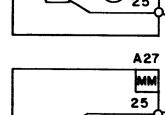
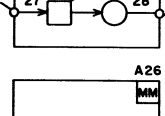
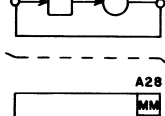
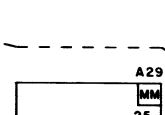
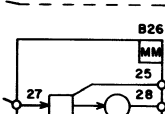
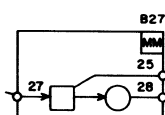
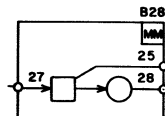
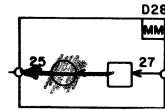
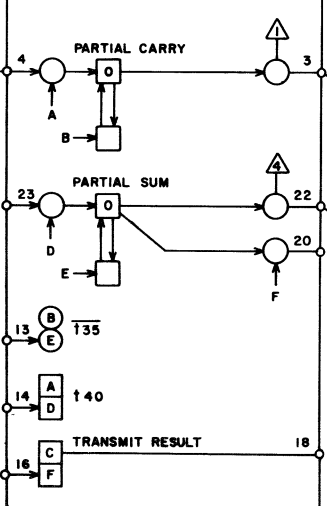
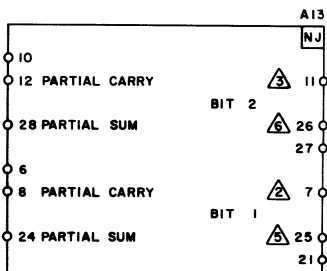
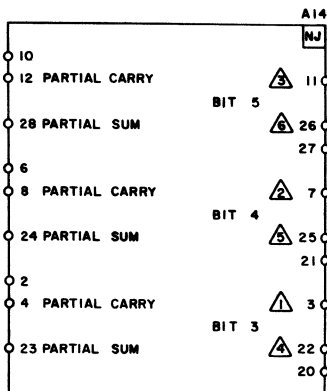
CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, COEFFICIENT UPPER FULL ADDER, 6 BITS	PRODUCT 6601/04
	SIZE DRAWING NO. C 60119300	REV BT
		SHEET 152
		95

PARTIAL SUM & CARRY REGISTER

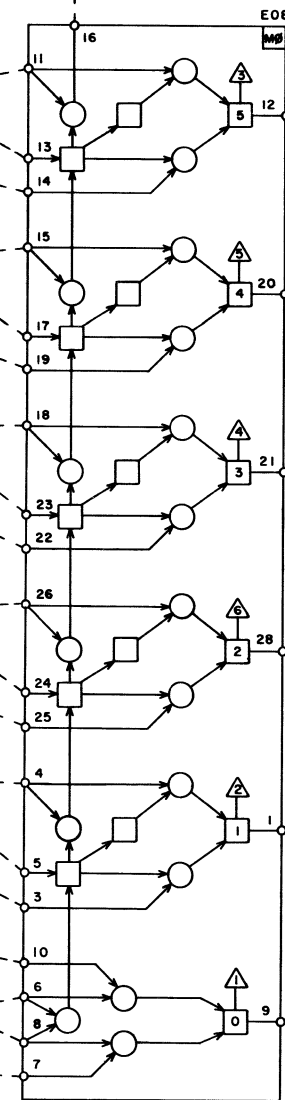


RETURN TO LOWER ADDER ON ITERATIONS,
TO OUTPUT NETWORK AFTER MERGE.

CARRY TO NEXT STAGE ON NEXT ITERATION



TRUE OUTPUTS, FULLY ADDED



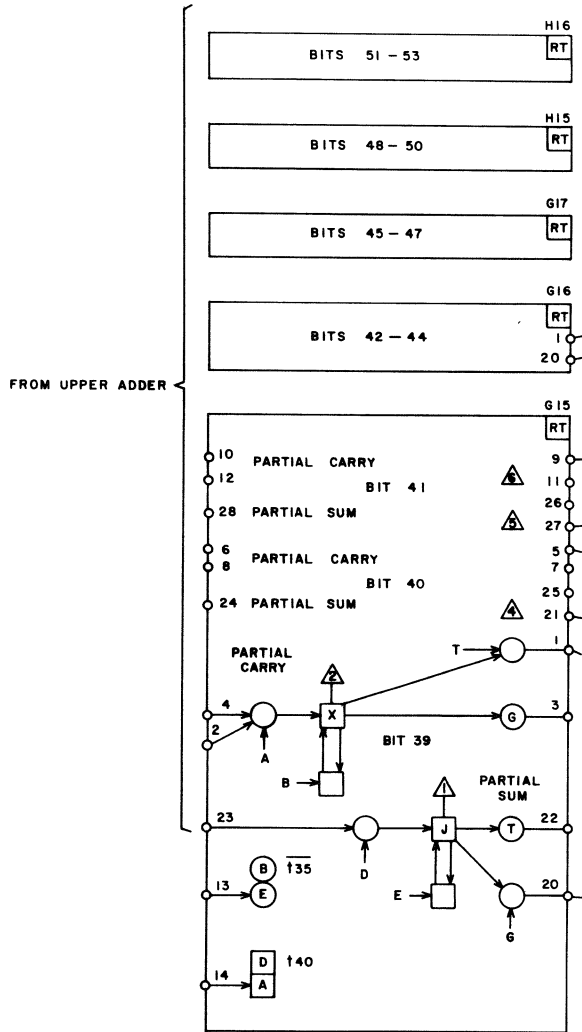
MULTIPLIER X_j REGISTER
6-PLACE RIGHT SHIFT AFTER EACH ITERATION

NOTE:
MULTIPLY 1 SHOWN, 2 IS SIMILAR.

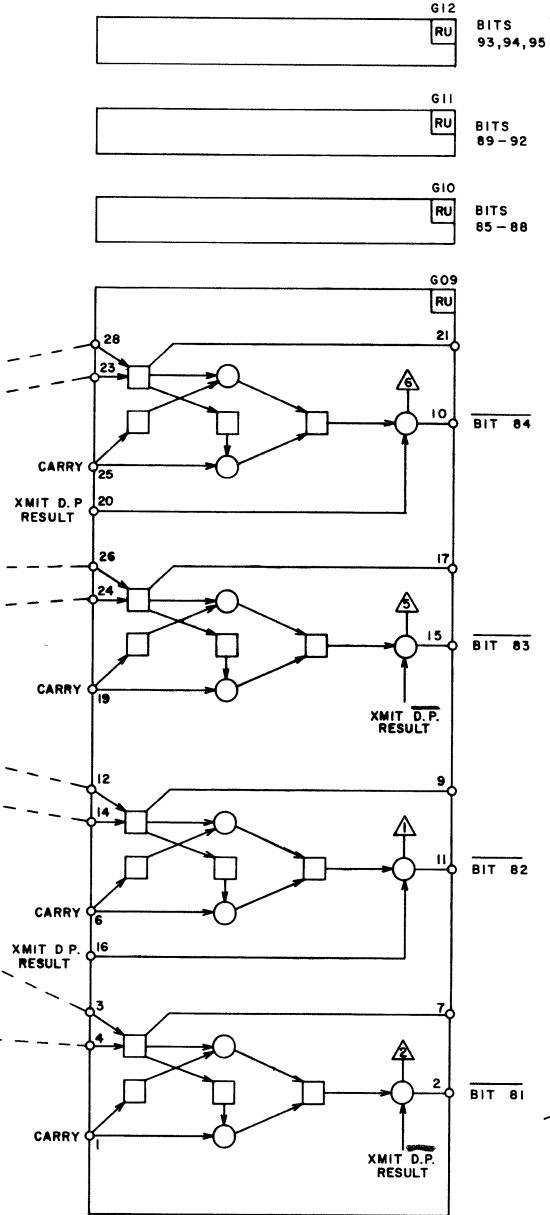
FROM LOWER ADDER

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, COEFFICIENT LOWER FULL ADDER, 6 BITS	PRODUCT 6601/04
	SIZE C	DRAWING NO. 60119300
		SHEET 153
		97

UPPER PARTIAL SUM & CARRY REGISTER
(UPPER 15 BITS)



FULL ADDER

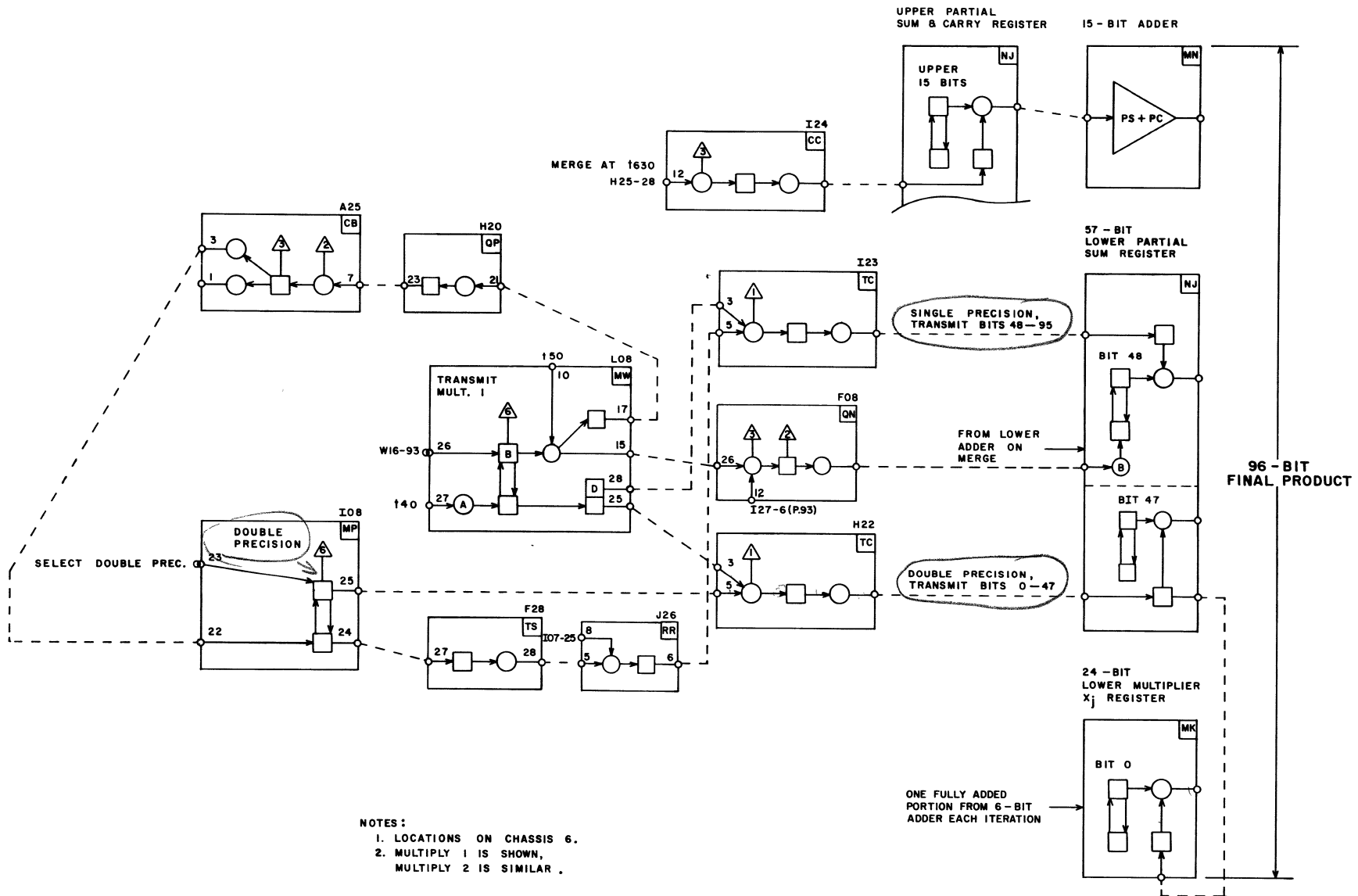


UNNORMALIZED RESULT
BITS TO OUTPUT
NETWORK ON MERGE

- NOTES:
1. LOCATIONS ON CHASSIS 6.
 2. MULTIPLY 1 IS SHOWN,
MULTIPLY 2 IS SIMILAR.

only used during merge

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY COEFFICIENT UPPER 15 BITS OF FINAL PRODUCT	PRODUCT 6601/04/13/14
	SIZE DRAWING NO. C 60119300	REV M
SHEET 154		99



- NOTES:
1. LOCATIONS ON CHASSIS 6.
 2. MULTIPLY 1 IS SHOWN, MULTIPLY 2 IS SIMILAR.

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, COEFFICIENT 96-BIT PRODUCT, DOUBLE PRECISION	PRODUCT 6601/04/13/14
		SIZE C
		SHEET 155
		101

NORMALIZE

At the beginning of the multiply operation, the operands are examined to determine if both X_j and X_k have "1's" in bit 47. If both operands are normalized (bit 47 = "1"), the multiply unit will normalize the final product. The final product, if normalized, will have a "1" in bit 95; in an unnormalized product, bit 95 may be either "1" or "0".

The fact that both operands have "1's" in bit 47 automatically results in a "1" in either bit 94 or bit 95 of the product, depending upon the carries from lower positions.

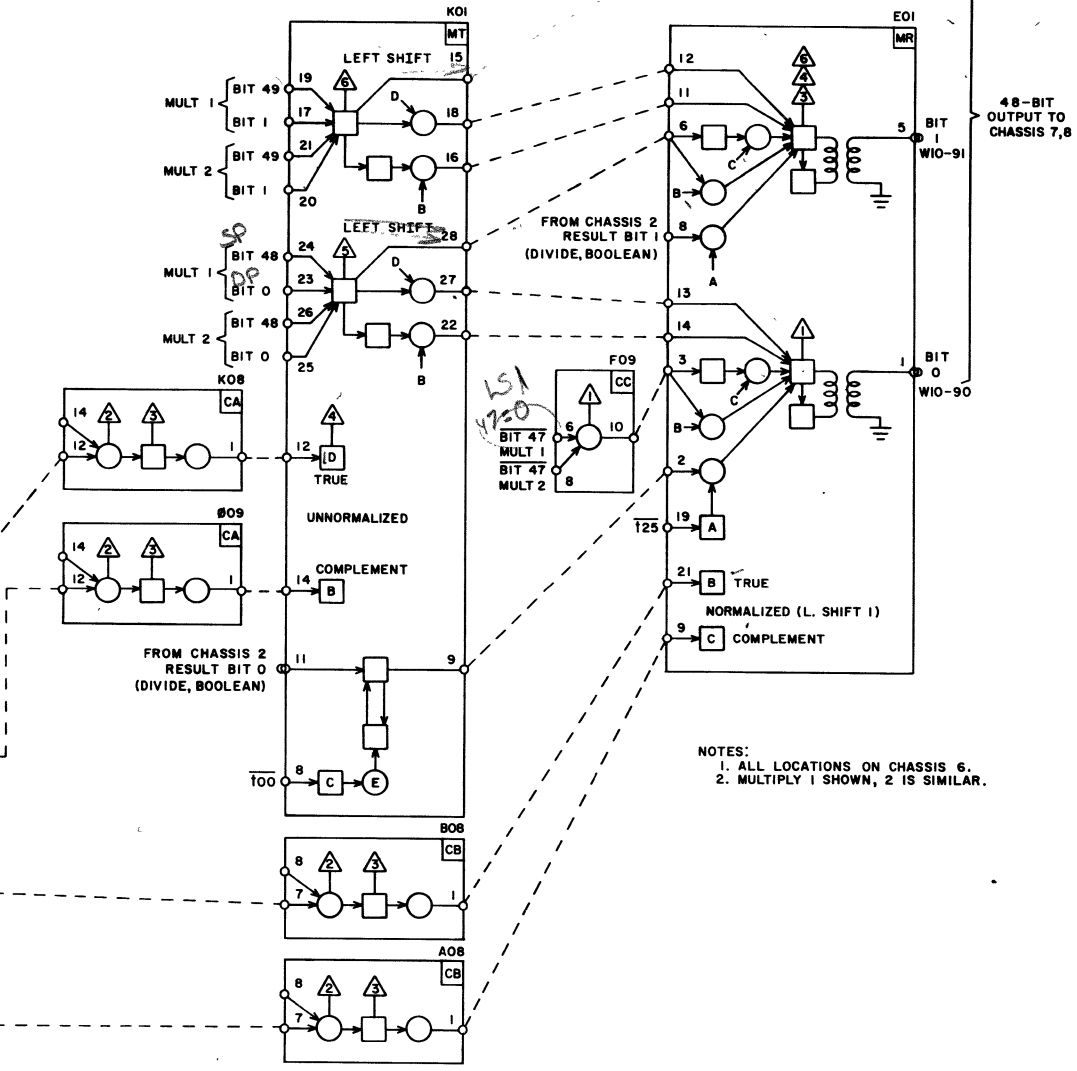
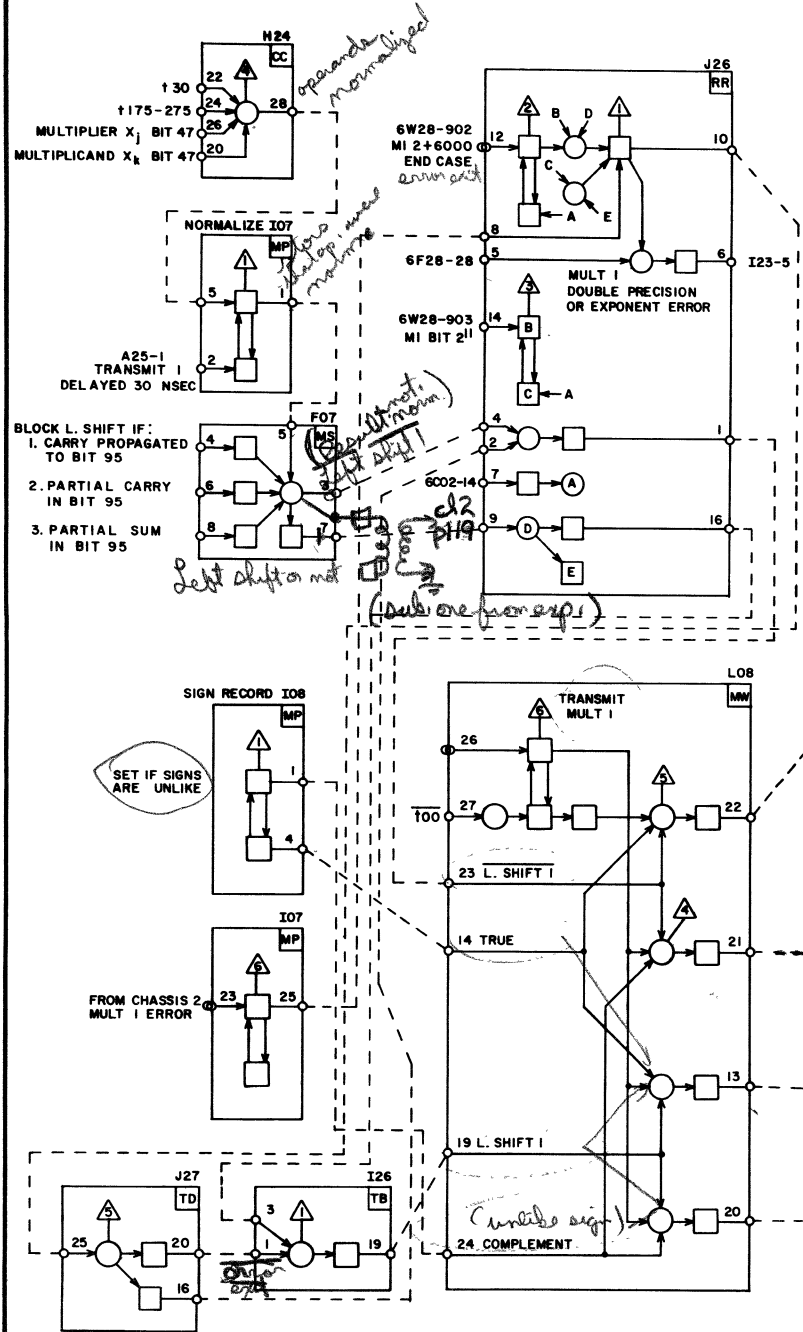
During merge, the product is examined to determine if a "1" has been propagated to bit 95. If not and normalize is indicated, the output network performs a 1-place left shift on the final product.

COMPLEMENT

When operands are received on chassis 6 and a multiply unit receives a Go signal, a comparison is performed on the coefficient signs (bits 59). This comparison determines the sign of the final product, by means of the Sign Record flip-flop. If the operand signs are the same (either both "1" or both "0"), the Sign Record flip-flop remains clear. This indicates a positive product with a sign bit of "0". If the operand signs are unlike, the Sign Record flip-flop becomes set, indicating a negative product with a sign bit of "1".

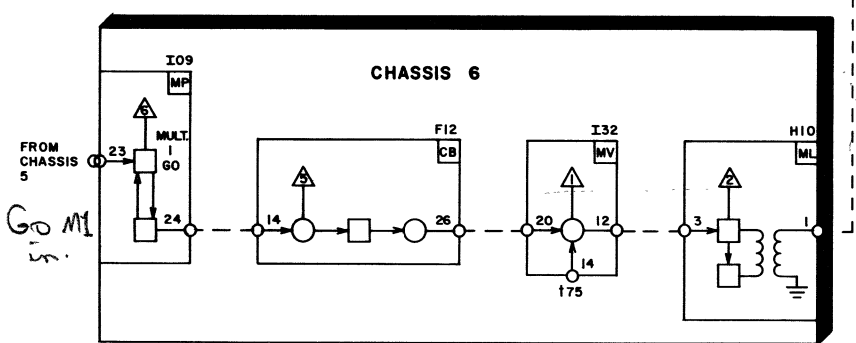
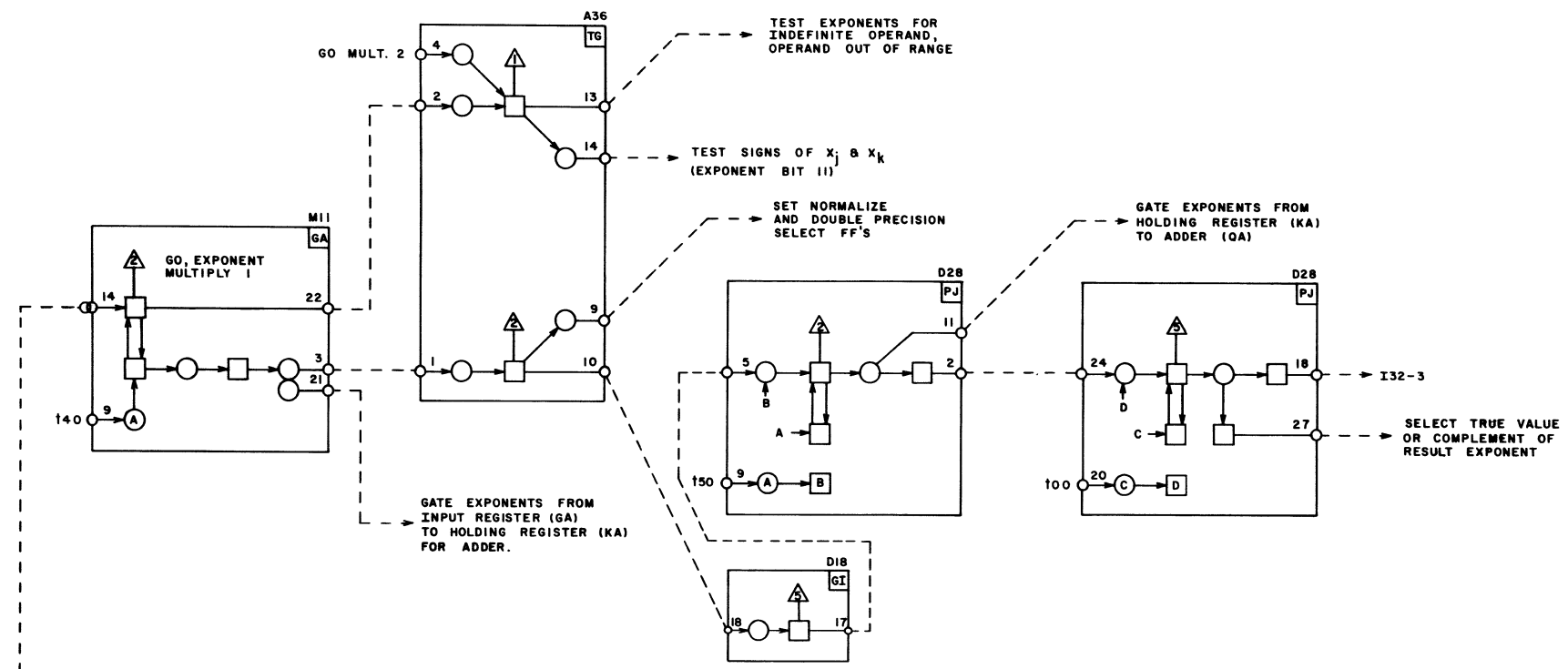
Negative numbers are represented in one's complement form. If the Sign Record flip-flop is set indicating a negative product, the output network transmits the complement of the actual result.

2
7501
7201



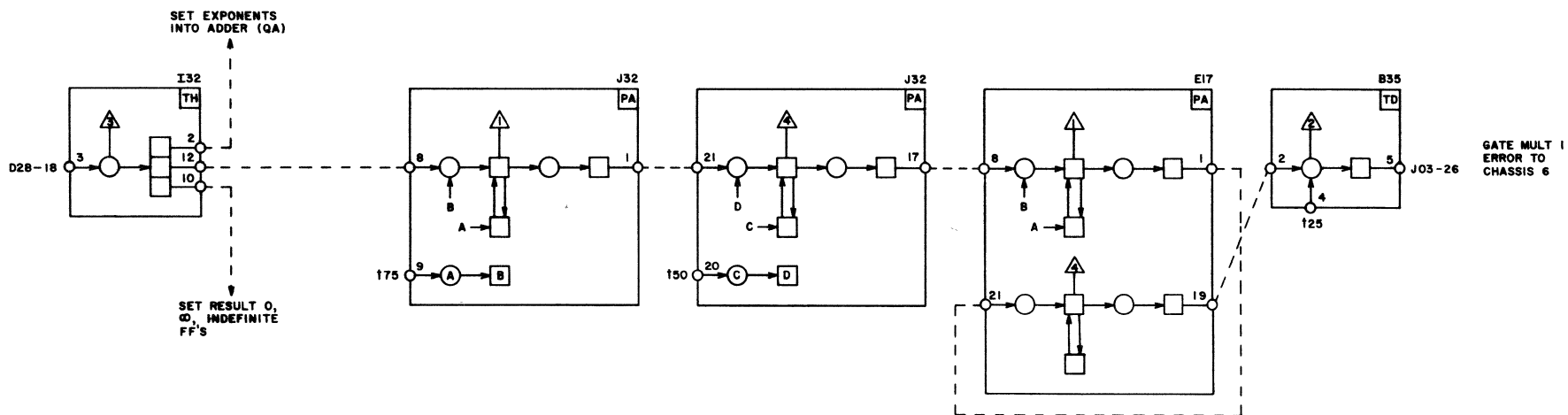
NOTES:
1. ALL LOCATIONS ON CHASSIS 6.
2. MULTIPLY 1 SHOWN, 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR MULTIPLY, COEFFICIENT OUTPUT NETWORK NORMALIZE, COMPLEMENT	PRODUCT	6601/04/13/14
	SIZE	DRAWING NO.	REV	
	C	60119300	B7	
	SHEET	156		103



NOTES:
 1. ALL LOCATIONS ON CHASSIS 2.
 2. MULTIPLY 1 SHOWN,
 MULTIPLY 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, EXPONENT TIMING CHAIN, CHASSIS 2	PRODUCT 6601
		SIZE DRAWING NO. C 60119300
		SHEET 157
		105



- NOTES:
1. ALL LOCATIONS ON CHASSIS 2.
 2. MULTIPLY 1 IS SHOWN, MULTIPLY 2 IS SIMILAR.

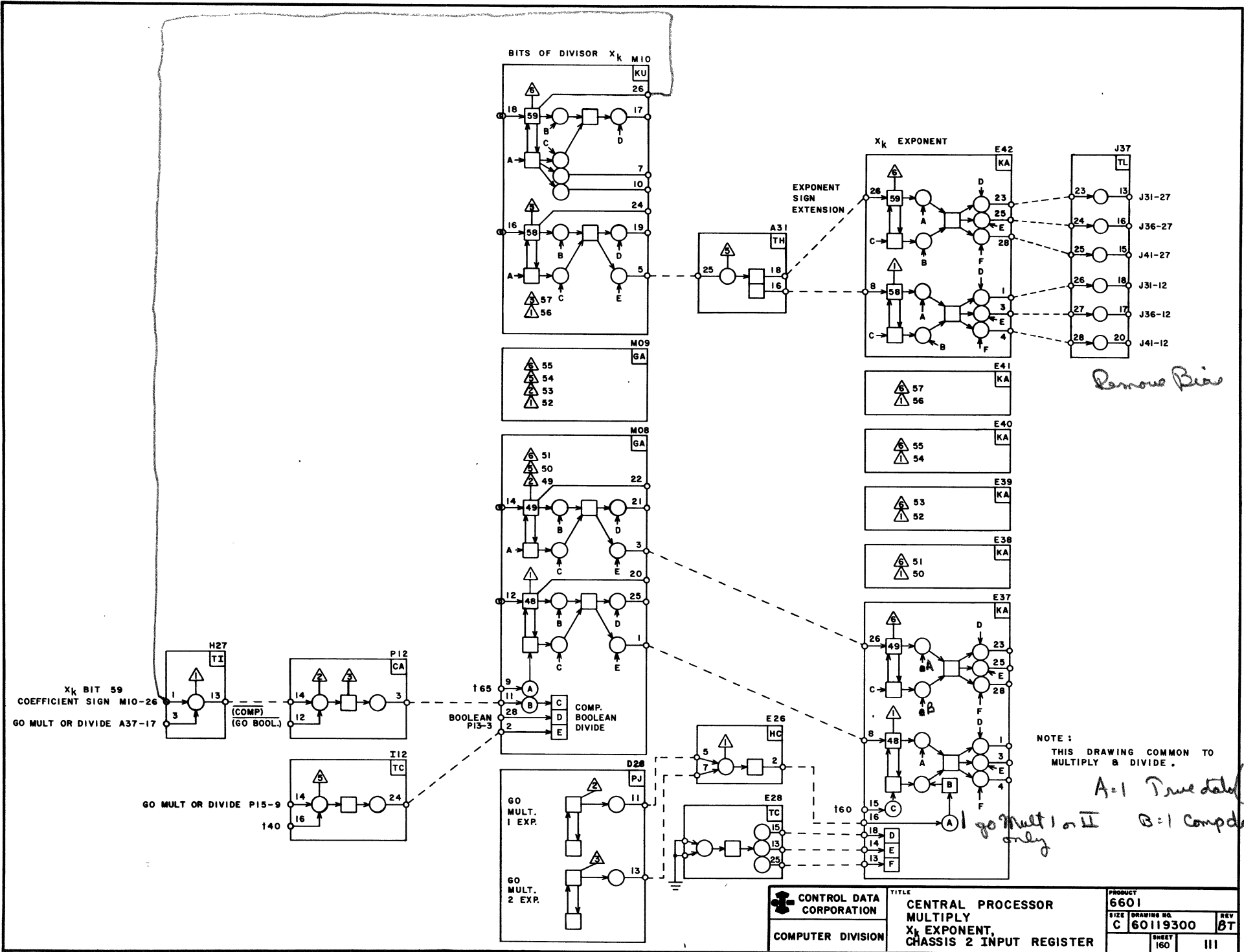
 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, EXPONENT TIMING CHAIN, CHASSIS 2	PRODUCT 6601
	SIZE DRAWING NO. C 60119300	REV BH
		SHEET 158
		107

CHASSIS 2 INPUT REGISTERS

Chassis 2 contains the exponent arithmetic networks of Multiply 1 and Multiply 2 functional units, in addition to Divide and other logic. The input registers on chassis 2 are 60 bits in length. The exponent (bits 48 through 59) are sent to chassis 2 directly from the operating registers. The coefficient (bits 0 through 47) are sent first to chassis 6 and then re-transmitted to chassis 2.

The input registers on chassis 2 are shared by both Multiply 1 and 2, Divide, and Boolean. The unit receiving the Go signal samples the input registers and performs its respective operation. The two operands are held in the chassis 2 input registers

for approximately 100 nanoseconds. If a multiplication is to be performed, the operation is timed so that the respective Multiply Exponent unit receives a Go signal and samples operand exponents while they are held in the chassis 2 input registers. The operand sign (bit 59) accompanies each operand to chassis 2. A sign bit of "1" indicates a negative operand. The input registers always contain the true values of the operands, but since negative numbers are handled in one's complement form, a sign bit of "1" gates the complement of the quantity into the exponent arithmetic unit.



Remove Bias

NOTE: THIS DRAWING COMMON TO MULTIPLY & DIVIDE.

*A=1 True data (mult only)
B=1 Comp data*

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY X_k EXPONENT, CHASSIS 2 INPUT REGISTER	PRODUCT 6601
	SIZE DRAWING NO. C 60119300	REV BT
		SHEET 160
		III

EXPONENT ADDITION

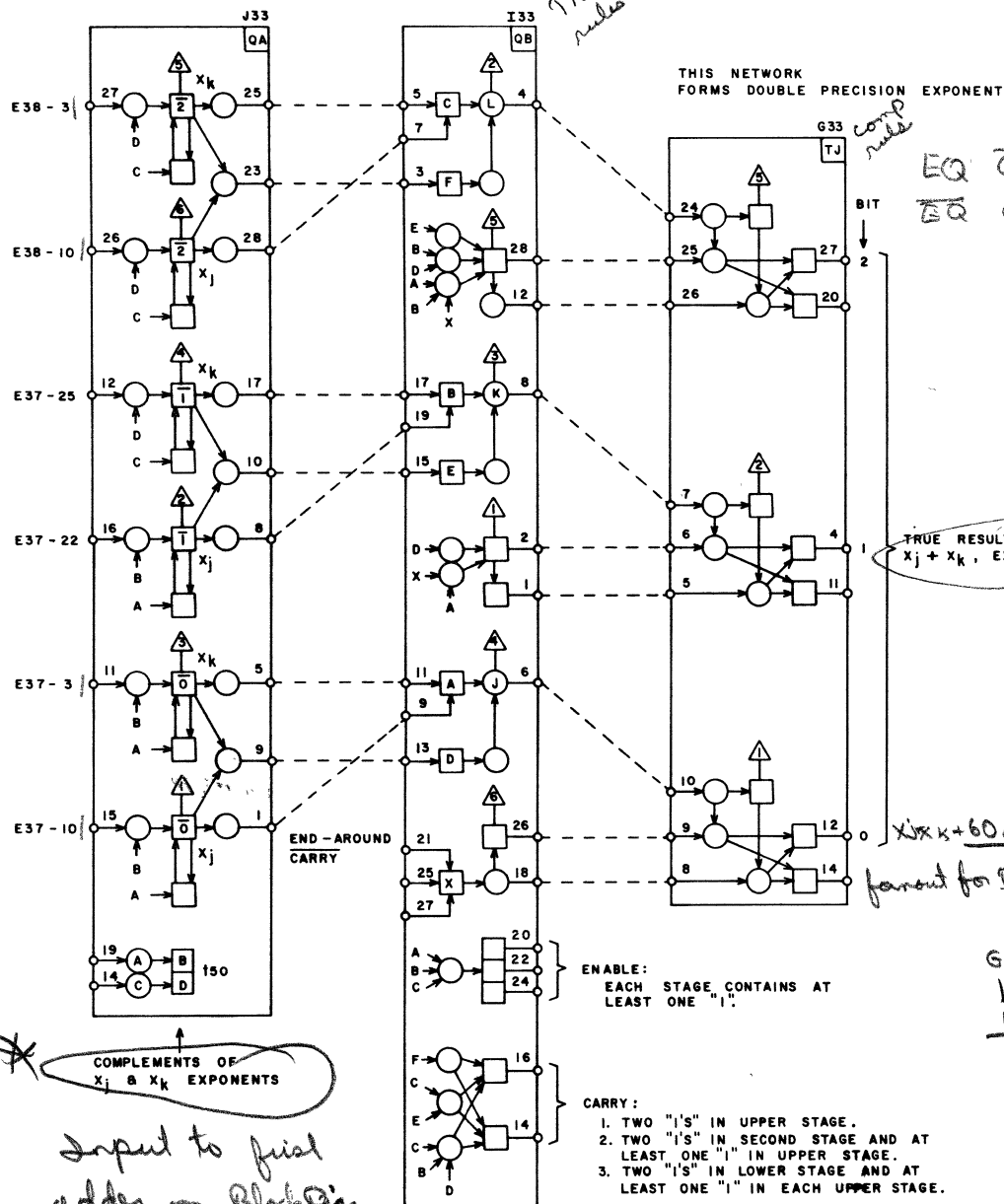
The exponent arithmetic logic automatically performs two additions at the beginning of each multiply operation. The two operand exponents are added to each other, and the result of this is added to 60_8 (48_{10}). These two results are the basic double-precision and single-precision product exponents, respectively. Later in the operation, the control logic selects one of these and determines whether further modification such as normalizing should be done. The adders which perform the exponent addition are one's complement; if complementary numbers are added, the result is all "0's" (positive zero).

DOUBLE-PRECISION EXPONENT

This exponent is used if the double-precision product is selected. The coefficient of this product is the lower 48 bits of the 96-bit product; the upper 48 bits are discarded. The double-precision exponent is produced by direct addition of the operand exponents.

SINGLE-PRECISION EXPONENT

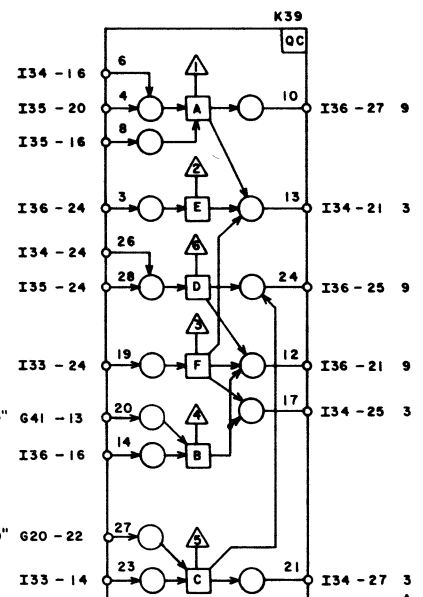
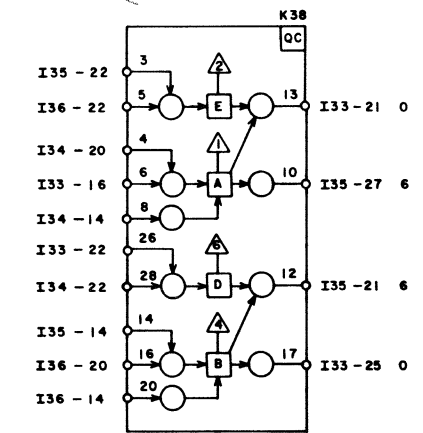
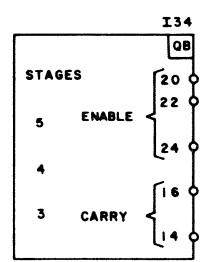
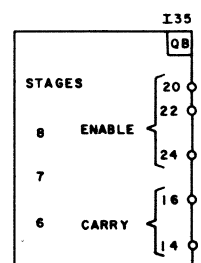
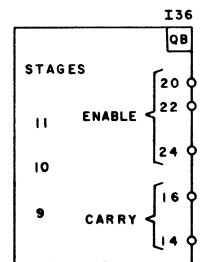
This exponent is used with the single-precision product. The coefficient is the upper 48 bits of the 96-bit product; the lower 48 bits are discarded. The single-precision exponent is produced by adding 60_8 (48_{10}) to the double-precision exponent.



COMPLEMENTS OF x_j & x_k EXPONENTS

Input to first adder on Block Diag.

12 bits for overflow, underflow detection
 2nd bit is sign (compare $2^{10} + 2^{11}$ to determine underflow, overflow)

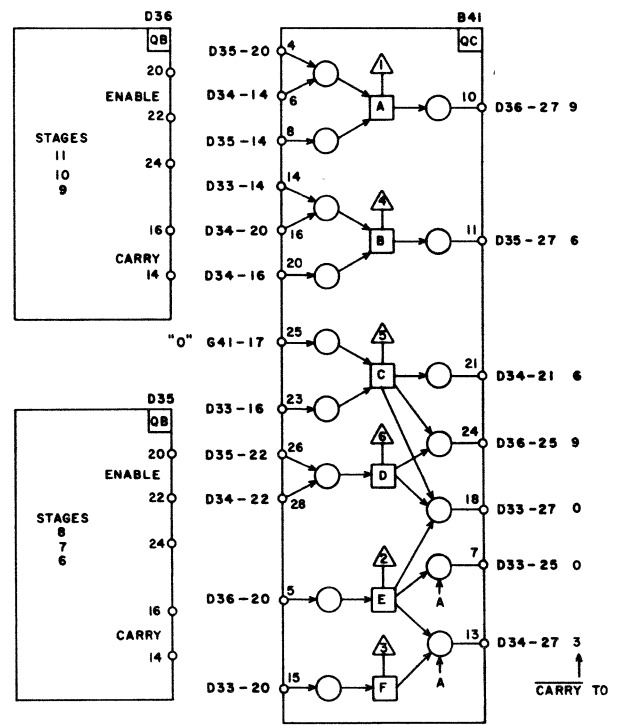
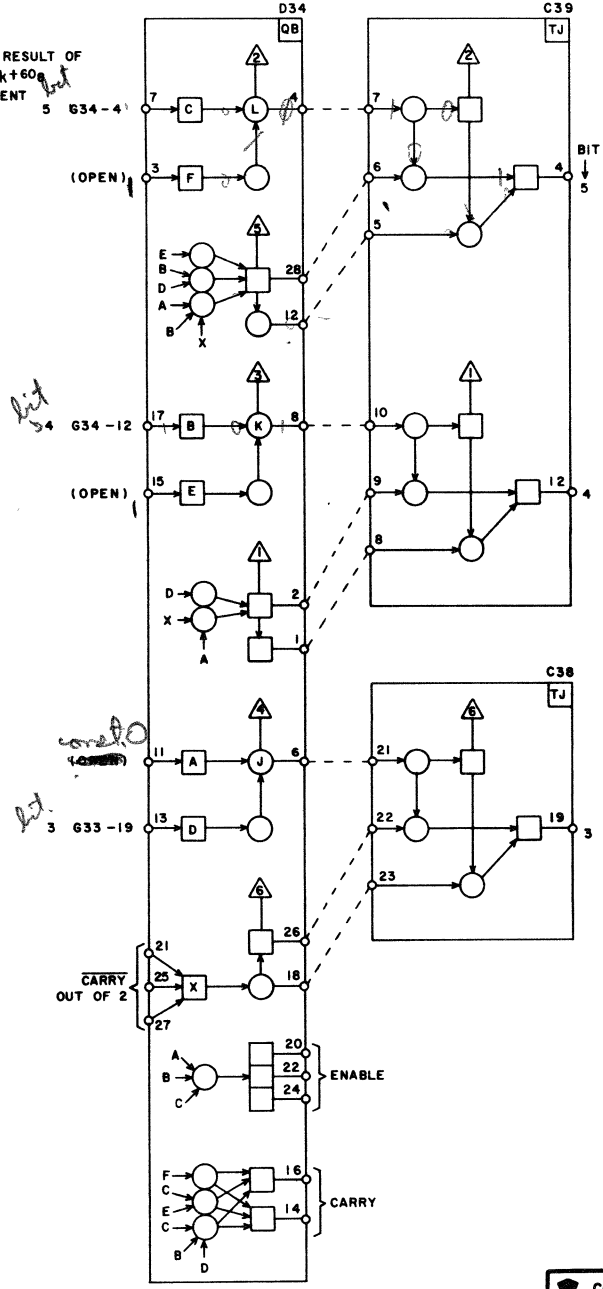
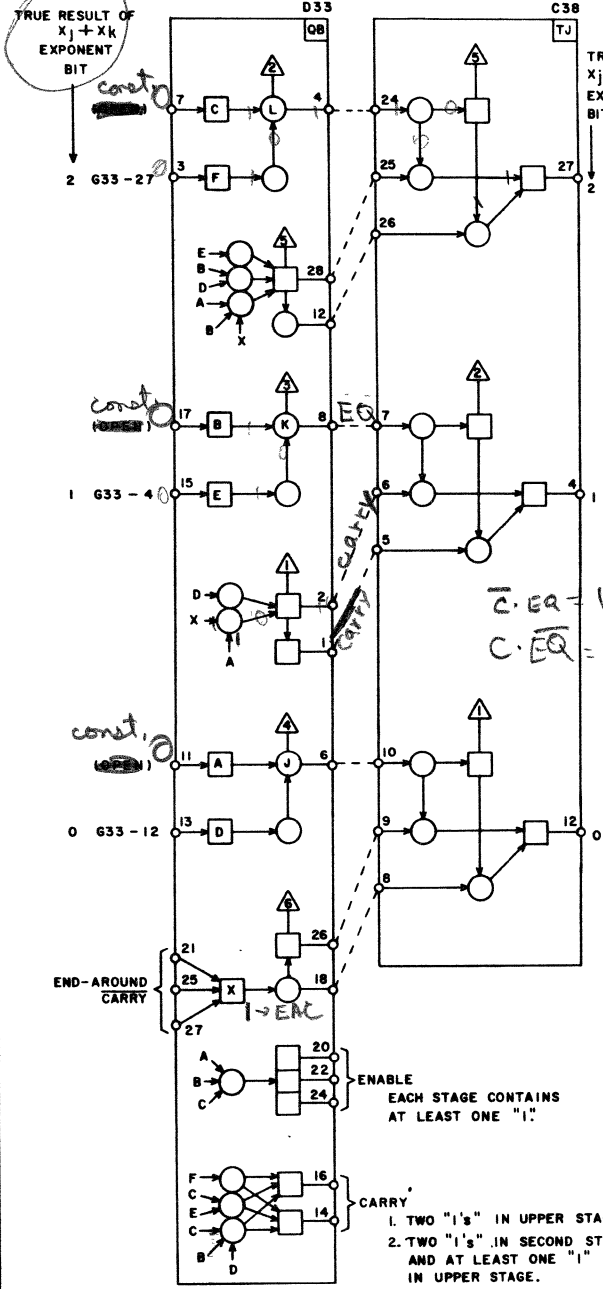


- NOTES:
- ALL LOCATIONS ON CHASSIS 2.
 - MULTIPLY 1 SHOWN, 2 IS SIMILAR.

comp rules

THIS NETWORK FORMS SINGLE PRECISION EXPONENT

6 bit adder and carry propagation network

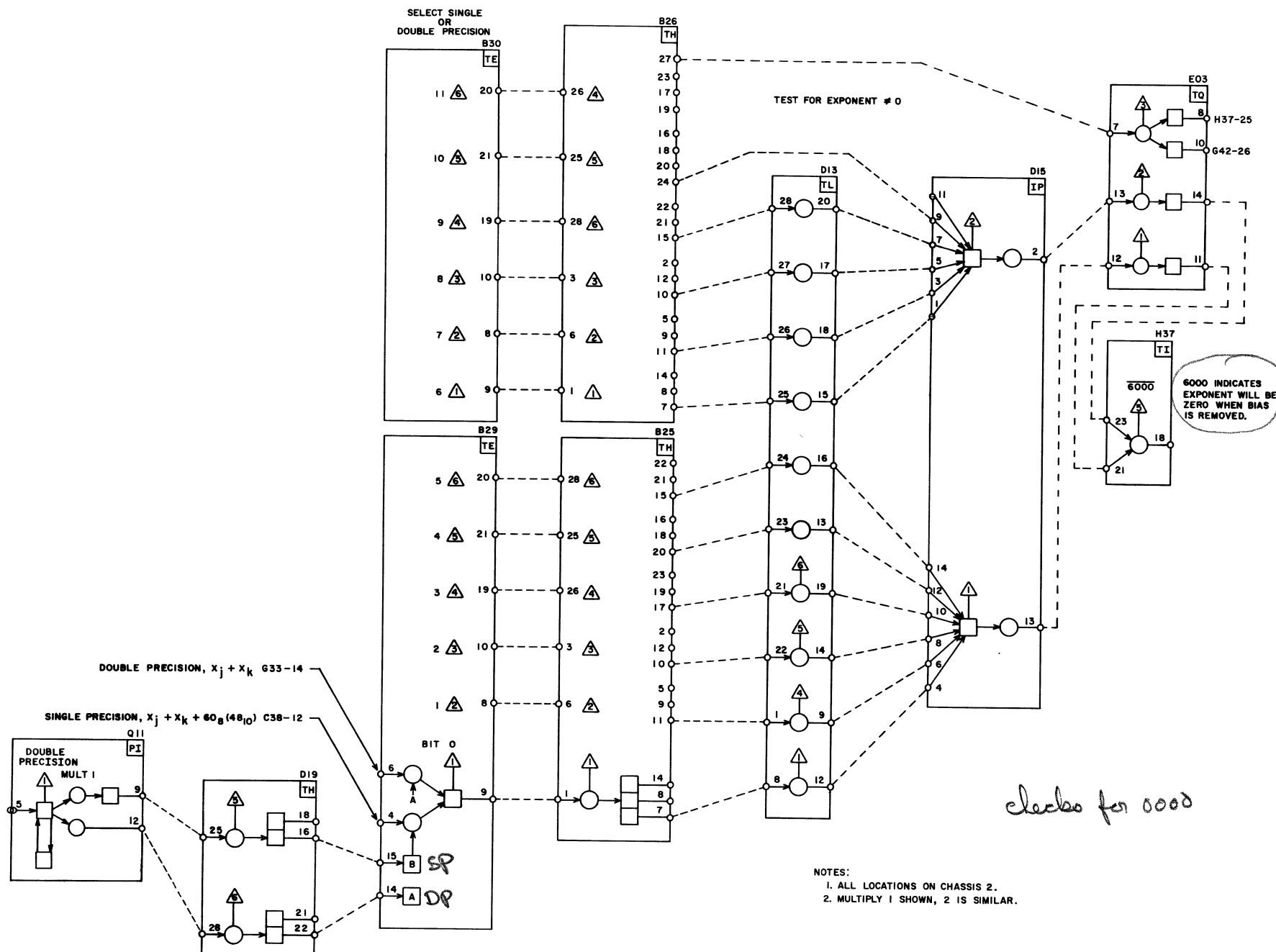


- NOTES:
1. ALL LOCATIONS ON CHASSIS 2.
 2. MULTIPLY 1 SHOWN, 2 IS SIMILAR.

- EACH STAGE CONTAINS AT LEAST ONE "1"
- CARRY
1. TWO "1's" IN UPPER STAGE.
 2. TWO "1's" IN SECOND STAGE AND AT LEAST ONE "1" IN UPPER STAGE.
 3. TWO "1's" IN LOWER STAGE AND AT LEAST ONE "1" IN EACH UPPER STAGE.

const. 110 000

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, EXPONENT ADD $60_8 (48_{10}), X_j + X_k + 60_8$	PRODUCT 6601	SIZE C	DRAWING NO. 60119300	REV C
			SHEET 162	115	



DOUBLE PRECISION, $x_j + x_k$ G33-14

SINGLE PRECISION, $x_j + x_k + 60_8 (48_{10})$ C38-12

TEST FOR EXPONENT $\neq 0$

6000 INDICATES
EXPONENT WILL BE
ZERO WHEN BIAS
IS REMOVED.

check for 0000

- NOTES:
 1. ALL LOCATIONS ON CHASSIS 2.
 2. MULTIPLY 1 SHOWN, 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, EXPONENT SINGLE OR DOUBLE PRECISION	PRODUCT 6601	REV BT
		SIZE DRAWING NO. C 60119300	SHEET 163

NORMALIZE, COMPLEMENT

The selected exponent (single or double precision) is made available in both normalized and unnormalized form. In the process of normalizing, the coefficient is shifted one place to the left and the exponent is reduced by one. The network which reduces the exponent effectively does this by adding one to the complement.

Both the normalized and unnormalized values of the exponent are made available at

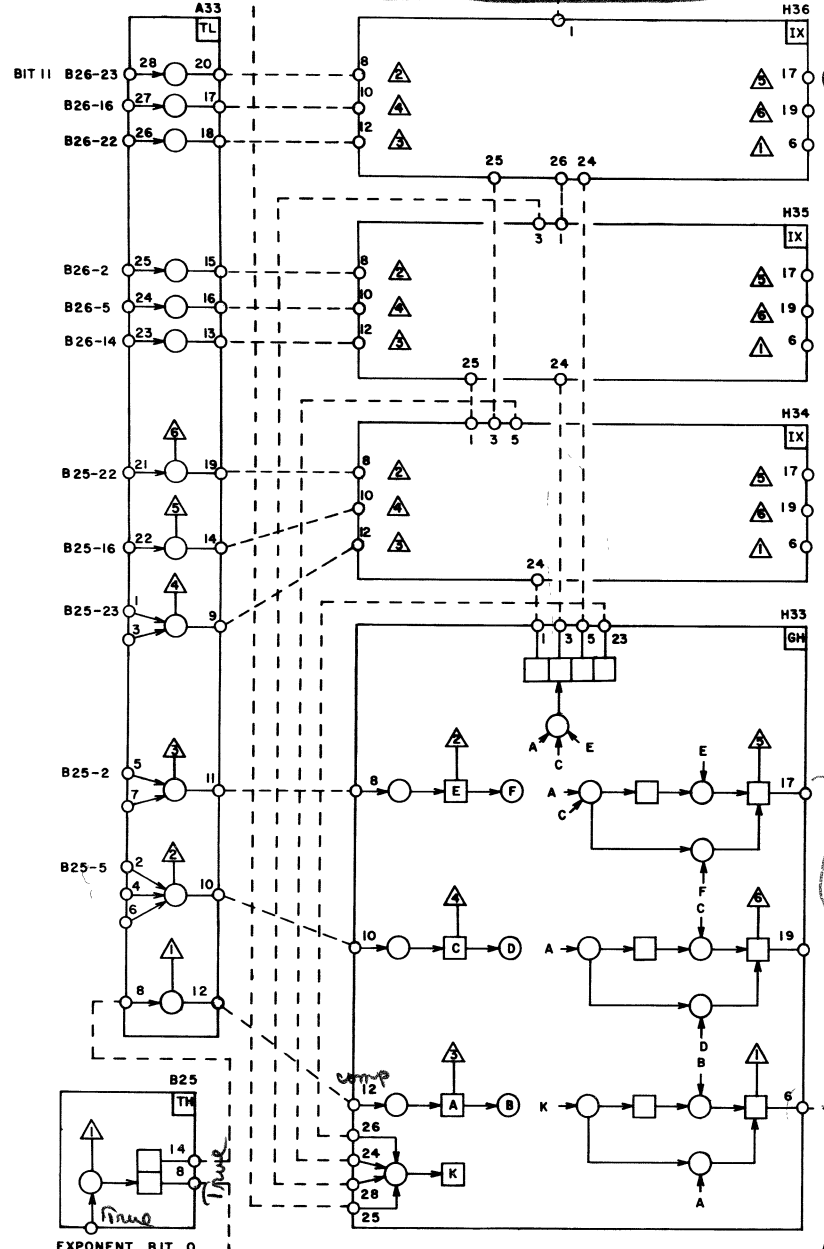
the fan-in to the output network. The fan-in is gated by a signal from chassis 6 which sets the Normalize flip-flop. The decision of whether to take the true value or the complement of the exponent is based on the comparison of the signs (exponent bit 11, operand bit 59) of the original operands X_j and X_k . If the signs are the same, the true exponent is used; if the signs are different, the exponent is complemented.

0000
 7777 comp
 +1
 0000
 7777 comp
 Drawing
 (checked for
 on previous
 page)

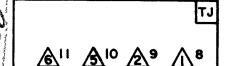
SUBTRACTS BY ADDING 1 TO THE COMPLEMENT

NORMALIZED = UNNORMALIZED - 1

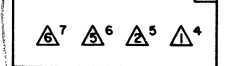
puts bias back
 on exp.



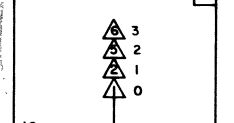
NORMALIZED EXPONENT F36



F35

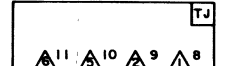


F34

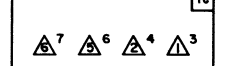


COMPLEMENT
 G25-25
 TRUE VALUE
 G25-15

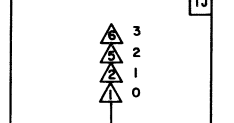
UNNORMALIZED EXPONENT F33



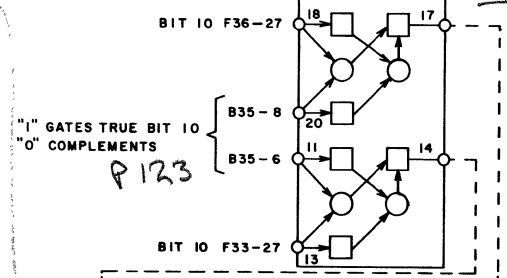
F32



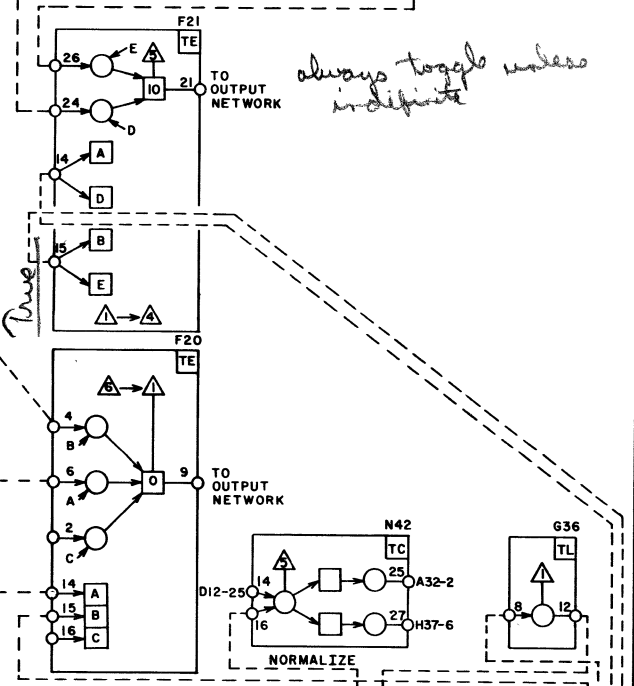
F31



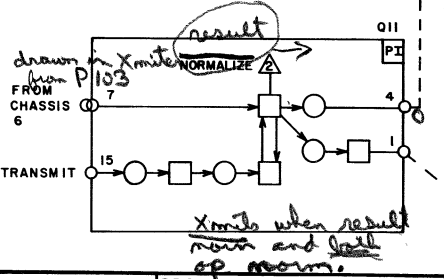
COMPLEMENT
 G24-15
 TRUE VALUE
 G24-25



"1" GATES TRUE BIT 10
 "0" COMPLEMENTS
 P123



always toggle unless
 indefinite



drawn from P103
 FROM CHASSIS 6

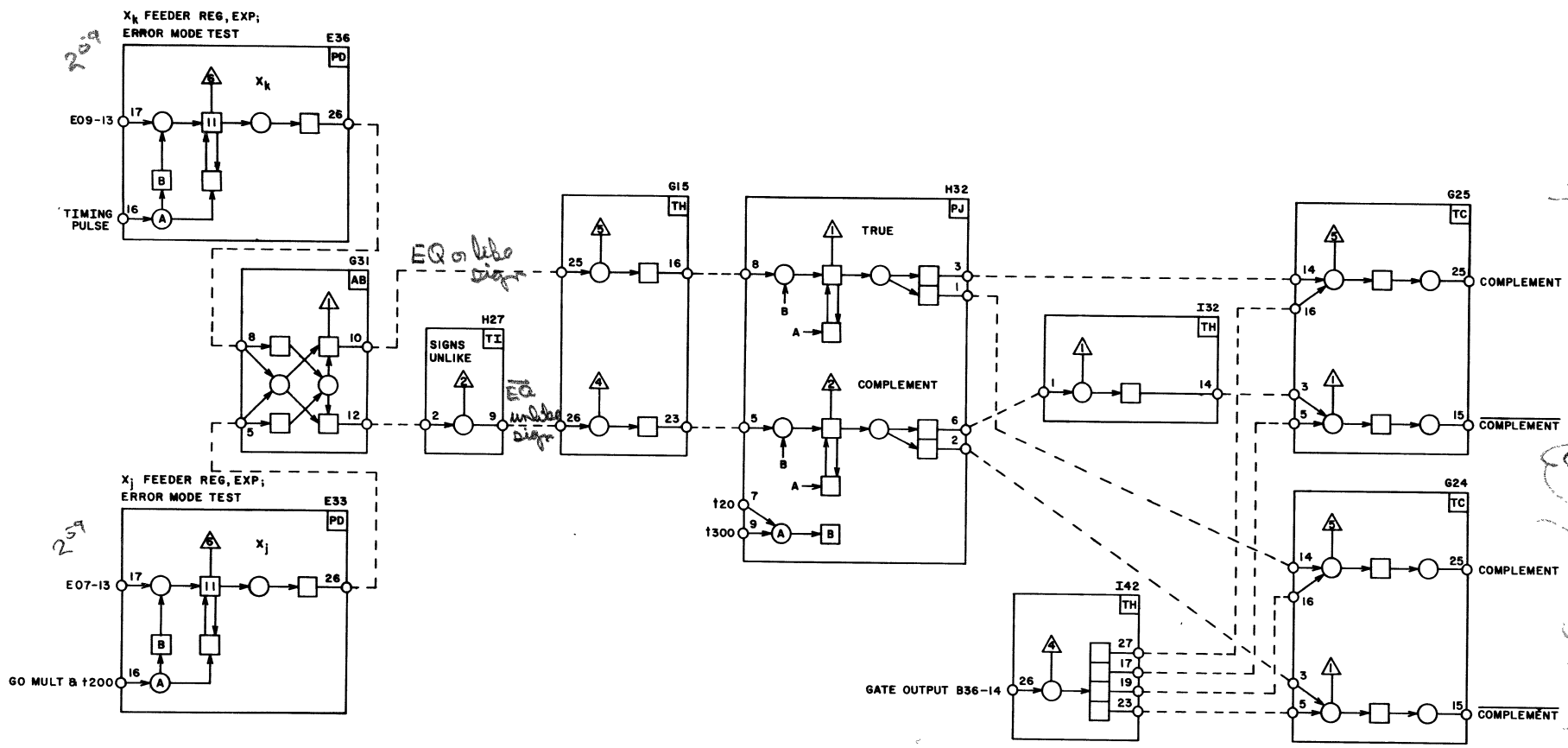
result

normalize

normalize when result
 non and full
 ep room.

EXPONENT BIT 0
 SINGLE PRECISION OR
 DOUBLE PRECISION

sign of code



- NOTES:
1. ALL LOCATIONS ON CHASSIS 2.
 2. MULTIPLY 1 IS SHOWN, MULTIPLY 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR MULTIPLY, EXPONENT SELECT COMPLEMENT, TRUE VALUE	PRODUCT 6601	
		SIZE C 60119300	REV 8T
		SHEET 165	121

TEST RESULT

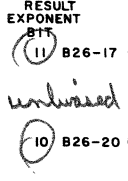
Several tests are performed in the exponent arithmetic to determine if the product is valid. The initial operands are tested to see if either X_j or X_k is indefinite, infinite, or zero. The final product exponent is tested to determine if it is equal to 2000; it would then become zero when unbiased.

The results of the tests are held until the end of the operation and are then used to condition the gating of the final product. An indefinite result is packed with an

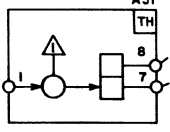
exponent of 1777_8 and a zero coefficient. A result of infinity is packed with an exponent of 3777_8 and a zero coefficient. A result of zero is packed with a zero exponent and a zero coefficient. All adjustments of the exponent are performed on chassis 2 and if the result is such that the coefficient should be held to zero, the Error signals are sent to chassis 6 to accomplish this.

20's over underflow

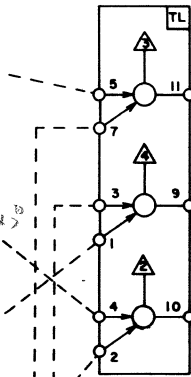
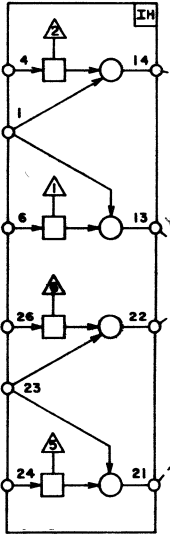
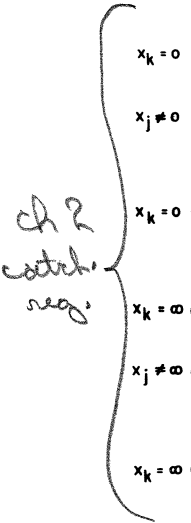
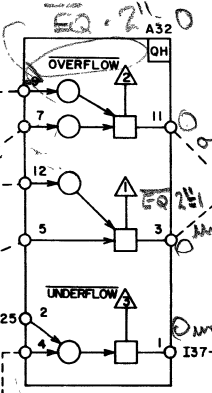
SINGLE OR DOUBLE PRECISION
RESULT EXPONENT BIT II



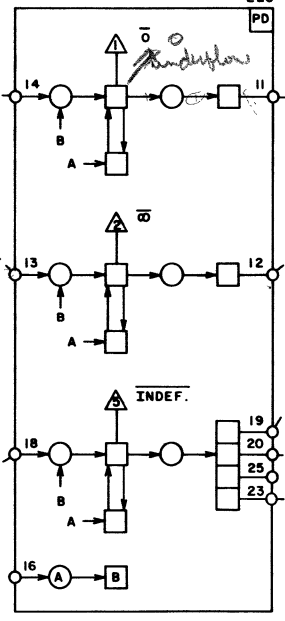
DOUBLE PRECISION
 $x_j + x_k$ EXP
BIT II G35-17



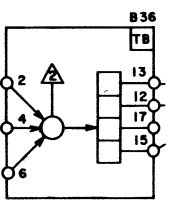
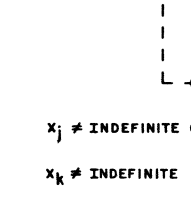
RESULT EXPONENT 6000
(ZERO WHEN UNBIASED)



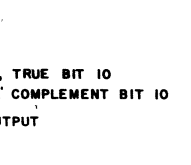
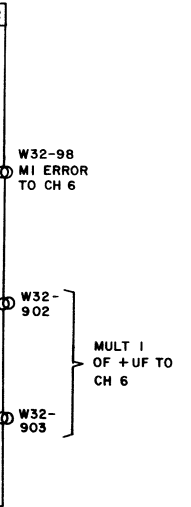
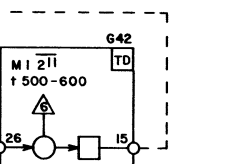
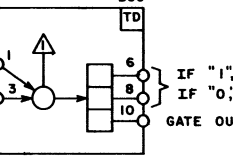
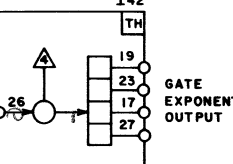
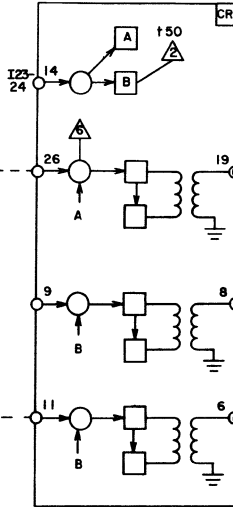
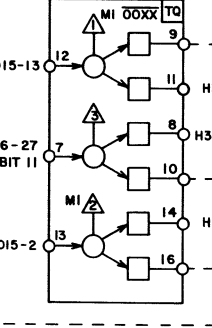
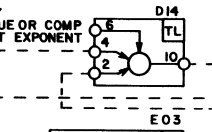
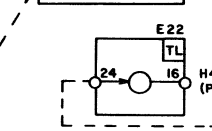
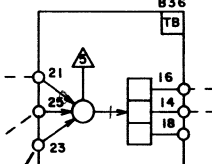
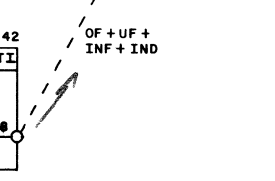
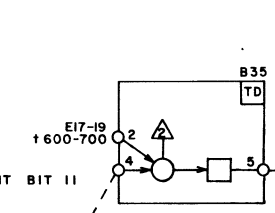
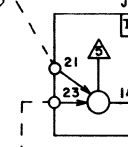
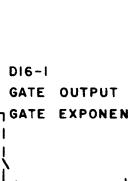
$(x_j + x_k) = \infty$
 $(x_k = 0 + x_j = 0)$



E17-17 SEL TRUE OR COMP RESULT EXPONENT



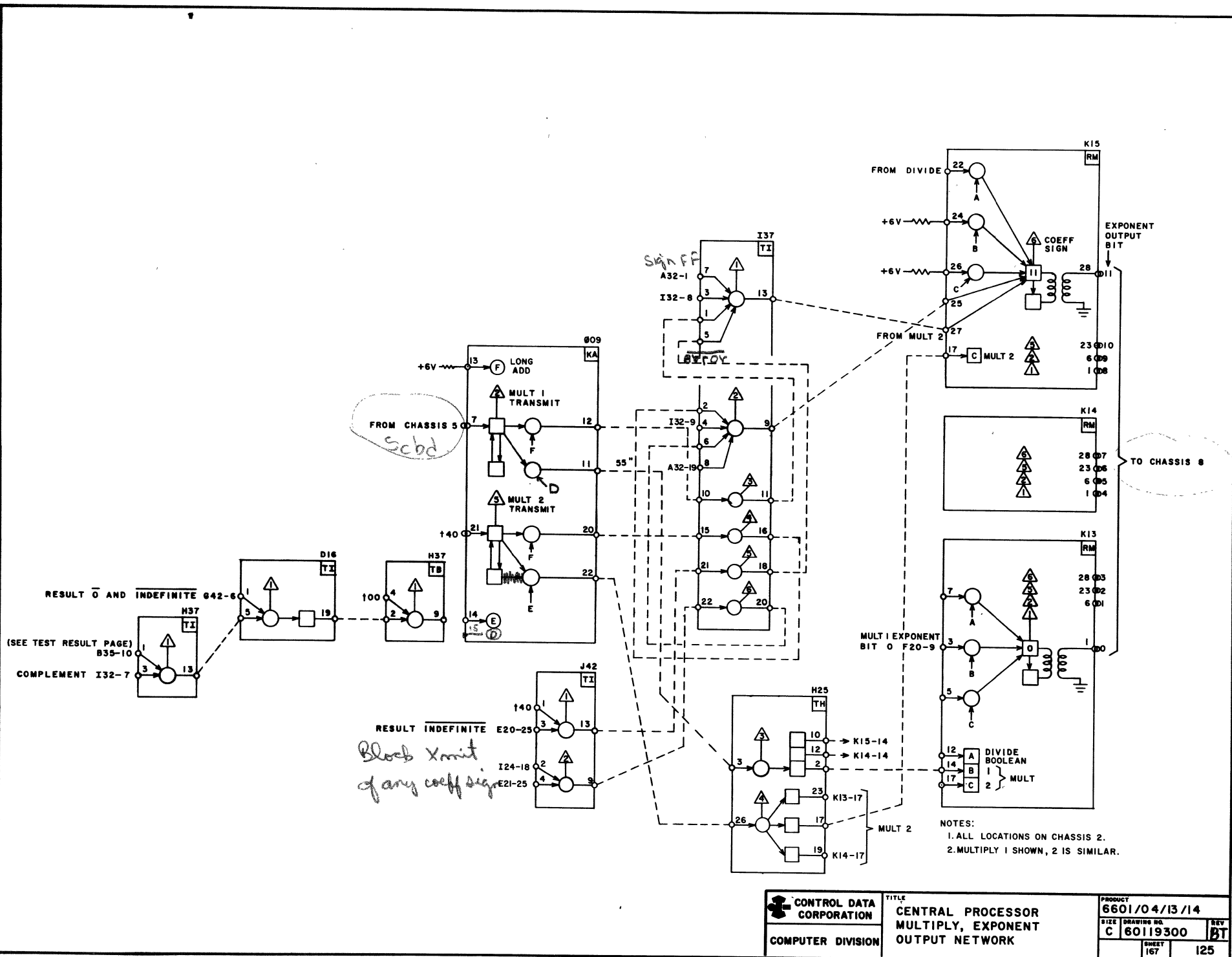
NOTES:
1. ALL LOCATIONS ON CHASSIS 2.
2. MULTIPLY 1 SHOWN, MULTIPLY 2 IS SIMILAR.
3. E03-15 EXPONENT CHECK = $2^6 \cdot 2^7 \cdot 2^8 \cdot 2^9 \cdot 2^{10} \cdot (x_j + x_k = 0)$



CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
MULTIPLY, EXPONENT
TEST RESULT

PRODUCT
6601
SIZE DRAWING NO.
C 60119300
REV
BT
SHEET
166
123



NOTES:
 1. ALL LOCATIONS ON CHASSIS 2.
 2. MULTIPLY 1 SHOWN, 2 IS SIMILAR.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	PRODUCT
	CENTRAL PROCESSOR MULTIPLY, EXPONENT OUTPUT NETWORK	6601/04/13/14
	SIZE	DRAWING NO.
	C 60119300	BT
	SHEET	125
	167	

DIVIDE

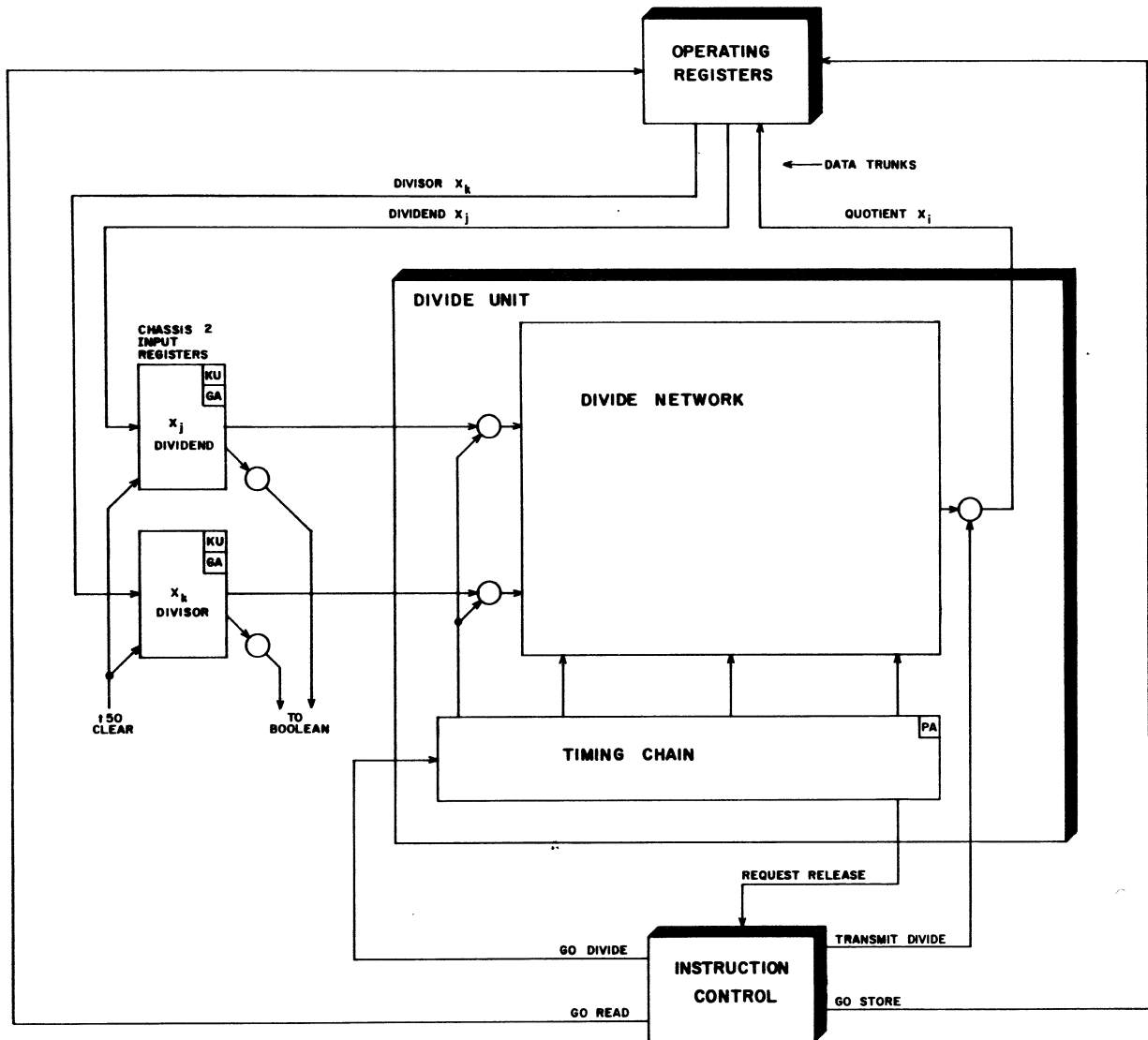
Division in the CONTROL DATA* 6601 Central Computer is performed by the Divide Unit located on chassis 2. This unit contains all necessary registers, adders, and logic elements to form the 60-bit, floating-point quotient of two 60-bit, floating-point operands. The time required for a division is 2.9 microseconds (29 minor cycles).

A divide instruction directs the unit to divide the dividend X_j by the divisor X_k and send the quotient to X_i . The coefficients are divided by the method of repeated subtractions. The exponents are subtracted according to the rules of exponential arithmetic.

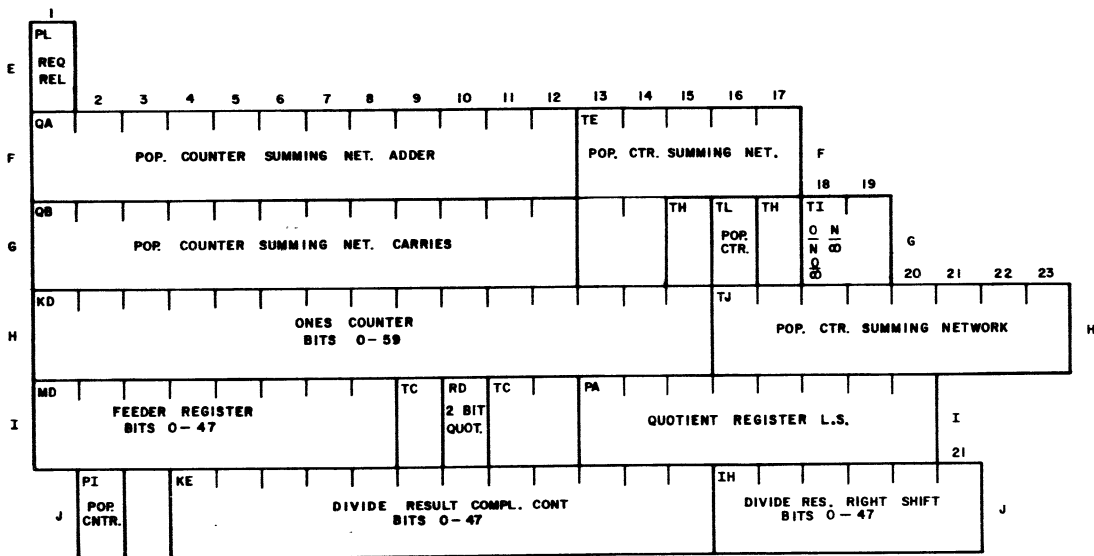
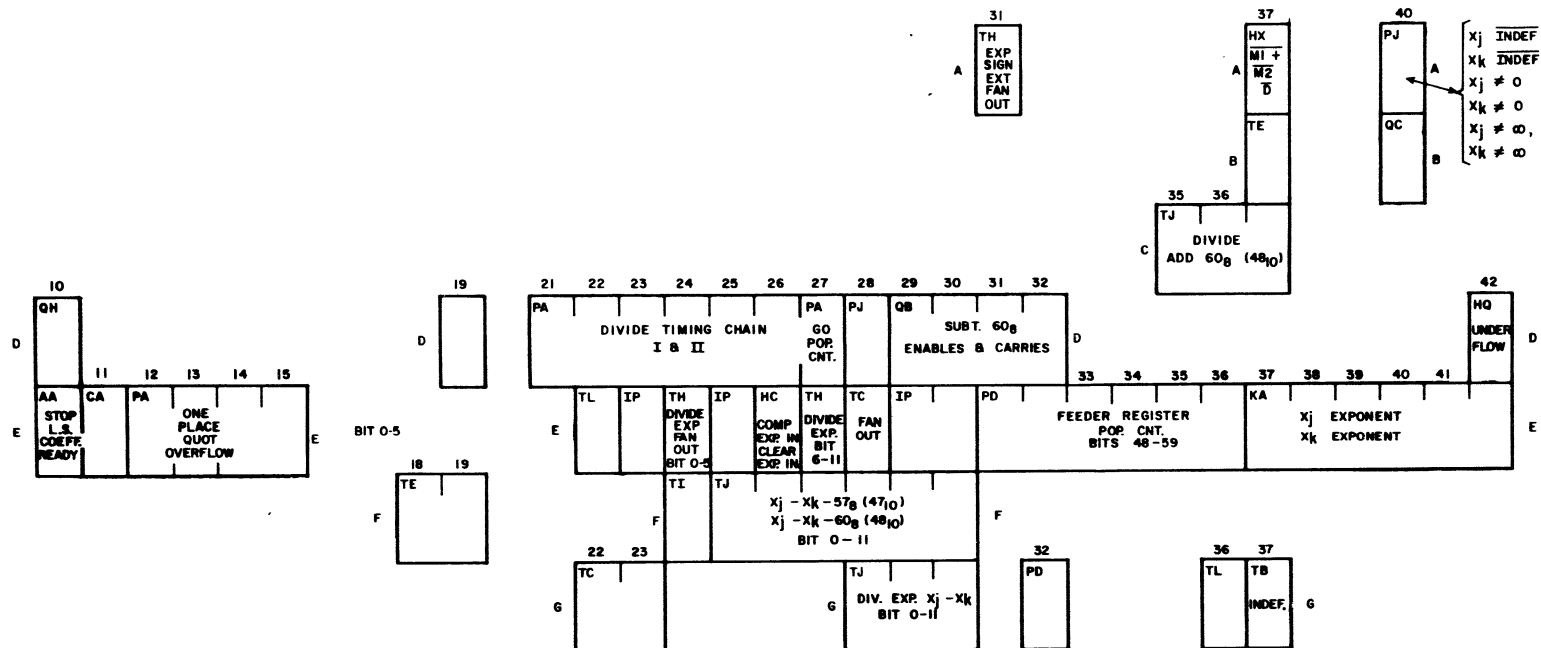
RESTRICTION:

The coefficient arithmetic portion of the divide unit is not capable of producing a quotient larger than $1.77 \dots 7_8$. It is therefore a requirement in all cases that the coefficient of the dividend X_j must be less than two times the coefficient of the divisor X_k . The coefficient of the divisor X_k may exceed the coefficient of the dividend X_j without limit, so long as neither operand is infinite or zero.

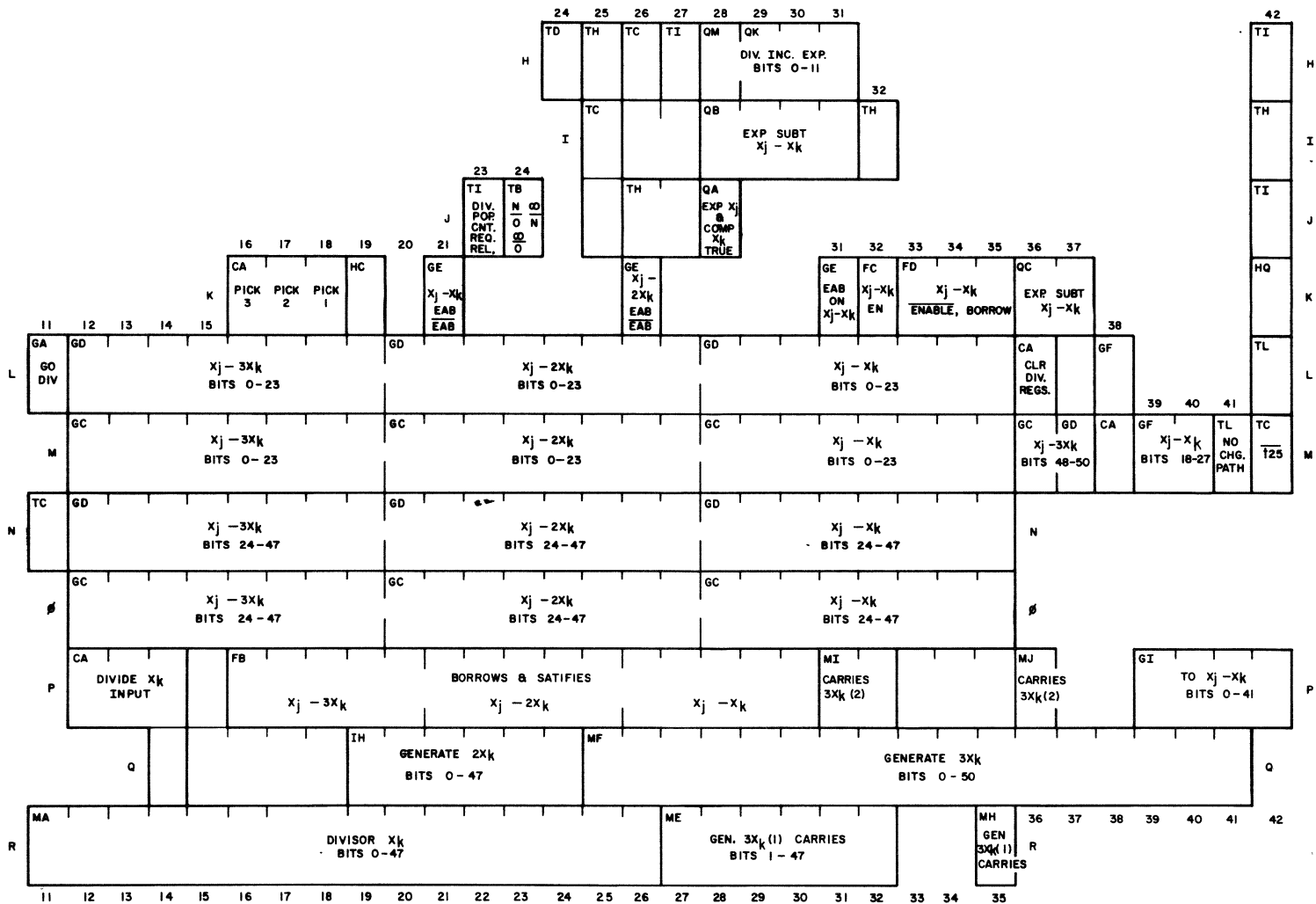
It is important to note that if the divisor is normalized, the above restriction never applies. In addition, if both operands are normalized, the divide unit produces a normalized quotient.

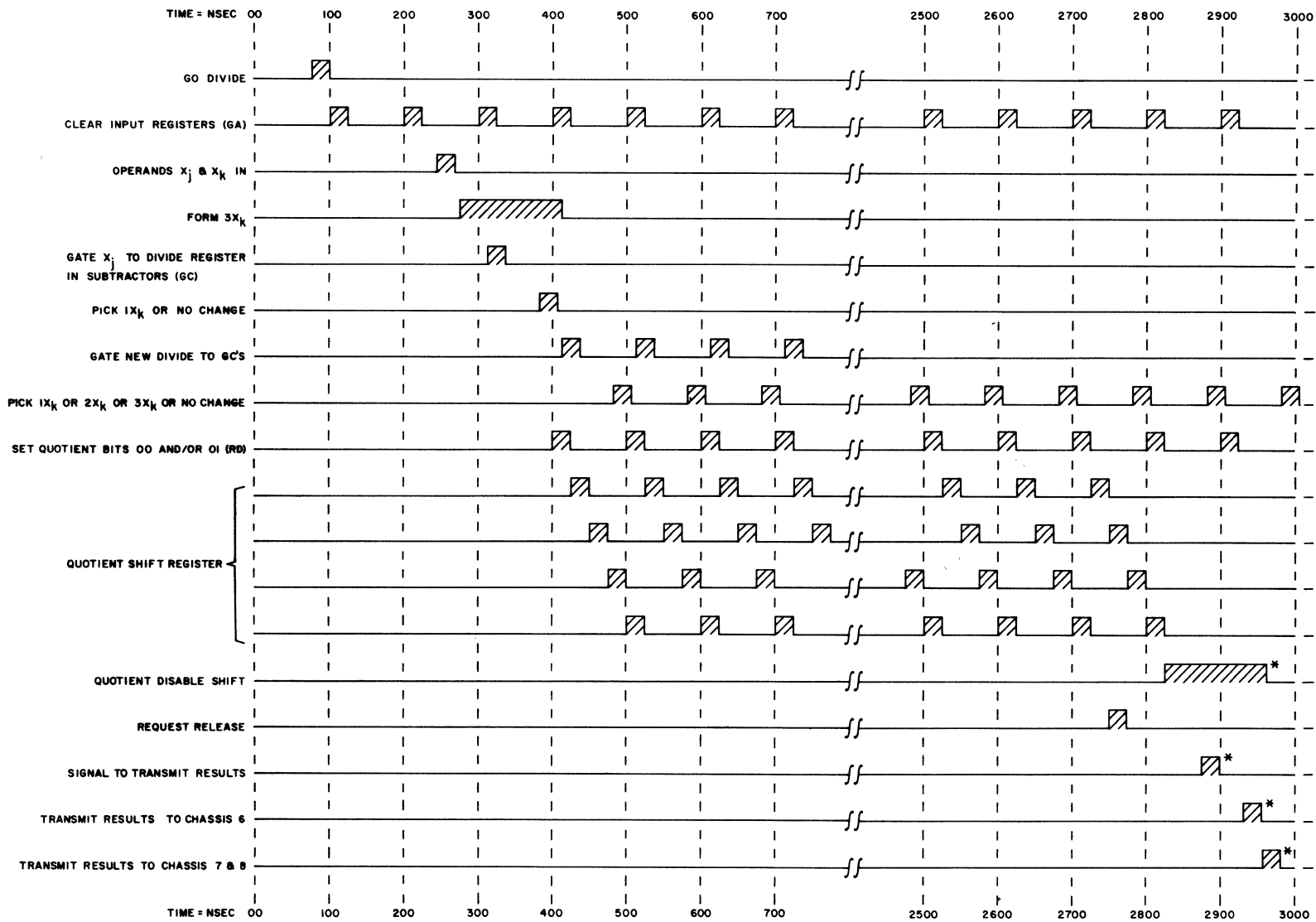


NOTE:
 DIVIDE IS FRACTIONAL, ONLY.
 IN ORDER TO WORK PROPERLY,
 $\frac{x_j \text{ COEFF.}}{x_h \text{ COEFF.}}$ MUST BE LESS THAN 2



6601/04 CENTRAL COMPUTER
 DIVIDE FUNCTION UNIT CHASSIS 2 (A)
 PUB. NO. 60119300
 REV. K 126.2





* EARLIEST POSSIBLE TIME —
NO RESULT REGISTER CONFLICT

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	PRODUCT
	CENTRAL PROCESSOR DIVIDE UNIT TIMING CHART	6601
	SIZE	DRAWING NO.
	C	60119300
	REV	D
	SHEET	PAGE
	217	128.1

DIVIDE, COEFFICIENT

Coefficient division of the two operands is performed using three subtraction networks. The original dividend X_j is gated directly from the chassis 2 input register into each of the 3 subtractors. The divisor X_k is gated into a holding register from which three values are formed: X_k times one, times two, and times three. These quantities are gated into the 3 subtraction networks and are held during the remainder of the operation.

The quotient is formed 2 bits at a time by trial subtractions of the 3 multiples of X_k from the dividend. The largest multiple which subtracts without causing an end-around borrow determines the selection of the 2 bits. If end-around borrows occur in all three subtractions, the two bits are zero.

The largest usable multiple of X_k is subtracted from the dividend during each iteration. This new quantity is then shifted left 2 places and re-inserted into the

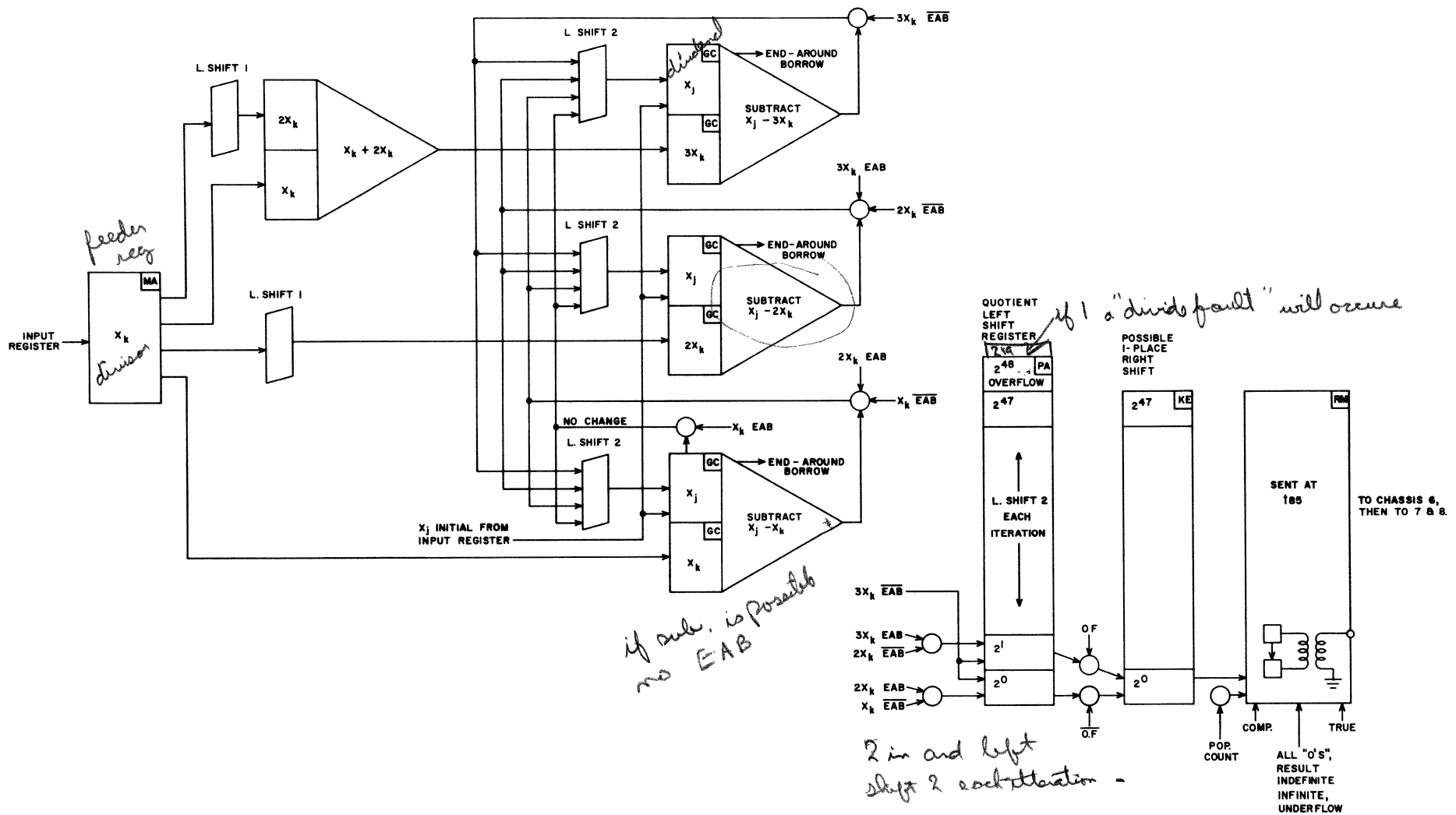
dividend registers of the 3 subtraction networks. On the first iteration, the original dividend X_j is held in the subtraction networks.

The coefficient arithmetic network forms a 50-bit quotient. Twenty-four iterations are required to process the 48-bit dividend; however, 2-bit quotients are selected both before the first iteration and after the 24th iteration.

The high-order bit (bit 49) of the final quotient is always "0" and is never used. This is due to the fractional restriction of the coefficient arithmetic; the 2-bit quotient picked on the first iteration is always either 00 or 01. Quotient bit 48 is tested at the output network, and if a "1", a 1-place right shift is performed.

x_k into x_j

$3x_k$'s
feeders
50 bits each



if 1 "divide fault" will occur

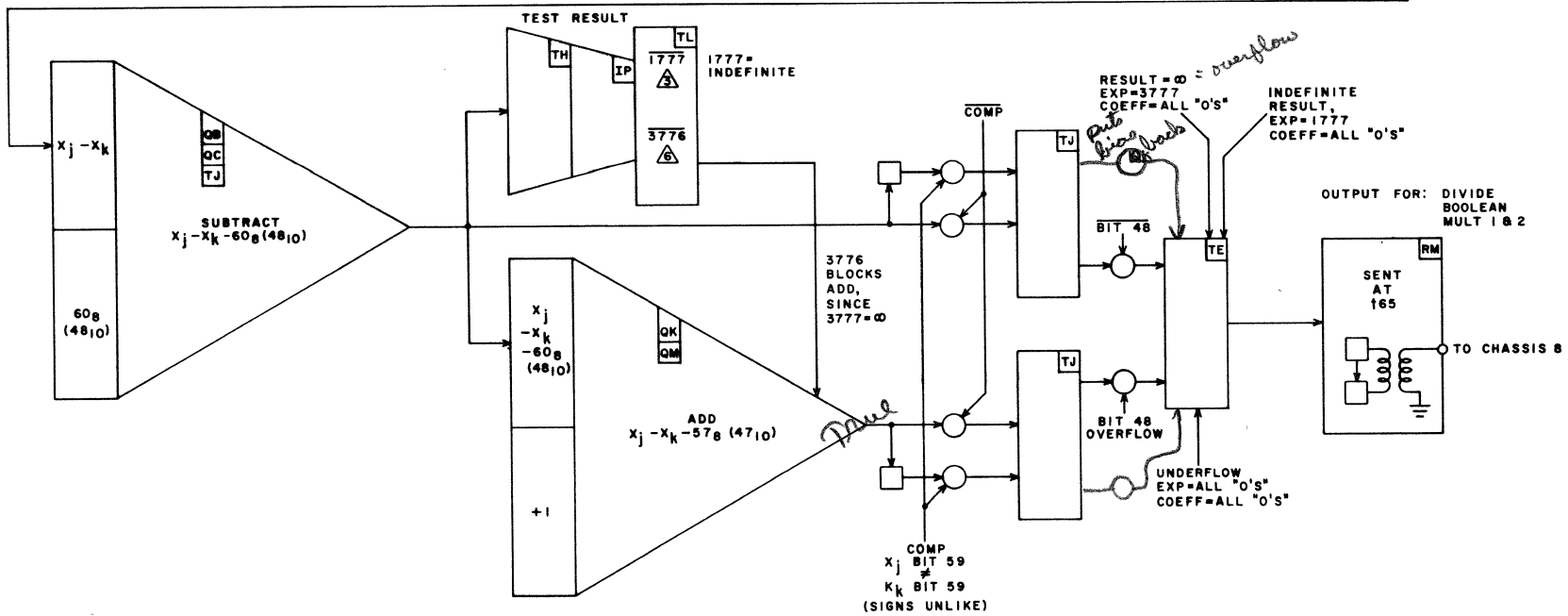
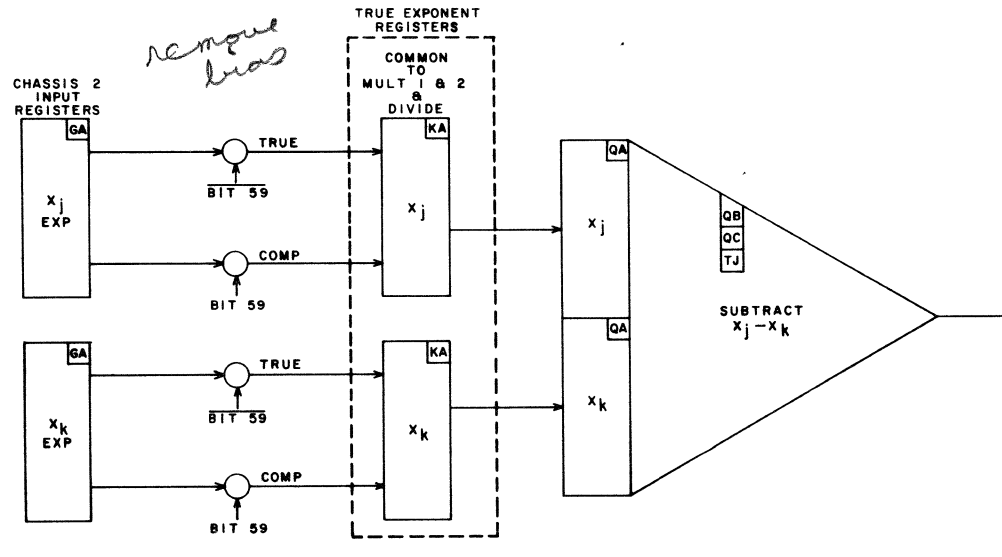
if sub. is possible
no EAB

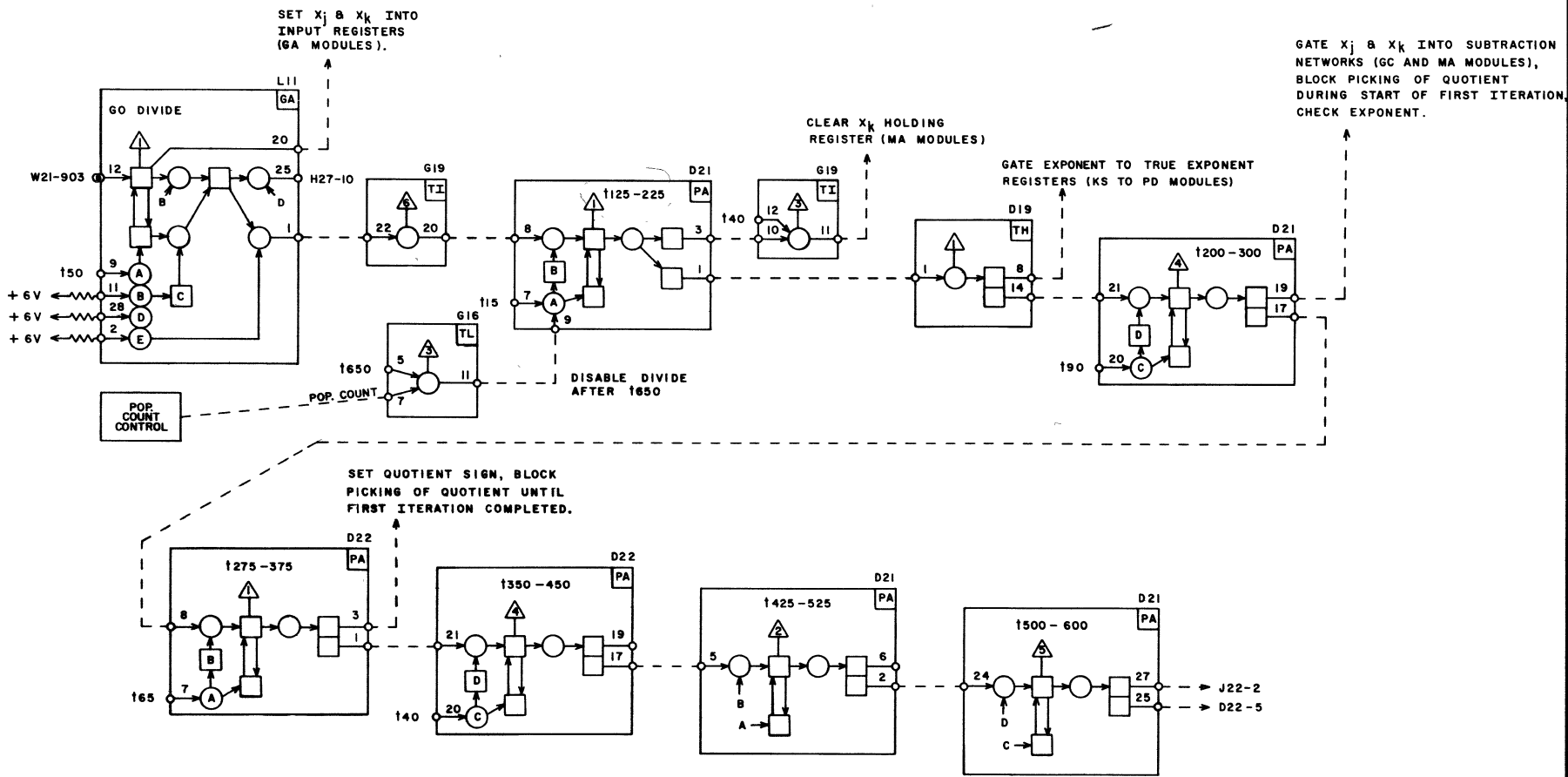
2 in and left
shift 2 each iteration -

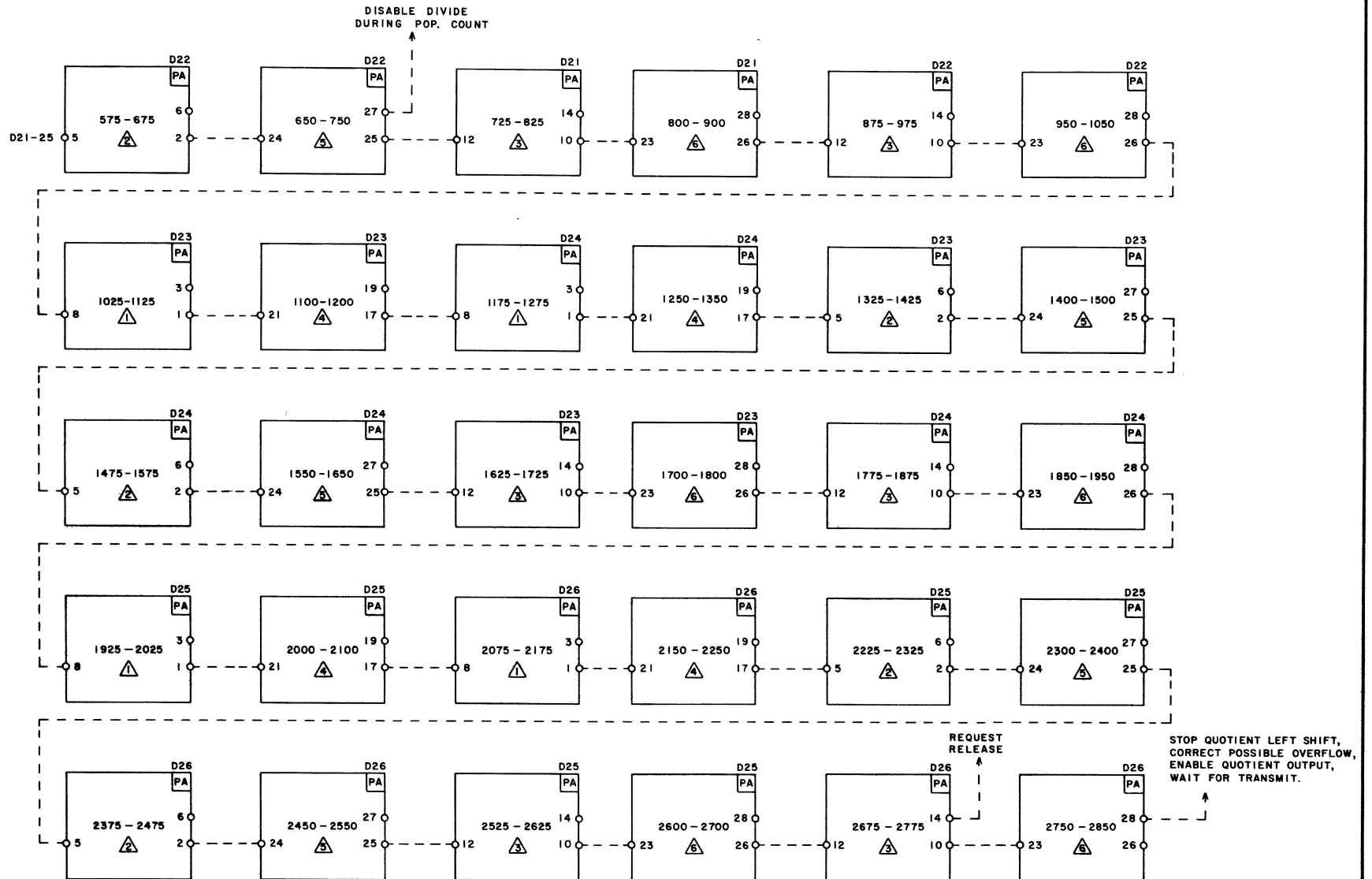
DIVIDE, EXPONENT

The exponents of the divide operands are handled according to standard rules of exponential numbers. For the basic result exponent, the exponent of the divisor X_k is subtracted from the exponent of the dividend X_j . Next, the quantity 60_8 (48_{10}) is subtracted from the result of X_j minus X_k . This has the effect of moving the binary point of the coefficient 48 places to the right. The quotient produced by the coefficient arithmetic is a fraction. It is therefore necessary to shift the binary point to the right in this manner to make the floating-point quotient of the divide unit correspond with the standard floating-point format of the other functional units.

Bit 48 of the coefficient is examined by the quotient output network and if a "1", the coefficient is shifted one place to the right. This requires the addition of +1 to the exponent to maintain positional accuracy.







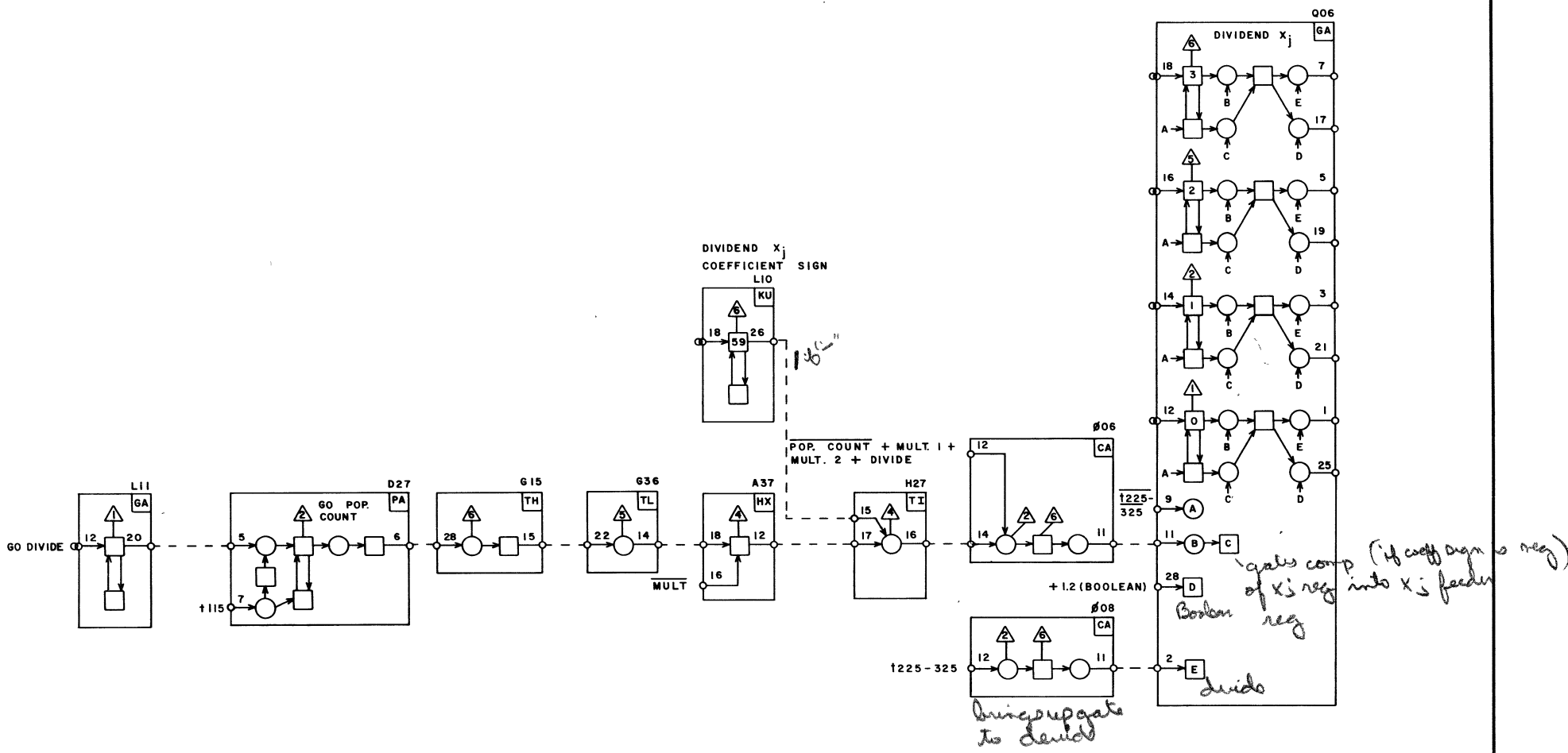
CHASSIS 2 INPUT REGISTERS

Chassis 2 contains the exponent arithmetic networks of Multiply 1 and Multiply 2 functional units, in addition to Divide and other logic. The input registers on chassis 2 are 60 bits in length. The exponent (bits 48 through 59) are sent to chassis 2 directly from the operating registers. The coefficient (bits 0 through 47) are sent first to chassis 6 and then re-transmitted to chassis 2.

The input registers on chassis 2 are shared by both Multiply 1 and 2, Divide and Boolean. The unit receiving the Go signal will sample the input registers and perform its respective operation. The two operands are held in the chassis 2 input registers

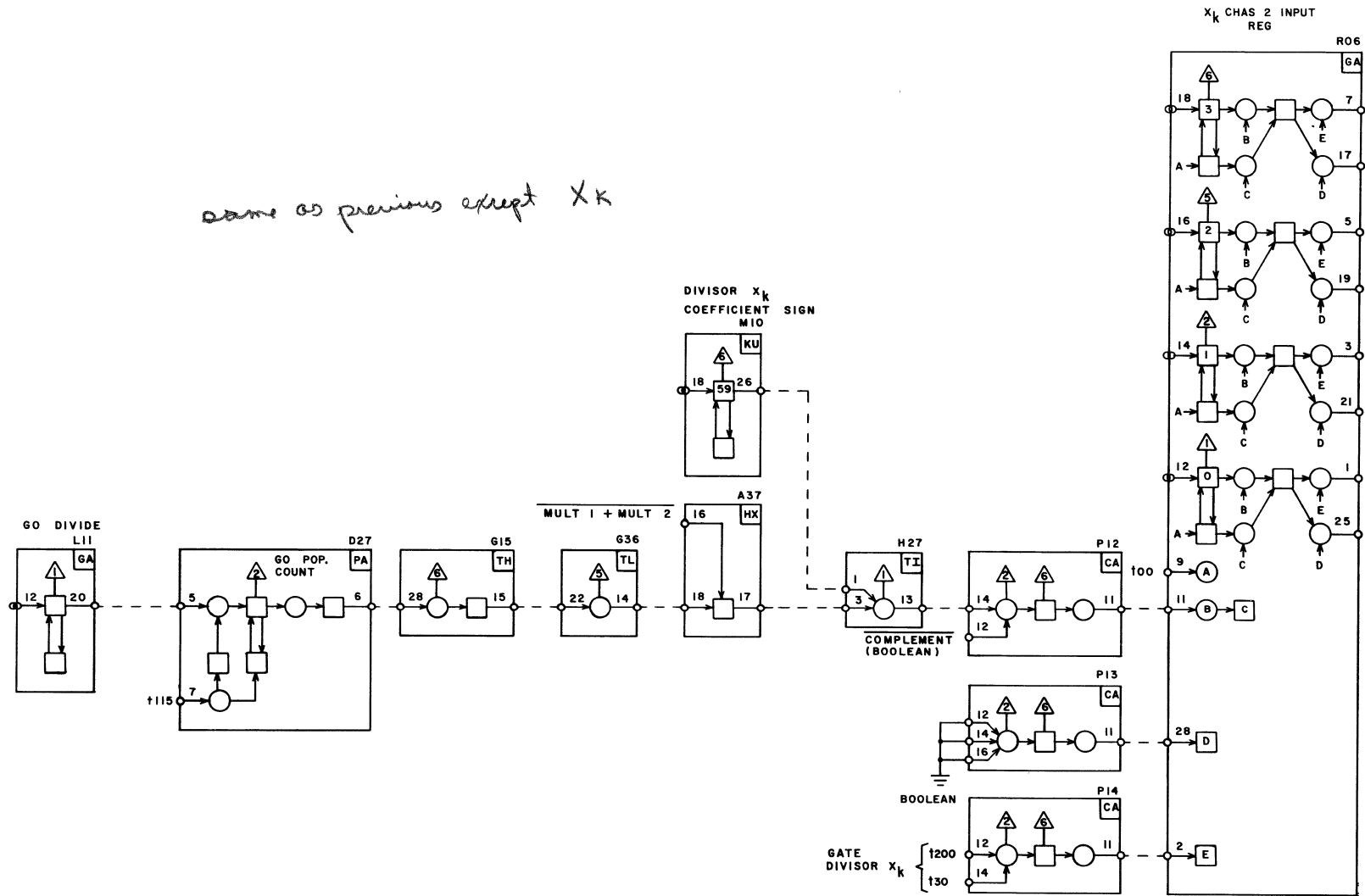
for a time of approximately 100 nanoseconds. If a division is to be performed, the operation will be timed so that the Divide unit receives a Go signal and samples the operands while they are held in the chassis 2 input registers. The operand sign (bit 59) accompanies each operand to chassis 2. A sign bit of "1" indicates a negative operand. The input registers always contain the true values of the operands, but since negative numbers are handled in one's complement form, a sign bit of "1" gates the complement into the Divide unit.

Xj CHAS 2 INPUT
REG



CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	PRODUCT
	CENTRAL PROCESSOR	6601/04/13/14
	DIVIDE Xj, CHASSIS 2 INPUT REGISTER	SIZE DRAWING NO. REV
	C 60119300 BT	
	SHEET 173	137

same as previous except X_k



DIVIDEND X_j

At the beginning of the first iteration, the dividend X_j is gated into holding registers in the 3 subtraction networks. Trial subtractions are then performed of the dividend X_j minus 1, 2, and 3 times the divisor X_k . The largest multiple of X_k which subtracts without causing an end-around borrow is taken as 2 bits of the quotient, and the result of that subtraction, left-shifted 2 places, is used as the dividend for the next iteration. The original dividend X_j is gone after the first iteration, and at the end of 24 iterations, the dividend is reduced to all "0's" (on an unrounded operation). If an end-around borrow is produced on the trial subtraction of X_j minus X_k , the two quotient bits will be "0's". The unsubtracted dividend quantity is then returned left-shifted 2 places to the 3 subtraction networks for the next iteration.

ROUND

Rounding in the Divide unit is performed by holding "1" inputs on bit 0 of the dividend registers in each of the three subtraction networks. The "1" inputs are held through all 24 iterations. Since the dividends are left-shifted 2 places on each iteration, the quantity remaining in the registers at the end of 24 iterations will be a succession of alternating "0's" and "1's". Rounding on a divide operation forces bit 0 of the original dividend X_j to a "1" and makes the portion of the dividend to the right of the binary point equal to $1/3$ (.2525 -- 25_8).

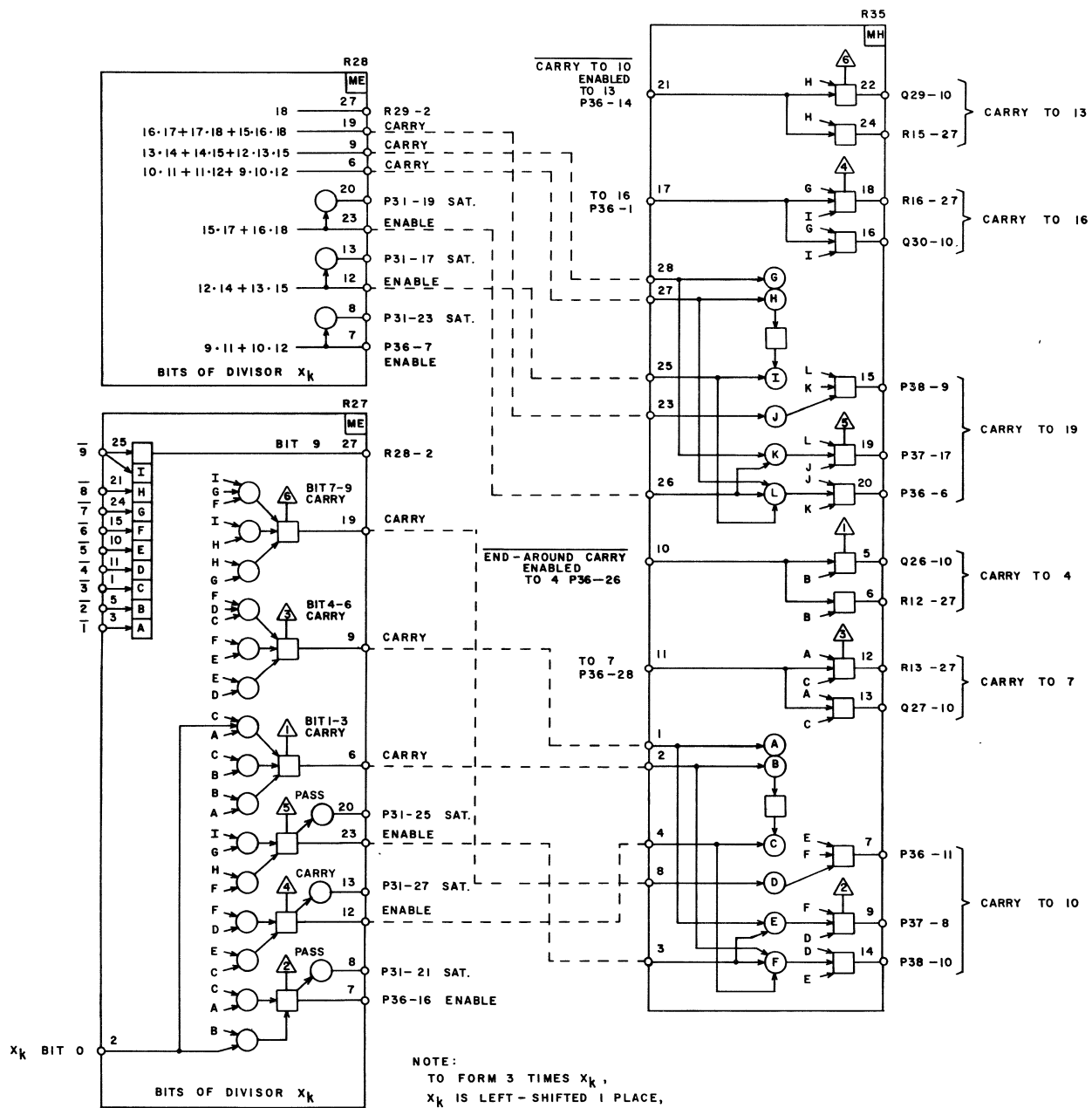
DIVISOR X_k

The original divisor X_k is brought into a register at the beginning of the operation and three values are formed; X_k times 1, times 2, and times 3. These three values are held during the entire operation and are used as inputs to the three subtraction networks.

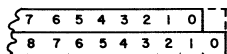
The quantity $2X_k$ is formed by shifting X_k one place to the left. This is equivalent to multiplying by 010_2 .

The quantity $3X_k$ is formed by shifting X_k one place to the left and adding this quantity to the original X_k . This is equivalent to multiplying by 011_2 . The carries produced by this addition are handled by a separate sensing network.

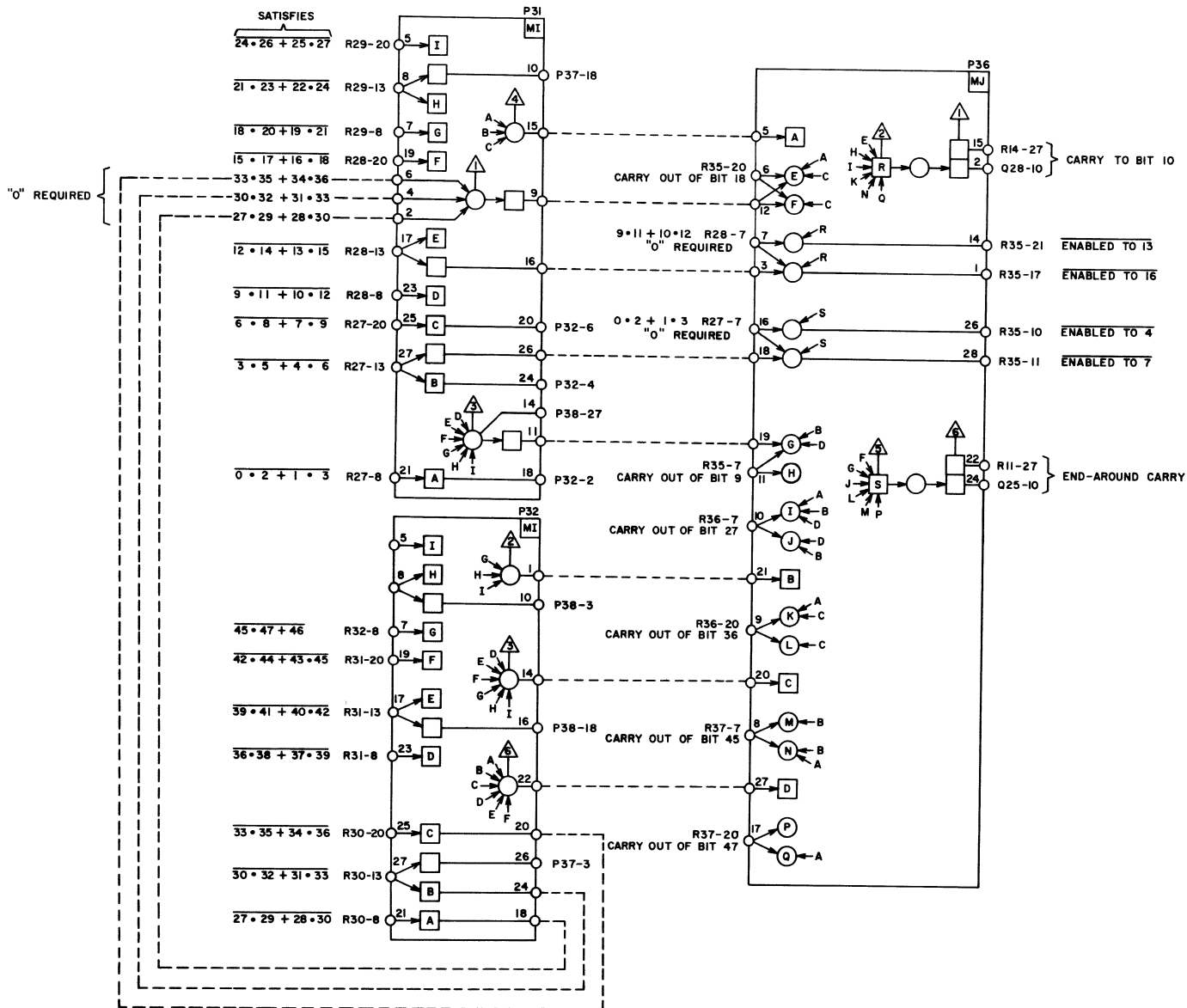
no EAC



NOTE:
 TO FORM 3 TIMES X_k ,
 X_k IS LEFT-SHIFTED 1 PLACE,
 THEN ADDED TO THE ORIGINAL X_k



 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR DIVIDE COEFFICIENT CARRIES ON 3 TIMES X_k , 1	PRODUCT 6601
	SIZE C 60119300	REV BT
	SHEET 177	145



SUBTRACTION NETWORKS

The trial subtractions of the dividend minus X_k , $2X_k$, and $3X_k$ are performed by the 3 subtraction networks. Each of these networks contains an input register for the dividend. The multiple value of X_k is brought in at a separate input.

Each subtraction network has 3 gated outputs from each stage. These are fed back to the dividend input registers of the subtraction networks left-shifted 2 places. The output of each subtraction network is the complement of the true result, and is therefore able to directly set the flip-flops in the input registers.

Borrows, satisfies, and enables are handled by a separate sensing network. The subtraction networks are one's complement, and a borrow out of the upper stage is taken end-around. However, if an end-around borrow is produced by a subtraction network, that particular trial subtraction is rejected.

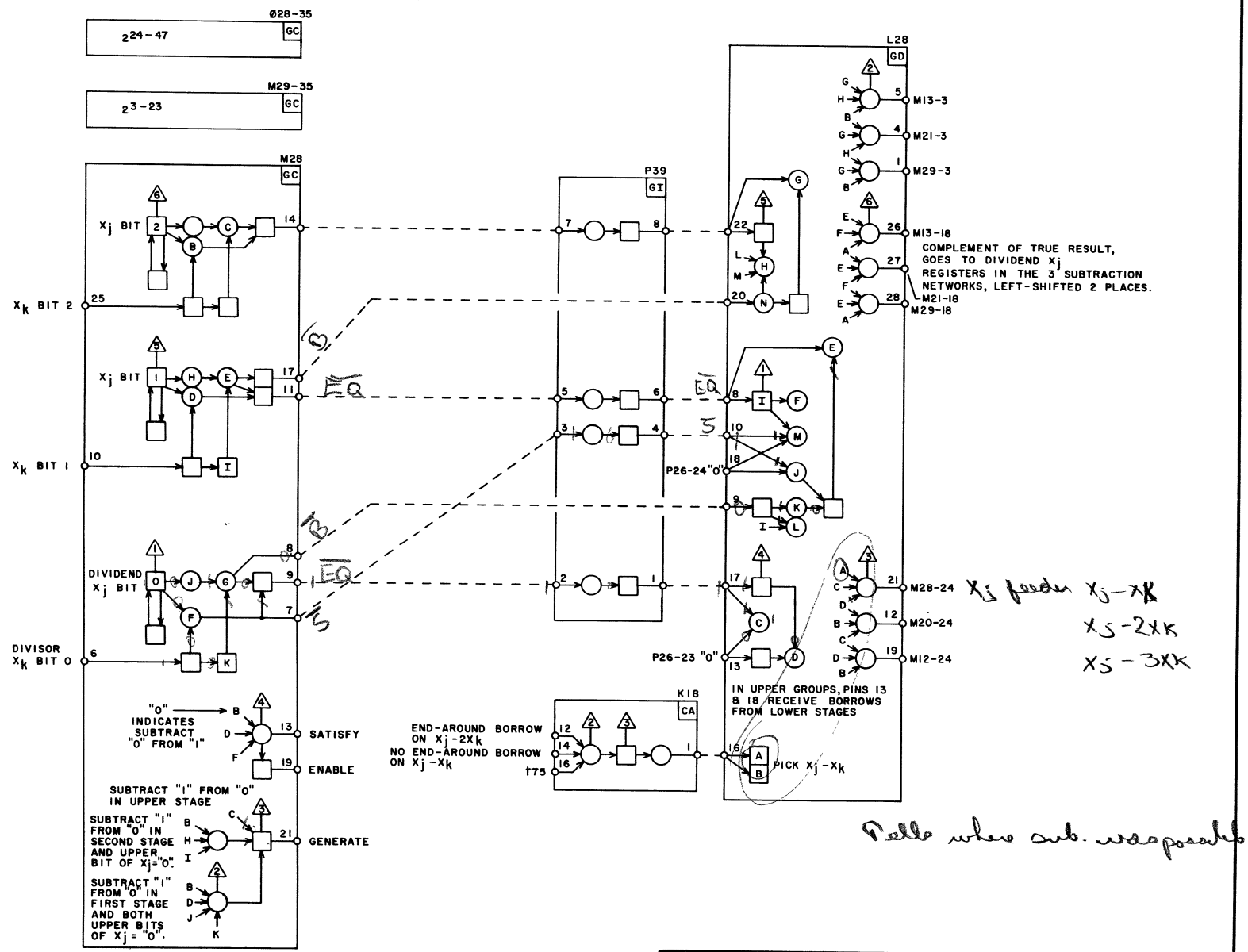
The existence of end-around borrows from the trial subtraction networks determines the selection of the two quotient bits for that iteration. The highest multiple of X_k which will subtract from the dividend without causing an end-around borrow is used. The fully subtracted output from that subtraction network is then gated back to the dividend input registers left-shifted 2 places to be used as the dividend on the next iteration.

E F G B S
 1 0 0 1 1
 1 0 1 1 0

$\overline{EQ} \cdot \overline{B} = 1$
 $\overline{EQ} \cdot B = 1$
 $\overline{EQ} \cdot \overline{B} = 0$
 $\overline{EQ} \cdot B = 0$

True subtractor

True data

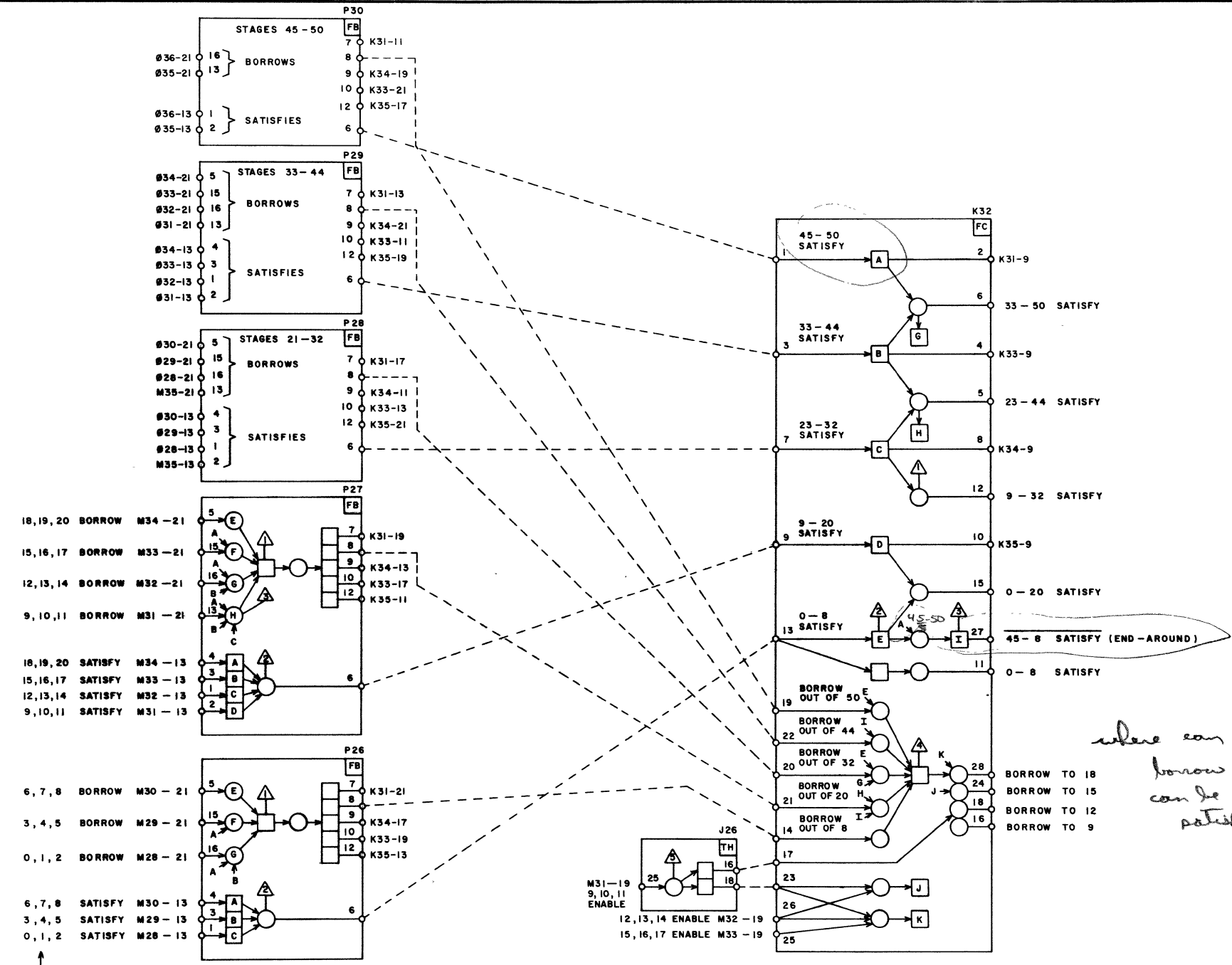


COMPLEMENT OF TRUE RESULT,
 GOES TO DIVIDEND X_j
 REGISTERS IN THE 3 SUBTRACTION
 NETWORKS, LEFT-SHIFTED 2 PLACES.

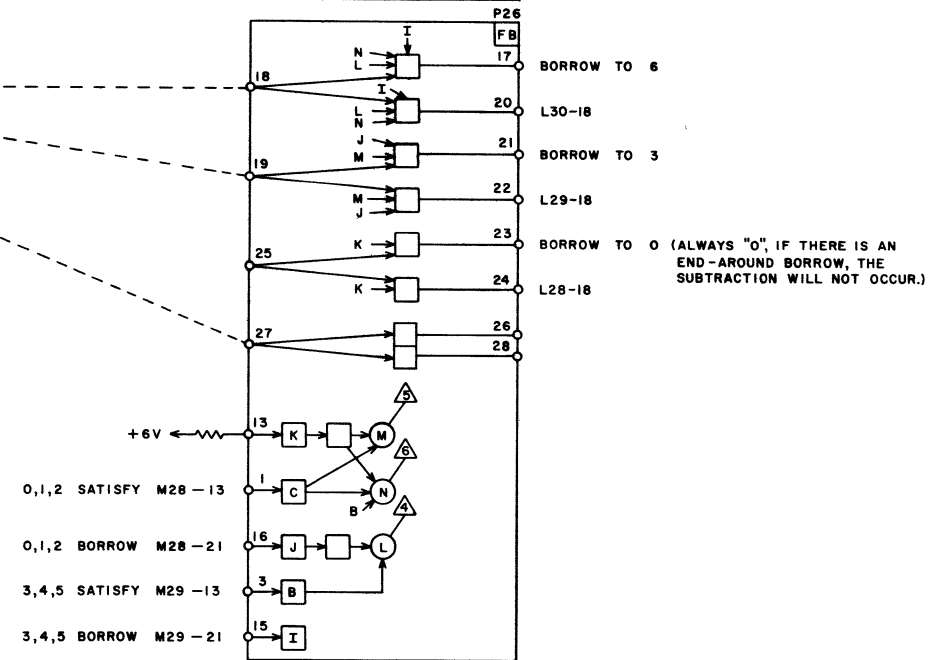
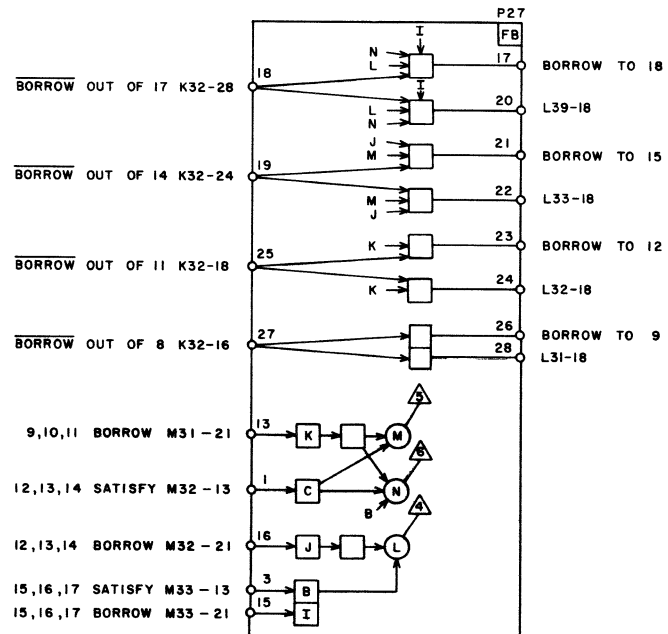
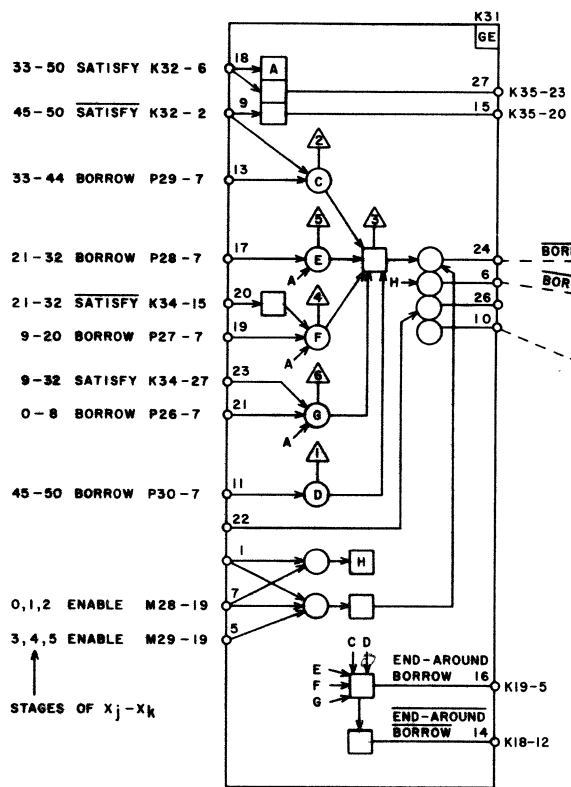
Xj feeds Xj - Xk
Xj - 2Xk
Xj - 3Xk

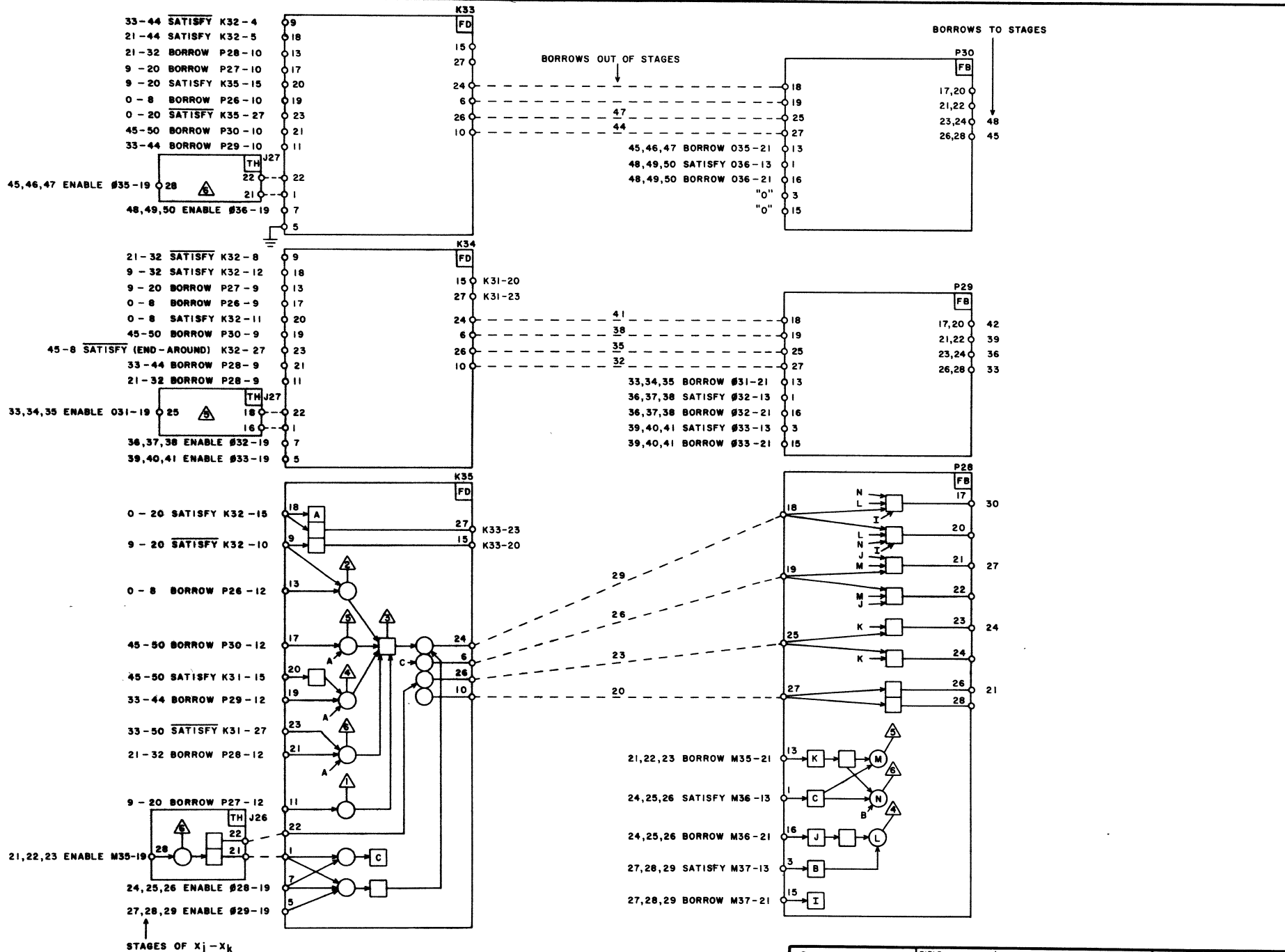
Cells where sub. was possible

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR DIVIDE, COEFFICIENT SUBTRACT X_k FROM X_j	PRODUCT 6601/04/13/14
	SIZE C 60119300	REV BT
	SHEET 179	149



↑
STAGES OF $X_j - X_k$



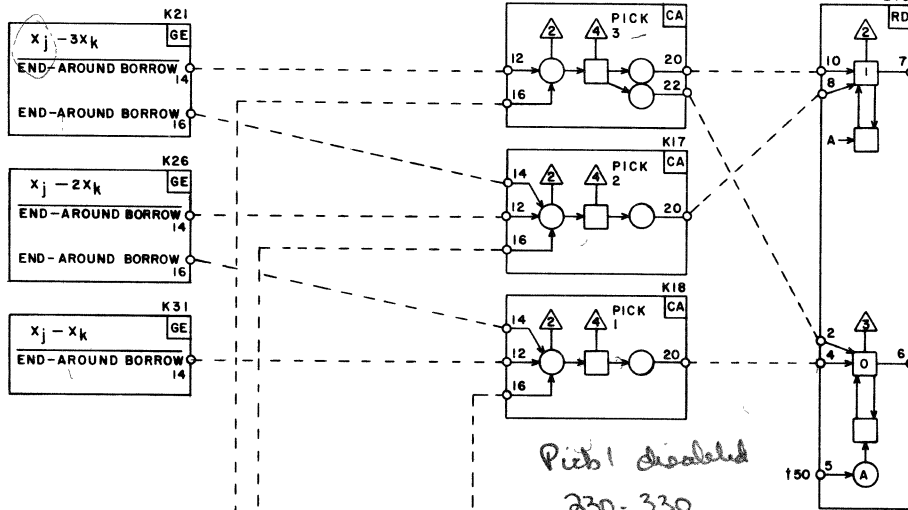


2-BIT QUOTIENTS

The coefficient arithmetic network performs division of the 48-bit operands in 24 iterations. The quotient is assembled 2 bits at a time, as determined by the three trial subtractions of X_k , $2X_k$, and $3X_k$ from the dividend. The resulting quotient is 50 bits in length, since an additional 2 bits are picked after the 24th subtraction.

QUOTIENT LEFT-SHIFT REGISTER

A 2-place left-shift register is used to assemble the 2-bit quotients into the final 50-bit quotient. The quotients are selected at 100-nanosecond intervals according to the trial subtractions, and are inserted into stages 0 and 1 of the left-shift register. This register performs a 2-place left shift at 75-nanosecond intervals. It is therefore necessary to provide 2 extra register stages after each 4 shifts to allow the picking of quotients to "catch up" with the shifting of the register.



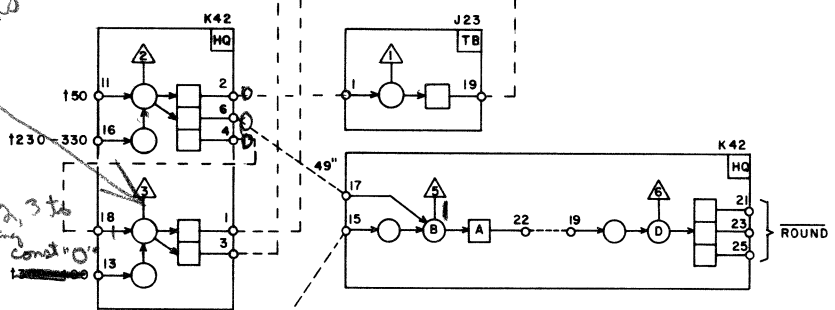
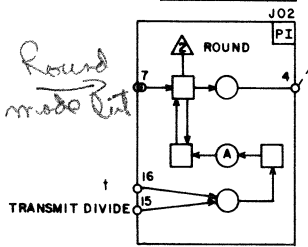
*Pick 1 disabled
230-330*

QUOTIENTS ARE PICKED
EACH TIME 50
AFTER DIVIDE TIME 400

Iterations

*allows pick 1, 2, 3 to
come up during
first itera*

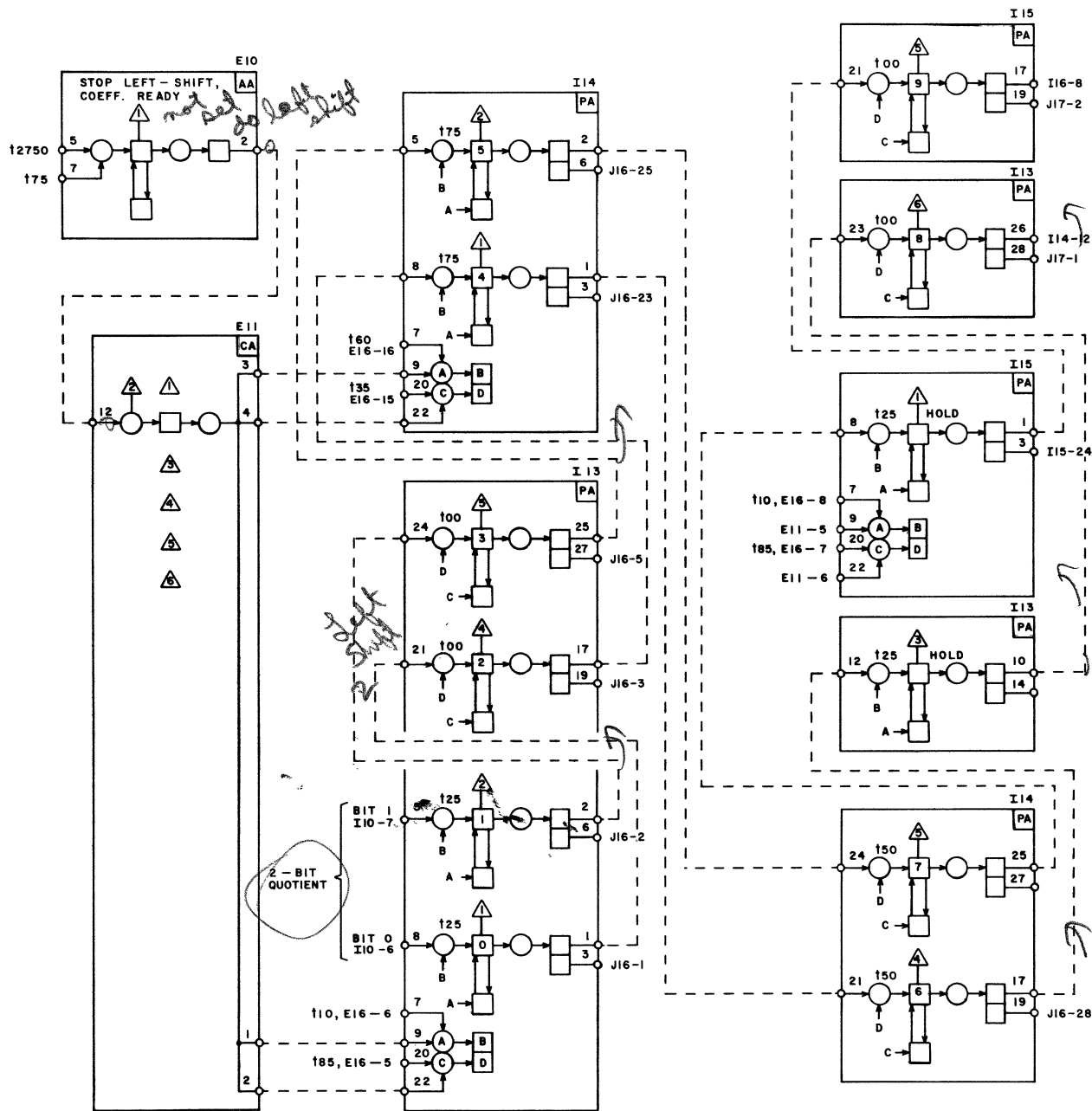
*Round
mode bit*



*round. 0101010101,
put into dividend
on all itera. except 1st
before you subtract*

$\sqrt{1234, 252525} = \frac{1}{3}$

CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR DIVIDE, COEFFICIENT FORM 2-BIT QUOTIENT	PRODUCT 6601/04/13/14
		SIZE DRAWING NO. C 60119300
		REV N
		SHEET 183
		157



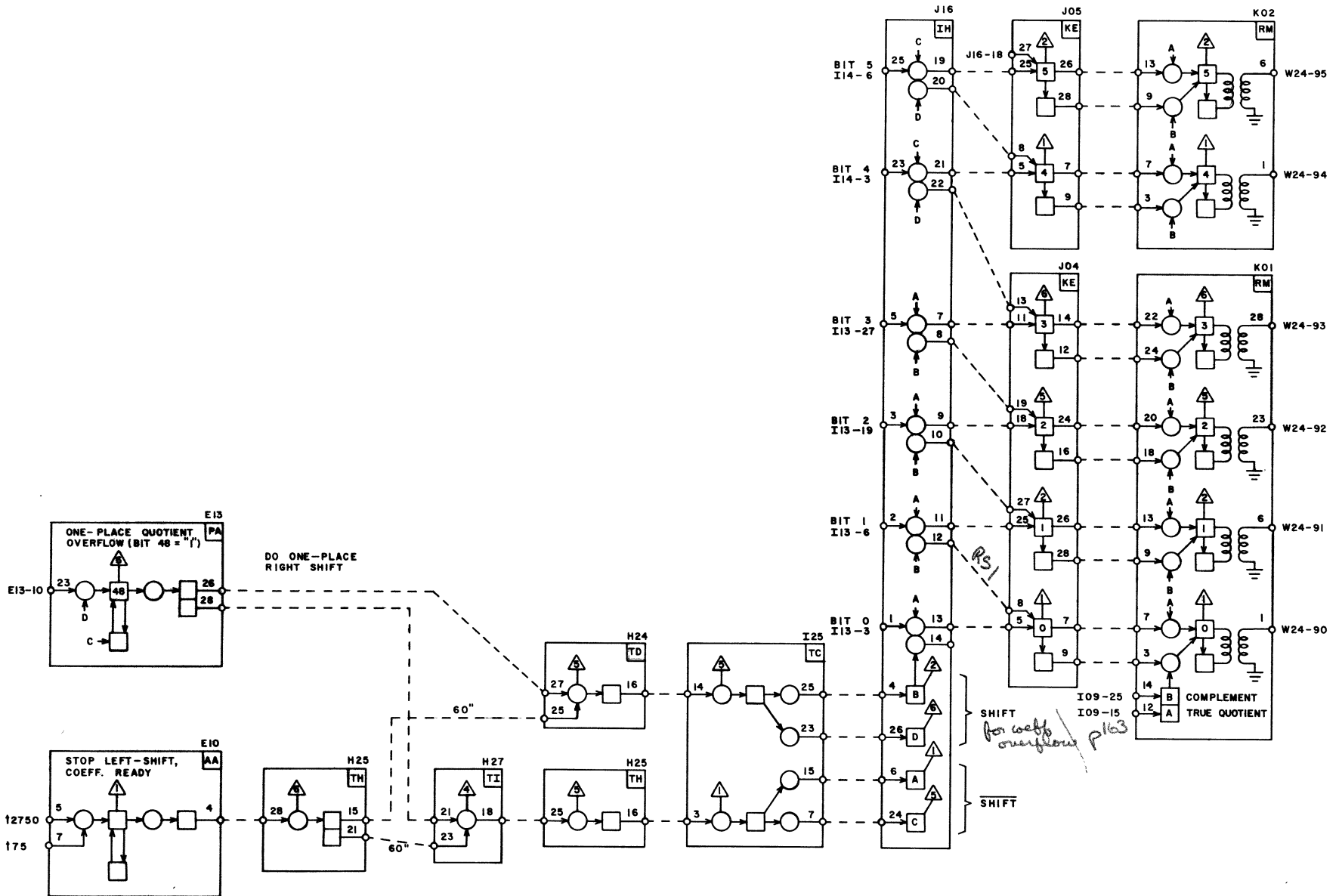
EXTRA HOLDING FLIP-FLOPS ARE NECESSARY AFTER EACH 4 SHIFTS.

more data up quotient LS reg.

NORMALIZE

The divide unit produces a normalized quotient (a "1" in bit 47) if both of the original operands were normalized. With normalized operands, the first 2-bit quotient will be either 00 or 01. If the first 2-bit quotient is 00, the second 2-bit quotient will be either 10 or 11. Due to the left shifts, the first 2-bit quotient becomes bits 49 and 48

of the final 50-bit result, and the second 2-bit quotient becomes bits 47 and 46. The use of normalized operands therefore always results in a "1" in either (or both) bit 47 or 48, while bit 49 is always a "0". If bit 48 is a "1", the output network shifts the coefficient one place to the right and +1 is added to the exponent to maintain positional accuracy.



 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR DIVIDE, COEFFICIENT QUOTIENT OUTPUT NETWORK	PRODUCT 6601
	SIZE C	DRAWING NO. 60119300
	REV BT	SHEET 185

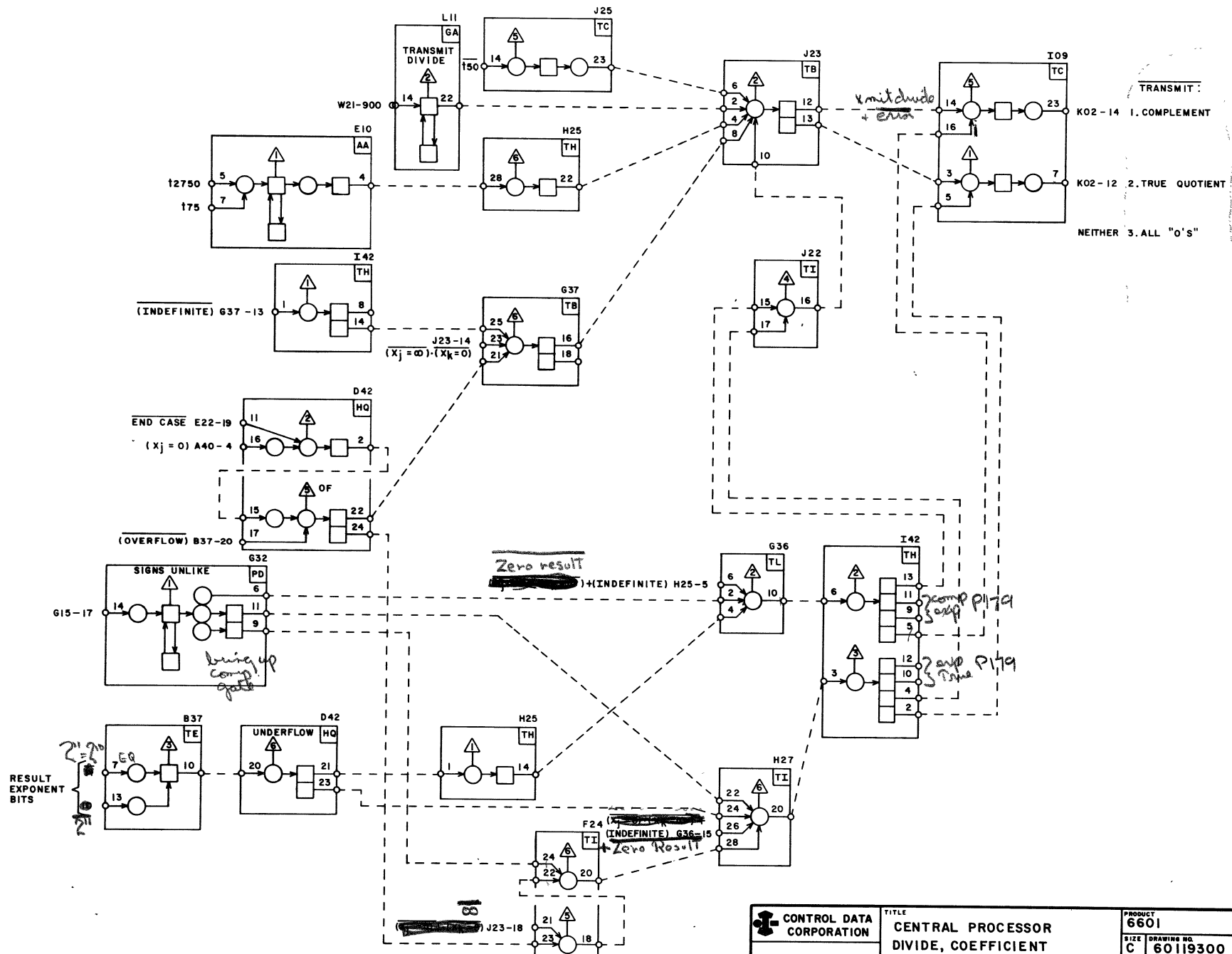
GATE QUOTIENT OUTPUT

The final result quotient is gated out of the Divide unit by the Transmit signal from the Scoreboard. The final transmitted coefficient value is determined by a sensing network which selects either the true value, the complement or all "0's".

The signs of the original operands X_j and X_k determine the selection of either the true value or the complement of the result coefficient. If the signs were alike, either both positive or both negative, the quotient will be positive; if unlike, the quotient will

be negative. Negative numbers are handled in one's complement notation. The sensing network therefore selects the complement of the coefficient if the quotient is negative.

The output coefficient is held to all "0's" if the quotient is infinite, indefinite, or zero. The existence of these conditions is determined by examining the original operands and the exponent of the result.



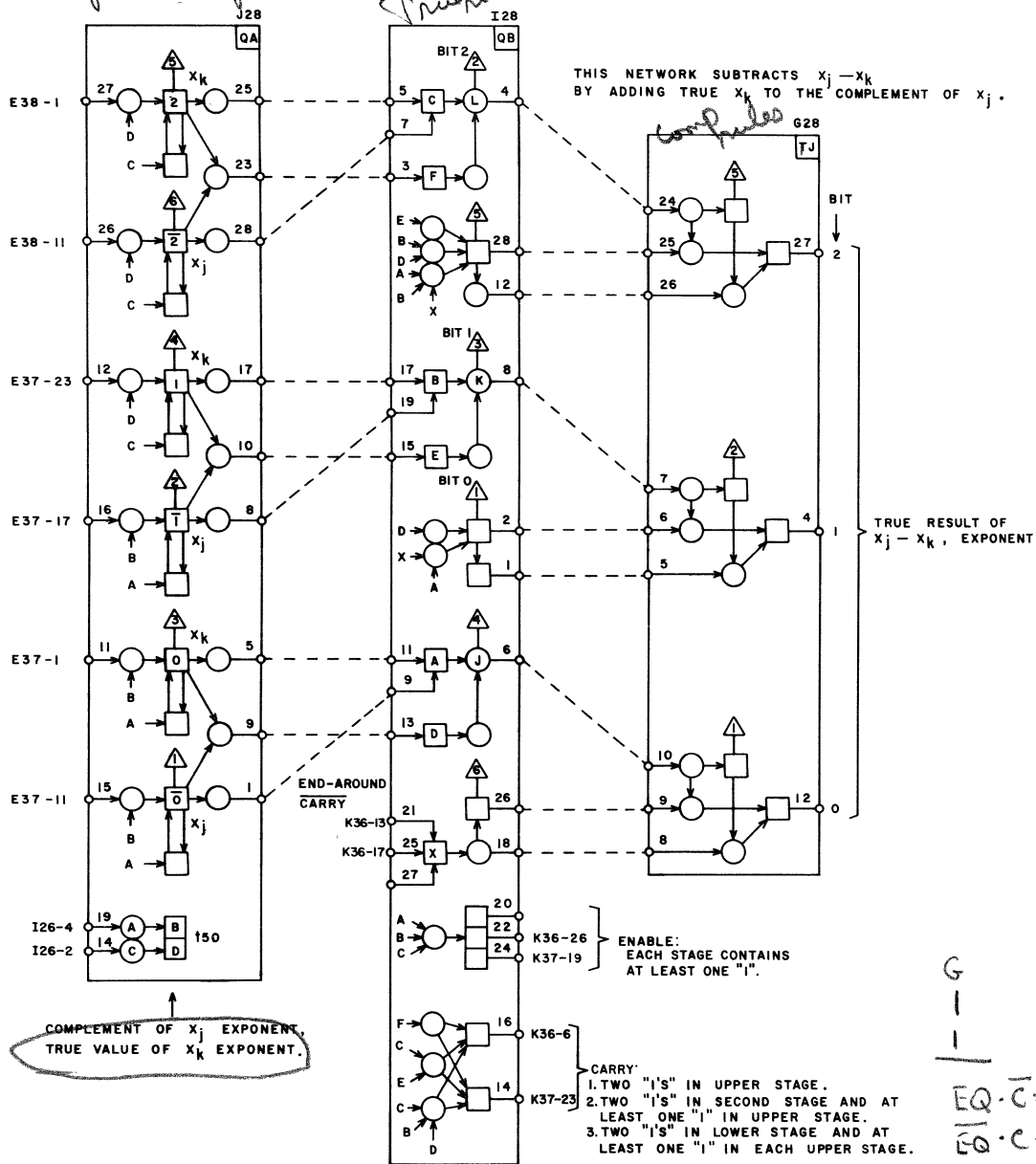
EXPONENT SUBTRACTION

The exponent arithmetic logic unconditionally performs two subtractions at the beginning of the operation. The first step is to subtract the exponent of the divisor X_k from the exponent of the dividend X_j . The second step is to subtract from this result the value 60_8 (48_{10}). This produces the basic quotient exponent. Later in the operation, the control logic will determine whether further modification such as

normalizing should be done. The networks which perform the subtractions are adders which subtract a quantity by adding it to the complement of the first quantity. The adders are one's complement; if complementary numbers are added, the result is all "0's" (positive zero).

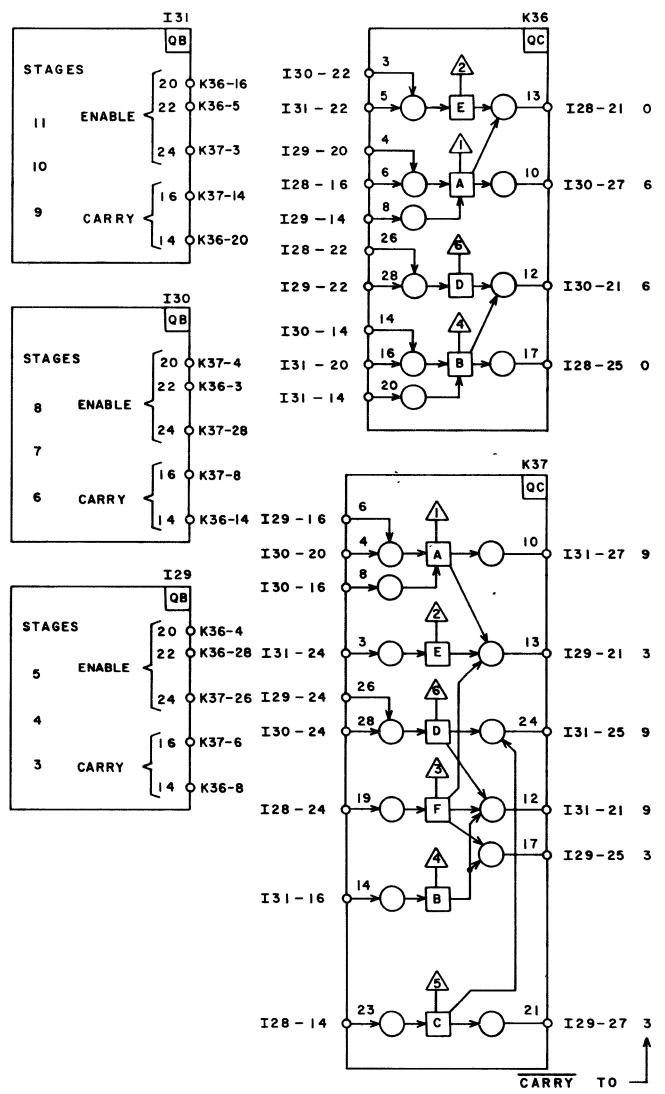
feeder to first adder

True rules



COMPLEMENT OF x_j EXPONENT, TRUE VALUE OF x_k EXPONENT.

G
EQ · C = 1
EQ · C = 1



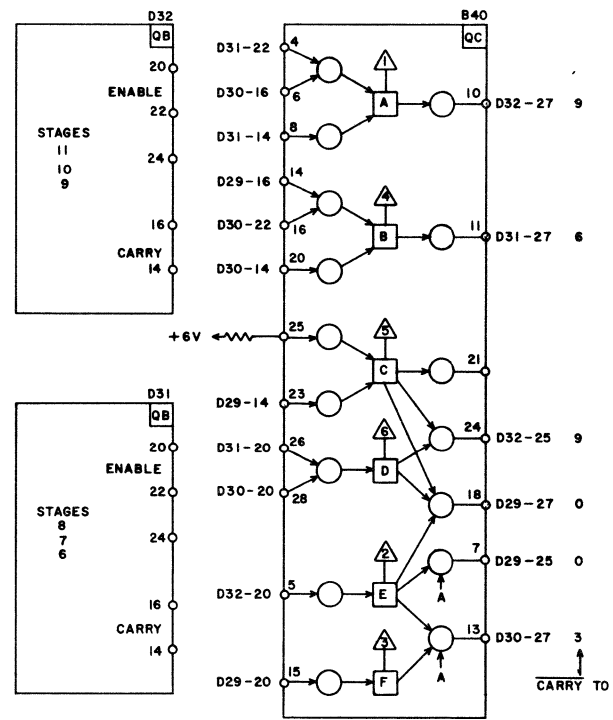
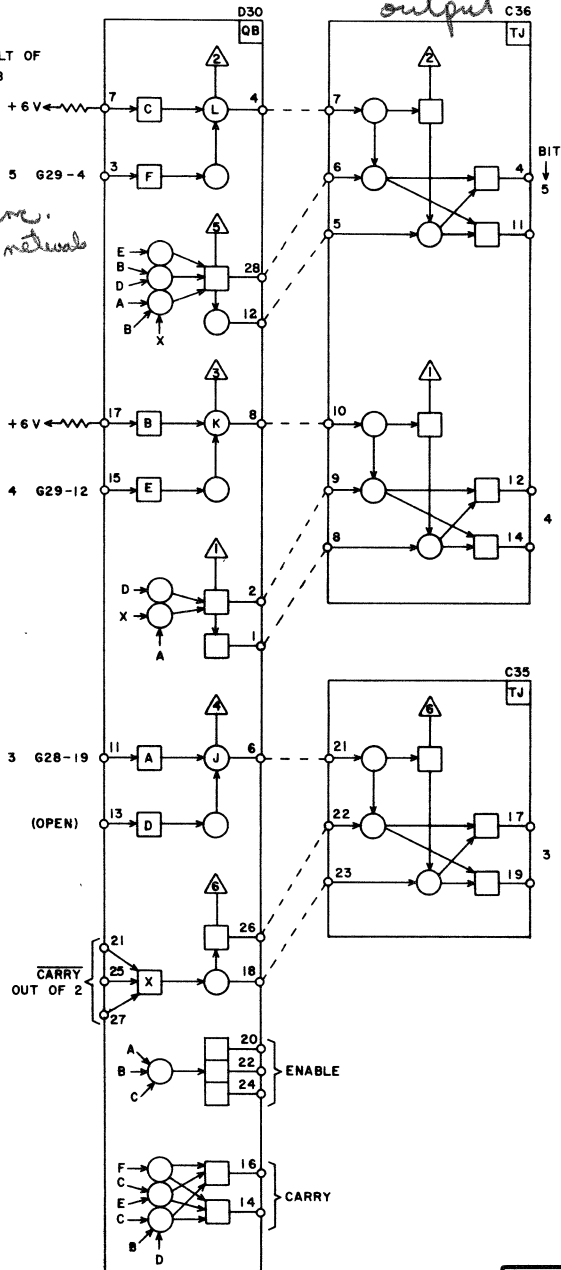
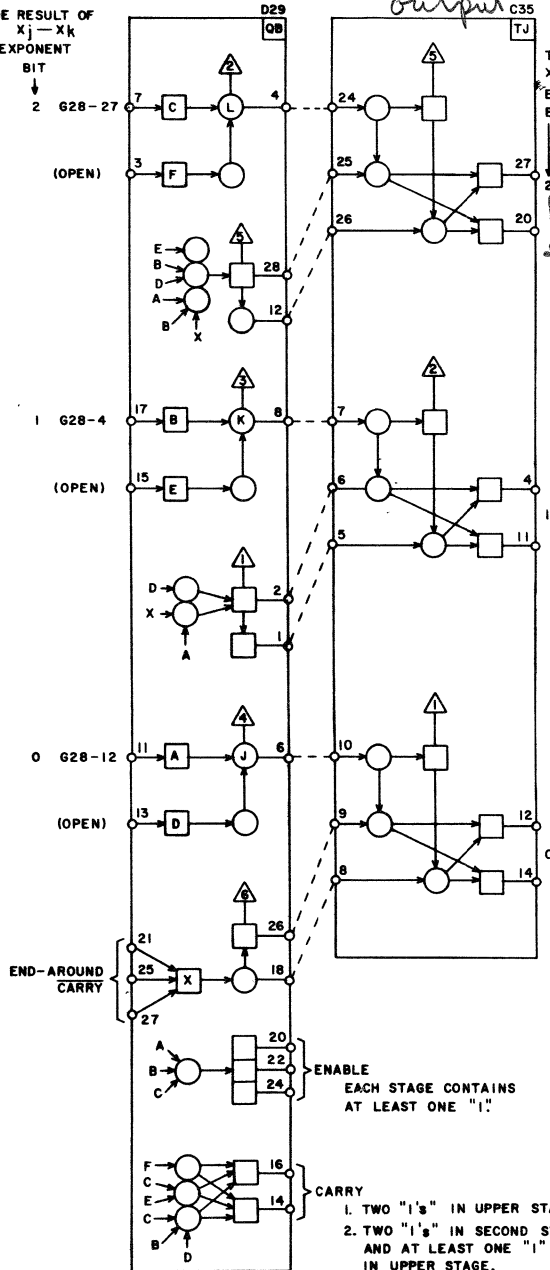
SUBTRACTS 60_8 BY ADDING COMPLEMENT

TRUE RESULT OF $X_j - X_k$
EXPONENT
BIT

output

TRUE RESULT OF $X_j - X_k - 60_8$
EXPONENT
BIT

output



END-AROUND CARRY

CARRY OUT OF 2

ENABLE EACH STAGE CONTAINS AT LEAST ONE "1"

- CARRY
1. TWO "1's" IN UPPER STAGE.
 2. TWO "1's" IN SECOND STAGE AND AT LEAST ONE "1" IN UPPER STAGE.
 3. TWO "1's" IN LOWER STAGE AND AT LEAST ONE "1" IN EACH UPPER STAGE.

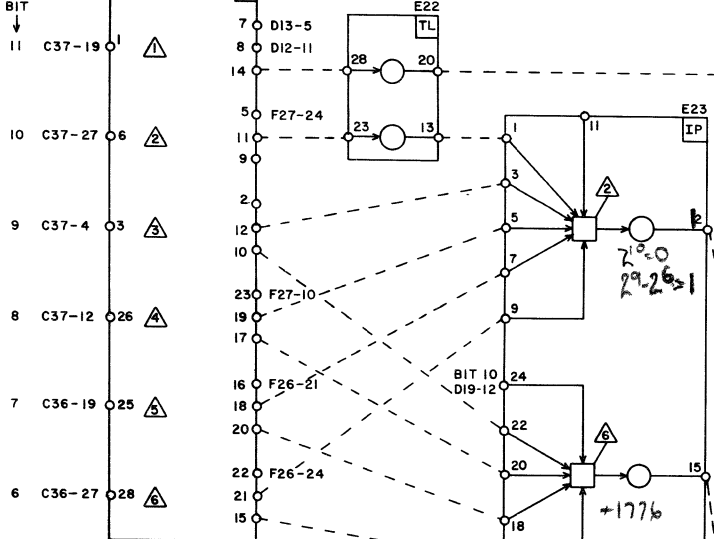
TEST RESULT

Several tests are performed in the exponent arithmetic to determine if the product is valid. The initial operands are tested to see if either X_j or X_k is indefinite, infinite, or zero.

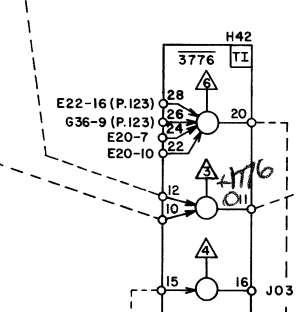
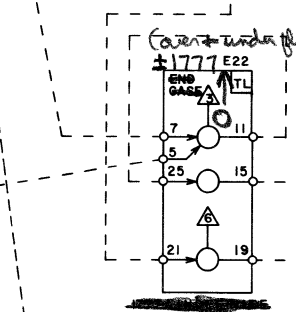
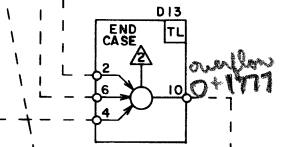
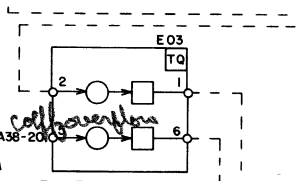
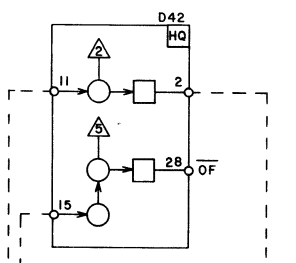
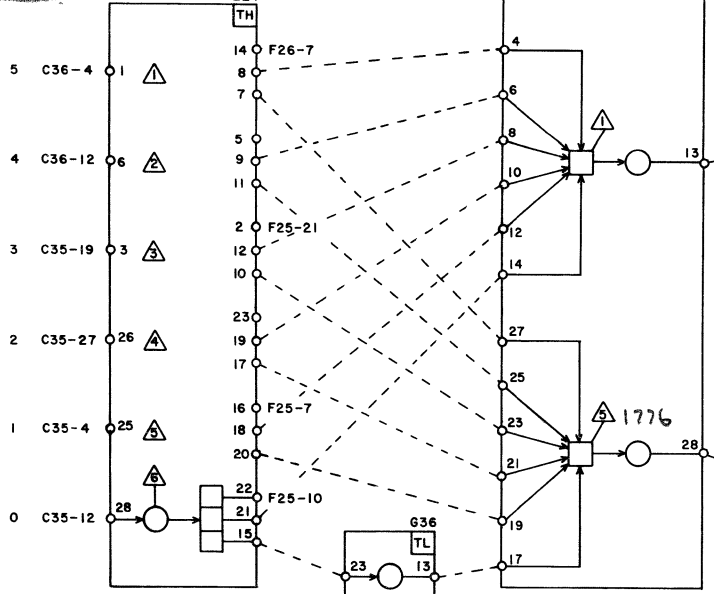
The results of the tests are held until the end of the operation and are then used to

condition the gating of the final product. An indefinite result is packed with an exponent of 1777_8 and a zero coefficient. A result of infinity is packed with an exponent of 3777_8 and a zero coefficient. A result of zero is packed with a zero exponent and a zero coefficient.

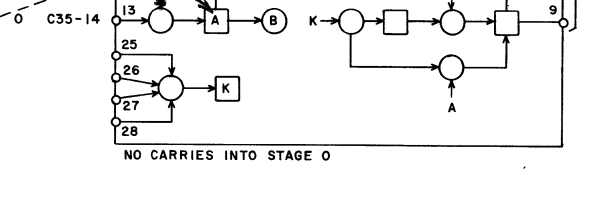
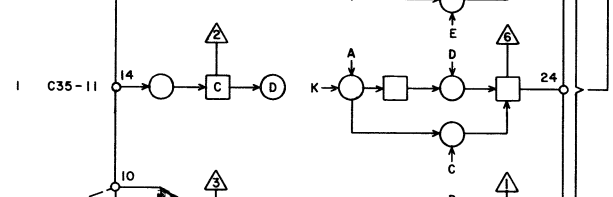
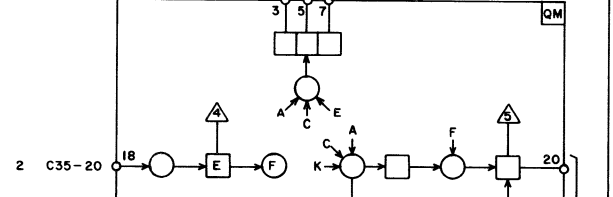
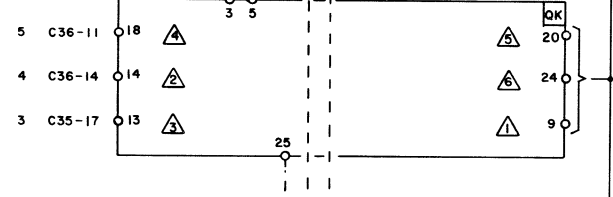
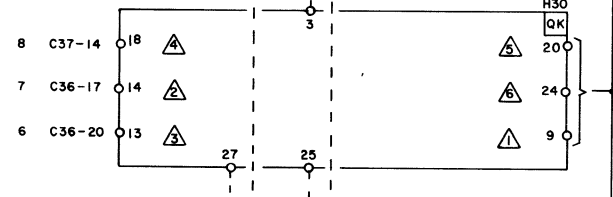
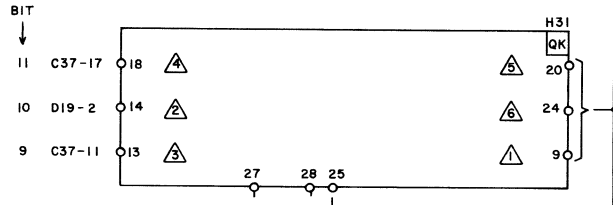
RESULT EXPONENT
 $X_j - X_k - 60_8$
 BIT
 ↓



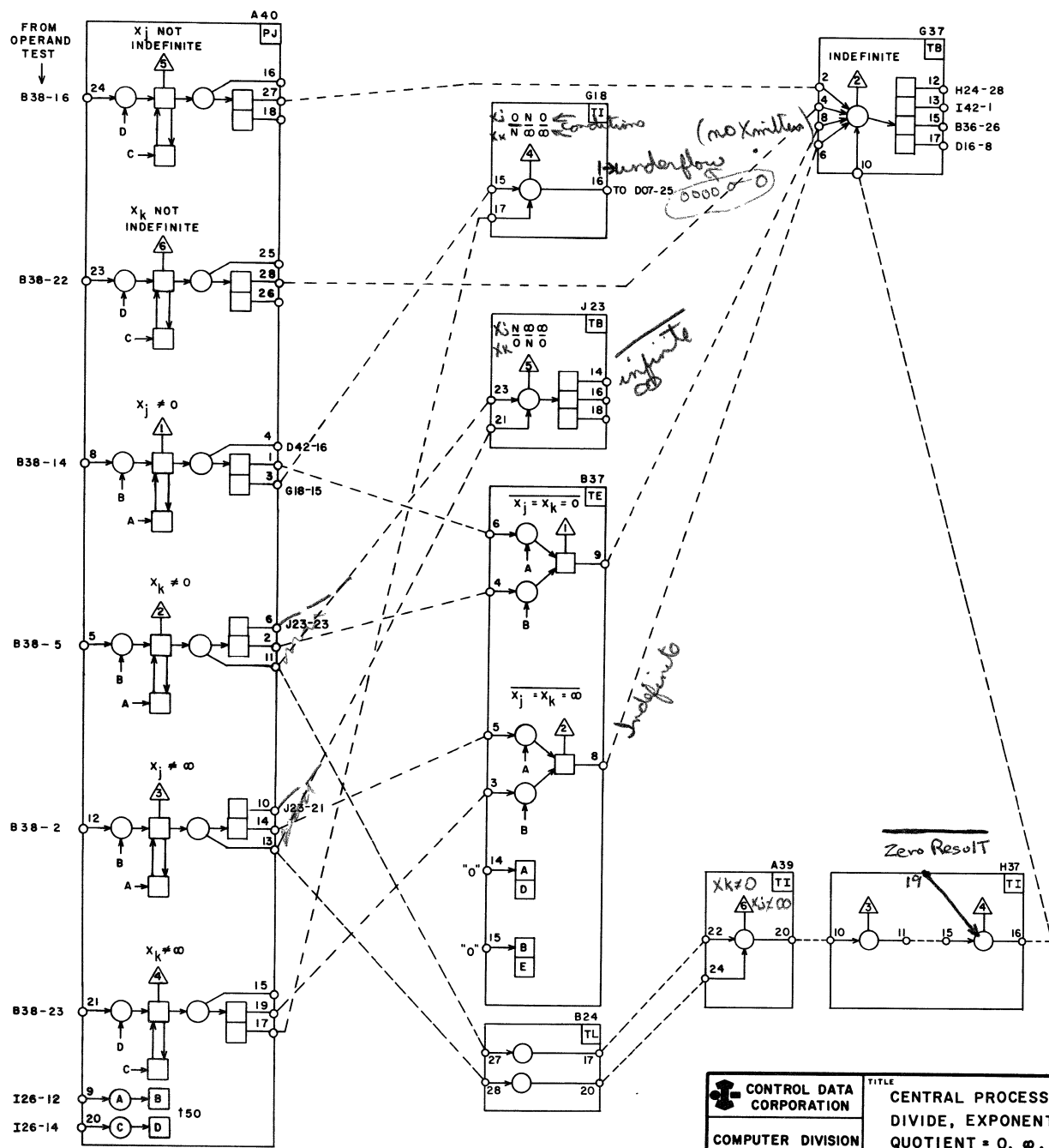
~~DIVIDE EXPONENT~~



$X_j - X_k - 60_8$ (48₁₀)



 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	PRODUCT
	CENTRAL PROCESSOR	6601/04/13/14
	DIVIDE, EXPONENT	SIZE (DRAWING NO.)
TEST RESULT, INCREMENT	C 60119300	REV
	SHEET	173

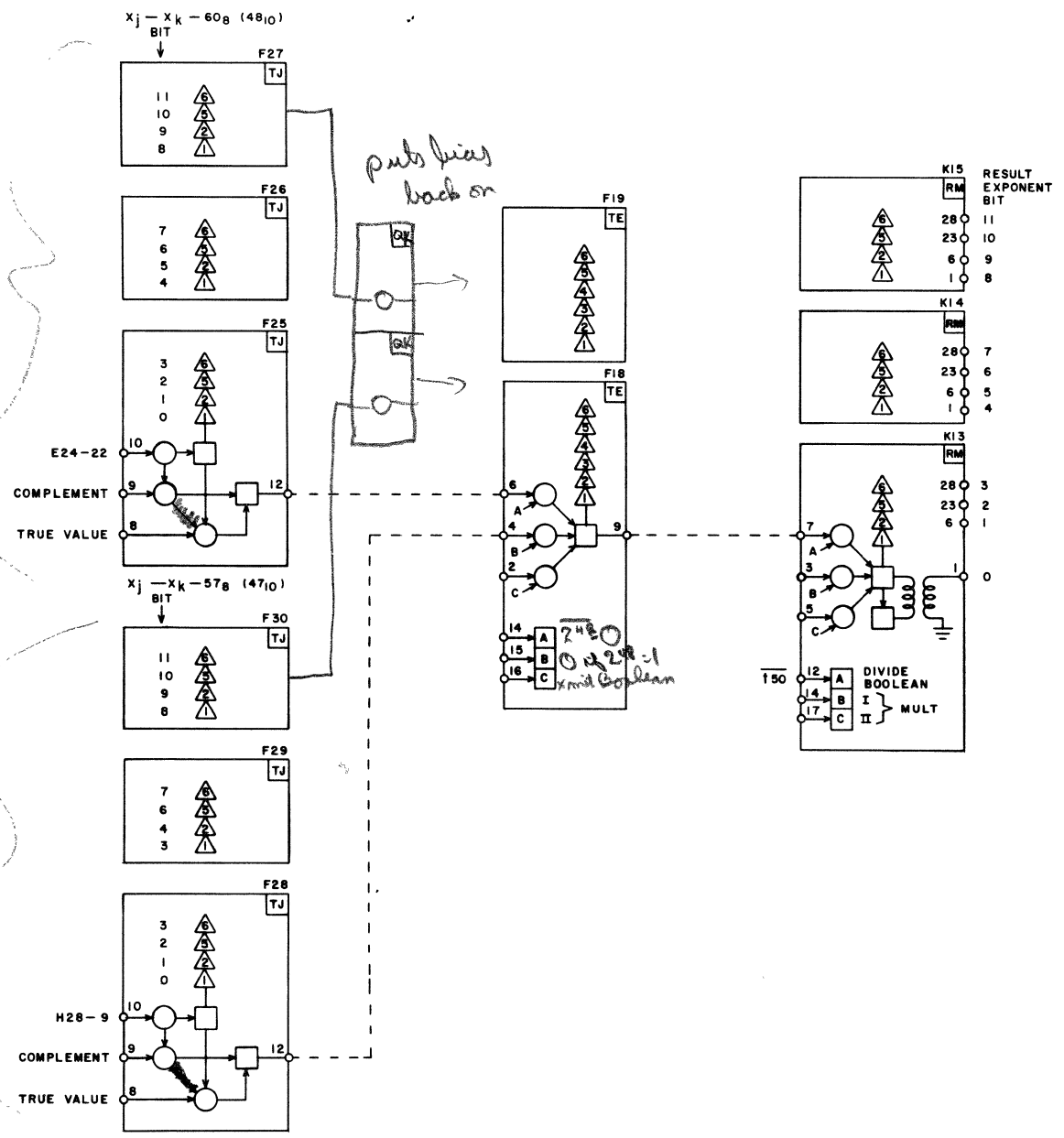


NORMALIZE, COMPLEMENT

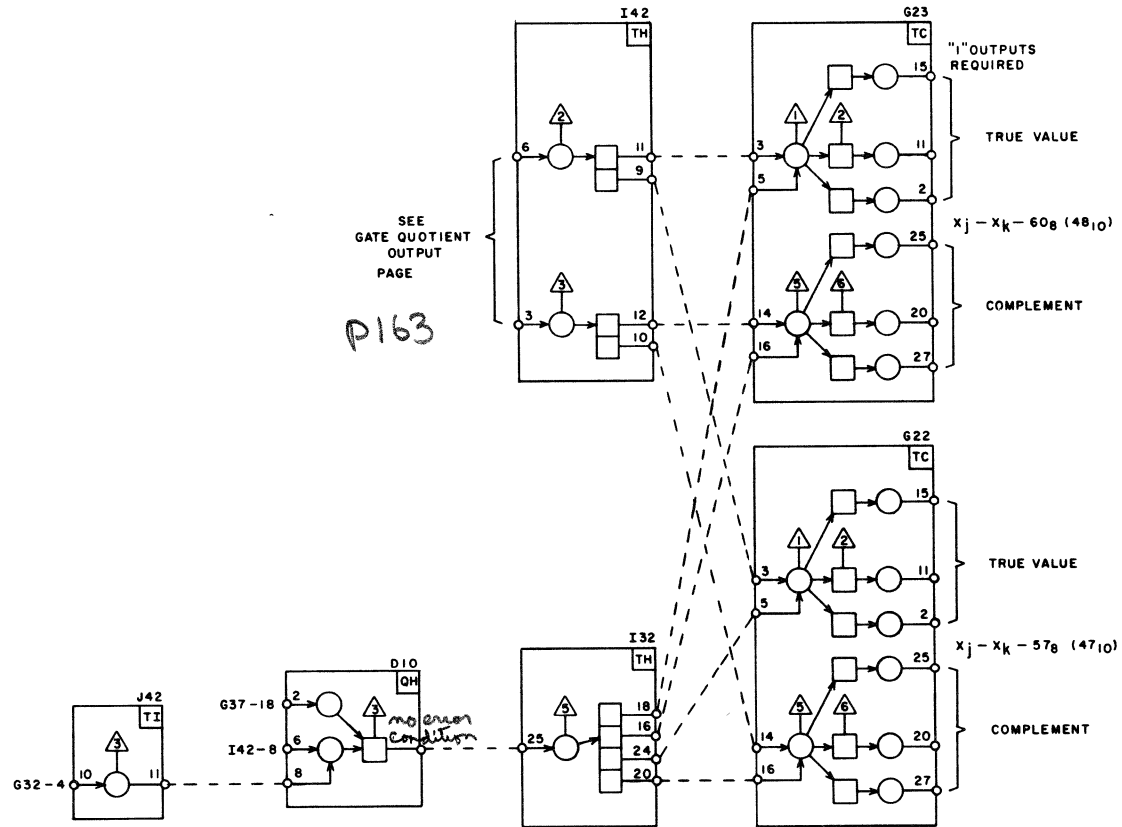
The use of normalized operands causes the divide unit to produce a normalized quotient (coefficient bit 47 equals "1"). Normalized operands automatically result in a "1" in either (or both) coefficient bits 47 and 48. If bit 48 is a "1", a 1-place right shift is performed and +1 is added to the exponent to maintain positional accuracy. Both values of the exponent, $X_j - X_k - 60_8(48_{10})$ and $X_j - X_k - 57_8(47_{10})$, are made available at the fan-in to the output network, and the gating selection is made according to coefficient bit 48.

The decision of whether to take the true value or the complement of the exponent is based on the comparison of the signs (exponent bit 11, operand bit 59) of the original operands X_j and X_k . If the signs are the same, the true exponent is used; if the signs are different, the exponent is complemented.

True TJ mods on Div Exp



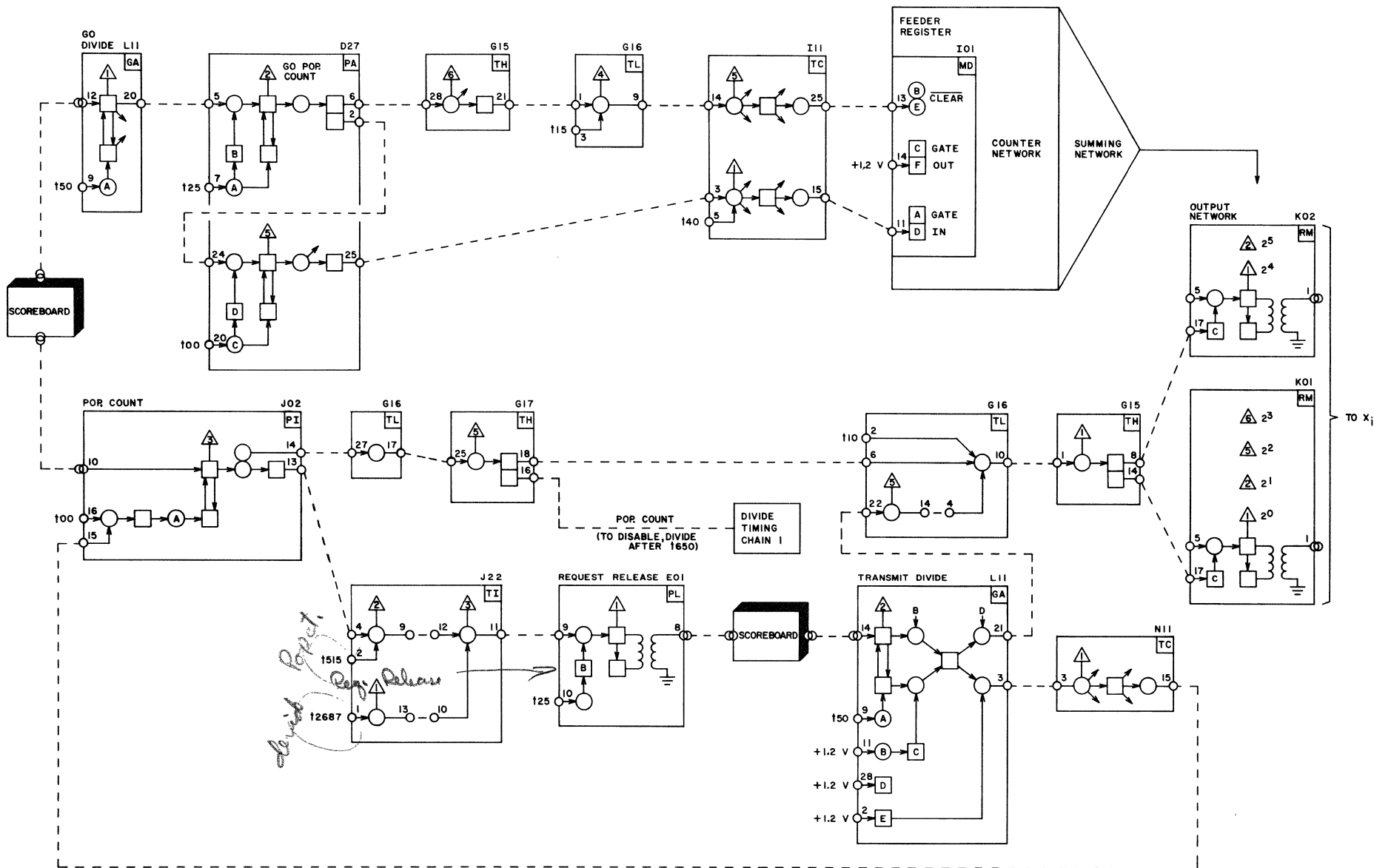
underflow → no gates

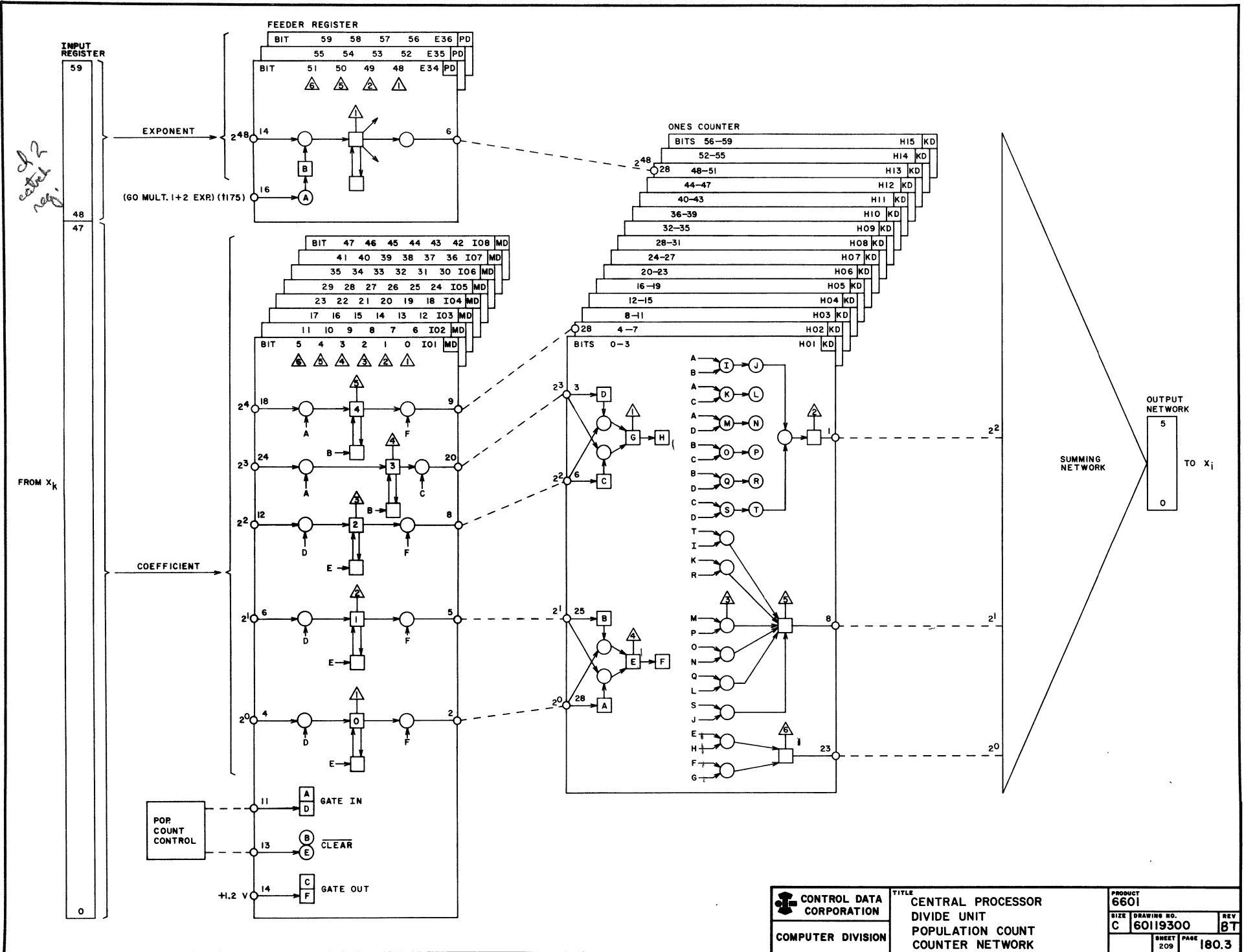


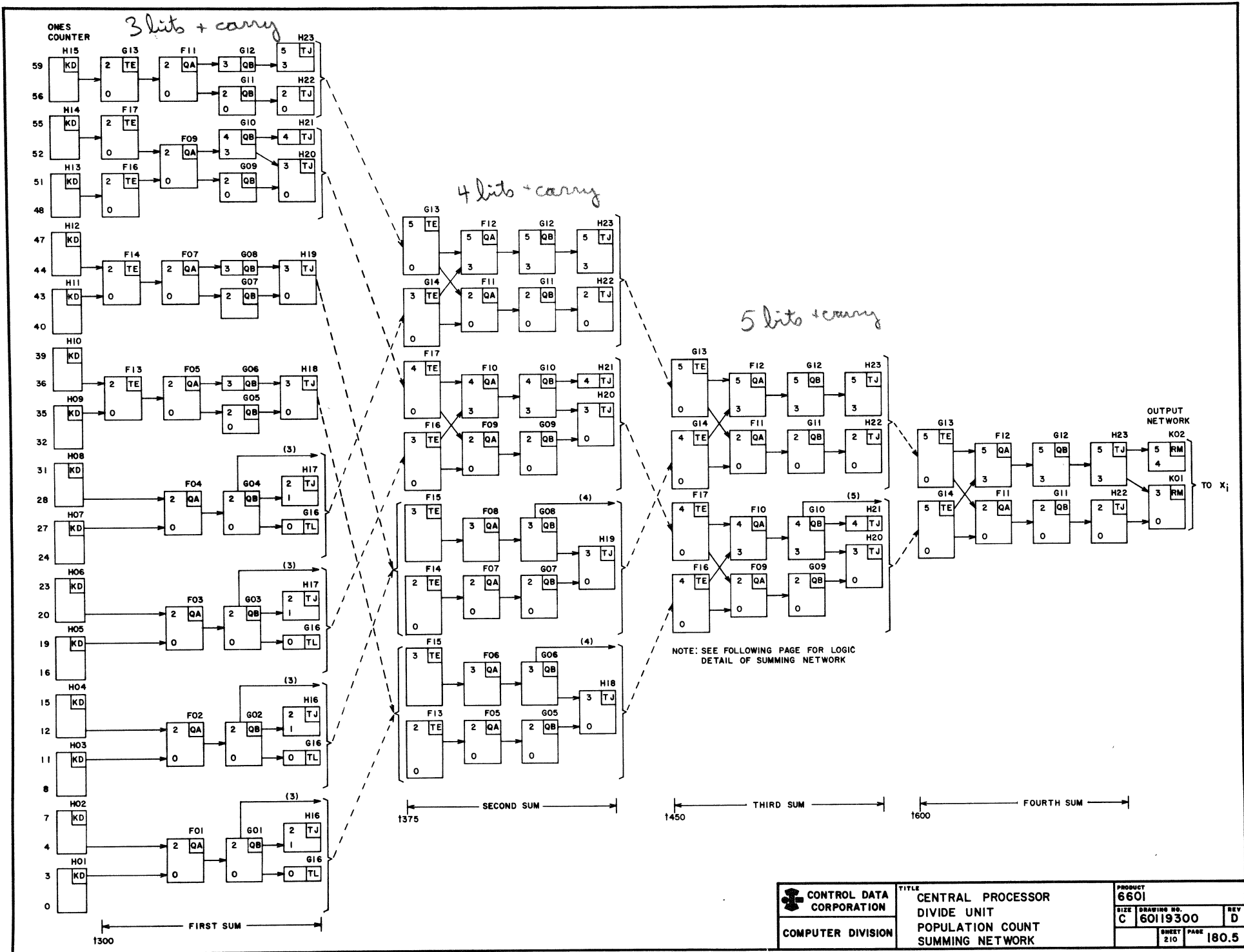
Back to page 177

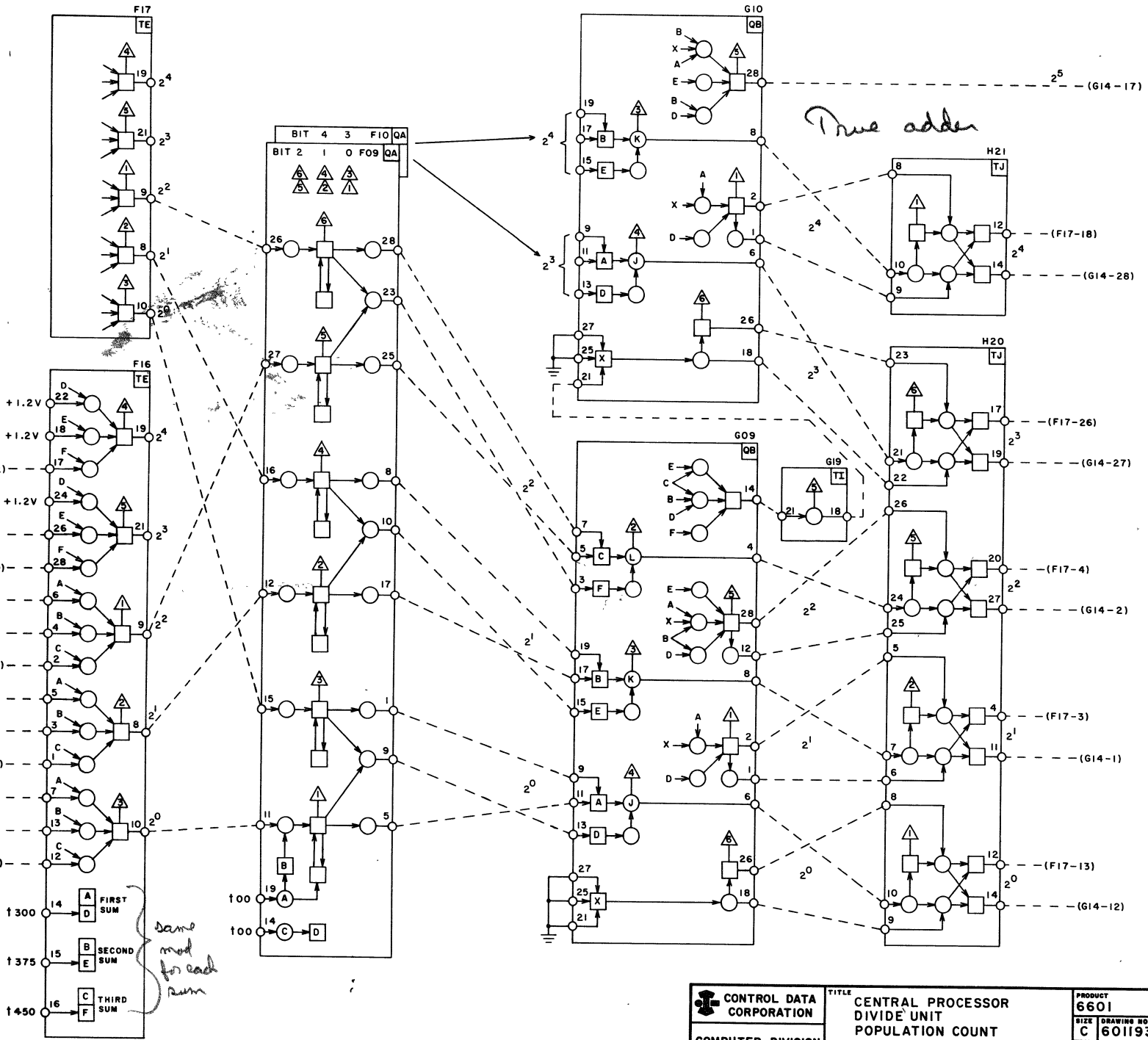
POPULATION COUNT

The Population Count instruction (47) counts the number of "1" bits in operand register X_k and stores the count in operand register X_i . The bits are taken four at a time in the counter network (KD) and the fifteen partial counts are added together in a four-stage summing network (QA, QB, TJ). Because $60_{10} = 74_8$, only the lower six bit positions of the chassis 2 output network are used to transmit the count to operand register X_i . The time required for a count is 0.8 microseconds (8 minor cycles).









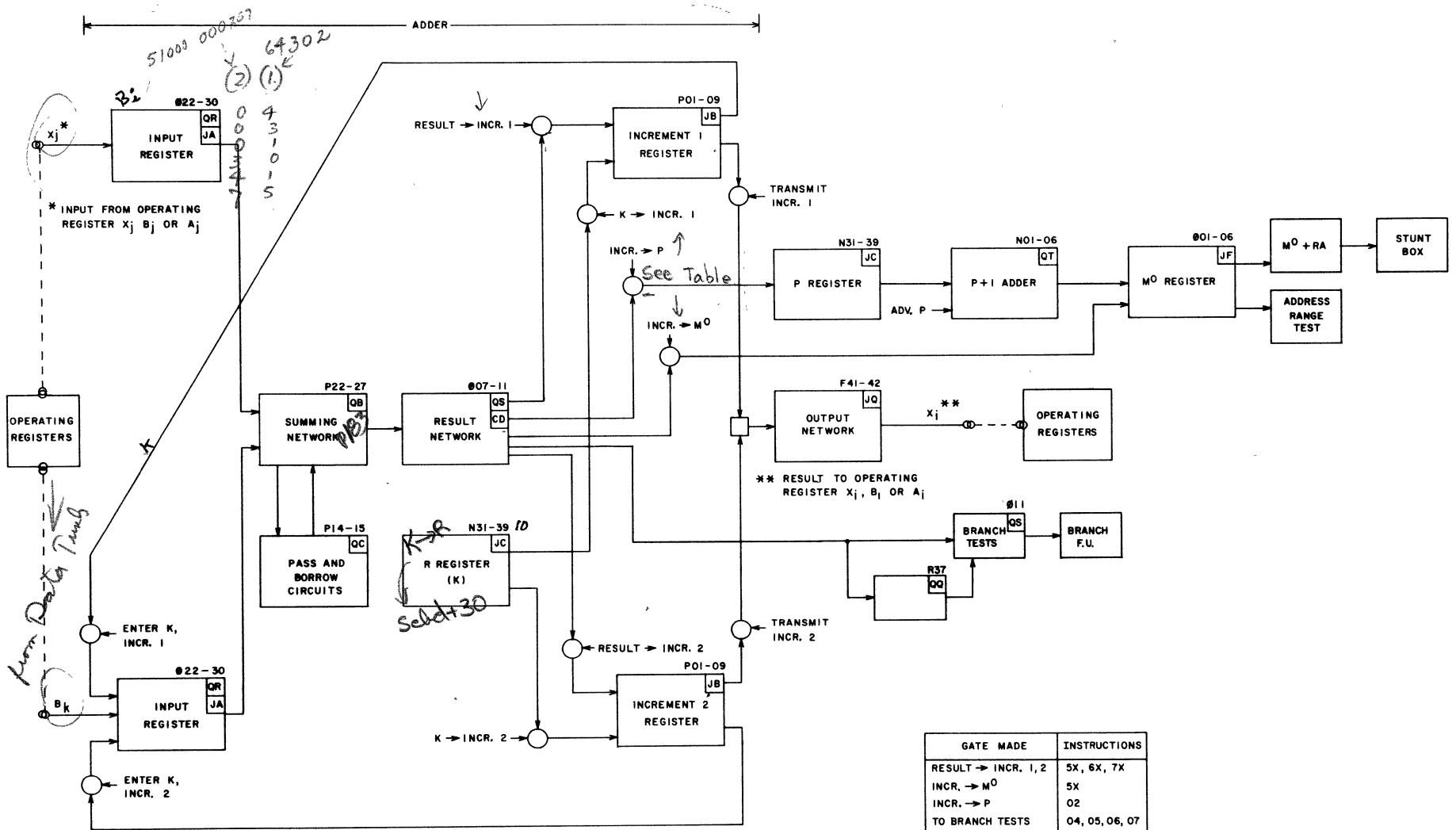
INCREMENT

Incrementing and memory addressing in the CONTROL DATA 6601 and 6604 Central Computers are performed by two identical Increment Units on chassis 5. Each of these units contains all necessary registers and logic elements to form the 18-bit, fixed point sum (or difference) of two 18-bit, fixed point operands. The time required for an operation is 0.3 microseconds (3 minor cycles).

An Increment instruction directs the unit either to 1) add the addend B_k or K to the augend X_j , B_j , or A_j and send the sum to X_i , B_i , or A_i or 2) subtract the subtrahend B_k from the minuend B_j or A_j and send the difference to X_i , B_i , or A_i . Operands obtained from an X_j operand register are the truncated lower 18-bits

of the 60-bit word. Conversely, an 18-bit result placed in an X_i operand register carries the sign bit extended to the remaining bits of the 60-bit word.

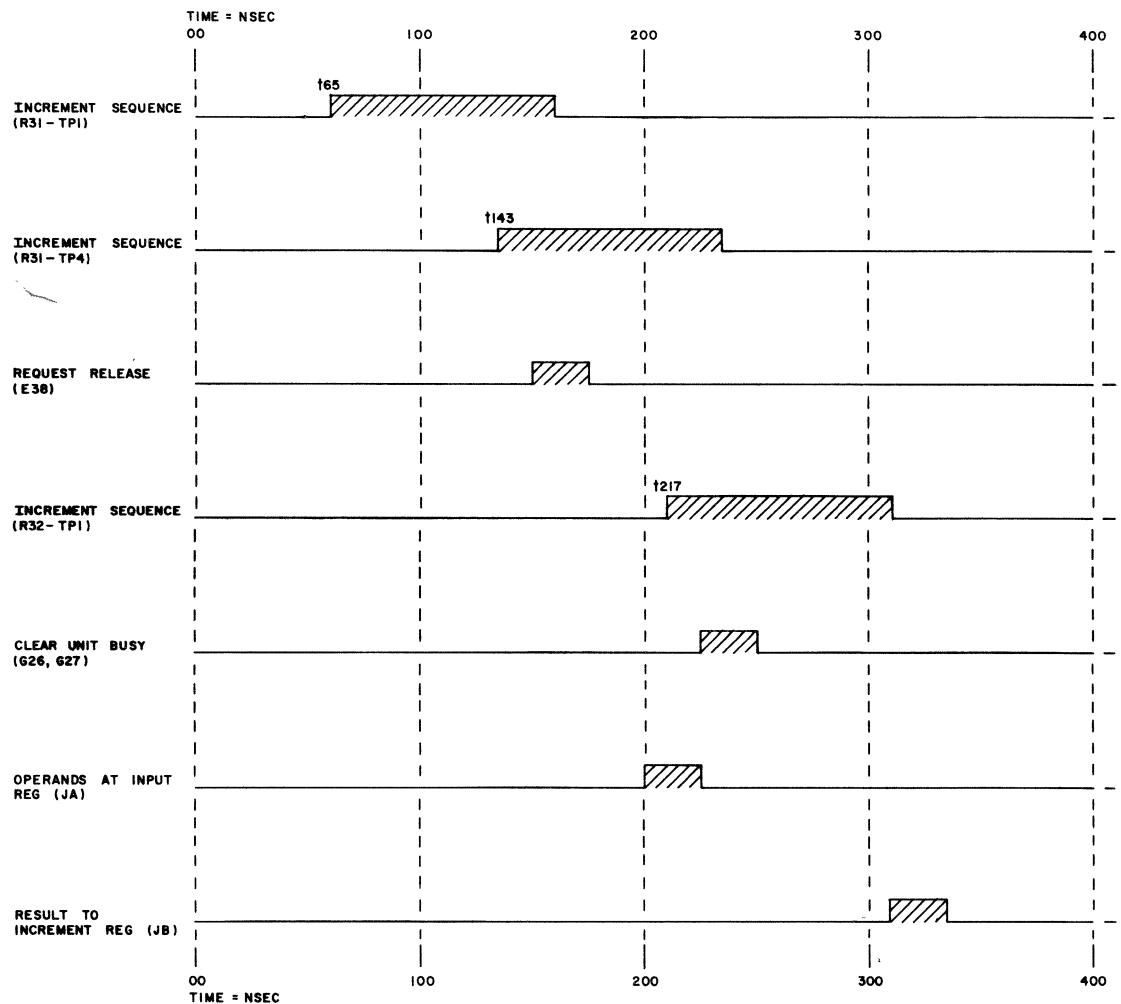
Note that the results of all 5X instructions are transmitted to one of seven address registers (A1 - A7). An immediate memory reference is caused by any change in the contents of an A register. When A1 - A5 is changed, the operand is read from the new address specified and sent to the corresponding operand register X1 - X5. When A6 or A7 is changed, the operand from the corresponding operand register X6 or X7 and stored at the new address specified.



GATE MADE	INSTRUCTIONS
RESULT → INCR. 1, 2	5X, 6X, 7X
INCR. → M^0	5X
INCR. → P	02
TO BRANCH TESTS	04, 05, 06, 07

BRANCH TEST INSTRUCTIONS:

02	04 - 07
i OPERAND USES j TRUNK	
K FIELD ENTERS VIA INCR. REG.	j OPERAND USES k TRUNK



CONTROL DATA CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL PROCESSOR
INCREMENT UNIT
TIMING CHART

PRODUCT
6601/04/13/14

SIZE C	DRAWING NO. 60119300	REV M
SHEET 206	PAGE	182.1

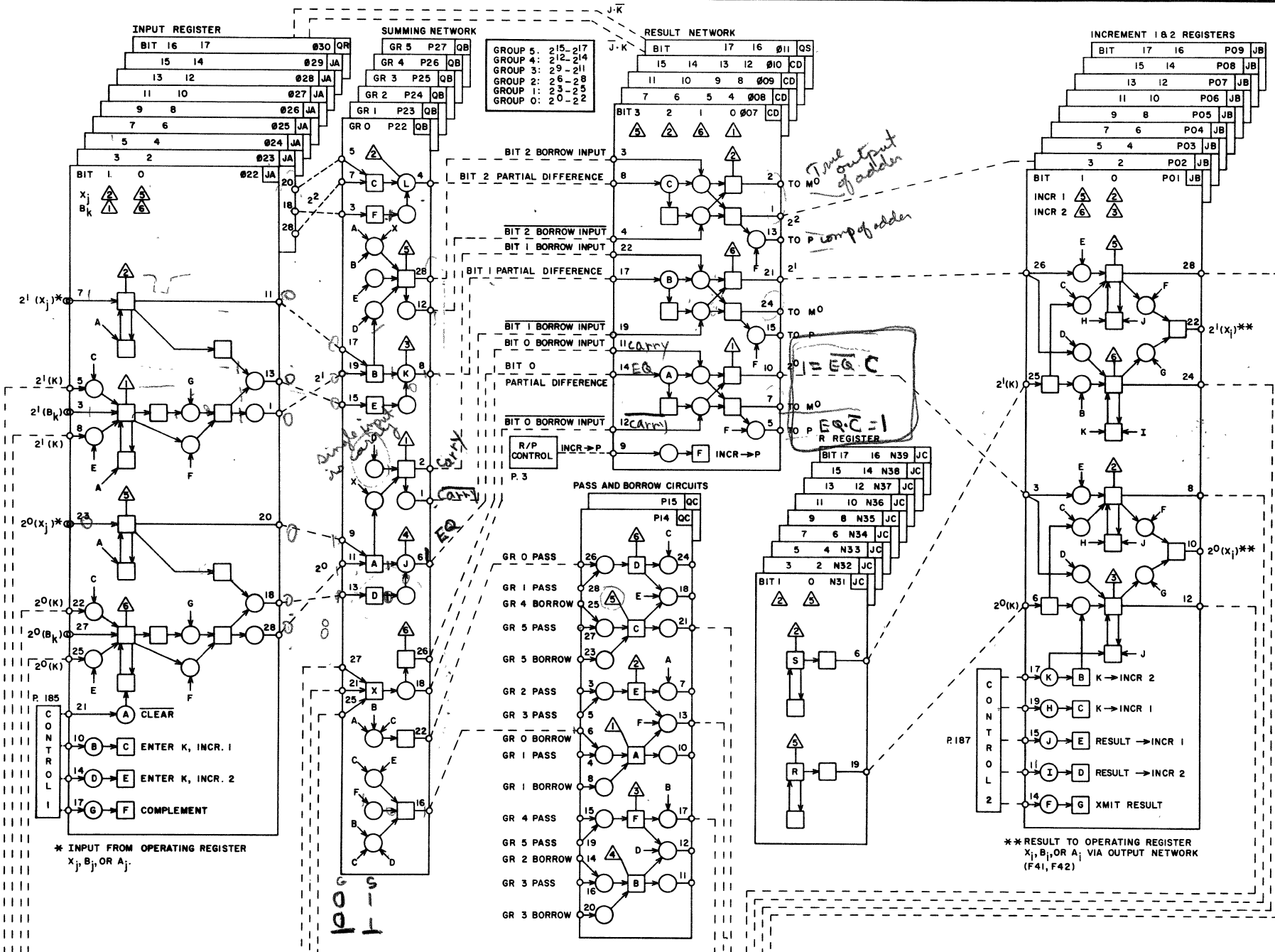
ADDER

The Increment Unit performs fixed point addition and subtraction of 18-bit numbers. Negative numbers are represented in one's complement notation. The sign bit is in the high order bit position (bit 17), and the binary point is at the right of the lowest order bit position (bit 0).

The adder is divided into two levels of operation, with two bits making up a group

and six groups making up the entire adder.

The adder is subtractive in nature, but because of the logic configuration of the input register (JA), the true value of B_k or K is gated for Add instructions and the one's complement value for Subtract instructions.



* INPUT FROM OPERATING REGISTER
 x_j, B_j , OR A_j

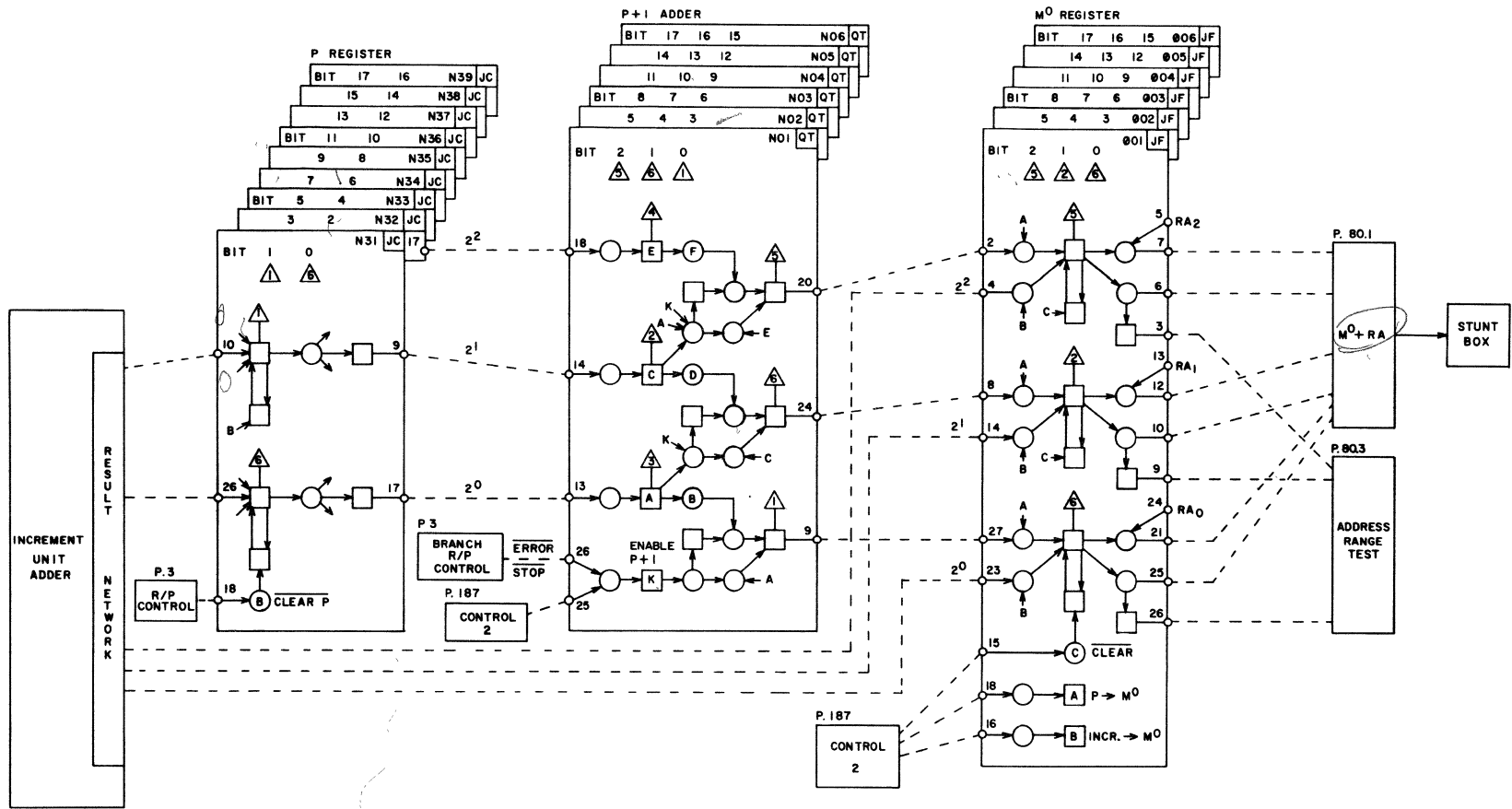
** RESULT TO OPERATING REGISTER
 x_j, B_j , OR A_j VIA OUTPUT NETWORK
 (F41, F42)

BRANCH TESTS

The Increment Units are also used as auxiliaries to the Branch Unit, both for the Unconditional Jump instruction 02, and the Conditional Jump instructions 04-07.

For the Unconditional Jump instruction 02, the Increment Unit adder computes the sum of the two operands and gates the result to the P register. The P + 1 adder is disabled and the result passes through to M^0 and on to the Stunt Box.

<u>Op. Code</u>	<u>Instruction</u>
02	Go to $B_i + K$
04	Go to K if $B_i = B_j$
05	Go to K if $B_i \neq B_j$
06	Go to K if $B_i \geq B_j$
07	Go to K if $B_i < B_j$



BRANCH TESTS (Cont'd)

For the conditional tests of equality (04 and 05), the two 18-bit operands are compared bit for bit. For the conditional tests of magnitude (06 and 07), the signs (bit 17) of the two operands are compared. If they are different, the positive number is recognized as the greater of the two. If they are the same, the one's complement difference ($B_i - B_j$) is taken, and the sign (bit 17) of the result is examined. If it is zero, $B_i \geq B_j$; if it is one, $B_i < B_j$. A control bit is then sent to the Branch Unit indicating the success or failure of the test.

NOTE: FOR THE CONDITIONAL BRANCH INSTRUCTIONS 04-07,
THE j OPERAND USES THE j TRUNK AND
THE k OPERAND USES THE k TRUNK.

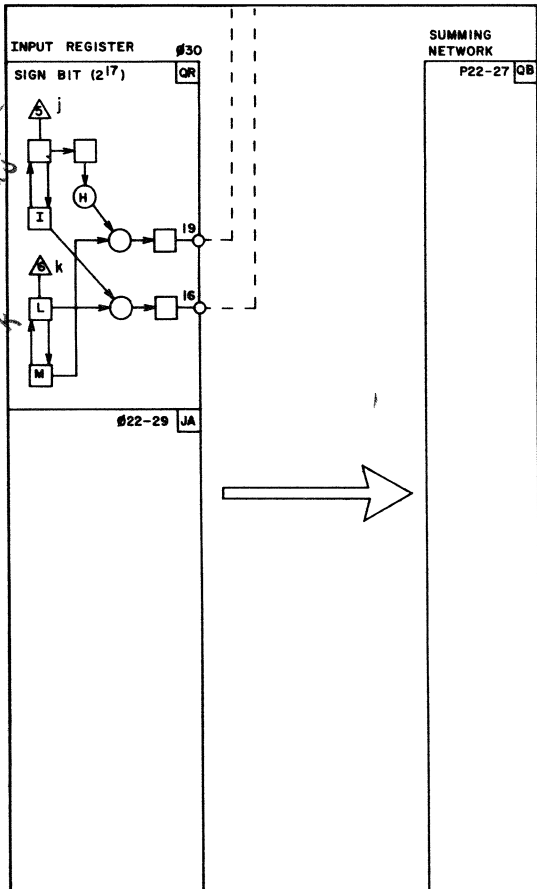
$(J \cdot \bar{K}) = B_j$ IS NEGATIVE AND B_j IS POSITIVE

180"

$(\bar{J} \cdot K) = B_j$ IS POSITIVE AND B_j IS NEGATIVE

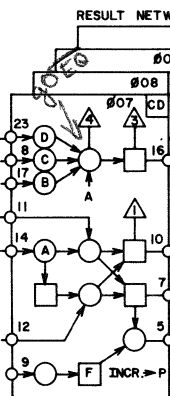
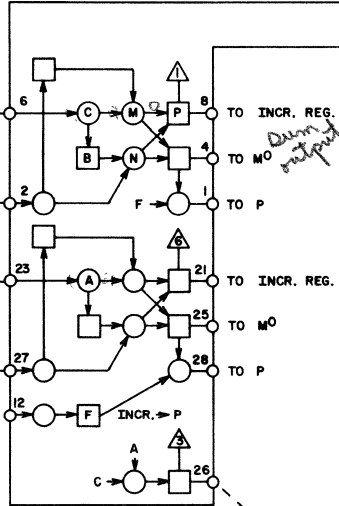
180"

INCREMENT UNIT : ADDER

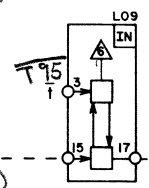
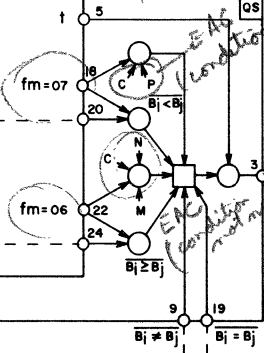


out from x_j
feeder reg. B_j

RESULT NETWORK



BRANCH TESTS



says condition is met.

P. 11
BRANCH UNIT
JUMP + LOOP
SEQUENCE

$X_j = B_j$
 $B_k = \bar{B}_j$

*each time equal
we have carry = eq.*

f/m	BRANCH INSTS
04	GO TO K IF $B_j = B_j$
05	GO TO K IF $B_j \neq B_j$
06	GO TO K IF $B_j \geq B_j$
07	GO TO K IF $B_j < B_j$

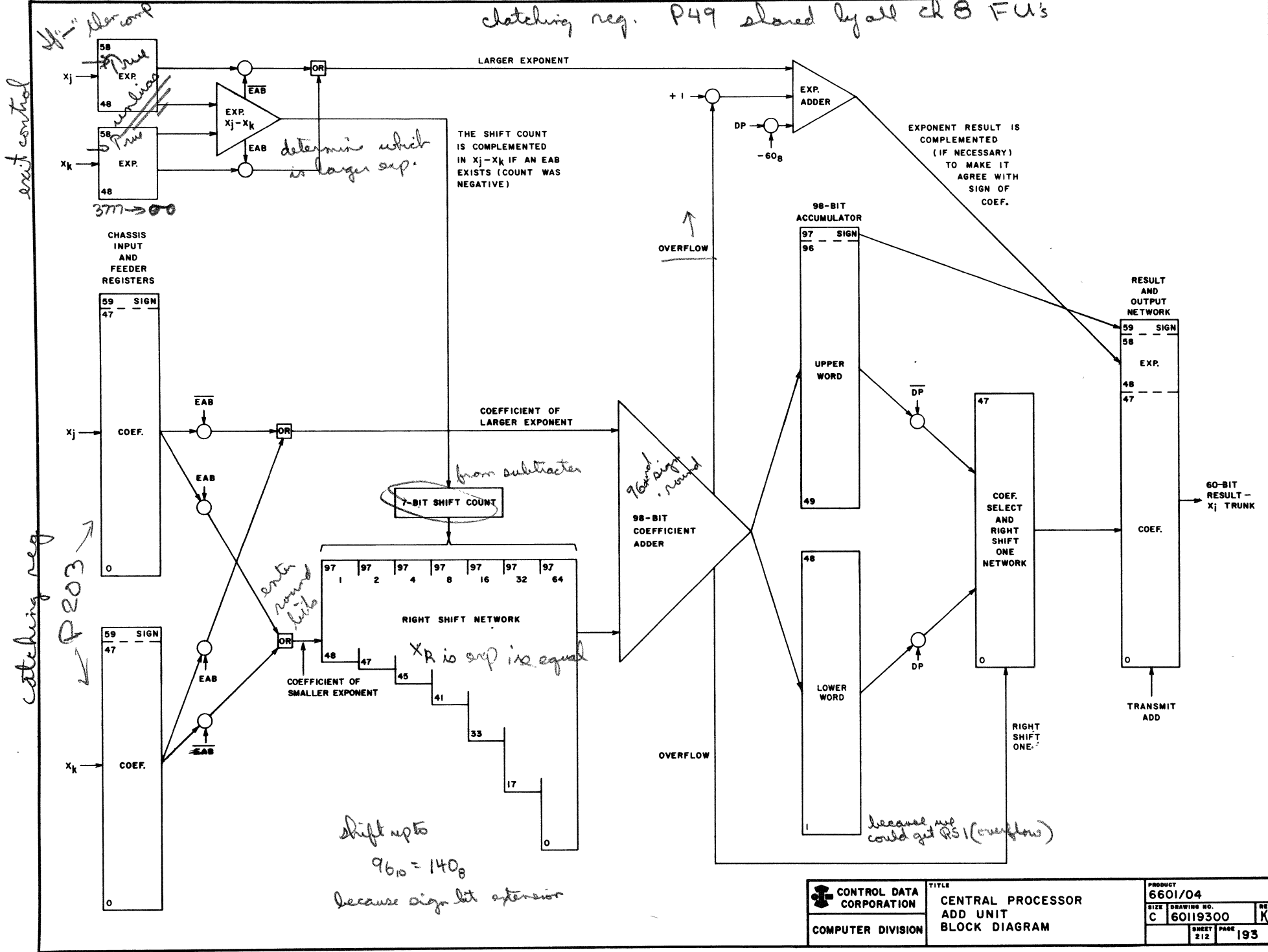
ADD

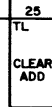
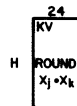
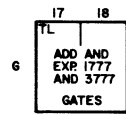
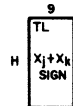
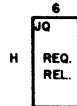
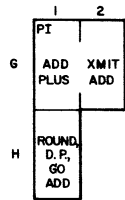
Floating point addition and subtraction in the CONTROL DATA 6601 and 6604 Central Processor are performed by the Add Unit located on chassis 8. This unit contains all the hardware necessary to perform the 60-bit, floating point sum or difference of two 60-bit, floating point operands. The time required for a single addition or subtraction is

0.4 microseconds (4 minor cycles).

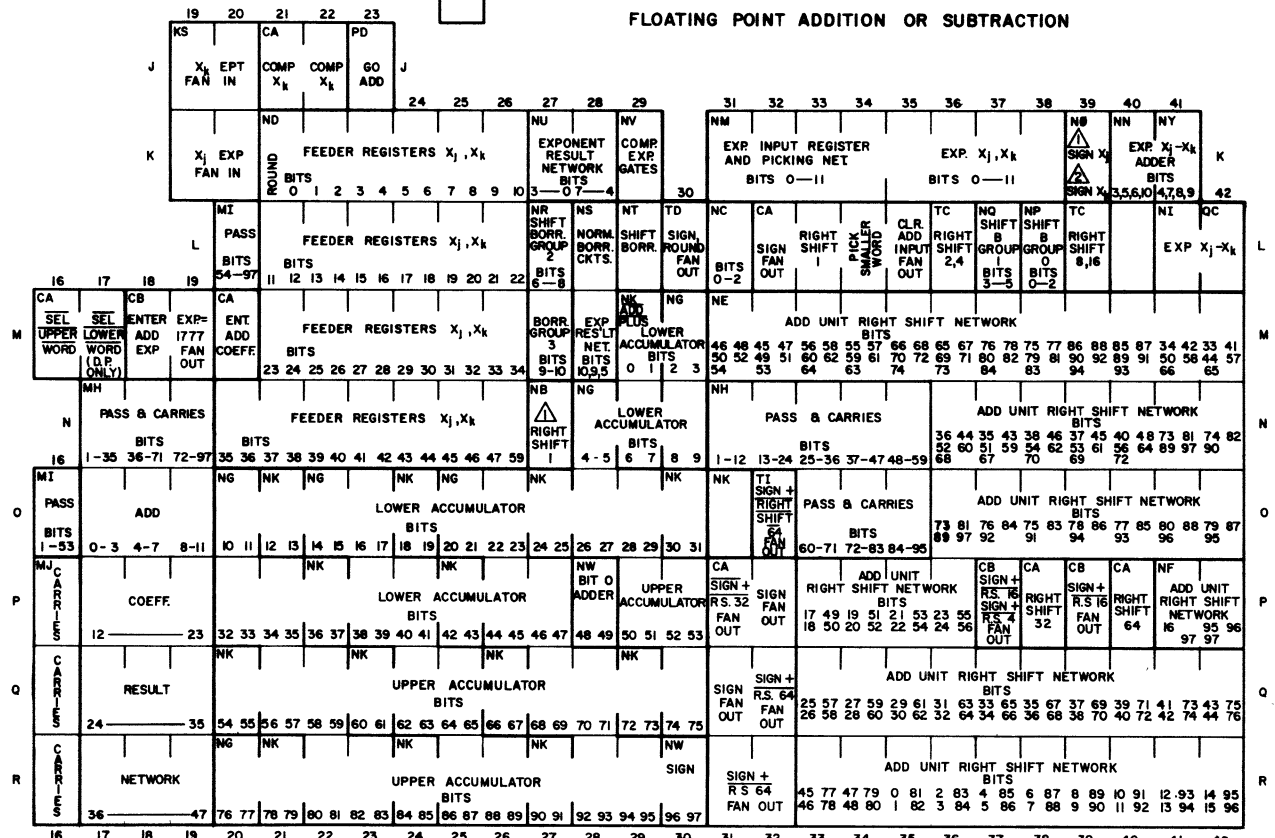
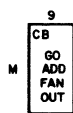
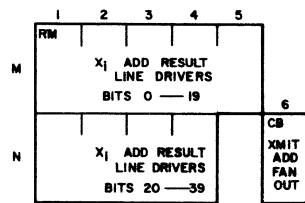
The add instruction directs the Add Unit to add or subtract the two operands and give either a single or double precision result. The unit may also be directed to round the operands when a single precision result is requested.

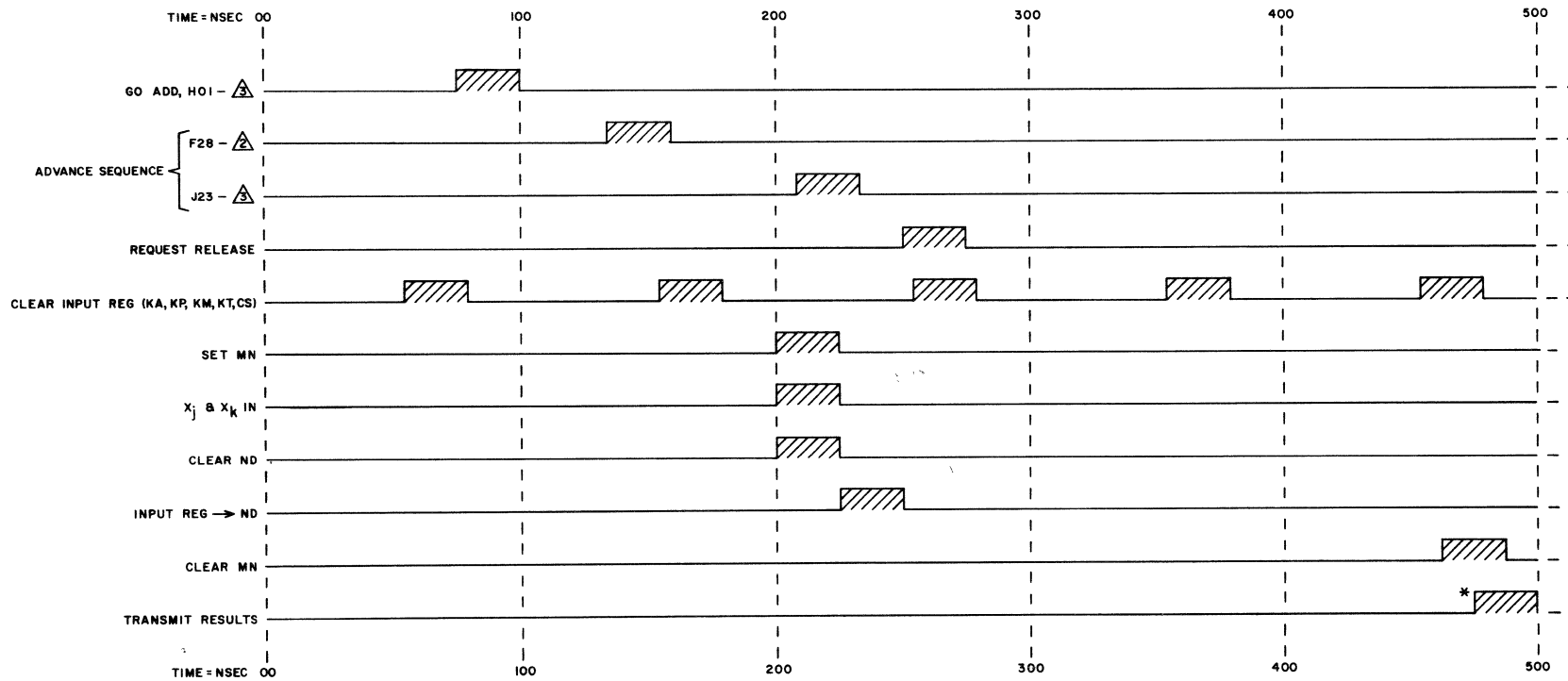
catching neg. P49 shared by all 8 FU's






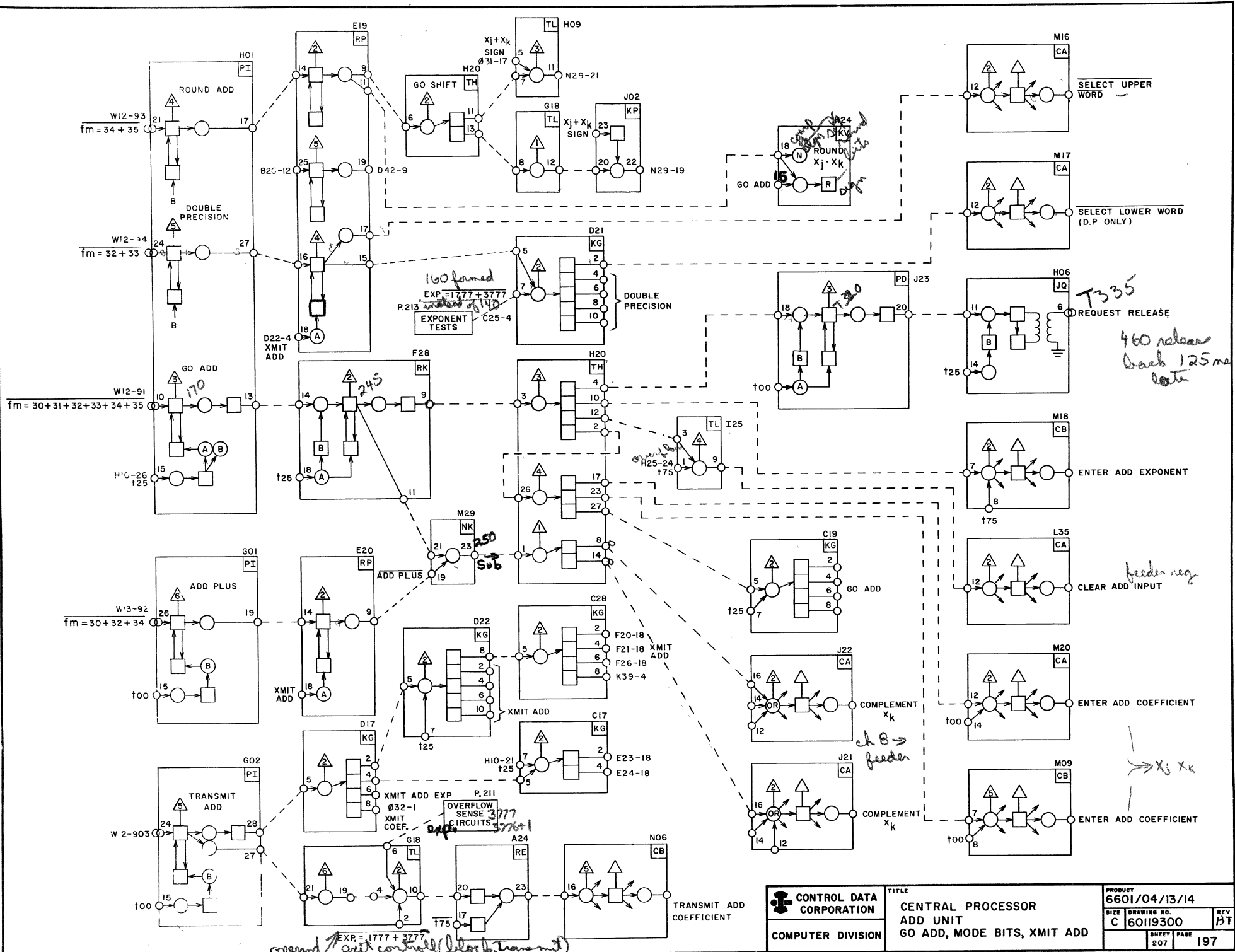
6601/04 CENTRAL COMPUTER
ADD FUNCTION UNIT CHASSIS 8
FLOATING POINT ADDITION OR SUBTRACTION





* EARLIEST POSSIBLE TIME -
NO RESULT REGISTER CONFLICT

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR ADD UNIT TIMING CHART	PRODUCT 6601	
		SIZE C	DRAWING NO. 60119300
		REV D	SHEET 215
		PAGE 195	



CONTROL DATA CORPORATION
COMPUTER DIVISION

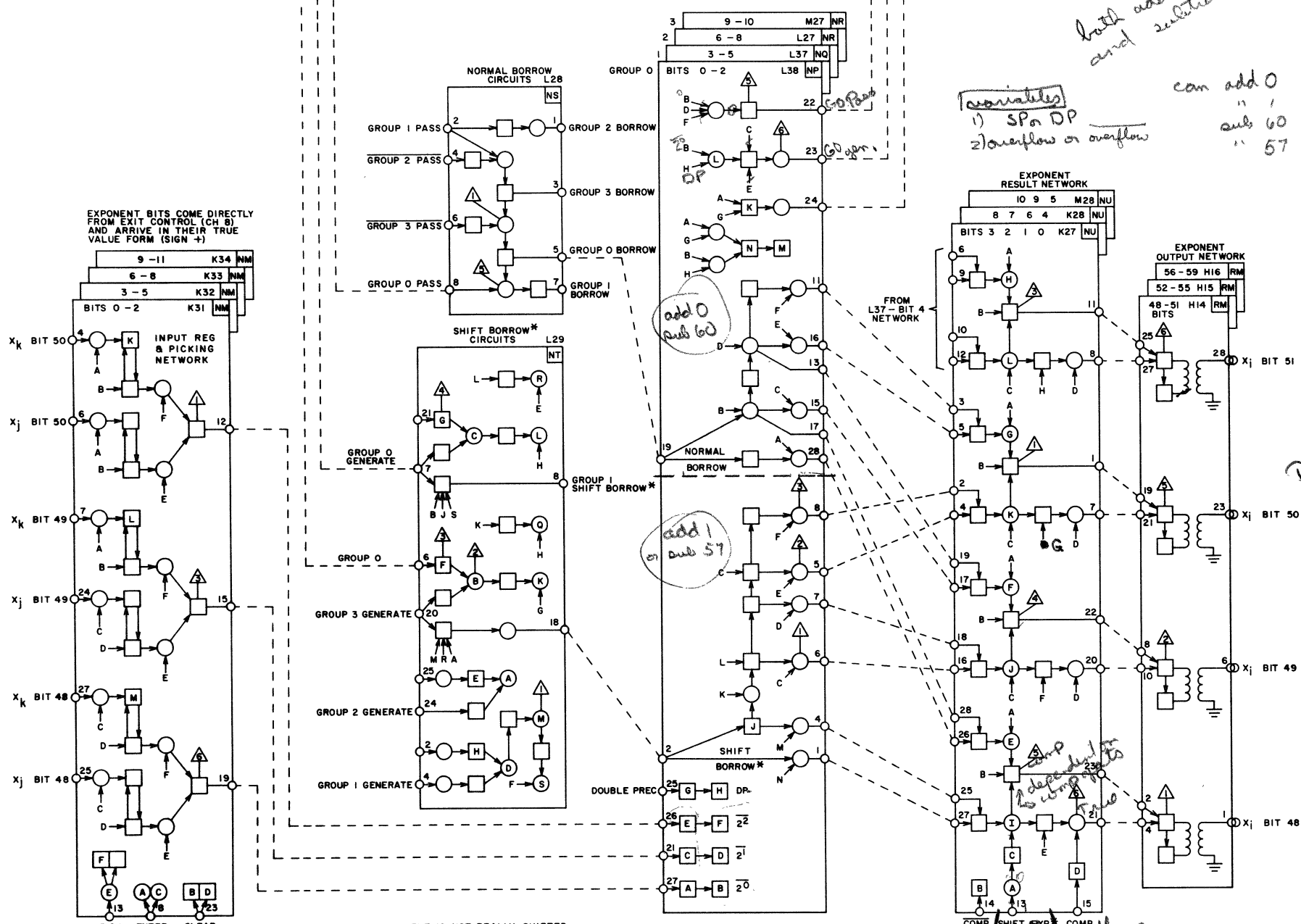
TITLE
**CENTRAL PROCESSOR
ADD UNIT
GO ADD, MODE BITS, XMIT ADD**

PRODUCT 6601/04/13/14	REV BT
SIZE C 60119300	SHEET PAGE 207 197

both adder and subtractor

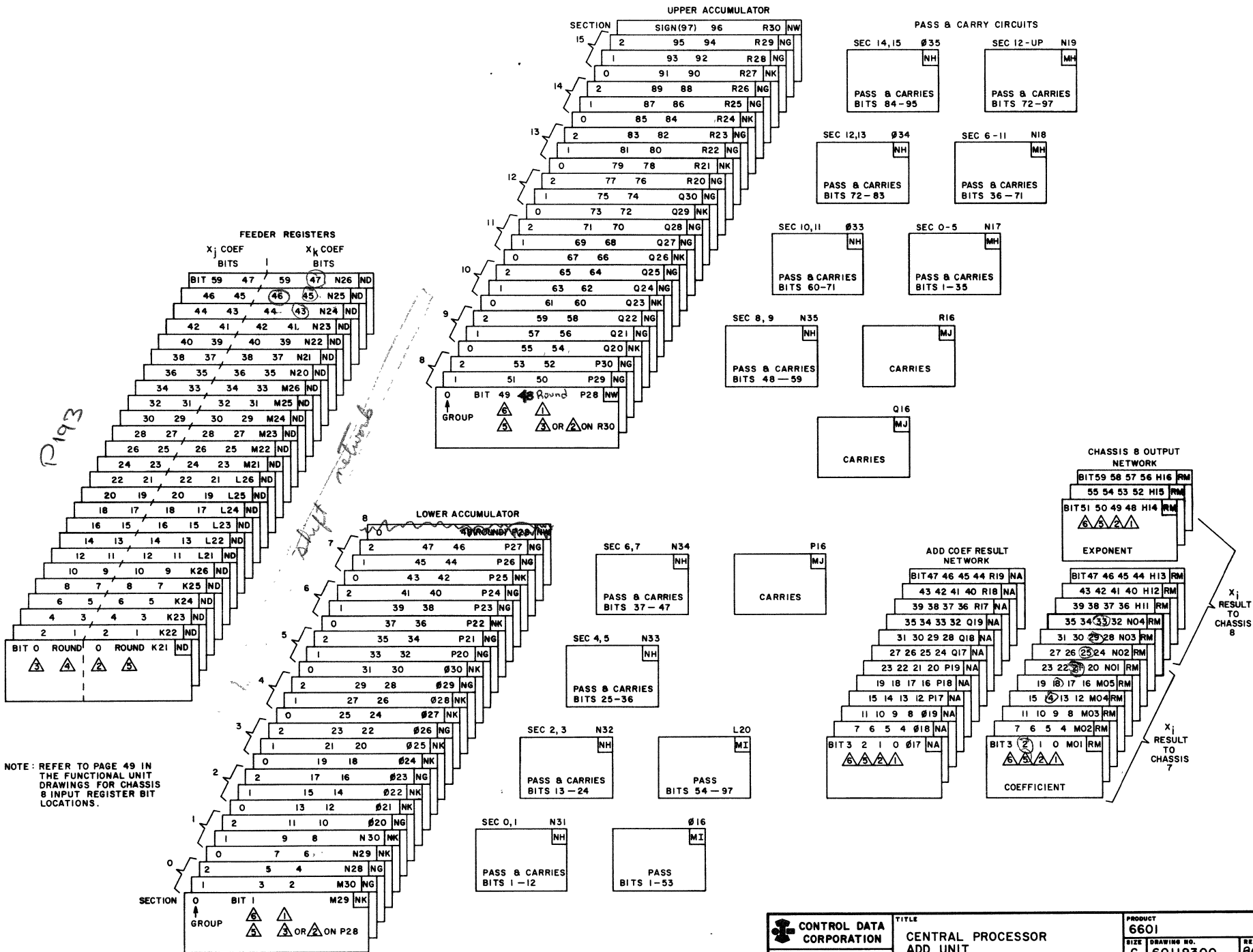
variables
 1) SP on DP
 2) overflow or overflow

*can add 0
 " /
 sub 60
 " 57*



* THE EXPONENT IS NOT REALLY SHIFTED. "SHIFT" REFERS TO CORRECTION OF THE EXPONENT (ADD + 1) WHEN OVERFLOW OCCURS IN THE COEFFICIENT REQUIRING IT TO BE RIGHT SHIFTED.

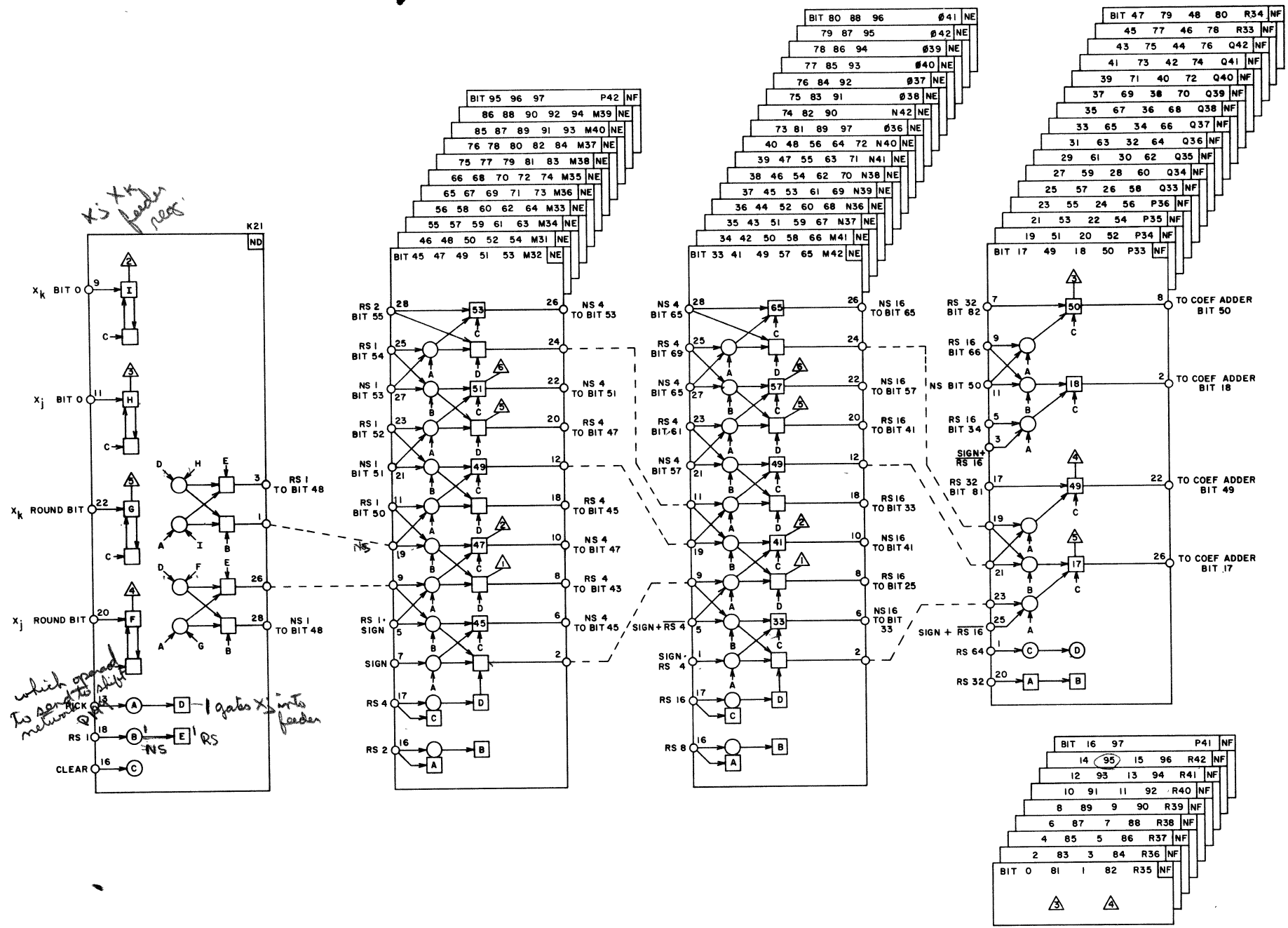
To Entry Control

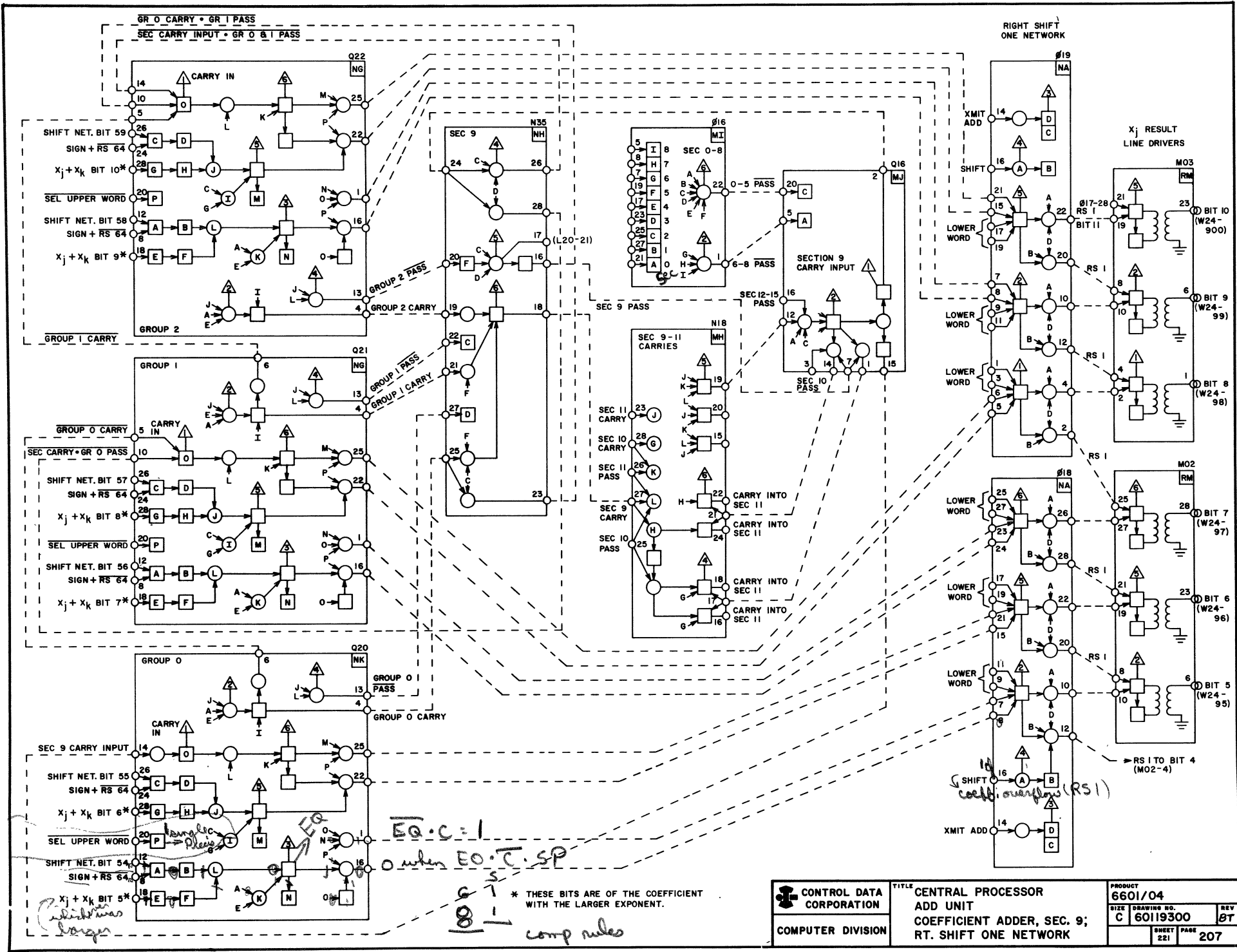


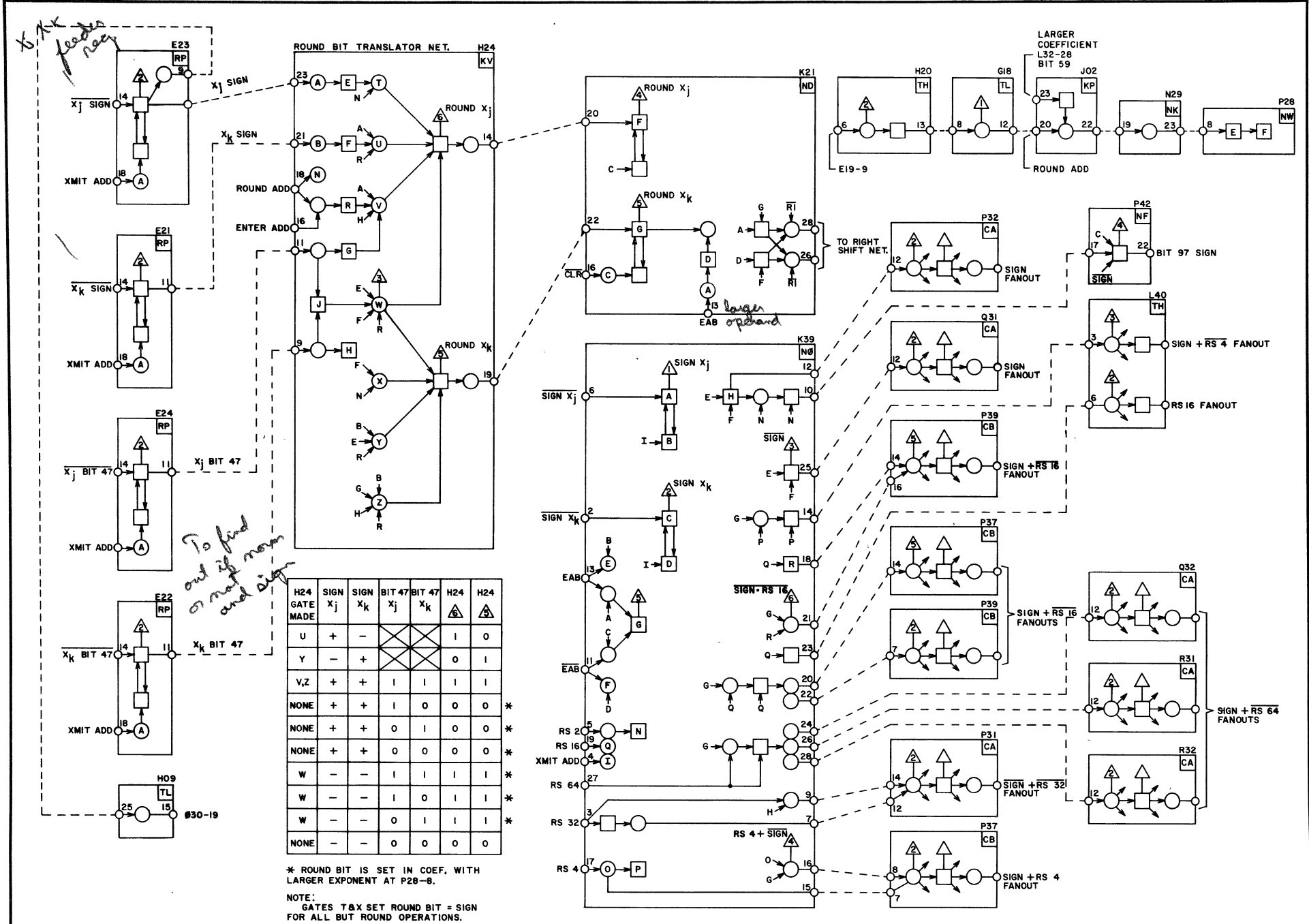
R193

shift returns

NOTE: REFER TO PAGE 49 IN THE FUNCTIONAL UNIT DRAWINGS FOR CHASSIS 8 INPUT REGISTER BIT LOCATIONS.



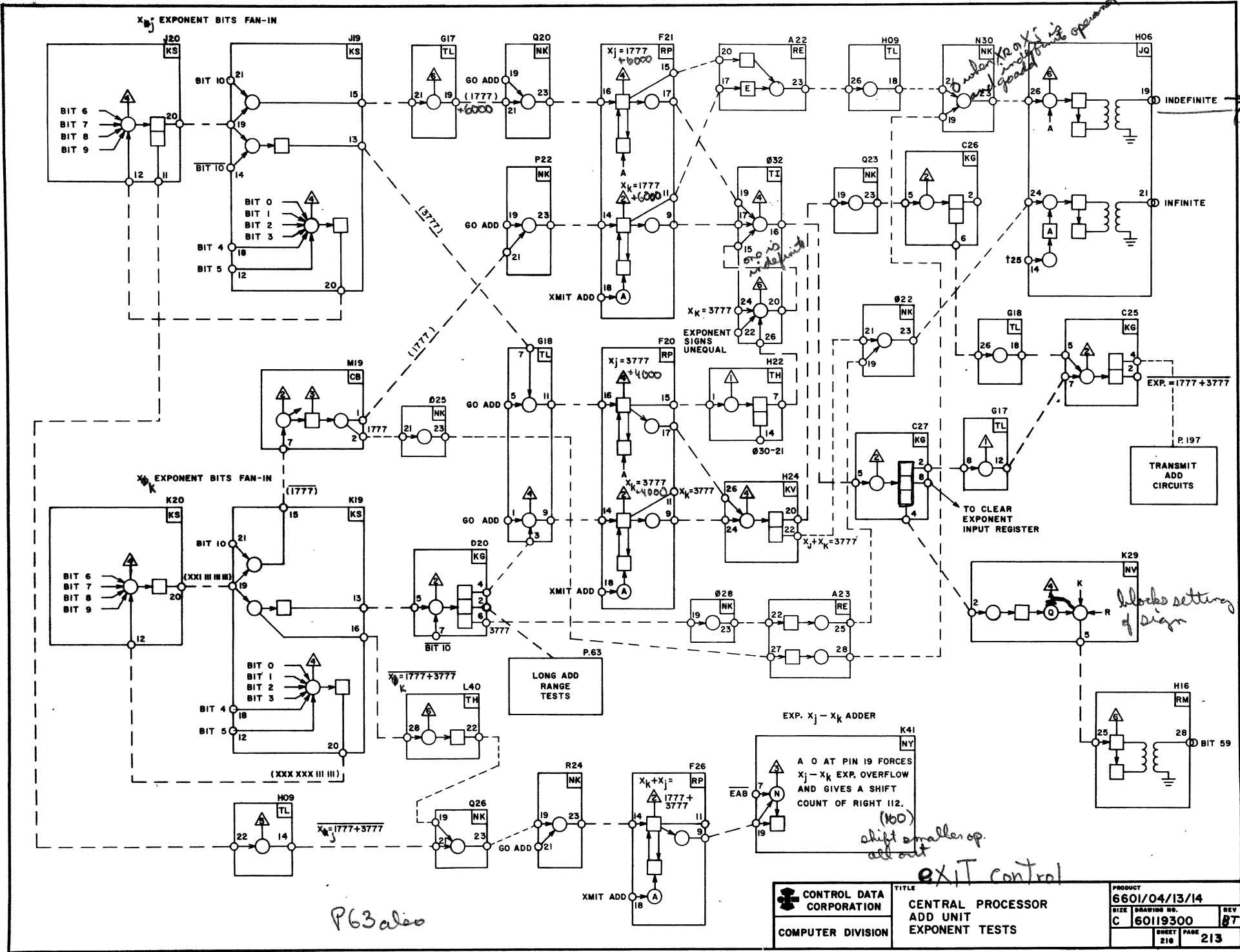




To find out if round or not and sign

H24 GATE MADE	SIGN X _j	SIGN X _k	BIT 47 X _j	BIT 47 X _k	H24	H24
U	+	-			1	0
Y	-	+			0	1
V,Z	+	+	1	1	1	1
NONE	+	+	1	0	0	0
NONE	+	+	0	1	0	0
NONE	+	+	0	0	0	0
W	-	-	1	1	1	1
W	-	-	1	0	1	1
W	-	-	0	1	1	1
NONE	-	-	0	0	0	0

* ROUND BIT IS SET IN COEF. WITH LARGER EXPONENT AT P28-8.
 NOTE:
 GATES T&X SET ROUND BIT = SIGN FOR ALL BUT ROUND OPERATIONS.



9105
(error exit)

P63 also

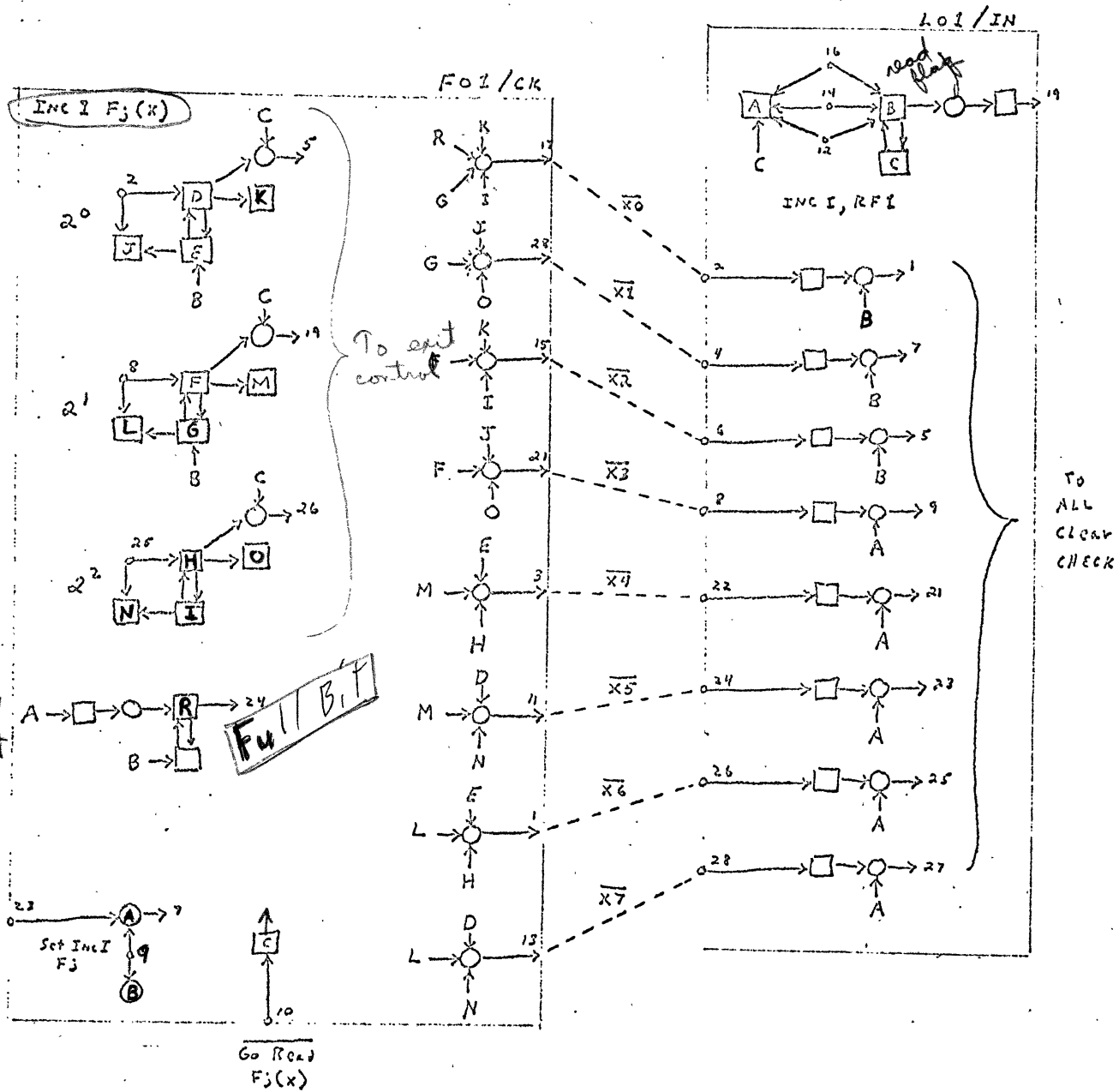
shift smaller op.
all out

EXIT control

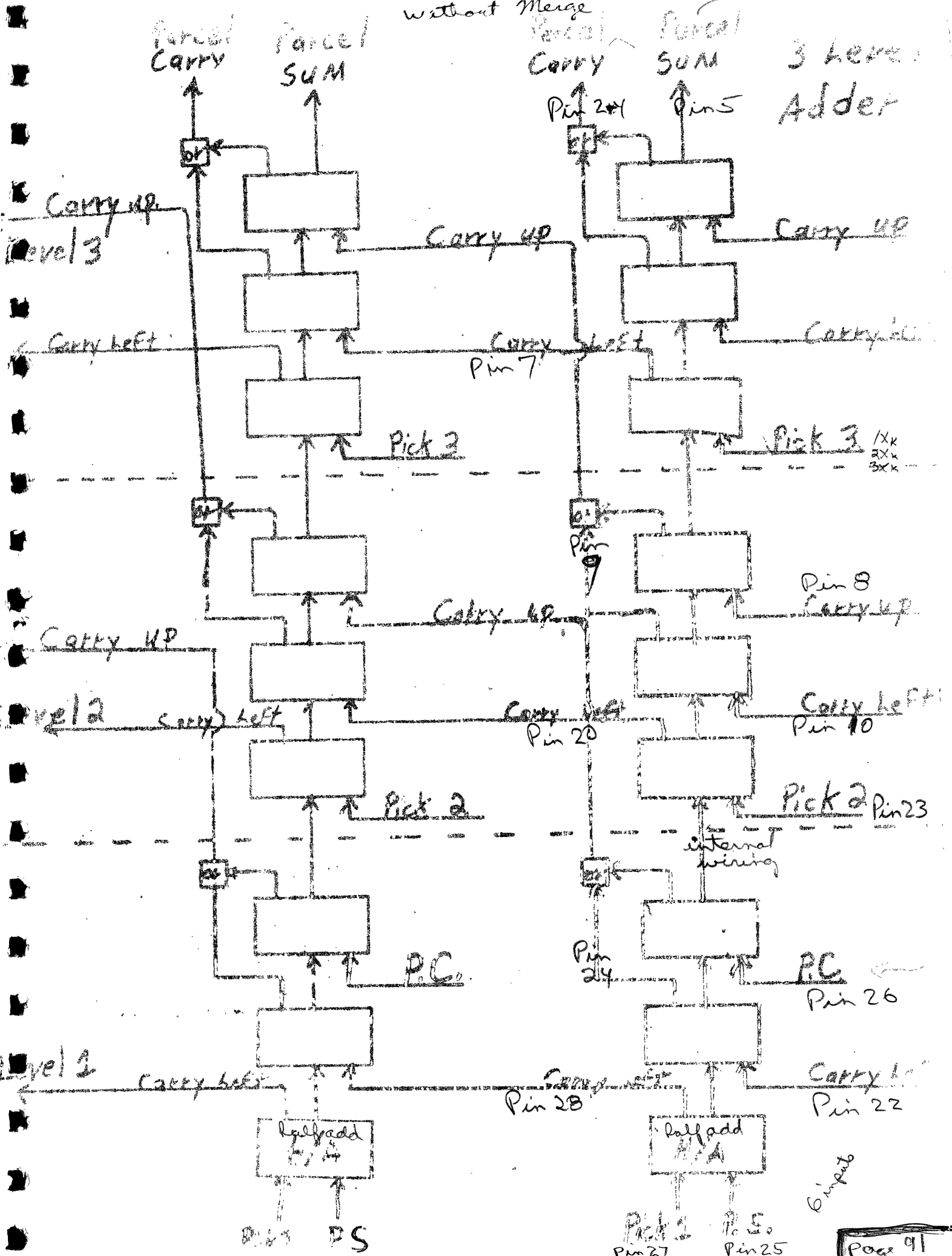
blocks setting
of sign

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE	CENTRAL PROCESSOR ADD UNIT EXPONENT TESTS	PRODUCT 6601/04/13/14
	SIZE	DRAWING NO.	REV
	C	60119300	BT
	SHEET	218	PAGE 213

Increment I Read Flag I (F_jx)



without Merge



COMMENT SHEET

MANUAL TITLE CONTROL DATA 6601/04 CENTRAL COMPUTER

CE Diagrams and Circuit Description Manual Vol. 1

PUBLICATION NO. 60119300 REVISION _____

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