

# **PAL III SYMBOLIC ASSEMBLER PDP-8 PROGRAMMING MANUAL**

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## PREFACE

The PDP-8 comes to the user complete with an extensive selection of system programs and routines making the full data processing capability of the new computer immediately available to each user, eliminating many commonly experienced initial programming delays.

The programs described in these abstracts come from two sources, past programming effort on the PDP-5 computer, and present and continuing programming effort on the PDP-8. Thus the PDP-8 programming system takes advantage of the many man-years of program development and field testing by PDP-5 users.

Although in many cases PDP-8 programs originated as PDP-5 programs, all utility and functional program documentation is issued in a new, recursive format introduced with the PDP-8.

Programs written by users of either the PDP-5 or the PDP-8 and submitted to the users' library (DECUS - Digital Equipment Corporation Users' Society) are immediately available to PDP-8 users.

Consequently, users of either computer can take immediate advantage of the continuing program developments for the other.



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# CHAPTER 1

## INTRODUCTION

The use of an assembly program has become standard practice in the programming of digital computers. Use of an assembler permits a programmer to code in a more convenient language than basic machine code. The advantages of this practice are widely recognized: Easily recognized mnemonic codes are used instead of numeric codes; instructions or data may be referred to by a symbolic name; decimal data may be used as such with the assembler making the required decimal-to-binary conversion; programs may be altered without extensive changes in the source language; and debugging is simplified.

The basic process performed by the Assembler is the substitution of numeric values for symbols, according to associations found in the symbol table. In addition, the user may request that the Assembler itself assign values to the user's own symbols at assembly time. These symbols are normally used to name memory locations, which may then be referenced by name.

The ability to use mnemonic names to represent machine instructions is of great value. The name TAD reminds the user of the Two's complement ADDition instruction, while the number 1000 does not. Consequently, the instructions are easier to remember when mnemonics are used. The same is true of location names. It is much easier to associate the name TOTAL with the location containing the accumulated total than it is to remember that location 1374 contains the total.

Another advantage is that, since the assignment of absolute numbers to symbolic locations is done by the Assembler, the updating of a program by adding or removing instructions is simplified.

In addition to translating statements directly into their binary equivalents, the Assembler will accept instructions for performing translations. These instructions may not look different from other instructions, but they do not generate binary codes. For this reason, they are referred to as pseudo-instructions. For example, the pseudo-instruction DECIMAL tells the Assembler that all numbers following in the program are to be taken as decimal rather than as octal. This instruction is important to the assembly process but has no binary equivalent in the object program. Certain other features of assembly can be directed to the Assembler by the setting of the switch register, abbreviated SR.

The PDP-8 Assembly System consists of the Assembler (PAL III) and the Binary Loader (DEC-08-LBAA-PM). A source program prepared in the source language using ASCII code is translated by the Assembler into a binary object tape in two passes through the Assembler. The object binary tape is loaded by the Binary Loader into the computer ready for execution.

During the first pass of the assembly, all symbols are defined and placed in the Assembler's symbol table. During the second pass, the binary equivalents of the input source language are generated and punched. The Assembler has an optional third pass, which produces an "assembly listing," or a listing with the location, generated binary, and source code side by side on a line.

The PDP-8 Assembly system also includes the Symbolic Tape Editor (DEC-08-ESAB-D) for altering or editing the source language tape; the DEC Debugging Tape (DDT-8, DEC-08-CDDA-D) for debugging the object program by communicating with it in the source language, and various other utility programs such as dumps, etc.

The Assembler requires a basic PDP-8 system consisting of the ASR33 Tape Reader and Punch and a 4K core memory. The Assembler can use either the High-Speed Reader, the High-Speed Punch, or both. The basic Assembler allows 590 user symbols when using the ASR33 and allows 495 user symbols when using the high speed reader. The Extended Assembler contains additional symbols for all optional devices. This symbol list is to be found in the Appendix.



## CHAPTER 2

### ILLUSTRATIONS OF PDP-8 ASSEMBLER FEATURES

#### THE LOCATION COUNTER

In general, statements generate 12-bit binary words which are placed into consecutive memory locations when the object tape is loaded. The location counter is a register used by the PDP-8 Assembler to keep track of the next memory location available. It is updated after processing each statement. The location counter may be explicitly set by an element or expression preceded by an asterisk. The element or expression following the asterisk sets the current location counter to the value of that element or expression. Subsequent instructions are assembled into subsequent locations.

Example:

```
*300
```

The next instruction would be placed in location 300. The location counter is initially set to 0200.

#### CODING ILLUSTRATIONS

To illustrate some of the features of the PDP-8 Assembler, a small routine has been chosen and coded in a number of different ways. The routine continually adds 1 to the contents of a location until the result is positive, then halts. The instructions used are represented as their octal codes (more compact than the binary actually used). The number being incremented is in location 170. The notation C(A) means the contents of location A.

*100	1170	/C(170) INTO AC
*101	7001	/ADD 1 TO AC
*102	3170	/STORE IN LOCATION 170
*103	1170	/FETCH C(170)
*104	7710	/SKIP ON POSITIVE AC, CLEAR AC
*105	5100	/JUMP TO LOCATION 100
*106	7402	/HALT
*170	0	/WILL CONTAIN NUMBER TO BE INCREMENTED

Since the location counter is automatically incremented, specifying sequential addresses could have been avoided after the first address in the progression. In addition, the names of the PDP-8 instructions could have been used in place of the octal codes. The octal representation of these instructions is substituted by the Assembler whenever symbols appear in the program.

Example 2:

```
*1000
      TAD      1700
      IAC
      DCA      1700
      TAD      1700
      SPA      CLA
      JMP      1000
      HLT
*1700
      Ø
```

The same program could have been written using symbolic address tags. The comma after the symbol A indicates to the Assembler that the location in which it places the instruction TAD B is to be named A. Information associating the symbol A with the number of actual locations is placed in the Assembler's symbol table. Consequently, when processing the instruction JMP A, the Assembler finds the symbols JMP and A in the symbol table and uses these values to form the binary equivalent of the instruction JMP A.

Example 3:

```
*1000
A,    TAD B
      IAC
      DCA B
      TAD B
      SPA CLA
      JMP A
      HLT
*1700
B,    Ø
```

Unless the user specifically wanted to use location 1700 for storage, he could let the Assembler assign the location.

Example 4:

```
*1000
A,    TAD B
      IAC
      DCA B
      TAD B
      SPA CLA
      JMP A
      HLT
      B,    Ø
```

## CHAPTER 3

# THE SOURCE LANGUAGE

This chapter explains the features of the ASCII source language available to the user of PAL III.

### THE CHARACTER SET

#### Letters

A B C D E...X Y Z

#### Digits

1 2 3 4 5 6 7 8 9 0

#### Punctuation Characters

Since a number of characters are invisible (i.e. nonprinting), the following notation is used to represent them in the examples:

␣	space
→	tab
↵	carriage return

The following characters are used to specify operations to be performed upon symbols or numbers:

<u>Character</u>		<u>Use</u>
␣	space	combine symbols or numbers
+	plus	combine symbols or numbers
-	minus	combine symbols or numbers
↵	carriage return	terminate line
→	tab	combine symbols or numbers or format the source tape
,	comma	assign symbolic address
=	equals	define parameters
*	asterisk	set current location counter
;	semicolon	terminate coding line
\$	dollar sign	terminate pass

.	point	has value equal to current location counter
/	slash	indicates start of a comment

### Ignored Characters

form feed	end of a logical page of a source program (See Symbolic Editor DEC-08-ESAB-D)
blank tape	used for leader/trailer
rubouts	used for deleting characters
code 2000	used for leader/trailer
line feed	follows carriage return

### Illegal Characters

All other characters are illegal and cause the Illegal Character error printout: IC dddd AT dddd during PASS1. The first number is the value of the offending character, and the second is the value of the current location counter where it occurred. Illegal characters are ignored.

### ELEMENTS

Any group of letters, digits, and punctuation which represents binary values less than  $2^{12}$  is an element.

### Number

Any sequence of numbers delimited by punctuation characters forms a number.

Example:

```
1
12
4372
```

The radix control pseudo-instructions indicate to the Assembler the radix to be used in number interpretation. The pseudo-instruction DECIMAL indicates that all numbers are to be interpreted as decimal until the next occurrence of the pseudo-instruction OCTAL.

The pseudo-instruction OCTAL indicates that all numbers are to be interpreted as octal until the next occurrence of the pseudo-instruction DECIMAL. The radix is initially set to octal and remains octal unless otherwise specified.

## Symbol

Any sequence of letters and digits beginning with a letter and delimited by punctuation characters is a symbol. Although a symbol may be any length, only the first six characters are considered, and any additional characters are ignored; symbols which are identical in their first six characters are considered identical. Pseudo Instructions may not be used as symbols or tags within a program.

The Assembler has in its permanent symbol table definitions of the symbols for all PDP-8 operation codes, operate commands, and many IOT commands (see the Appendix for a complete list). These may be used without prior definition by the user.

Examples:

JMS	is a symbol whose value of <del>4000</del> is taken from the operation code definitions.
A	is a user-created symbol. When used as a symbolic address tag, its value is the address of the instruction it tags. This value is assigned by the Assembler.

## PARAMETER ASSIGNMENTS

A parameter may be assigned by use of the equal sign. The symbol to the left of the equal sign is assigned the value of the expression on the right.

Examples:

```
A=6
EXIT=RETURN=JMP I 0
```

Symbols defined by use of the equal sign may be used in any valid expression.

Example:

```
A=1000
B=4000
A+B      has the value 5000
TAD A    has the value 11000
```

If the expression to the left of the equal sign has already been defined, the ReDefinition diagnostic:

```
RD XXXXXX AT dddd
```

Will be typed where XXXXXX is the symbol's name and dddd is the contents of the current location counter at the point of redefinition. The new value will be stored in the symbol table.

Example:

```
*100  
CLA=7600
```

will cause the diagnostic:

```
RD CLA AT 0100
```

Whenever CLA is used after this point, it will have the value 7600.

### SYMBOL DEFINITION

A symbol may be defined by the user in one of two ways

(1) by use of parameter assignment

Example:

```
DISMIS=JMP I 0
```

and (2) by use of the comma

When a symbol is terminated by a comma, it is assigned a value equal to the current location counter.

If it is defined more than once in this manner, the Assembler will type the duplicate tag diagnostic:

```
DT XXXXXX AT dddd
```

where XXXXXX is the symbol, and dddd is the current location counter at the second occurrence of the attempted symbol definition. The symbol is not redefined.

Example:

```
*300  
START,      TAD A  
            DCA COUNTER  
CONTIN,     JMS LEAVE  
            JMP START  
            A,  
COUNTER,    -74  
            0  
START,      CLA CLL  
            :  
            :
```

The symbol "START" would have a value of 0300, the symbol "CONTIN" would have a value of 0302, the symbol "A" would have a value of 0304, the symbol "COUNTER" (considered by the Assembler to be COUNTE) would have a value of 0305, and when the Assembler processed the next line, it would type during PASS1:

DT START AT 0306

Since the first PASS of PAL III is used to define all symbols in the symbol table, the Assembler will type a diagnostic if, at the end of PASS1, there are any symbols remaining undefined. For example:

```
*7170
A,  TAD C
    CLA CMA
    HLT
    JMP A1
C,  0
$
```

would produce the Undefined Address diagnostic:

```
UA XXXXXX AT dddd
```

where XXXXXX is the symbol and dddd is the location at which it was first seen. The entire symbol table is printed at the end of PASS1. In the case of the above example, this would be:

```
A 7170
UA A1 AT 7173
C 7174
```

If, during PASS1, PAL III detects that its symbol table is full (in other words, that there is no more memory space to store symbols and their associated values), the Symbol Table full diagnostic:

```
ST XXXXXX AT dddd
```

is typed. XXXXXX is the symbol that caused overflow, and dddd is the current location when the overflow occurred. The Assembler halts and may not be restarted. The source program should be segmented, or more address arithmetic used, to reduce the number of symbols. PAL III's symbol capacity is:

Using ASR33; 655 symbols. The basic symbol table contains 65 symbols (see Appendix) leaving 590 user-defined symbols. Using the High-Speed Reader; 560 symbols. The basic symbol table contains 65 symbols leaving 495 user-defined symbols.

## EXPRESSIONS

Symbols and numbers are combined with certain operators to form expressions. There are three operators:

+	plus	this signifies 2's complement addition
-	minus	this signifies 2's complement subtraction
␣	space	space is interpreted in context. Since a PDP-8 instruction has an operation code of three bits as well as an indirect bit, a page bit, and seven address bits, the Assembler must combine memory reference instructions

in a manner somewhat different from the way in which it combines operate or IOT instructions. The Assembler accomplishes this by differentiating the symbols in its permanent symbol table. The following symbols are used as memory reference instruction op codes:

AND	0000	logical AND
TAD	1000	Two's complement ADdition
ISZ	2000	Index and Skip if Zero
DCA	3000	Deposit and Clear Accumulator
JMS	4000	JuMp to Subroutine
JMP	5000	JuMP
FADD	1000	Floating ADDition
FSUB	2000	Floating SUBtraction
FMPY	3000	Floating MultiPIY
FDIV	4000	Floating DIVide
FGET	5000	Floating GET
FPUT	6000	Floating PUT
FNOR	7000	Floating NORmalize
FEXT	0000	Floating EXiT

When the Assembler has processed one of these symbols, the space acts as an address field delimiter:

```
*4100
  JMP  A
A,   CLA
```

A has the value 4101, JMP has the value 5000, and the space acts as a field delimiter. These symbols are combined as follows:

```
A   100 001 000 001
JMP 101 000 000 000
```

The seven address bits of A are taken, i.e.:

```
000 001 000 001
```

The remaining bits of the address are tested to see if they are zero's (page zero reference); if they are not, the current page bit is set:

```
000 011 000 001
```

The operation code is then ORed into the expression to form:

```
101 011 000 001
```

or, written more concisely:

```
5301
```



In addition to the above outlined tests, the page bits of the address field are compared with the page bits of the current location counter. If the page bits of the address field are nonzero and do not equal the page bits of the current location counter, an out-of-page reference is being attempted and the Illegal Reference diagnostic is printed on PASS2 or PASS3.

For example:

```
*4100
A,  CLA CLL
   ⋮
*7200
      JMP A
```

The symbol in the address field of the jump instruction has a value of 4100 while the current location counter, i.e., the address where the instruction will be placed in memory, has a value of 7200. This instruction is illegal on the PDP-8 and will be flagged during PASS2 or PASS3 by the Illegal Reference diagnostic:

```
IR  4100  AT  7200
```

The value 5300 would be assembled at location 7200.

The symbol I caused the indirect bit (bit 3) to be set in a memory reference instruction: For example:

```
DCA  I  10
```

would produce:

```
011  100  001  000
```

or:

```
3410
```

When a space occurs in an expression that does not contain a memory reference instruction op code, it means inclusive OR:

For example:

```
CLA  CLL
```

the symbol CLA has a value of 7200 and the symbol CLL has a value of 7100; CLA CLL would produce 7300. User-defined symbols are treated as nonmemory reference instructions (see Pseudo-Instructions).

For example:

```
A=333
*222
B, CLA
```

Then the expressions and their values are shown below:

```
A+B      Ø555
A-B      Ø111
A┐B     Ø333
-A       7445
1-B      7557
B-1     Ø221
-71     77Ø7
etc.
```

An expression is terminated by either a carriage-return (↵) or a semicolon (;). If any information was generated to be loaded, the current location counter is incremented.

Example:

```
RAR; RTR; CMA ↵
```

Produces three registers of information and the current location counter is incremented after each expression. The statement:

```
HALT=HLT CLA ↵
```

produces no information to be loaded (it produces an association in the Assembler's symbol table) and hence does not increment the current location counter.

```
*4721
TEMP, ↵
TEM2, Ø ↵
```

The current location counter is not incremented after the line TEMP, ↵ and hence the two symbols TEMP and TEM2 are assigned the same value, in this case 4721.

### CURRENT ADDRESS INDICATOR

The single character period (.) has, at all times, a value equal to the value of the current location counter. It may be used as any number or symbol (except to the left of the equal sign).

Example:

```
*2ØØ
JMP .+2
```

is equivalent to `JMP 202`.

```
*300  
  .+2400
```

would produce, in register 300, the quantity 2700

Example:

```
*2200  
CALL=JMS 1 .  
  27
```

Since the second line, `CALL=JMS 1 .` does not increment the current location counter, 0027 would be placed in register 2200 and `CALL` would have the value of 100 110 000<sub>2</sub> or 4600<sub>8</sub>.

The properties of the character (.) have been slightly changed; so that, it now acts as a terminator. Previously, PAL III would neither diagnose nor correctly assemble expressions such as: `JMP.` (where there is no space between the P and the .) PAL III now treats this (`JMP.`) as if it were this (`JMP .`)

### COMMENTS

A comment field is indicated by the slash (/) character. The Assembler will ignore everything from the slash to the next carriage return.

Example:

```
CLA          /THIS IS A COMMENT
```

### PSEUDO-INSTRUCTIONS

There are several pseudo-instructions that are used to direct the Assembler. These are:

DECIMAL	Set the current radix to decimal
OCTAL	Set the current radix to octal
PAUSE	Stop the Assembler. The current pass is not terminated. PAUSE must be at the physical end of the program tape as the reader routines are buffered and the buffer is emptied when PAUSE is detected. The assembly is continued by depressing CONTINUE. Two or more tapes must be used with the PAUSE instruction.
FIELD	Causes a field setting to be punched during PASS2. This is recognized by the Binary Loader (DEC-08-LBAA-PM) and causes all subsequent information to be loaded into the field specified by the expression. The expression must be between 0 and 7, inclusive.
EXPUNGE	Erase the entire symbol table except for the pseudo-instructions.
FIXTAB	Fix the current symbol table. Symbols that have been fixed are not printed in the symbol table at the end of PASS1 or PASS3.

FIXMRI

Fix memory reference instruction. This may be given only after EXPUNGE. It tells the Assembler that the following symbol definition is a memory reference instruction and is to be treated as described under Expressions.

Example:

```
EXPUNGE
FIXMRI TAD=1000
FIXMRI DCA=3000
CLA=7200
FIXTAB
PAUSE
```

When this program segment is read into the Assembler during PASS1, all symbol definitions are deleted and the three symbols listed are added to the table.

This process is often performed to alter the Assembler's symbol table so that it contains only those symbols that will be used. This may increase the Assembler's capacity for other user-defined symbols.

I                      Symbolic representation for indirect addressing.

Example:

```
DCA I STORE
```

Z                      Optional method of denoting a Page 0 reference.

Example:

```
DCA Z ADD
```

## CHAPTER 4

### PROGRAM PREPARATION AND ASSEMBLER OUTPUT

The source language tape (symbolic tape) is prepared in ASCII code on 8-channel punched paper tape using an off-line Teletype or the on-line Symbolic Tape Editor (DEC-08-ESAB-D). In general, a program should begin with leader code which may be blank tape, code 2000, or rubouts.

#### PROGRAM TAPE

Since the Assembler ignores certain codes, these may be used freely to produce a more readable symbolic source tape. These codes are tab, line-feed, and form-feed.

The Assembler will also ignore extraneous spaces, carriage-return/line-feed combinations, and blank tape.

The program body consists of statements and pseudo-instructions. The program is terminated by the dollar sign followed by some trailer code. If the program is large, it may be segmented by use of the pseudo-instruction PAUSE. This often facilitates the editing of the source program since each section will be physically smaller.

The Assembler initially sets its current location counter to 02000. This is reset whenever the asterisk is processed.

During PASS1, all illegal characters cause a diagnostic to be printed. The character is ignored.

The following two programs are identical:

```
*2000
/EXAMPLE OF FORMAT
/GENERATOR
BEGIN, 0/START OF PROGRAM
KCC
KSF/WAIT FOR FLAG
JMP.-1/FLAG NOT SET YET
KRB/READ IN CHARACTER
DCA CHAR
TAD CHAR
TAD MSPACE/IS IT A SPACE?
SNA CLA
HLT/YES
JMP BEGIN+2 /NO: INPUT AGAIN
CHAR, 0/TEMPORARY STORAGE
MSPACE, -240/-ASCII EQUIVALENT
/END OF EXAMPLE
$
```

```

*2000
/EXAMPLE OF FORMAT
/GENERATOR
BEGIN,      0           /START OF PROGRAM
            KCC
            KSF         /WAIT FOR FLAG
            JMP,-1      /FLAG NOT SET YET
            KRB         /READ IN CHARACTER
            DCA CHAR
            TAD CHAR
            TAD MSPACE /IS IT A SPACE?
            SNA CLA
            HLT         /YES
            JMP BEGIN+2 /NO: INPUT AGAIN
CHAR,       0           /TEMPORARY STORAGE
MSPACE,     -240        /-ASCII EQUIVALENT
/END OF EXAMPLE
$

```

Both of these programs are identical and produce the same binary code. The second, however, is easier to read.

During PASS1, the Assembler reads the source tape and defines all symbols used. The user's symbol table is printed (or punched) at the end of PASS1. If any symbols remain undefined, the UA diagnostic is printed. The symbol table is printed in alphabetic order. If the program listed above were assembled, the PASS1 output would be:

```

BEGIN      02000
CHAR       0213
MSPACE     0214

```

During PASS2, the Assembler reads the source tape and generates the binary code using the symbol table equivalences defined during PASS1. The binary tape that is punched may be loaded by the Binary Loader (DEC-08-LBAA-PM). This binary tape consists of leader code, an origin setting, and then data words. Every occurrence of an asterisk expression causes a new origin to be punched on the tape and resets the Assembler's current location counter. At the end of PASS2, the checksum is punched on the binary tape and trailer code is generated. During PASS2, the Assembler may diagnose an Illegal Reference. When using the ASR33 Punch, the diagnostic will be both typed and punched and will be preceded and followed by rubouts. The Binary Loader will ignore everything that has been punched on a tape between rubouts.

During PASS3, the Assembler reads the source tape and generates the code from the source statements. The assembly listing is typed (or punched). It consists of the current location counter, the generated code in octal, and the source statement. The symbol table is typed at the end of the pass. If the program listed above were assembled, the PASS3 output would be:

\*200

/EXAMPLE OF FORMAT

/GENERATOR

0200	0000	BEGIN, 0	/START OF PROGRAM
0201	6032	KCC	
0202	6031	KSF	/WAIT FOR FLAG
0203	5202	JMP.-1	/FLAG NOT SET YET
0204	6036	KRB	/READ IN CHARACTER
0205	3213	DCA CHAR	
0206	1213	TAD CHAR	
0207	1214	TAD MSPACE	/IS IT A SPACE?
0210	7650	SNA CLA	
0211	7402	HLT	/YES
0212	5202	JMP BEGIN+2	/NO: INPUT AGAIN
0213	0000	CHAR, 0	/TEMPORARY STORAGE
0214	7540	MSPACE, -240	/-ASCII EQUIVALENT

/END OF EXAMPLE

BEGIN	0200
CHAR	0213
MSPACE	0214





## CHAPTER 5

### OPERATING INSTRUCTIONS

The PAL III Assembler is provided as a binary tape. This is loaded into the PDP-8 memory by means of the Binary Loader, using either the ASR33 Reader or the High-Speed Reader (see DEC-08-LBAA-D). The Assembler will use either the ASR33 Reader or the high-speed reader to read the source language tape, and it will use either the ASR33 Punch or the High-Speed Punch for output. The selection of I/O devices is made by the Assembler when it is started. The source language tape must be in the proper reader, with the reader and punch turned on. When using the high-speed punch, the symbol table will be typed on the ASR33 if bit 11 of the switch register is 0 (down); it will be punched on the high-speed punch if bit 11 of the switch register is a 1 (up). When using the high-speed punch, the symbol table output, the telepunch should be left on, since the symbol table produced may be read by DDT (see DEC-08-CDDA-D). All diagnostics will be typed on the ASR33 (except for the undefined address diagnostic when using the high-speed punch and the bit 11 switch option). The binary tape produced during PASS2 will be punched using the ASR33 punch or the High-Speed Punch if it is included in the machine configuration and turned on. The only diagnostic in PASS2 will be Illegal Reference. Since this is typed on the ASR33, it may also be punched on the binary tape. It will, however, be ignored by the Binary Loader. The bit 11 switch option may be used during PASS3 also. If the machine is not equipped with a High-Speed Punch, bit 11 will have no effect.

In addition to the binary tape of the Assembler, the user is provided with an ASCII tape containing symbol definitions for the instruction sets of the available options to the PDP-8 (i.e., card readers, magnetic tapes, A/D converters). Since there is only a finite amount of space available, expanding the number of permanent symbols that the Assembler recognizes decreases the maximum number of symbols the user may have available. For this reason, the ASCII Extended Definitions tape should be edited to contain definitions for only those options which the user has acquired. This tape should be read into the Assembler only on PASS1. Since it permanently fixes the symbols it contains, it should not be read again until PAL III is reloaded.

1. Load the Assembler using either the ASR33 Reader or the High-Speed Reader.
2. Set  $\emptyset 2\emptyset\emptyset$  into the switch register; press LOAD ADDRESS.
3. Place the source language tape in the reader. Turn the reader on; turn the punch on.

4. Set Bits  $\emptyset$  and 1 of the switch register for the proper pass. These settings are:

<u>Bit <math>\emptyset</math></u>	<u>Bit 1</u>	
$\emptyset$	1	PASS1
1	$\emptyset$	PASS2
1	1	PASS3

PASS1 is required so that the Assembler can initialize its symbol table and define all user symbols. After PASS1 has been made, either PASS2 or PASS3 may be made.

#### 5. Bit 11 switch option

During PASS1 Bit 11 = 1      Punch symbol table on high-speed punch if it is in the machine configuration.

Bit 11 =  $\emptyset$       Type (and punch) the symbol table on the ASR33.

During PASS2      No effect

During PASS3 Bit 11 = 1      Punch assembly listing tape, in ASCII, on high-speed punch.

Bit 11 =  $\emptyset$       Type assembly listing on ASR33.

6. Press START. The Assembler will halt at the end of each pass. Proceed from step 3. If the Assembler has halted because of a PAUSE statement, put the next tape into the reader and press CONTINUE.

### SUMMARY

PASS1      The Assembler reads the source tape, defines all user symbols, and outputs the user symbol table in alphabetic order. PASS1 diagnostics are:

IC dddd AT xxxx      Illegal Character

where dddd is the value of the illegal character and xxxx is the value of the current location counter when the character was processed. The character is ignored.

RD XXXXXX AT dddd      ReDefinition

where XXXXXX is the symbol being redefined and dddd is the value of the current location counter at the point of redefinition. The symbol is redefined.

DT XXXXXX AT dddd      Duplicate Tag

An attempt is being made to redefine a symbol using the comma. XXXXXX is the symbol and dddd is the value of the current location counter. The previous value of the symbol is retained and the symbol is not redefined.

```
ST XXXXXX AT dddd Symbol Table full
```

where XXXXXX is the symbol causing the overflow and dddd is the value of the Current Location Counter at the point of overflow. The Assembler halts and may not be restarted.

```
UA XXXXXX AT dddd Undefined Address
```

where XXXXXX is the symbol that was used, but never defined, and dddd is the value of the Current Location Counter when the symbol was first processed. This is typed with the symbol table at the end of PASS1. The symbol is assigned a value equal to the highest address on the memory page where it was first used.

## PASS2

The Assembler reads the source tape and using the symbol table defined during PASS1, generates and punches the binary code. This binary tape may then be loaded by the Binary Loader. The PASS2 diagnostic is:

```
IR dddd AT xxxx Illegal Reference
```

where dddd is the address being referenced and xxxx is the value of the Current Location Counter. The illegal address is then treated as if it were on the proper memory page.

Example:

```
*7306  
JMP 307
```

would produce:

```
IR 0307 AT 7306
```

and would generate 5307 to be loaded into location 7306.

## PASS3

The Assembler reads the source tape and, using the symbol table defined during PASS1 generates and types the code represented by the source statements. The Current Location Counter, the contents, and the source statement are typed side by side on one line. If bit 11 of the switch register is a 1 and the machine configuration includes the high-speed punch, the assembly listing will be punched in ASCII. The PASS3 diagnostic is Illegal Reference.

## CHAPTER 6

### SYMBOL TABLE ALTERATION

PAL III contains a table of symbol definitions for the basic PDP-8 and its most common optional peripheral devices. These are the symbols such as TAD, RFC or SPA, which do not have to be defined in every program. This table is considered to be PAL III's permanent symbol table. All the symbols it contains are listed under the heading BASIC SYMBOLS in Appendix 1 of this manual. If the user had purchased one or more of the optional devices whose instruction set is not defined among the BASIC SYMBOLS, for example, EAE or an A/D CONVERTER, it would be desirable if he could add the necessary symbol definitions to the permanent symbol table. This would eliminate the need for him to define these symbols in every program he writes. The opposite case would be the user who needs more space for his symbols. He would like to be able to delete all definitions except the ones he will actually use in his program.

For such purposes PAL III has three pseudo-instructions that may be used to alter its permanent symbol table. These pseudo-instructions are recognized by the Assembler only during PASS1. During either PASS2 or 3, they are ignored and have no effect.

The pseudo-instructions that alter the symbol table are:

- EXPUNGE                      Erase the entire permanent symbol table, except for the 9 pseudo-instructions listed in Appendix 1 under BASIC SYMBOLS.
- FIXMRI                        Fix Memory Reference Instructions. This must be followed on the same line by a symbol definition statement (parameter assignment) since the memory reference instructions are constructed in the symbol immediately following the pseudo-instructions. In other words the letters FIXMRI must be followed by one space, the symbol for the MRI to be defined, an equal sign, and the actual value of the symbol to the immediate left of the equal sign. The pseudo-instruction must be repeated for each MRI to be defined. All MRI's must be defined before the definition of any other symbol.
- EXAMPLE: EXPUNGE  
              FIX MRI    TAD = 1000  
              FIX MRI    DCA = 3000

FIXTAB                      FIX the current symbol TABLE. All symbols that have been defined before the occurrence of this pseudo-instruction are made part of the permanent symbol table and will not be printed in the symbol table at the end of PASS1 or PASS3.

An actual tape to add two symbols to those already in PAL III's permanent symbol table would have punched on it in ASCII:

```
CDF=6201
CIF=6202
FIXTAB
PAUSE
```

To use such a tape the user would:

1. Read in PAL III with the Binary Loader.
2. Set 200 in the SWITCH REGISTER and press LOAD ADDRESS.
3. Set switches for PASS1.
4. Put definitions tape (ASCII) in the proper reader.
5. Press START.

The PAUSE pseudo-instruction at the end of the tape indicates to the Assembler that the current PASS is not ended and another tape is to follow.

6. With switches still set to PASS1, put user's program in reader and press CONTINUE on the console.

The next program to be assembled should not be preceded by the definitions since they are already in the permanent symbol table and will be there until PAL III is reloaded.

After altering the symbol table to fit his needs the user might wish to keep PAL III in this state. This can be done by punching a binary of the section of core occupied by PAL with its new symbol table.

To do this:

1. Read in PAL III and modify symbol table as desired.
2. PAL III's symbol table begins at location  $2350_8$ . Count all the symbols in the altered symbol table. Since each symbol and its value require four registers, multiply this number by 4. Convert this number to octal and add it to  $2350_8$ . This number is the upper limit of PAL III. The lower limit is 0001.

3. Using the directions for Binary Punch Routine, (Digital-8-5-U) and the limits as stated in 2 above punch out the PAL III Assembler itself.
4. The output of the Binary Punch Routine is the Assembler with the modified Symbol Table and may be loaded with the binary loader.

EXAMPLE: PAL III is loaded.

The following ASCII tape is read in on PASS1 :

```
CDF = 6201
CIF = 6202
RDF = 6214
RIF = 6224
RMF = 6244
RIB = 6234
FIXTAB
PAUSE
```

The Assembler now has in its symbol table the "MEMORY EXTENSION CONTROL" symbols and definitions. Six symbols were added and none removed. There were 84 symbols in the basic Assembler, there are now 90 symbols which require a total of  $360_{(10)}$  or  $550_8$  locations. Since the symbol table starts at  $2350_8$ , it extends to  $2350_8 + 550_8$  or  $3120_8$ . The Binary Punch Routine is used to punch from  $0001_8$  through  $3120_8$  and the output is the Assembler with all the basic symbols plus memory extension symbols.





# APPENDIX 1

## SYMBOL LISTS

### BASIC SYMBOLS

#### /PSEUDO INSTRUCTIONS

FIELD  
EXPUNGE  
FIXMRI  
PAUSE  
FIXTAB  
DECIMAL  
OCTAL

I  
Z

#### /MEMORY REFERENCE INSTRUCTIONS

AND     0000  
TAD     1000  
ISZ     2000  
DCA     3000  
JMS     4000  
JMP     5000

#### /FLOATING-POINT INSTRUCTIONS

FEXT     0000  
FADD     1000  
FSUB     2000  
FMPY     3000  
FDIV     4000  
FGET     5000  
FPUT     6000  
FNOR     7000

#### /PROGRAM INTERRUPT

ION     6001  
IOF     6002

#### /HIGH-SPEED READER

RSF     6011  
RRB     6012  
RFC     6014

#### /TELEPRINTER/PUNCH

TSF     6041  
TCF     6042  
TLS     6046  
TPC     6044

#### /HIGH-SPEED PUNCH

PSF     6021  
PCF     6022  
PPC     6024  
PLS     6026

#### /GROUP 1 OPERATES

NOP     7000  
IAC     7001  
RAL     7004  
RTL     7006

#### /KEYBOARD/READER

KSF     6031  
KCC     6032  
KRS     6034  
KRB     6036

RAR     7010  
RTR     7012  
CML     7020  
CMA     7040  
CLL     7100  
CLA     7200

#### /GROUP 2 OPERATES

HLT     7402  
OSR     7404

#### /COMBINED OPERATES

CIA     7041  
LAS     7604

SKP	741Ø	STL	712Ø
SNL	742Ø	GLK	72Ø4
SZL	743Ø	STA	724Ø
SZA	744Ø		
SNA	745Ø		
SMA	75ØØ		
SPA	751Ø		

/DECTAPE DUAL TRANSPORT TYPE 555 AND CONTROL TYPE 552

MMMM	6757	MMSF	6761
MMMF	6756	MMCF	6772
MMML	6766	MMSC	6771
MMLS	6751	MMRS	6774
MMLM	6752	MMCC	6762
MMLF	6754	MMLC	6764

/DECTAPE TRANSPORT TYPE TU55 AND CONTROL TYPE TCØ1

DTRA	6761	DTSF	6771
DTCA	6762	DTRB	6772
DTXA	6764	DTLB	6774

/MEMORY PARITY TYPE 188

SMP	61Ø1
CMP	61Ø4

EXTENDED SYMBOLS

/PDP -5 EAE SYMBOLS 153\*

CAM	61Ø1	SZO	6114
LMQ	61Ø2	DIV	6121
LAR	61Ø4	RDM	6122
MUL	6111	SAF	6124
RDA	6112		

/PDP-8 EAE SYMBOLS 182

MUY	74Ø5	ASR	7415
DVI	74Ø7	LSR	7417
NMI	7411	MQL	7421
SHL	7413	SCA	7441
MQA	75Ø1	CAM	7621

/MEMORY EXTENSION CONTROL TYPE 183

CDF	62Ø1	RIF	6224
CIF	62Ø2	RMF	6244
RDF	6214	RIB	6234

/AUTO RESTART TYPE KRØ1

SPL = 61Ø2

\* PDP-5 EAE symbol definitions do not appear on the actual tape due to a conflict in the CAM instructions of PDP-5 and PDP-8. PDP-8 EAE symbols should be deleted if those for PDP-5 are inserted in the extended symbols tape.

/AD CONVERTER TYPE 189

ADC 6004

/AD CONVERTER/MULTIPLEXER 138E/139E

ADSF	6531	ADCC	6541
ADCV	6532	ADSC	6542
ADRB	6534	ADIC	6544

/OSCILLOSCOPE DISPLAY TYPE 34D

DCX	6051	DYL	6063
DXL	6053	DIX	6054
DCY	6061	DIY	6064
DXS	6057	DYS	6067

/SCOPE TYPE 30N

DLB 6074

/LIGHT PEN TYPE 370

DSF	6071	DCF	6072
-----	------	-----	------

/PLOTTER AND CONTROL TYPE 350B

PLSF	6501	PLCF	6502
PLPU	6504	PLPR	6511
PLPU	6512	PLDD	6514
PLPL	6521	PLUD	6522
PLPD	6524		

/CARD READER AND CONTROL TYPE CR01C

RCSF	6631	RCSP	6671
RCRA	6632	RCSE	6671
RCRB	6634	RCRD	6674

/CARD READER TYPE 451

CRSF	6632	CERS	6634	/also services card punch 450
CRRB	6671	CRSA	6672	
CRSB	6674			

/CARD PUNCH AND CONTROL TYPE 450

CPSF	6631	CPSE	6642
		CPLB	6644
CPCF	6641	/CERS	as appears under card reader 451

/LINE PRINTER TYPE 645

LCF	6652	LPR	6655
LSF	6661	LCB	6662
LLB	6664		

/SERIAL DRUM 25Ø AND 251

DRCR	66Ø3	DRCW	66Ø5
DRCF	6611	DREF	6612
DRTS	6615	DRSE	6621
DRSC	6622	DRCN	6624

/MAGNETIC TAPE TYPE 57A

MSCR	67Ø1	MCD	67Ø2
MTS	67Ø6	MSUR	6711
MNC	6712	MTC	6716
MSWF	6721	MDWF	6722
MCWF	6722	MEWF	6722
MIWF	6722	MSEF	6731
MDEF	6732	MCED	6732
MEEF	6732	MIEF	6732
MTRS	6734	MCC	6741
MRWC	6742	MRCA	6744
MCA	6745		

/MAGNETIC TAPE TYPE 58Ø

TSRD	6715	TIFM	67Ø7
TSWR	6716	TSDF	6721
TSSR	6722	TSST	6724
TWRT	6731	TCPI	6732
TSRS	6734		

/EIGHT CHANNEL SAMPLE AND HOLD CONTROL TYPE ACØ1A

/OPTION TO TYPE 139E MULTIPLEXOR

HSC	6571
HAC	6572
SAC	6574

/DATA COMMUNICATION SYSTEMS TYPE 63Ø

TTINCR	64Ø1	TTRL	6414
TTI	64Ø2	TTSKP	6421
TTO	64Ø4	TTXON	6422
TTCL	6411	TTXOF	6424
TTSL	6412		