

CRAY

RESEARCH, INC.

CRAY X-MP CAL REFERENCE CARD

SQ-0067

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CAL CONTROL STATEMENT

CAL, CPU=*type*, I=*idn*, L=*ldn*, B=*bdn*, E=*edn*, ABORT, DEBUG, *options*,

LIST=*name*, S=*sdn*, SYM=*sym*, T=*bst*, X=*xdn*.

CPU	Omitted CPU= <i>type</i>	Machine currently executing CAL Specify CRAY-1 or CRAY-XMP
I	Omitted I= <i>idn</i>	Source on \$IN Source on <i>idn</i>
L	Omitted L=0 L= <i>ldn</i>	List output on \$OUT No list output List output on <i>ldn</i>
B	Omitted B=0 B= <i>bdn</i>	Binary on \$BLD No binary Binary on <i>bdn</i>
E	Omitted E E= <i>edn</i>	No error listing Error list on \$OUT Error list on <i>edn</i> unless <i>edn=ldn</i> , then <i>ldn</i>
ABORT	Omitted ABORT	Do not abort Abort on fatal error during assembly
DEBUG	Omitted DEBUG	Write binary record on fatal error and set fatal error flag Write binary record with fatal error flag clear
<i>options</i> : See <i>options</i> under CAL control statement in CAL Reference Manual (<i>options</i> overrides the LIST pseudo.)		
LIST	Omitted LIST LIST= <i>name</i>	LIST pseudos with a null (empty) location field processed All LIST pseudos processed LIST pseudo instructions with a location field matching name processed
S	Omitted S=0 S= <i>sdn</i>	\$SYSTXT No system text System text on <i>sdn</i>
SYM	Omitted SYM SYM= <i>sym</i>	No symbol table Symbol table on dataset holding binary load data Symbol table on <i>sym</i>
T	Omitted T=0 T T= <i>bst</i>	No binary system text written No binary system text written Binary dataset written to \$BST Binary system text written to <i>bst</i>
X	Omitted X=0 X X= <i>xdn</i>	No global cross-reference records written No global cross-reference records written Global cross-reference records written to \$XRF Global cross-reference records written to <i>xdn</i>

INSTRUCTIONS

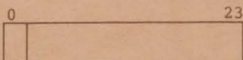
<u>CRAY X-MP</u>	<u>CAL</u>	<u>UNIT</u>	<u>DESCRIPTION</u>
000000	ERR	-	Error exit
††0010jk	CA, A _j A _k	-	Set the channel (A _j) current address to (A _k) and begin the I/O sequence
††0011jk	CL, A _j A _k	-	Set the channel (A _j) limit address to (A _k)
††0012j0	CI, A _j	-	Clear channel (A _j) interrupt flag; clear device master-clear (output channel).
††0012j1	MC, A _j	-	Clear channel (A _j) interrupt flag; set device master-clear (output channel); clear device ready-held (input channel).
††0013j0	XA A _j	-	Enter XA register with (A _j)
††0014j0	RT S _j	-	Enter RTC register with (S _j)
††001401	IP 1	-	Set interprocessor interrupt
††001402	IP 0	-	Clear interprocessor interrupt
††001403	CLN 0	-	Enter CLN register with 0
††001413	CLN 1	-	Enter CLN register with 1
††001423	CLN 2	-	Enter CLN register with 2
††001433	CLN 3	-	Enter CLN register with 3
††0014j4	PCI S _j	-	Enter II register with (S _j)
††001405	CCI	-	Clear PCI request
††001406	ECI	-	Enable PCI request
††001407	DCI	-	Disable PCI request
00200k	VL A _k	-	Transmit (A _k) to VL register
†002000	VL 1	-	Transmit 1 to VL register
002100	EFI	-	Enable interrupt on floating-point error
002200	DFI	-	Disable interrupt on floating-point error
002300	ERI	-	Enable operand range interrupts
002400	DRI	-	Disable operand range interrupts
002500	DBM	-	Disable bidirectional memory transfers
002600	EBM	-	Enable bidirectional memory transfers
002700	CMR	-	Complete memory references
0030j0	VM S _j	-	Transmit (S _j) to VM register
†003000	VM 0	-	Clear VM register
0034jk	SM _{jk} 1, TS	-	Test & set semaphore <i>jk</i> in SM
0036jk	SM _{jk} 0	-	Clear semaphore <i>jk</i> in SM
0037jk	SM _{jk} 1	-	Set semaphore <i>jk</i> in SM
004000	EX	-	Normal exit
0050jk	J B _{jk}	-	Jump to (B _{jk})
006i jkm	J exp	-	Jump to <i>exp</i>
007i jkm	R exp	-	Return jump to <i>exp</i> ; set B00 to P.
010i jkm	JAZ exp	-	Branch to <i>exp</i> if (A0)=0
011i jkm	JAN exp	-	Branch to <i>exp</i> if (A0)≠0
012i jkm	JAP exp	-	Branch to <i>exp</i> if (A0) positive; 0 is positive.
013i jkm	JAM exp	-	Branch to <i>exp</i> if (A0) negative
014i jkm	JSZ exp	-	Branch to <i>exp</i> if (S0)=0
015i jkm	JSN exp	-	Branch to <i>exp</i> if (S0)≠0
016i jkm	JSP exp	-	Branch to <i>exp</i> if (S0) positive; 0 is positive.
017i jkm	JSM exp	-	Branch to <i>exp</i> if (S0) negative
†††020i jkm	Ai exp	-	Transmit <i>exp=jkm</i> to Ai
†††021i jkm	Ai exp	-	Transmit <i>exp=ones complement of jkm</i> to Ai
†††022i jk	Ai exp	-	Transmit <i>exp=jk</i> to Ai
023i j0	Ai S _j	-	Transmit (S _j) to Ai
023i01	Ai VL	-	Transmit (VL) to Ai
024i jk	Ai B _{jk}	-	Transmit (B _{jk}) to Ai
025i jk	B _{jk} Ai	-	Transmit (Ai) to B _{jk}
026i j0	Ai PS _j	Pop/LZ	Population count of (S _j) to Ai
026i j1	Ai QS _j	Pop/LZ	Population count parity of (S _j) to Ai
026i j7	Ai SB _j	-	Transmit (SB _j) to Ai

<u>CRAY X-MP</u>	<u>CAL</u>	<u>UNIT</u>	<u>DESCRIPTION</u>
†13hi00 0	,Ah Si	Memory	Store (Si) to (Ah)
140i.jk	Vi Sj&Vk	V Logical	Logical products of (Sj) and (Vk) to Vi
141i.jk	Vi Vj&Vk	V Logical	Logical products of (Vj) and (Vk) to Vi
142i.jk	Vi Sj!Vk	V Logical	Logical sums of (Sj) and (Vk) to Vi
†142i0k	Vi Vk	V Logical	Transmit (Vk) to Vi
143i.jk	Vi Vj!Vk	V Logical	Logical sums of (Vj) and (Vk) to Vi
144i.jk	Vi Sj\Vk	V Logical	Logical differences of (Sj) and (Vk) to Vi
145i.jk	Vi Vj\Vk	V Logical	Logical differences of (Vj) and (Vk) to Vi
†145iii	Vi 0	V Logical	Clear Vi
146i.jk	Vi Sj!VksVM	V Logical	Transmit (Sj) if VM bit=1; (Vk) if VM bit=0 to Vi.
†146i0k	Vi #VM&Vk	V Logical	Vector merge of (Vk) and 0 to Vi.
147i.jk	Vi Vj!VksVM	V Logical	Transmit (Vj) if VM bit=1; (Vk) if VM bit=0 to Vi.
150i.jk	Vi Vj<Ak	V Shift	Shift (Vj) left (Ak) places to Vi
†150i.j0	Vi Vj<1	V Shift	Shift (Vj) left one place to Vi
151i.jk	Vi Vj>Ak	V Shift	Shift (Vj) right (Ak) places to Vi
†151i.j0	Vi Vj>1	V Shift	Shift (Vj) right one place to Vi
152i.jk	Vi Vj,Vj<Ak	V Shift	Double shift (Vj) left (Ak) places to Vi
†152i.j0	Vi Vj,Vj<1	V Shift	Double shift (Vj) left one place to Vi
153i.jk	Vi Vj,Vj>Ak	V Shift	Double shift (Vj) right (Ak) places to Vi
†153i.j0	Vi Vj,Vj>1	V Shift	Double shift (Vj) right one place to Vi
154i.jk	Vi Sj+Vk	V Int Add	Integer sums of (Sj) and (Vk) to Vi
155i.jk	Vi Vj+Vk	V Int Add	Integer sums of (Vj) and (Vk) to Vi
156i.jk	Vi Sj-Vk	V Int Add	Integer differences of (Sj) and (Vk) to Vi
†156i0k	Vi -Vk	V Int Add	Transmit negative of (Vk) to Vi
157i.jk	Vi Vj-Vk	V Int Add	Integer differences of (Vj) and (Vk) to Vi
160i.jk	Vi Sj*FVk	Fp Mult	Floating-point products of (Sj) and (Vk) to Vi
161i.jk	Vi Vj*FVk	Fp Mult	Floating-point products of (Vj) and (Vk) to Vi
162i.jk	Vi Sj*HVk	Fp Mult	Half-precision rounded floating-point products of (Sj) and (Vk) to Vi
163i.jk	Vi Vj*HVk	Fp Mult	Half-precision rounded floating-point products of (Vj) and (Vk) to Vi
164i.jk	Vi Sj*RVk	Fp Mult	Rounded floating-point products of (Sj) and (Vk) to Vi
165i.jk	Vi Vj*RVk	Fp Mult	Rounded floating-point products of (Vj) and (Vk) to Vi
166i.jk	Vi Sj*IVk	Fp Mult	2-floating-point products of (Sj) and (Vk) to Vi
167i.jk	Vi Vj*IVk	Fp Mult	2-floating-point products of (Vj) and (Vk) to Vi
170i.jk	Vi Sj+Vvk	Fp Add	Floating-point sums of (Sj) and (Vk) to Vi
†170i0k	Vi +FVk	Fp Add	Normalize (Vk) to Vi
171i.jk	Vi Vj+FVk	Fp Add	Floating-point sums of (Vj) and (Vk) to Vi
172i.jk	Vi Sj-FVk	Fp Add	Floating-point differences of (Sj) and (Vk) to Vi
†172i0k	Vi -FVk	Fp Add	Transmit normalized negatives of (Vk) to Vi
173i.jk	Vi Vj-FVk	Fp Add	Floating-point differences of (Vj) and (Vk) to Vi
174i.j0	Vi /HVj	Fp Rcpl	Floating-point reciprocal approximations of (Vj) to Vi
174i.j1	Vi PVj	V Pop	Population counts of (Vj) to Vi
174i.j2	Vi QVj	V Pop	Population count parities of (Vj) to Vi
1750j0	VM Vj,Z	V Logical	VM=1 where (Vj)=0

PSEUDO INSTRUCTIONS

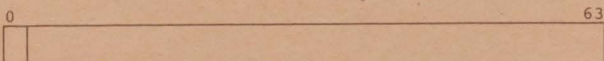
PROGRAM CONTROL		MICROS		DATA DEFINITION	
IDENT	<i>name</i>	<i>name</i>	MICRO 'string', <i>exp</i> ₁ , <i>exp</i> ₂	<i>symbol</i>	CON <i>exp</i> ₁ , <i>exp</i> ₂ , ..., <i>exp</i> _{<i>n</i>}
END		<i>name</i>	MICRO 'string', <i>exp</i> ₁	<i>symbol</i>	BSSZ <i>exp</i>
ABS		<i>name</i>	MICRO 'string'	<i>symbol</i>	DATA <i>data</i> ₁ , <i>data</i> ₂ , ..., <i>data</i> _{<i>n</i>}
COMMENT	'string'	<i>name</i>	OCTMIC <i>exp</i> , <i>count</i>	<i>symbol</i>	VWD <i>n</i> ₁ / <i>exp</i> ₁ , <i>n</i> ₂ / <i>exp</i> ₂ , ..., <i>n</i> _{<i>m</i>} / <i>exp</i> _{<i>m</i>}
		<i>name</i>	DECMIC <i>exp</i> , <i>count</i>	REP	<i>at</i> , <i>swa</i> , <i>inc</i> , <i>bas</i>
LISTING CONTROL			ERROR CONTROL		
<i>name</i>	LIST	<i>op</i> ₁ , <i>op</i> ₂ , ..., <i>op</i> _{<i>n</i>}	<i>options</i>	<i>code</i>	ERROR
	LIST	*	ON OFF	<i>code</i>	ERRIF <i>exp</i> ₁ , <i>op</i> , <i>exp</i> ₂
	SPACE	<i>count</i>	XRF NXRF	<i>op</i> :	LT, LE, GT, GE, EQ, or NE
	EJECT		XMS NXMS	<i>code</i> :	See Fatal or Warning Errors
	TITLE	'string'	DUP NDUP		
	SUBTITLE	'string'	MAC NMAC		
<i>name</i>	TEXT	'string'	MIP NMIF		
	ENDTEXT		MIC NMIC		
			LIS NLIS		
			WEM NWEM		
			TXT NTXT		
			WRP NWRP		
			WMR NWMR		
CODE DUPLICATION			SYMBOL DEFINITION		
<i>dupname</i>	DUP	<i>times</i>		<i>symbol</i>	= <i>exp</i> , <i>attribute</i>
	DUP	<i>times</i> , <i>count</i>		<i>symbol</i>	SET <i>exp</i> , <i>attribute</i>
<i>dupname</i>	ECHO	<i>s</i> ₁ =(<i>list</i> ₁), <i>s</i> ₂ =(<i>list</i> ₂), ..., <i>s</i> _{<i>n</i>} =(<i>list</i> _{<i>n</i>})		<i>symbol</i>	MICSIZE <i>name</i>
<i>dupname</i>	ENDDUP				
<i>dupname</i>	STOPDUP				<i>attribute</i> : P, W, V, or blank
CONDITIONAL ASSEMBLY				BLOCK CONTROL	
<i>ifname</i>	IFA	<i>attribute</i> , <i>exp</i>	<i>attribute</i>		BLOCK <i>name</i>
	IFA	<i>attribute</i> , <i>exp</i> , <i>count</i>	PA parcel		COMMON <i>name</i>
<i>ifname</i>	IFE	<i>exp</i> ₁ , <i>op</i> , <i>exp</i> ₂	MA word	<i>symbol</i>	ORG <i>exp</i>
	IFE	<i>exp</i> ₁ , <i>op</i> , <i>exp</i> ₂ , <i>count</i>	VAL value		BSS <i>exp</i>
<i>ifname</i>	IFC	'string' ₁ , <i>op</i> , 'string' ₂	REL relocatable		LOC <i>exp</i>
	IFC	'string' ₁ , <i>op</i> , 'string' ₂ , <i>count</i>	ABS absolute		BITW <i>exp</i>
<i>ifname</i>	SKIP	<i>count</i>	COM common	<i>symbol</i>	BITP <i>exp</i>
<i>ifname</i>	ENDIF		DEF defined		ALIGN
<i>ifname</i>	ELSE		SET SET-defined		
			REG register		
			MIC micro		
			(# can precede <i>attribute</i>)		
MACRO DEFINITION			OPDEF DEFINITION		
	MACRO		<i>name</i>	OPDEF	
<i>lfp</i>	<i>name</i>	<i>p</i> ₁ , <i>p</i> ₂ , ..., <i>p</i> _{<i>n</i>} , <i>e</i> ₁ = <i>d</i> ₁ , <i>e</i> ₂ = <i>d</i> ₂ , ..., <i>e</i> _{<i>m</i>} = <i>d</i> _{<i>m</i>}	<i>lfp</i>	<i>synres</i>	<i>synop</i>
	LOCAL	<i>sym</i> ₁ , ..., <i>sym</i> _{<i>n</i>}		LOCAL	<i>sym</i> ₁ , ..., <i>sym</i> _{<i>n</i>}
	.	(body of definition)	.	.	(body of definition)
	.		.	.	
<i>name</i>	ENDM		<i>name</i>	ENDM	
<i>name</i> ₁	OPSYN	<i>name</i> ₂			

DATA FORMATS



Sign

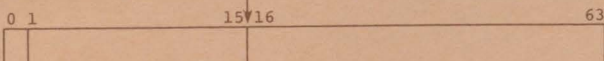
Twos Complement Integer (24 bits)



Sign

Twos Complement Integer (64 bits)

Binary point



Coeff. sign

Coefficient

Signed Magnitude Floating-point (64 bits)