

Institute for Advanced Study
Math. - Nat. Sci. Library
Princeton, N. J. 08540

ns
ECP
Final Progress

FINAL PROGRESS REPORT
ON THE PHYSICAL REALIZATION OF AN ELECTRONIC COMPUTING INSTRUMENT

by

Herman H. Goldstine
James H. Pomerene
Charles V. L. Smith

IAS ECP list of reports,
1946-57. no. 15.

THE INSTITUTE FOR ADVANCED STUDY
ELECTRONIC COMPUTER PROJECT

January 1954

PREFACE

This report has been prepared under the terms of Contracts W-36-034-ORD-7481 and DA-36-034-ORD-1) (Project No. TB3-0007 F) between the Research and Development Service, U. S. Army Ordnance Corps and the Institute for Advanced Study. It is a final report on the latter contract, covering the period up to 1 July 1952.

This report is issued in two parts: Part I (text) and Part II (drawings). Part II is separate from this volume and comprises the complete circuit drawings for the completed machine.

Certain accessory devices, notably a magnetic drum and an IBM input-output system, were added in the period subsequent to 1 July 1952. These will be described in a following report.

John von Neumann
Project Director

Institute for Advanced Study

x 41007

TABLE OF CONTENTS

Part I

Preface

Chassis List

Drawings List

Figures List

I.	Mathematical Aspects	1
II.	The Orders	22
	0.1 The Plus Clear Order	22
	0.2 The Plus Hold Order	23
	0.3 The Minus Clear Order	24
	0.4 The Minus Hold Order	24
	0.5 The Plus Absolute Clear Order	25
	0.6 The Plus Absolute Hold Order	25
	0.7 The Minus Absolute Clear Order	26
	0.8 The Minus Absolute Hold Order	26
	0.9 The Multiply No-Round Off Order	27
	0.10 The Multiply Round Off Order	28
	0.11 The Division Order	28
	0.12 The Load RII Order	29
	0.13 The Store Order	30
	0.14 The Store Clear Order	30
	0.15-0.16 The Unconditional Transfer Orders	31
	0.17-0.18 The Conditional Transfer Orders	32
	0.19 The Quick Sum Order	33
	0.20 Right Shift, No Round Off Order	34
	0.21 Right Shift, Round Off Order	35
	0.22 Left Shift Order	35
	0.23 The R_2 to R_1 Order	36
	0.24-0.25 IBM and Drum Priming Order	37
	0.26 IBM Input to Memory Order	38
	0.27 IBM Output to Memory Order	39
	0.28 Drum Input to Memory Order	39
	0.29 Drum Output from Memory Order	40
	The digital representation of orders.	41

TABLE OF CONTENTS (continued)

III.	Circuit Elements	42
IV.	The Arithmetic Organ	49
	The Registers	49
	Adder and the Digit Resolver	62a
V.	The Williams Memory	71
	Williams Memory Block Diagram	71
	Memory Clock	77
	Williams Tube Pulsers	81
	The Williams Tube Output Amplifier	87
	The Discriminator	87a
	Pulse Routine Generator	98
q	Williams Tube Reflection Generator	100
	Williams Memory Local Control	105
VI.	The Control	113
	The Shift Counter	113
	Recognition Circuit	122
	The Address Dispatch Gates	126
	The Gate-Clear Sequencing Chain	126
	The Dispatch Counter	138
	The Main Control Organ	144

Part II

Drawings

CHASSIS LIST

<u>Chassis Designation</u>	<u>Principal Function</u>	<u>See Drawing</u>
A	Adder	B-1465
\bar{A}	Wms. \bar{A} Pulser	A-1216
B	Wms. B pulser	A-1216
Ch ₁₋₅	Clear-Gate Chain	C-1449
CL	Wms. CL Pulser	A-1216
CLK	Wms. Clock	A-1217
Com GS (or C _m G _s)	Complement Gate Selector	O-1458a
CT ₁ A	Disc. Toggle Clear --> 0 Driver	A-1459
CT ₁ D	Disc. Toggle Clear --> 1 Driver	A-1459
DC _t	Dispatch Counter	B-1471
Del	Carry Delay timer	A-1455
DR	Digit Resolver	B-1465
HH	Wms. HH pulser	A-1216
HT	Wms. HT pulser	A-1216
LR	Left-Right selector	A-1451
I	Wms. I pulser	A-1216
M	Main Control	C-1422
MD	Wms. address and "down" control for magnetic drum	---
M/#	Number or magnitude gates	O-1458a
P ₁₋₃	Accept-Reject selection for division	O-1463
QS	Control for Quick Sum	A-1469
2 ¹ R ¹	Extra RI stage for shifts	A-1446
RI	Accumulator register	C-1322
RII	Arithmetic register	C-1322
RIII	Memory register	C-1323
RII CS	R ₂ clear selector	A-1453
RII GD	RII Gate driver drivers	B-1456
RI, II GS	RI and RII Gate selector	B-1456
RII Op	Gates and clears for 2 ⁻³⁹ R ₂	A-1457
R ₂ to R ³	Control of non-Wms. orders	A-1485
RIII CGDD	Wms. to RIII gates and clears	A-1462
RI CS	R ₁ clear selector	A-1452
RI GD	RI Gate driver drivers	B-1456

CHASSIS LIST (continued)

<u>Chassis Designation</u>	<u>Principal Function</u>	<u>See Drawing</u>
BCR ¹	Clear R ¹ to 0 driver	A-1459
BCR ²	Clear R ² to 0 driver	A-1459
BCR ³	Clear R ³ to 0 driver	A-1459
GrCR ₁	Clear R ₁ to 1 driver	A-1459
GrCR ₂	Clear R ₂ to 1 driver	A-1459
GrCR ₃	Clear R ₃ to 1 driver	A-1459
HCR ¹	Clear R ¹ to 1 driver	A-1459
RCR ²	Clear R ² to 1 driver	A-1459
RCR ³	Clear R ³ to 1 driver	A-1459
SD	Wms. SD Pulser	A-1216
SO A ₁₋₂	Wms. pulse routine generator	O-1470
S _t C _t	Shift counter	C-1467
TD	Wms. TD pulser	A-1216
TH	Wms. TH pulser	A-1216
TT	Wms. TT pulser	A-1216
W	Williams control	C-1474
YCR ₁	Clear R ₁ to 0 driver	A-1459
YCR ₂	Clear R ₂ to 0 driver	A-1459
YCR ₃	Clear R ₃ to 0 driver	A-1459
UnX	End correction for multiplication	A-1446
X ₁₋₂	Multiplication control	B-1450
2 ⁰ OB	---	A-1447
2 ⁻³⁹ RIII 0	---	A-1485
CyIA	---	B-1450
CyIB	---	B-1465
Wms. Amplifier	---	A-1367
Wms. Discriminator	---	A-1241

DRAWINGS LIST

- C-3-1161 Memory High Voltage Supplies.
 C-3-1167 Memory High Voltage Meter Box.
 C-3-1168 Memory High Voltage Regulator.
 A-1216 Williams Tube Pulsar.
 A-1217 Memory Clock.
 A-1241 Discriminator.
 B-1284 Deflection Input and Adder System.
 A-1285 Deflection Driver System.
 A-1288 Diode Bumper Trip for Digit Resolver Output.
 C-1289 Shift Counter.
 C-1322 Typical RII and RI Chassis Schematic.
 C-1323 Complement Gates and RIII Schematic.
 C-1334 Typical Adder Circuit.
 A-1367 Williams Amplifier.
 C-1422 Main Control.
 A-1426 Manual Control.
 A-1446 2^1 RI Stage and Special X Chassis.
 A-1447 2^0 End Outboard Chassis.
 C-1449 Gate-Clear Sequencing Chain.
 B-1450 Multiplication Terminate.
 A-1451 Left-Right Selector.
 A-1452 R_1 Clear Selector.
 A-1453 R_2 Clear Selector.
 A-1454 RI, RII End Around Circuits.
 A-1455 Carry Delay Unit.
 B-1456 RI, RII Gate Selector.
 A-1457 2^{-39} R_2 Input, Clear, and Gates.
 O-1458a Complement Gate Selector and Magnitude/Number Ckt.
 A-1459 Typical Clear Driver Chassis.
 A-1462 RIII Gate and Clear Drivers.
 O-1463 Accept-Reject Selector.
 B-1465 Adder and Digit Resolver.
 B-1466 Instruction Synthesis - Main Control.
 C-1467 Shift Counter and Recognition Circuit.

DRAWINGS LIST (continued)

- A-1469 Quick Sum Control.
- O-1470 Routine Generator.
- B-1471 Dispatch Counter.
- A-1472 Williams Pulse Chain.
- A-1473 Discriminator Pulse Routines.
- C-1474 Williams Control.
- O-1477 Register Side of Machine.
- O-1478 Adder Side of Machine.
- B-1481 Williams Tube Assembly.
- A-1485 R_2 to R^3 Clear-Gate Chain and Artificial Sync.
- A-1486 Multiplication Variants.

FIGURES LIST

<u>Figure Number</u>	<u>Page Number</u>	<u>Figure Number</u>	<u>Page Number</u>
I.1	6	19	86
I.2	6	20	87a
I.3	12	21	89
I.4	13	22	93
I.5	14	23	95
I.6	14	24	96
		25	97
1	42	26	108
2	43	27	111
3	45	28	112
4	45	29	115
5	47	30	121
6	47		
7	48	I	145
8	51	II	143
9	53	III	150
10	56	IV	151
11	57	V	153
12	59	VI	155
13	61	VII	158
14	70	VIII	160
15	71	IX	161
16	73	X	162
17	76	XI	163
18	78	XII	165

I. MATHEMATICAL ASPECTS

In the succeeding pages of this chapter we shall describe the workings of the principal organs of the machine insofar as they concern the preparation of codes. We assume the reader is familiar with a previous report entitled, "Preliminary Discussion of the Logical Design of an Electronic Computing Instrument" (1946) by Burks, Goldstine, and von Neumann; in future references we indicate this report by PD. In this chapter we discuss those features of the arithmetic part of the machine which are relevant from a mathematical point of view.

In a consideration of the Arithmetic Organ one is naturally led first to discuss the number system employed. In spite of a long standing tradition in favor of the decimal system we were led both by logical and engineering considerations to employ the binary system. Since the control portions of the machine are carrying out purely logical functions and since logics are best expressed as binary operations the reasons for a binary representation, at least, of the orders for the machine are evident. On the engineering side the components out of which the machine is constructed are again binary in nature: The "flip-flop" is fundamentally a binary device; the "gate" is also; and the process of storing charge in the dielectric face or screen of the cathode ray tube used in the Memory is again of this same character. Hence, if one contemplates employing the decimal system, one is forced to a binary coding of the decimal system, each decimal digit being represented by a tetrad of binary digits. Thus a precision of 10 decimal digits would require

40 binary digits. But in a true binary representation about 33 digits suffice to achieve a precision of 10^{10} . Thus one is led to use Memory space -- recall that this is the most "expensive" portion of the instrument -- wastefully. It will also be seen as the discussion proceeds that the arithmetic portions of the machine are much simpler logically and hence engineering-wise in the binary system than in the decimal one.

To illustrate this latter point consider the problem of multiplication. In the binary system the product of a number x by a binary digit is either x or null according as the digit is 1 or 0. In the decimal system, on the other hand, there are ten possible values for the product of a digit by x , $0.x$, $1.x$, ..., $9.x$. Thus decimal multiplication is fundamentally a more complex operation than is the binary one and this will be expressed in a decimal instrument either by a circuit complication or by the multiplication being slower. Similar remarks can be made about the other arithmetic processes.

It is often argued that notwithstanding these complications the decimal system is easier from the human point of view. Our machine, however, is such that data may be introduced either binarily or decimally and can be withdrawn in the same fashion if desired, and this without any circuitry. The conversions are trivially handled by extremely simple codes.

It is perhaps well to give at this point some details on the method of introducing data into the machine to enable the reader to develop gradually a feeling for the overall economy of our establishment. Each piece of information is introduced as an aggregate of 10 quantities in

the hexadecimal system. In this number system there are 15 integers $\bar{0}$, ..., $\bar{9}$, $\bar{10}$, $\bar{11}$, $\bar{12}$, $\bar{13}$, $\bar{14}$, $\bar{15}$ which we call 0, ..., 9, A, B, C, D, E, F. Thus the first 10 of these integers are exactly the decimal integers, so that a decimal quantity introduced into the machine is given its familiar and usual form. A binary number or order -- these are in binary form as will be explained in the chapter on the code -- is expressed as 10 tetrads of binary digits, i.e. as 10 hexadecimal integers.

The decision as to whether a given quantity is to be treated by the machine as the decimal representation of a given number or as the hexadecimal representation of a binary number is left to the coder. I.e., he knows which of the data he has introduced is decimal and must be converted by the machine into a binary form and which is already binary. This decision places no more burden on the coder than does that one which requires him to know which data are orders and which are numbers. Indeed, the two problems are quite intimately related. Generally, in coding a given problem it is the practice to place in a block of consecutive positions the decimal information. This makes the conversion of these numbers into their binary form a simple inductive procedure determined only by the number of places desired and the locations of the initial and terminal quantities.

We leave this subject for the present and return to it later after we have described the orders themselves.

The Arithmetic Organ is a 40-fold aggregate of binary units. We use the first of these to record the sign digit of a number and the remaining 39 for digital information. Thus each "word", i.e. aggregate of

40 binary digits, viewed as a binary number has a precision of 2^{-39}
 $\sim 10^{-11.7}$. We have chosen to fix our binary point immediately to the
 left of the first digit of numerical material, i.e. the binary point
 is fixed immediately after the sign digit. Thus the digits -- apart
 from the sign -- have positional values 2^{-1} , 2^{-2} , ..., 2^{-39} . As a mat-
 ter of fact, as far as our Adder is concerned the sign is treated as a
 binary digit with positional value 2^0 .

Before proceeding from this point it is well to discuss our
 treatment of negative numbers in the machine since this has bearing on
 the character of the Arithmetic Organ. To do this we say first a word
 about our Adder. If one regards our numbers $x = (x_0, x_1, \dots, x_{39})$ as
 40-digit quantities $x_0 \cdot 2^0 + x_1 \cdot 2^{-1} + \dots + x_{39} \cdot 2^{-39}$, then our
 Adder as far as digit-adding and carrying mechanisms are concerned
 functions identically in all places with one exception: If a carry
 proceeds from the left-most digit, it is "lost" (cf., however, our dis-
 cussion below of the division operation). This means clearly that the
 augend and addend, both of which lie between 0 and 2 have produced a
 sum greater than 2 will omit the 2. This is, of course, nothing other
 than a statement that the Adder functions modulo 2.

In this sense all numbers represented in the machine can be viewed
 as being modulo 2. We have used this fact to determine our representa-
 tion of negative numbers. If x is an arbitrary real number, then there
 is exactly one number \bar{x} between 0 and 2 with which it agrees modulo 2,
 i.e. for each x there is a unique \bar{x} such that $0 \leq \bar{x} < 2$ and $x = \bar{x} \pmod{2}$.
 This fact fixes our representation of negative numbers.

We agree always to deal with numbers x for which $-1 \leq x < 1$. Now the \bar{x} associated with x is x if $x \geq 0$; thus, $0 \leq \bar{x} < 1$ in this case we represent x by the digitalized form of \bar{x} . It clearly has x_0 , its sign digit +, i.e. 0. If $x < 0$, then $x = \bar{x} + 2$ and we have $1 \leq \bar{x} < 2$, i.e. the left-most digit of \bar{x} is 1, i.e. -. Thus we always represent a number x by the digitalized form of \bar{x} and have the convention that + is 0 and - is 1 with the left-most digit being the sign.

In closing this discussion we mention the relation of our representation of negative numbers with that of 'complementation'. Consider a negative number x with $-1 \leq x < 0$ and let $y = -x$. Then $0 < y \leq 1$. As we said above we digitalize x by representing it as $x + 2 = 2 - y = 1 + (1 - y)$. Then the left-most digit of this representation is, correctly, 1 and the remaining digits are those of the complement of $y = |x|$. This is what is frequently called the representation by complementation of negative numbers.

The Arithmetic Organ proper contains the following principal units: 3 Registers of 40 digits each (cf. however, below for an exception to this), an Adder, various sets of gates whose functions will be made clear in what follows, and a Control Unit to supervise the performance of the various Arithmetic orders. In the accompanying figure we show schematically the interrelations between some of these and in later figures we show more details.

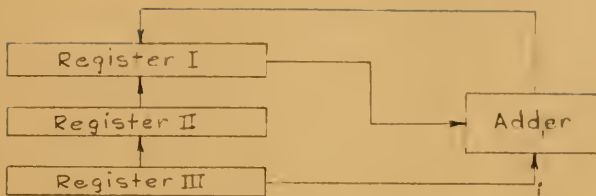


Fig. I. 1.

As indicated in the figure the inputs (40-fold in each case) to the Adder are from Registers I and III -- we shall use the symbols RI and RIII in the future -- and the output of this unit is stored back in RI. Again information in RIII can be communicated to RII and hence to RI without proceeding through the Adder. In an addition the augend is originally in RI and the addend in RIII, the sum being placed in RI at the completion of the operation.

To make clear the subtraction we must make mention of a unit called the Complement Gate Chassis which intervenes between RIII and the Adder, as indicated in the figure below.

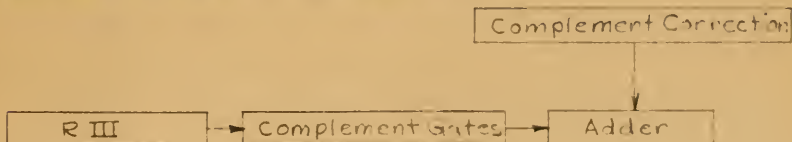


Fig. I. 2.

This chassis permits one of three modes of communication between RIII and the Adder. If a number x is stored in RIII, then either the Complement Gates permit x , the complement of x or 0 to enter the Adder; or, to be more precise, if $x = (x_0, x_1, \dots, x_{39})$, then either x or $(1 - x_0, 1 - x_1, \dots, 1 - x_{39})$ or $0 = (0, 0, \dots, 0)$ is permitted to enter the Adder from RIII. If it is the middle case, then the Arithmetic Control also "injects" a digit 2^{-39} into the Adder. This, as we shall see, correctly handles the operation of subtraction.

To form $x - y$ we proceed as follows: the Arithmetic Organ has x in RI, y in RIII and has been instructed to form the difference. It forms, apart from the "complement correction" just mentioned,

$$\sum_{i=0}^{39} (x_i + (1 - y_i)) \cdot 2^{-i} = x + (2 - y) - 2^{-39}.$$
 The complement correction then has the effect of removing this last 2^{-39} and yielding the correct difference.

We leave this discussion of the separate units of the Arithmetic Organ for the moment but with the intention of returning to it shortly.

The multiplication operation is somewhat more delicate in a certain sense than are the addition and subtraction because the procedure based on the modulo 2 fails completely. If one changes one factor, say x , of a product xy by a two, then the new product differs from xy by $2y$ which is not generally an integer multiple of 2 since $-1 \leq y < +1$.

To effect a multiplication we store the multiplicand in RII and the multiplier in RIII. We carry out the process by serially multiplying the entire multiplicand by the digits of the multiplier starting with the least significant one.

The multiplication proper takes place in 39 steps, corresponding to the 39 non-sign digits of the multiplier, together with several "clean-up" operations in addition. We describe all this below. For simplicity we first consider the case in which both the multiplier $x = (x_0, x_1, \dots, x_{39})$ and the multiplicand $y = (y_0, y_1, \dots, y_{39})$, i.e. $x_0 = y_0 = 0$ and hence $0 \leq x < 1$, $0 \leq y < 1$.

Assume we have already performed the first $i - 1$ steps of the multiplication involving the multiplication of the multiplicand by the last $i - 1$ digits of the multiplier, $x_{39}, x_{38}, \dots, x_{40-i}$. We describe now the multiplication with the i -th digit, i.e. with x_{40-i} . Assume that RI contains the partial product after the last step, p_{i-1} (for $i = 1$, $p_0 = 0$). We form

$$2p_i = p_{i-1} + y_k \quad \text{with} \quad y_k = \begin{cases} 0 & \text{for } x_{40-i} = 0 \\ y & \text{for } x_{40-i} = 1. \end{cases}$$

I.e. if $x_{40-i} = 0$ we define p_i as $1/2$ of p_{i-1} and if $x_{40-i} = 1$ as $1/2$ of $(p_{i-1} + y)$. Consider now the sizes of the quantities $2p_i$. For $i = 0$, $0 \leq 2p_1 < 2$ (since $p_0 = 0$); now if this is true for $i - 1$, then our displayed definition above makes it also true for i . Thus $2p_i$ lies in the interval $0 \leq 2p_i < 2$ and no carry can arise beyond 2^0 -position.

Thus p_i is formed from $2p_i$ by a right shift with the sign digit made 0. Finally we have

$$\begin{aligned} p_{39} &= 2^{-1}(2^{-1}(2^{-1}(\dots(2^{-1} x_{39} y + x_{38} y)\dots) + x_1 y = \\ &= \sum_{i=1}^{39} 2^{-i} x_i y = xy, \end{aligned}$$

i.e. we have our correct product. We describe later how we achieve this in the Arithmetic Organ. At the moment, however, we turn instead to the

other possible cases, namely: $x < 0, y \geq 0, x < 0, y < 0, x \geq 0, y < 0$.

We pass now to these cases and describe how they are performed.

If $x < 0$, then it is represented in the machine as $x + 2$. Thus for $x < 0, y \geq 0$ the procedure we have just described would form not xy but $xy + 2y$; for $x < 0, y < 0$ it would form $xy + 2x + 2y + 4$; for $x \geq 0, y < 0$ it would form $xy + 2x$. Hence, correction terms $2x, 2y$ or both would be needed. As we shall see later these corrections would be quite awkward for us to perform, particularly the correction $2x$ since we in fact lose the digits of the multiplier as they are no longer needed. The reason for this will become apparent in the next section.

Our procedure is this: First let us assume that the corrections necessitated by $y < 0$ have been disposed of and permit y to be either ≤ 0 or > 0 . We focus attention now on $x < 0$.

We disregard the sign digit of x and act as if it were 0. Then x is replaced by $x^1 = x - 1$ but since $-1 \leq x < 0$ x^1 will act as if it were $(x - 1) + 2$. Hence our procedure for multiplication will produce $x^1 y = (x + 1) y = xy + y$. We therefore need a final correction in this case of $-y$ at the end of the process. Thus in the cases $x < 0$ we proceed through the 39 steps described earlier and thereby form $xy + y$ and then we must perform another step to subtract out the multiplicand y .

Having disposed of the difficulties that arise when $x < 0$, we may now assume $x > 0$ and consider the one remaining case, namely $y < 0$.

Suppose this time that we ignore completely the sign digit of y , or rather that we replace it by 0. Then if $y^1 = y - 1$, we have as before $xy^1 = x(y + 1) = xy + x$ and a correction $-x$ is needed. Since, however,

we do not have x , the multiplier, available at the end of the multiplication we must find a means of applying this correction as the first 39 steps proceed.

We proceed in this fashion: when we examine the digit x_{39-1} of the multiplier, we normally add into the partial product p_1 the number y if $x_{39-1} = 1$ and 0 otherwise. Let us now modify this procedure as follows:

$$2p_1 = p_{1-1} + \hat{y}_1 \quad \text{with} \quad \hat{y}_1 = \begin{cases} 1 & \text{for } x_{40-1} = 0 \\ y^1 & \text{for } x_{40-1} = 1. \end{cases}$$

As before $0 \leq 2p_1 < 2$ and no carries can proceed beyond the 2^0 -position. Let us see now what result we have produced by this procedure.

$$\begin{aligned} p_{39} &= 2^{-1}(2^{-1}(2^{-1}(\dots(2^{-1}x_{39}y^1 + 2^{-1}(1-x_{39}) + x_{38}y^1 + (1-x_{38}))\dots) + \\ &\quad + x_2y^1 + (1-x_2)) + x_1y^1 + (1-x_1) = \\ &= \sum_{i=1}^{39} 2^{-i} x_i y^1 + \sum_{i=1}^{39} 2^{-i} (1 - x_i) = xy^1 + 1 - 2^{-39} - x = \\ &= x(y+1) + 1 - 2^{-39} - x = xy + (1 - 2^{-39}). \end{aligned}$$

Thus a final correction of $-1 + 2^{-39}$ is necessary. But this correction which is done at the end can be effected modulo 2 and we can correct it by $1 + 2^{-39}$.

We summarize now in a general description covering all four cases.

We return now to our schematic discussion of the Arithmetic Organ. Since we wish to retain the full 78 digits of a product, we have established certain interconnections between RI and RII not yet shown in Figure I.1. Before describing them we must indicate another feature of RI and RII. Each of them is capable not only of receiving 40 digit

numbers and of transmitting them, but also of translating either to the right or left whatever information is stored in them. We discuss the logical implications of these shift facilities later. At the moment we prefer to indicate how this is accomplished, at least in a crude way.

Each of RI and RII is in reality not one but two registers suitably interconnected. Let us consider RI first. It consists of two registers and four sets of 40-fold gates. Let the two registers be denoted by R^I and R_I . One set of gates intervenes between the Adder and R^I . Thus the output of the Adder is stored at least initially in R^I . Two sets of gates allow communication from R^I to R_I and a fourth set allows communication from R_I to R^I .

The set which controls the communication between the Adder and R^I , the so-called Green Gates, is so wired that it makes digital position 2^{-i} of the Adder correspond to 2^{-i} of R^I . One of the two sets controlling the route from R^I to R_I , the so-called Red Gates, makes position 2^{-i} of R^I correspond to $2^{-(i-1)}$ of R_I ; the other set, the so-called Black Gate, makes 2^{-i} of R^I correspond to $2^{-(i+1)}$ of R_I . The fourth set, the so-called Yellow Gate, from R_I to R^I makes 2^{-i} of R_I correspond to 2^{-i} of R^I . We indicate this below in Figure I.3.

A similar arrangement obtains with respect to RII. The structure of RIII is, however, simpler since it is not called upon to perform shifting functions as are RI and RII.



Figure I.3.

We can now describe in somewhat more detail the operations previously alluded to such as the right and left shifts, the transfer into R_I , the addition, the subtraction, and at least part of the multiplication.

Consider first a number in R_I -- in both R_I and R_{II} the units R^I , R^{II} serve only as transient storage positions; all storage for more than a few microseconds is in R_I , R_{II} -- which we desire to shift right (left). The Arithmetic Control routes the information first to R^I via the Yellow Gate set, then back to R_I via the Black (Red) Gate set. (We must describe later treatment of the sign digit.)

Next consider a number arriving in R_I from the Adder. It is transferred to R^I via the Green Gate set, then to R_I via the Red set -- note this apparently causes the information in 2^0 -position of the Adder

to be lost. Actually it does not because R_I has a 2^{+1} position for precisely this reason; it is then sent back to R^I via the Yellow set and finally back to R_I via the Black set. Note that it is now correctly positioned, i.e. the content of 2^{-1} -position of R_I is that of 2^{-1} -position of the Adder.

In the next figure we indicate the connections between R_I and the Adder, suppressing the gate sets.

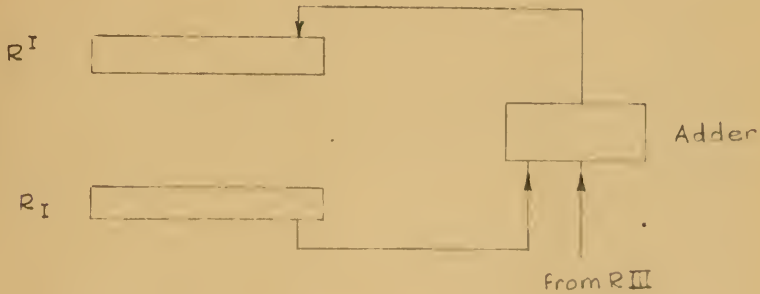


Figure I.4.

Thus in an addition it is the quantity stored in R_I that is added to that in R_{III} , the result being placed temporarily in R^I .

It should also be clear from what has been said how the right and left shifts are performed. We must return later to describe certain details of these operations, such as the treatment of the sign digit in the right shift and of the right-most digit in a left shift.

Before doing this, however, we must first describe two more interconnections between R_I and R_{II} . All interconnections described previously have been 40-fold but the one we now describe differs in that they are 1-fold. Specifically the right-most stage of R_I is connected to the left-most one of R_{II} in such a fashion that the route is

from RI to RII but not back again. This connection is provided so that whenever a right shift occurs the digits being shifted out of RI are stored in RII. We make this connection quite specific in Figure I.5 below.



Figure I.5.

To provide for the comparable situation when a left shift occurs the 2^0 stage of RI is connected to the 2^{-39} stage of RII, as in Figure I.6 below.

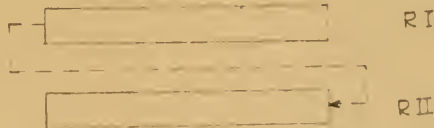


Figure I.6.

We are now able to proceed further with the details of the multiplication. The multiplier is initially placed in RII. (This must be done prior to the multiplication order, c.f. 0.9 below.) Then when the multiplication is initiated the multiplicand is in R^{III} . An observation post exists at stage 39 of RII which examines whether the digit therein is 0 or 1 and acts accordingly, i.e. it does not or does

add the multiplicand into RI in case both multiplier and multiplicand are positive. We discuss below the exact details in all cases. Then a right shift of one is performed. Thus three things occur of relevance: first, the partial product in RI is properly positioned for the next step; second, the digit of the multiplier last examined has been lost and the next relevant, i.e. the now currently relevant, is available at the inspection station; third, the least significant digit of the partial product has now been shifted into RII, into the leading stage. This procedure is carried on for the 39 steps required at which time the 39 most significant digits of the product appear in RI and the 39 least significant ones in RII.

The addition operation is performed in this fashion: We assume the augend is now in RI, specifically in R_I , and the addend is in R^{III} . The Complement Gates are set to pass the addend out and the sum is then stored temporarily in R^I . This sum is then put into R_I displaced one to the left with the sign digit in 2^{+1} . Next, the number is transferred back to R^I and thence down to R_I in the correct position. In terms of the various gating operations this means the following: The Green Gates were opened to admit the sum to R^I ; the Red Gates sent it to R_I ; the Yellow Gates sent it back to R^I ; and finally it arrived correctly positioned in R_I via the Black Gates.

The situation for the subtraction differs in one point only; the Complement Gates are opened to pass the complement of the addend and the complement correction is carried out.

In both cases the sign of the sum is now both in 2^{+1} and 2^0 .

The possible addition and subtraction operations performable by the machine are these:

1. The addition (subtraction) of the contents of R^{III} and of R_I .
2. The addition (subtraction) of the contents of R^{III} and of R_I pre-cleared to 0. I.e. the transfer of a number (or its complement) into R_I .
3. The addition (subtraction) of the absolute value of the contents of R^{III} and of R_I .
4. The addition (subtraction) of the absolute value of the contents of R^{III} and of R_I pre-cleared to 0. I.e. the transfer of the modulus of a number (or its complement) into R_I .

To perform the operations involving absolute values the Arithmetic Control is provided with a monitor which decides whether the Complement Gates are to pass the number in R^{III} or its complement according as the instruction requires.

The left shift is performed analogously to that for the right shift but the right-most stage of R_I is made 0.

This is the correct convention to ensure that the left shift is exactly a multiplication by 2 (provided that the result is still in "scale", i.e. is not outside the interval $-1 < x < 1$).

The left shift operation can be performed n times ($1 \leq n \leq 47$) by means of a single order.

The right shift operation is performed in this fashion: The number in R_I is transferred into R^I and is then sent back into R_I displaced one position to the right. Exactly the same procedure is followed in R_{II} .

Thus both RI and RII shift together. (There is one exception to this principle in one of the terminal steps of a multiplication but this need not concern us here.)

The information stored in 2^{+1} of RI is therefore shifted into 2^0 . It is also retained in 2^{+1} . If this digit is a 0, the sign of the resulting quantity is 0 and if it is a 1, the sign is 1. But this is exactly the correct convention to ensure that the right shift is exactly a division by 2.

The right shift operation can be performed n times ($1 \leq n \leq 47$) by means of a single order.

This amounts only to an iteration n times of what is described above.

Since RI and RII are interconnected as shown in Figure I.5 above, the information shifted out of RI is transferred into RII; but the material shifted out of RII is lost.

We next discuss the division operation. To make precise what follows we agree that the dividend is x , the division is y with $-1 \leq x < 1$, $-1 \leq y < 1$, $|x| < |y|$.

To describe the process we assume that the first $i-1$ steps of the division have been completed and that the first $i-1$ digits q_0, q_1, \dots, q_{i-2} of the quotient Q are in positions $40-i, 41-i, \dots, 39$, respectively. We also assume that y , the divisor, is in R^3 and that the remainder r_{i-1} is in R_1 . We proceed inductively in this fashion:

$$(1) \quad r_i = 2r_{i-1} - (\text{sgn } xy) yP_{i-1}, \quad r_0 = x/2,$$

where

$$(2) \quad p_{i-1} = \begin{cases} 0 & \text{sgn } r_{i-1} \neq \text{sgn } (2r_{i-1} - (\text{sgn } xy) y) \\ 1 & \text{sgn } r_{i-1} = \text{sgn } (2r_{i-1} - (\text{sgn } xy) y). \end{cases}$$

$p_0 = 0$

We next define q_i as

$$(3) \quad q_i = \begin{cases} p_i & \text{sgn } xy = +1 \\ 1-p_i & \text{sgn } xy = -1 \end{cases}$$

We now show that

$$\text{sgn } r_i = \text{sgn } x, \quad |r_i| < |y|.$$

We prove these inductively. They are evidently true for $i = 1$. We show they are true for $i + 1$ assuming they are true for i . If

$$\text{sgn } r_i = \text{sgn } (2r_i - (\text{sgn } xy) \cdot y)$$

then

$$r_{i+1} = 2r_i - (\text{sgn } xy) \cdot y$$

and

$$\text{sgn } r_{i+1} = \text{sgn } r_i = \text{sgn } x.$$

Next,

$$\begin{aligned} 2r_i - (\text{sgn } xy) \cdot y &= 2 \text{sgn } r_i \cdot |r_i| - \text{sgn } x \cdot \text{sgn } y \cdot y = \\ &= 2 \text{sgn } x \cdot |r_i| - \text{sgn } x \cdot |y| = \text{sgn } x (2|r_i| - |y|). \end{aligned}$$

Thus

$$r_{i+1} = \text{sgn } r_{i+1} \cdot |r_{i+1}| = \text{sgn } x \cdot |r_{i+1}| = \text{sgn } x (2|r_i| - |y|)$$

and

$$|r_{i+1}| = |2r_i| - |y| < 2|y| - |y| = |y|,$$

which completes the induction in this case. In the contrary case

$$r_{i+1} = 2r_i,$$

and

$$\operatorname{sgn} x = \operatorname{sgn} r_1 \neq \operatorname{sgn} (2r_1 - (\operatorname{sgn} xy) \cdot y) = \operatorname{sgn} x \cdot \operatorname{sgn} (2|r_1| - |y|).$$

Thus

$$\operatorname{sgn} (2|r_1| - |y|) = -1,$$

i.e.

$$|r_{i+1}| = 2|r_i| < |y|,$$

and $\operatorname{sgn} r_{i+1} = \operatorname{sgn} 2r_i = \operatorname{sgn} r_i = \operatorname{sgn} x$, since $2r_i$ is in the machine's number range. Hence we have proved our induction.

We multiply both sides of (1) by 2^{-i+1} and sum for $i = 1, 2, \dots$,

n. We find

$$2^{-(n-1)} r_n = 2^1 r_0 - (\operatorname{sgn} xy) \cdot y P,$$

where

$$P = \sum_{i=0}^{n-1} 2^{-i} p_i.$$

Thus

$$(4) \quad x = (\operatorname{sgn} xy) P \cdot y + R$$

where

$$R = 2^{-n+1} r_n$$

since $2^1 r_0 = x$.

If $\operatorname{sgn} xy = +1$, (4) becomes with the help of (3)

$$x = Q y + R,$$

where

$$Q = \sum_{i=0}^{n-1} 2^{-i} q_i = P.$$

If $\operatorname{sgn} xy = -1$, then

$$Q = \sum_{i=0}^{n-1} 2^{-i} q_i = \sum_{i=0}^{n-1} 2^{-i}(1-p_i) = 2 - P - 2^{-n+1},$$

i.e. apart from the term $2^{-(n-1)}$ Q is the complement of P . Thus our quotient is wrong in the last place.

Up to this point we have made no mention of "rounding" procedures. We do not wish in this place to discuss the theoretical background of such procedures. Instead we merely call the reader's attention to such a discussion in a previous report¹⁾ and state the rules we have adapted. In the multiplication operation a digit is added to 2^{-40} and the result truncated after 39 digits after all carries have been completed. In the division operation we perform 39 steps determining the sign and 38 information digits. The 39th such digit is automatically made 1.

We complete our discussion with a discussion of the roles of RI, RII, RIII during the division operation.

At the start of this operation the dividend is in RI, the divisor is in RIII. Although left shifts are to be performed the channel from RI to RII which normally transmits for a left shift is suppressed. Instead the quotient digits are inserted seriatim into position 38 of RII and shifted left. The operation continues until the sign digit of the quotient reaches position 0 of RII. At this time the remainder is in RI.

It remains only to explain how the machine makes the discriminations indicated in (2), (3) above. First we note that in (2) the expression " $\text{sgn } r_{i-1}$ " can be replaced by $\text{sgn } x$. Thus (2) becomes

1) Preliminary Discussion of the Logical Design of an Electronic Computing Instrument, Burks, Goldstine and von Neumann, Pt. I, Vol. I, 1946, pp. 19, ff.

$$(2') \quad P_{i-1} = \begin{cases} 0 & \text{sgn } x \neq \text{sgn } (2r_{i-1} - (\text{sgn } xy) y) \\ 1 & \text{sgn } x = \text{sgn } (2r_{i-1} - (\text{sgn } xy) y). \end{cases}$$

It was not convenient engineering-wise to detect the signum of $2r_{i-1} - (\text{sgn } xy) y$ and therefore a somewhat different quantity was observed. To explain this we suppose for the moment that

$$s = 2r_{i-1} - (\text{sgn } xy) y$$

is expressed not as

$$s = \sigma_0 + \sigma_1/2 + \sigma_1/2^2 + \dots + \sigma_{n-1}/2^{n-1}$$

but as

$$s = \sigma_{-1} + \sigma_0/2 + \sigma_1/2^2 + \dots + \sigma_{n-1}/2^{n-2}.$$

I.e. we regard σ_0 not as a sign digit but as an arithmetic digit and σ_{-1} as the sign digit. The convention adopted is now this:

$$(2'') \quad P_{i-1} = \begin{cases} 0 & (1 - \text{sgn } x)/2 = \sigma_{-1} \\ 1 & (1 - \text{sgn } x)/2 \neq \sigma_{-1}. \end{cases}$$

It is not difficult to see that conventions (2') and (2'') are equivalent.

II. THE ORDERS

We proceed now to an explanation of each order in terms of the contents of RI, RII, RIII and of certain other facts relevant to the coder. It is desirable first, however, to mention the digital structure of the orders.

Each order consists of 20 binary digits, the first 10 of which usually specify a Memory location and the second 10 of which specify the operation to be performed. Two orders are grouped together into a single 40 digit word. The Control is so arranged that it first executes the left-hand one of the pair and then the right-hand one. These are referred to as the first and second phases of the order-word, respectively. In what follows we number the digits of an order 0 through 9 for the Memory location and 10 through 19 for the operation.

We now describe the orders.

0.1. THE PLUS CLEAR ORDER.

a) This order may be in either the first or second phase of an order-word.

b) The digits 0-9 (20-29) express the Memory location from which operand is to come.

c) The so-called step-digit, digit 11, may be a 0 or a 1. In either case the order is executed. In the former case the Control is prevented from proceeding to the next order and the machine stops. If after the stop the step digit is changed to a 1, the order is re-done and the machine proceeds normally.

d) At the start of the order the contents of the registers are:

R_1 irrelevant
 R_2 irrelevant
 R^3 irrelevant
 x b , the addend

e) At the end of the order the contents of the registers and of memory location x are:

R_1 b
 R_2 unchanged
 R^3 b
 x b

0.2. THE PLUS HOLD ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 a , the augend
 R_2 irrelevant
 R^3 irrelevant
 x b , the addend.

e) At the end of the order the contents of the registers and x are:

R_1 $a + b$
 R_2 unchanged
 R^3 b
 x b

0.3. THE MINUS CLEAR ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 irrelevant

R_2 irrelevant

R^3 irrelevant

x b , the subtrahend

e) At the end of the order the contents of the registers and x are:

R_1 $2 - b$

R_2 irrelevant

R^3 b

x b

0.4. THE MINUS HOLD ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 a , the minuend

R_2 irrelevant

R^3 irrelevant

x b , the subtrahend

e) At the end of the order the contents of the registers and x are:

R_1 $a - b$

R_2 unchanged

R^3 b

x b

0.5. THE PLUS ABSOLUTE CLEAR ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 irrelevant

R_2 irrelevant

R^3 irrelevant

x b, the addend

e) At the end of the order the contents of the registers and x are:

R_1 | b |

R_2 unchanged

R^3 b

x b.

0.6. THE PLUS ABSOLUTE HOLD ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 a, the augend

R_2 irrelevant

R^3 irrelevant

x b, the addend

e) At the end of the order the contents of the registers and x are:

$$R_1 \quad a + |b|$$

$$R_2 \quad \text{Unchanged}$$

$$R^3 \quad b$$

$$x \quad b.$$

0.7. THE MINUS ABSOLUTE CLEAR ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

$$R_1 \quad \text{irrelevant}$$

$$R_2 \quad \text{irrelevant}$$

$$R^3 \quad \text{irrelevant}$$

$$x \quad b, \text{ the subtrahend}$$

e) At the end of the order the contents of the registers and x are:

$$R_1 \quad 2 - |b|$$

$$R_2 \quad \text{unchanged}$$

$$R^3 \quad b$$

$$x \quad b.$$

0.8. THE MINUS ABSOLUTE HOLD ORDER.

a), b), c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 a, the minuend

R_2 irrelevant

R^3 irrelevant

x b, the subtrahend

e) At the end of the order the contents of the registers and x are:

R_1 a - b

R_2 unchanged

R^3 b

x 0.

0.9. THE MULTIPLY NO-ROUND OFF ORDER.

a) The same as for 0.1.

b) The digits 0-9 (20-29) express the memory location from which the multiplicand is to come.

c) The step digit is as in 0.1. The clear digit 18(38) may be a 0 or a 1. In the former case the contents of RI at the start of the order will be added to the first partial product. I.e., if c is in RI at the start and if the desired product is a b, then what is produced in this case is $ab + 2^{-39}d$. In the latter case the contents of RI are cleared to 0 at the start of the multiplication.

d) At the start of the order the contents of the registers and x are:

R_1 irrelevant if "clear"

R_2 a, the multiplier

R^3 irrelevant

x b, the multiplicand.

e) At the end of the order the contents of the registers and x are:

$$\begin{aligned}
 R_1 & c_0, c_1, \dots, c_{39} \\
 R_2 & (1-b_0), c_{40}, \dots, c_{78}; \text{ where } ab = \\
 & = c_0, c_1, \dots, c_{39}, c_{40}, \dots, c_{78} \text{ and } b_0 \text{ is} \\
 & \text{the sign digit of } b. \text{ (We assume the "clear"} \\
 & \text{case.)} \\
 R^3 & b \\
 x & b.
 \end{aligned}$$

0.10. THE MULTIPLY ROUND-OFF ORDER.

a), b), c) The same as for 0.9.
 d) The same as for 0.9.
 e) At the end of the order the contents of the registers and x are:

$$\begin{aligned}
 R_1 & \delta_0, \delta_1, \delta_2, \dots, \delta_{39} \\
 R_2 & (1-b_0), c_{40} + 1, c_{41}, \dots, c_{78}; \text{ where } \delta_0, \\
 & \delta_1, \dots, \delta_{39}, c_{40} + 1, \dots, c_{78} - (c_0, c_1, \\
 & \dots, c_{39}; c_{40}, c_{41}, \dots, c_{78}) = 2^{-40}. \\
 R^3 & b \\
 x & b.
 \end{aligned}$$

0.11. THE DIVISION ORDER.

a) The same as for 0.1.
 b) The digits 0-9 (20-29) express the memory location from which the divisor is to come.
 c) The same as for 0.1.

d) At the start of the order the contents of the registers and x are:

R_1 N , the dividend

R_2 irrelevant

R^3 irrelevant

x D , the divisor.

e) At the end of the order the contents of the registers and x are:

R_1 $2R$, twice the remainder

R_2 $q_0, q_1, \dots, q_{38}, 1$, cf. Chapter I

R^3 D

x D

0.12. THE LOAD RII ORDER.

a), b) The same as for 0.1.

c) The same as for 0.1. If the clear digit is a 1, then R_1 is pre-cleared to 0.

d) At the start of the order the contents of the registers and x are:

R_1 Irrelevant

R_2 Irrelevant

R^3 Irrelevant

x b

e) At the end of the order the contents of the registers and x are:

R_1 Unchanged if clear digit is 0; 0 if clear digit is 1.

$$R_2 \quad b$$

$$R^3 \quad b$$

$$x \quad b .$$

0.13. THE STORE ORDER.

a) The same as for 0.1.

b) The digits 0-9 (20-29) express the memory location into which the contents of RI are to be placed.

c) The step digit must always be a 1. Thus the store order cannot be used as a stop order.

d) At the start of the order the contents of the registers and x are:

$$R_1 \quad b, \text{ the word to be stored}$$

$$R_2 \quad \text{irrelevant}$$

$$R^3 \quad \text{irrelevant}$$

$$x \quad \text{irrelevant}$$

e) At the end of the order the contents of the registers and x are:

$$R_1 \quad b$$

$$R_2 \quad \text{Unchanged}$$

$$R^3 \quad 0$$

$$x \quad b$$

0.14. THE STORE CLEAR ORDER.

a), b), c) The same as for 0.13.

d) At the start of the order the contents of the registers and x are:

R_1 Irrelevant
 R_2 Irrelevant
 R^3 Irrelevant
 x Irrelevant

e) At the end of the order the contents of the registers and x are:

R_1 0
 R_2 Unchanged
 R^3 0
 x 0

0.15. and 0.16. THE UNCONDITIONAL TRANSFER ORDERS.

- a) The same as for 0.1.
- b) The digits 0-9 (20-29) express the memory location to which the control is to be transferred. I.e., the location where the next order is to be found.
- c) If the step digit is a 0, the control transfer takes place to the same phase of the new order-word as that of the order in question. If the step digit is a 1, the transfer takes places to the opposite phase.
- d) At the start of the order the contents of the registers and x are:

R_1 Irrelevant
 R_2 Irrelevant
 R^3 Irrelevant
 x b, the next order-word

e) At the end of the order the contents of the registers and x are:

R_1 Unchanged

R_2 Unchanged

R^3 0

R_3 b

x b.

0.17. and 0.18. THE CONDITIONAL TRANSFER ORDERS.

a), b), c) The same as for 0.15 - 16.

d) At the start of the order the contents of the registers and x are:

Case A

R_1 $a \geq 0$

R_2 Irrelevant

R^3 Irrelevant

x b, the next order-word

Case B

R_1 $a < 0$

R_2 Irrelevant

R^3 Irrelevant

x b, irrelevant

e) At the end of the order the contents of the registers and x are:

Case A

R_1 Unchanged

R_2 Unchanged

R^3 0

R_3 b

x b

Case B

R_1 Unchanged

R_2 Unchanged

R^3 b

R_3 Unchanged

x b

0.19. THE QUICK-SUM ORDER.

a) The order may be only in the first phase of an order-word.

b) The digits 0-9 express the memory location x from which the first operand is to come. It is obtained from the orders 0.1. - 0.8., inclusive, by setting digit 19 to 1. In this case the order specified without this digit being 1, i.e. one of the set 0.1 - 0.8, is performed first at the location x and then serially at each following location through 1023 after which the order terminates. The second phase order must be a transfer of the control to the location of the next order-word. This is due to the fact that the order counter no longer stores the location of the next order-word.

c), The step digit must be a 1.

d) At the start of the order the contents of the registers and x are:

R_1 a
 R_2 Irrelevant
 R^3 Irrelevant

$x + i$ b_i $i = 0, 1, \dots, 1023 - x$

e) At the end of the order the contents of the registers

and x are:

R_1 b_{1023} if 0.1, 3, 5 or 7
 $a + \sum f(b_{x+i})$ if 0.2, 4, 6, 8

R_2 Unchanged

R^3 b_{1023}

$x + i$ b_i ,

where

$$f(b) = \begin{cases} b & \text{if } 0.2 \\ -b & \text{if } 0.4 \\ |b| & \text{if } 0.6 \\ -|b| & \text{if } 0.8 \end{cases}$$

0.20. RIGHT SHIFT, NO-ROUND OFF ORDER.

a) The same as for 0.1.

b) The digits 4-9 (24-29) express the number of shifts to be executed. This number n is expressed as an integer times 2^{-9} (2^{-29}). The digits 0 - 3 are irrelevant. The number stated in digits 4 - 9 (24-29) must not exceed 47 and must not be 0. (A shift by 0 is executed as a shift by 1.)

c) The same as for 0.1.

d) At the start of the order the contents of the registers are:

$$\begin{aligned} R_1 & a_0, a_1, a_2, \dots, a_{38}, a_{39} \\ R_2 & b_0, b_1, b_2, \dots, b_{38}, b_{39} \\ R^3 & \text{Irrelevant} \end{aligned}$$

e) At the end of the order for a shift of 1 the contents of the registers are:

$$\begin{aligned} R_1 & a_0, a_0, a_1, a_2, \dots, a_{38} \\ R_2 & a_{39}, b_0, b_1, b_2, \dots, b_{38} \\ R^3 & b_0, b_1, b_2, \dots, b_{39} \end{aligned}$$

For a shift of n this is iterated n times.

f) This order may be given with the clear digit, digit 18

(38), a 0 or a 1. The situation above shows the case of this digit = 0.

We show below the case when it is 1.

e') At the end, for a shift of 1, the contents of the registers are:

$$\begin{array}{l} R_1 \quad a, 0, 0, 0, \dots, 0 \\ R_2 \quad 0, b_0, b_1, b_2, \dots, b_{38} \\ R_3 \quad b_0, b_1, b_2, \dots, b_{39} \end{array}$$

We note that even though R_1 has been cleared to 0 before the shift starts the sign of the number that was there is propagated by the shift.

0.21. RIGHT SHIFT, ROUND OFF ORDER.

This order is not yet available.

0.22. LEFT SHIFT ORDER.

a), b), c) The same as for 0.20.

d) At the start of the order the contents of the registers are:

$$\begin{array}{l} R_1 \quad a_0, a_1, a_2, \dots, a_{38}, a_{39} \\ R_2 \quad b_0, b_1, b_2, \dots, b_{38}, b_{39} \\ R_3 \quad \text{Irrelevant} \end{array}$$

e) At the end, for a shift of 1, the contents of the registers are:

$$\begin{array}{l} R_1 \quad a_1, a_2, \dots, a_{38}, a_{39}, a_0 \\ R_2 \quad b_1, b_2, \dots, b_{38}, b_{39}, a_0 \\ R_3 \quad b_0, b_1, \dots, b_{38}, b_{39} \end{array}$$

For a shift of n this is iterated n times.

f) This order may be given with the clear digit a 0 or a 1.

The situation above shows the case of this digit = 0. We show below the case when it is 1.

e') At the end, for a shift of 1, the contents of the registers are:

$$\begin{aligned} R_1 & 0, 0, \dots, 0, 0, 0 \\ R_2 & b_1, b_2, \dots, b_{38}, b_{39}, 0 \\ R_3 & b_0, b_1, \dots, b_{37}, b_{38}, b_{39} \end{aligned}$$

g) We indicate next what occurs when a left-shift (of 1) is followed by a right shift (of 1).

e") At the end of the order the contents of the registers are:

$$\begin{aligned} R_1 & a_0, a_1, a_2, \dots, a_{38}, a_{39} \\ R_2 & 0, b_1, b_2, \dots, b_{38}, b_{39} \\ R_3 & b_1, b_2, \dots, b_{39}, a_0 \end{aligned}$$

0.23. THE R_2 TO R_1 ORDER.

a) The same as for 0.1.

b) This order is actually not one but a set of eight different ones. These are essentially the orders 0.1. - 0.8. except that the operand comes not from a memory location x but rather from RII. One other feature is available in connection with this order. To describe this we consider the digits 0-9 (20-29). Of these 0 - 3 (20-23) are irrelevant. The digits 4 - 9 (24-29) are as indicated in b) of 0.20. They express an integer times 2^{-9} (2^{-29}) which is > 0 and ≤ 47 .

c) The same as for 0.1.

d) At the start of the order the contents of the registers are:

R_1 a
 R_2 b
 R^3 Irrelevant

e) At the end of the order the contents of the registers are:

$$R_1 \begin{cases} 2g(a) + (n+1) f(b) & \text{if } n \text{ is odd} \\ g(a) + nf(b)/2 & \text{if } n \text{ is even,} \end{cases}$$

where f is defined in the discussion of Order 19 and

$$g(a) = \begin{cases} a & \text{if } 0.2, 4, 6, 8 \\ 0 & \text{if } 0.1, 3, 5, 7 \end{cases}$$

R_2 b
 R^3 b.

0.24. and 0.25. IBM AND DRUM PRIMING ORDER.

a) These orders must be second phase ones. Their use is to specify the number of cards to be read or punched by the IBM reproducer or the starting word block number and the number of such blocks to be loaded or unloaded on or from the drum.

There are 12 words on an IBM card occupying the columns 1-4, 6-9, 11-14, 16-19, 21-24, 26-29, 31-34, 36-39, 41-44, 46-49. The columns 5, 10, 15, 20, 25, 30, 35, 40, 45 are never used. Columns 66-80 are used for identifying information for the human operator. Each word occupies a row on the card, a hole indicating a 1, no hole a 0.

The Magnetic Drum contains 2048 words divided into two main groups of 1024 each. Each of these is composed of 32 blocks of 32 words each.

b) The address portion of the order is used to specify the number of cards in the case of IBM operation or the starting block number and the number of blocks in the case of drum operation. In the former case, the IBM one, the digits 20-22 are irrelevant; 23-29 express as an integer times 2^{-29} the number of cards to be processed. In the latter case, the drum one, the digits 20-24 are used to express the starting block number as an integer times 2^{-24} ; the digits 25-29 the number of blocks to be processed, the number being an integer times 2^{-29} . It is important to note that the blocks and the number of blocks are counted 1, 2, ..., 32. Thus 00000 means block 32 if it appears in positions 20-24 and means 32 blocks if in 25-29.

c) It is best always to put a step-digit, digit 30, into this order.

In principle this is not one but a set of 18 orders, 0.1 - 0.18; it differs from these only in that the address portion does two things: It is not only the operand for the order 0.1 - 0.18 but is also sent to a special register in the IBM-Drum Control. It remains there permanently until altered by another such order.

Since the analogous 0.1 - 0.18 order will be executed using the given address as operand it will bring an irrelevant quantity into the Arithmetic Unit. Thus if the contents of RI are relevant and it is desired to prime, it is best to use a load R_2 type of order, whereas if the contents of RII are relevant, one of the type 0.1 - 0.8. The priming order differs from 0.1 - 0.18 only in that digit 31 is a 0.

0.26. IBM INPUT TO MEMORY ORDER.

a) This must be first phase. The second phase of the same order-word must be a transfer of the control to the next order-word.

b) The digits 0-9 are used to specify the memory location x for which the order is first executed. The order is then executed for $x + 1$, $x + 2$, ... until the number of cards previously set by the prior priming order has been reached.

c) The step digit must be a 1.

d) The only register that is unchanged is RII.

0.27. IBM OUTPUT TO MEMORY ORDER.

a), b), c) The same as for 0.26.

d) All registers are altered.

0.28. DRUM INPUT TO MEMORY ORDER.

a) The same as for 0.26.

b) The digits 0-9 are used to specify the memory location x for which the order is first executed. The order is then executed for $x + 1$, $x + 2$, ... until the number of blocks previously set by the prior priming order has been reached.

c) The same as for 0.26.

d) The same as for 0.26.

e) The drum stores 1024 bits per track and has 80 tracks.

These 80 are divided into 2 sets of 40 each which constitute the major groups mentioned above in the discussion of order 24. The selection of the proper group is controlled by digit 15. If it is a 0, group A is selected; if it is a 1, group B is selected.

0.29. DRUM OUTPUT FROM MEMORY ORDER.

- a), b), c) The same as for 0.28.
- d) The same as for 0.27.
- e) The same as for 0.28.



ORDERS

ADDRESS	ORDER	CODE FORM										NOTES			
		Step	Int. Wms.	NAT	Abs.	-L	Σ	RO	Clear	Hold	Spare				
	Summation														
	1. + clear	1/0	1	1	1	0	0	1	0	1	0	0	0	0	1.
	2. + hold	1/0	1	1	1	0	0	1	0	0	0	0	0	0	
	3. - clear	1/0	1	1	1	0	1	1	0	1	0	1	0	0	
	4. - hold	1/0	1	1	1	0	1	1	0	0	0	0	0	0	
	5. + abs. clear	1/0	1	1	1	1	0	1	0	1	0	1	0	0	
	6. + abs. hold	1/0	1	1	1	1	0	1	0	0	0	0	0	0	
Memory orders	7. - abs. clear	1/0	1	1	1	1	1	1	0	1	0	1	0	0	
	8. - abs. hold	1/0	1	1	1	1	1	1	0	0	0	0	0	0	
(address specifies word in memory)	Other NAT Orders														
0-1023	9. x clear NRO	1/0	1	1	1	0	0	0	0	1/0	0	0	0	0	2.
	10. x clear RO	1/0	1	1	1	0	0	0	1	1/0	0	0	0	0	
	11. x	1/0	1	1	1	1	1	0	0	0	0	0	0	0	
	12. Load R ₂	1/0	1	1	1	0	0	1	1	0	0	0	0	0	
	Arith. Trivial Orders														
	13. Store	1	1	1	0	1	0	1	0	0	0	0	0	0	3.
	14. Store Clear	1	1	1	0	1	0	1	0	1	0	1	0	0	
	15. Un. T. C. no step	0	1	1	0	1	0	0	0	0	0	0	0	0	4.
	16. Un. T. C. step	1	1	1	0	1	0	0	0	0	0	0	0	0	
	17. Con. T. C. no step	0	1	1	0	1	1	0	0	0	0	0	0	0	
	18. Con. T. C. step	1	1	1	0	1	1	0	0	0	0	0	0	0	
	Special Order														
	19. Quick Sum.	1	1	1	1	1/0	1/0	1	0	1/0	1	0	0	0	5.
	Non Memory Orders														
1-47	20. Sh. Right NRO	1/0	1	0	1	0	0	0	0	1/0	0	0	0	0	
1-47	21. Sh. Right RO	1/0	1	0	1	0	0	0	1	1/0	0	0	0	0	6.
1-47	22. Sh. Left	1/0	1	0	1	0	1	0	0	1/0	0	0	0	0	
2	23. R ₂ --> R ₁	1/0	1	0	1	1/0	1/0	1	0	1/0	0	0	0	0	7.
	Input-Output Orders														
1-127	24. IBM priming	1	0	1	1/0	1/0	1/0	1/0	1/0	1/0	0	0	0	0	8.
0-31; 0-31	25. Drum priming	1	0	1	1/0	1/0	1/0	1/0	1/0	1/0	0	0	0	0	9.
0-1023	26. IBM Load	1	0	0	0	0	0	1	0	0	0	0	0	0	10.
	27. IBM Punch	1	0	0	1	0	0	1	1	1	0	0	0	0	
	28. Drum --> Memory	1	0	1	0	0	1/0	1	0	0	0	0	0	0	11.
	29. Memory --> Drum	1	0	1	1	0	1/0	1	1	1	0	0	0	0	11.

III. CIRCUIT ELEMENTS

Before proceeding to describe the organization of the various organs of the computer in detail, we will first give a brief discussion of some basic circuits which occur repeatedly.

First, and most important, is the familiar Eccles-Jordan circuit, the form used being illustrated in Fig. 1. This will always be referred to as a "toggle".

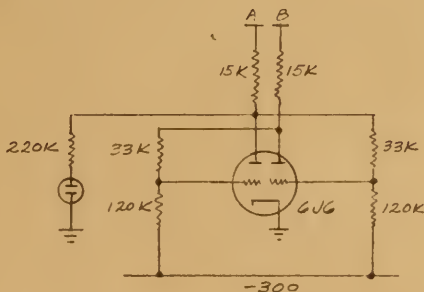


Fig. 1.

A and B designate d. c. buses: these are held at +150v except when clearing action is desired, when the appropriate voltage is dropped to +50v, this will be discussed below.

The circuit is so designed that satisfactory operation is obtained if the resistor values do not vary more than 10% from their nominal values and the tube characteristics remain within the region where the ordinates lie

between 50% and 200% of their nominal values.

If nominal values of the resistors are used, and the 6J6 characteristics as given by the manufacturer, the following electrode voltages obtain:

"on" grid	+5v
"off" grid	-40v
"on" plate	+35v
"off" plate	+100v
"on" grid current	.6ma.

A conventional representation of the toggle circuit is sometimes convenient: the one given in Fig. 2 will sometimes be used

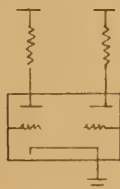


Fig. 2.

The toggle is a binary device, in the sense that at all times one section of the 6J6 is in a conducting state, while the other is not. It is merely a matter of convenience which one of the two states is chosen to represent a binary 0, the other then necessarily representing a binary 1. In order to represent visually the contents of a toggle, a neon bulb is connected from the plate of the section that is off when the toggle is holding a 1 to ground. Clearly this bulb lights up to represent 1, while it is off when the toggle holds 0. Thus in Fig. 1 we have adopted the convention that

the toggle holds a 1 when the left-hand section is non-conducting.

We now consider the "clearing" action, assuming the given convention as to the contents of the toggle. Suppose the toggle to hold a 0, and let bus A drop to +50v, while B remains at +150v. The grid voltage of the right section is merely reduced still further. Hence that section remains cut off, the grid voltage of this left section is held up, and the state of the toggle does not change. On the other hand, if bus B is dropped to +50v, while A is maintained at +150v, the grid voltage of the left-hand section is reduced below cut-off, and the toggle is changed to its other state. Similarly, if a 1 is held, dropping B to +50v while holding A at +150v has no effect, while dropping A to +50v while holding B at +150v changes the state of the toggle.

Putting this differently, the operation of dropping A to +50v while holding B at +150v guarantees that the toggle will subsequently hold a 0, while holding A at +150v and dropping B to +50v guarantees that it will subsequently hold a 1. Thus these operations are respectively referred to as "clearing to 0" and "clearing to 1". The clearing action is produced by pulsing the appropriate bus. With the present toggles, it is necessary that the bus voltage should remain below +70v for approximately one microsecond to produce the desired clearing.

In a few places in the computer, it is desired to use a toggle which requires a shorter time to change from one state to the other. In these applications a so-called "super-toggle" is used, which changes its state in half the time required by the ordinary toggle. The circuit is given in Fig. 3.

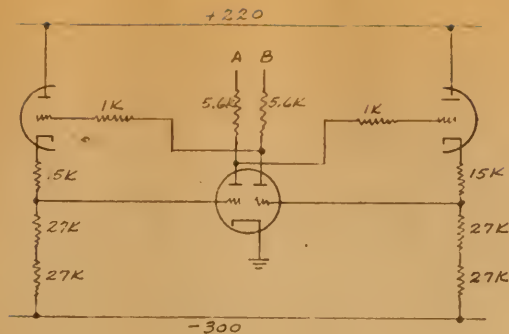


Fig. 3.

It has been shown how a toggle may be set in a desired state, or "cleared". It is also necessary to be able to set a toggle into the same state as another toggle: that is, given toggles A and B, it is necessary to provide a mechanism which guarantees that, after some definite time, the contents of A are identical with those of B. This is readily accomplished by means of a gate circuit as shown in Fig. 4.

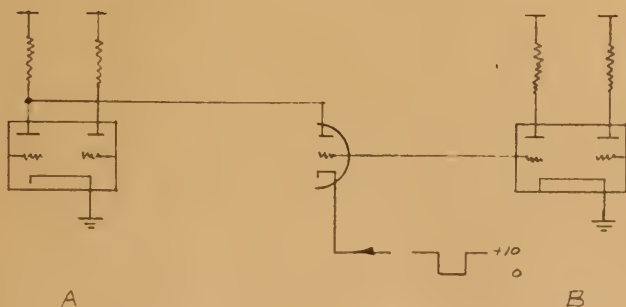


Fig. 4.

The tube used here is one section of a 6J6, with cathode normally maintained at +10v. When it is desired to transfer information from B to A (note that the given circuit permits a transfer to be made only in this direction), the cathode of the gate is dropped to 0v. The gate cannot conduct while its cathode is held at +10v, as its grid cannot be above about +.5v. Let us use our earlier convention as to the representation of binary 0's and 1's by states of the toggle. If B holds a 1, clearly nothing can happen when the gating signal arrives at the cathode of the gate, as this tube must remain cut off. If, on the other hand, B holds a 0, conduction takes place when the cathode of the gate falls to 0v, and plate current, flowing through the plate load resistor of the left section of A, will cause A to assume the state representing 0. The gate thus guarantees that if B holds a 0 at the time the gating signal is applied, A will be caused to hold a 0. Suppose now that before the arrival of the gating signal, A is cleared to 1. Then if B holds a 0, the gate causes A to assume the 0 state, while if B holds a 1, the gate has no effect, and A continues to hold a 1. Thus the sequence of signals "clear A to 1" and "open gate into A", results in A holding the same information as B.

We also note that if the gating signal were made sufficiently negative, enough grid current could be drawn by the gate to cause a change of state in B. This effect is not used in the present design, but could conceivably be useful.

The gate circuit as described is a coincidence device, equivalent to the formation of a logical product. Other methods are used in parts of the machine; for example, consider the circuit of Fig. 5 where the signals applied to the grids assume the levels of +10v or -10v. This is a cathode

follower, and the cathode will follow the highest grid. Thus the cathode voltage will assume the lower level if and only if both grid voltages assume their lower levels.

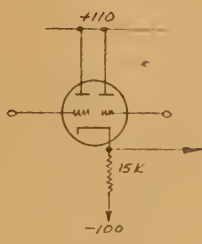


Fig. 5.

Another gate circuit which will be found in the computer makes use of two diodes connected as in Fig. 6. (see for example DWG 1325).

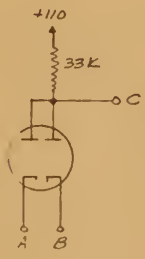


Fig. 6.

In one particular case A assumes one of two levels (+10v, -20v) and B also one of two levels (+10v, -10v). The voltage at C will always be slightly above that of the lower cathode, and hence will assume a high value (slightly above +10v) only if both A and B simultaneously attain their higher values.

Usually we think of one input to a gate as an enabling signal, which places the gate in a condition to pass on the other input. A convenient symbol for a gate is given in Fig. 7,

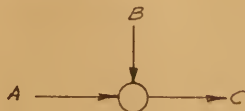


Fig. 7.

Where A and B are the inputs and C the output; the enabling signal is B. Sometimes it is convenient to use a solid arrowhead for a static voltage, and reserve the open arrowhead for a voltage pulse.

Cathode followers are found in considerable numbers. These are used, for example, to drive a number of gates of the type illustrated in Fig. 4, and in other places where it is necessary to supply a considerable amount of current from a low impedance source. The cathode followers are ordinarily operated in that region of the characteristics, where sufficient plate current is drawn to cause the cathode voltage to rise slightly above the grid voltage, so that no grid current flows. For purposes of ordinary analysis, we shall commonly assume that the cathode voltage is exactly the same as that of the grid, the cathode rise being neglected. This will ordinarily not lead to any difficulties.

IV. THE ARITHMETIC ORGAN

THE REGISTERS

A Register is essentially merely a device which serves as the repository of a single word of machine language. The term is usually used to designate a storage device the contents of which are directly available with very slight delay. Thus in a machine whose language consists of forty bit words, a set of forty toggles forms a convenient Register. However, mere storage of information does not suffice, as the Registers which are to serve as the Accumulator and the AR and SR Registers of the machine must be capable of other functions. These devices must be able to transmit and receive information, and to perform shifts (at least for certain purposes) of the information to the left or to the right.

The transmission of information into or out of a Register consisting of toggles is readily accomplished by the gating circuits that have already been discussed, while the simple means by which toggles can be cleared to 1 or to 0 have also been described.

In performing the shifting operation, it is desired that the information should never exist as merely transitory electric or magnetic fields, but should rather at all times exist in static form. An effective method of accomplishing this is as follows: two rows of toggles are provided in the Registers of the machine the two rows (upper and lower) in Register RI are called R^1 and R_1 , and similarly for the other two Registers—and gates are arranged whereby the information held in a toggle of the lower row is transmitted to the left or right in two steps: first, up to the corresponding toggle of the upper row, then second, from this toggle down to the left

or to the right. Fig. 8 shows how this is done: it represents the columns n-1, n, and n+1 of the Register.

Two gates lead up from each toggle of the lower row to the toggle in the corresponding position of the upper row, while from each toggle in the upper row a gate leads down to the toggles in adjacent columns of the lower row. The gate G(reen) can transmit a 0 up, while Y(ellow) can transmit a 1. Hence to assure the transmission of the number in the lower row of toggles to the upper row, two alternative procedures are at our disposal: the top row may first be cleared to 0 and then the Yellow gates opened, or the top row may be first cleared to 1 and then the Green gates opened.

To shift the number now standing in the top row of toggles back down to the lower row, in such a way that the resulting contents of the lower row will be the number that originally resided in that row, but shifted one place to the right or to the left, is the function of the gates R(ed) and B(lack). For the right shift, the Black gates alone are available: from the diagram, it is clear that these can transmit only 1's, so that it is necessary first to clear the lower row to 0's before opening the Black gates. For the left shift, the Red gates can transmit only 0's, so it is necessary first to clear the lower row to 1's.

It was shown in the discussion of gates, that it is quite possible to cause a gate tube to clear the toggle from which it transmits information. Thus the Green gates could be used to clear the toggles of the bottom row to 1's, while the Yellow gates could be used to clear these toggles to 0's. Similarly, the Red gates could be used to clear the toggles of the upper row to 1's, while the Black gates could be used to clear these toggles to 0's. Although this property of the gate tubes is not exploited in the

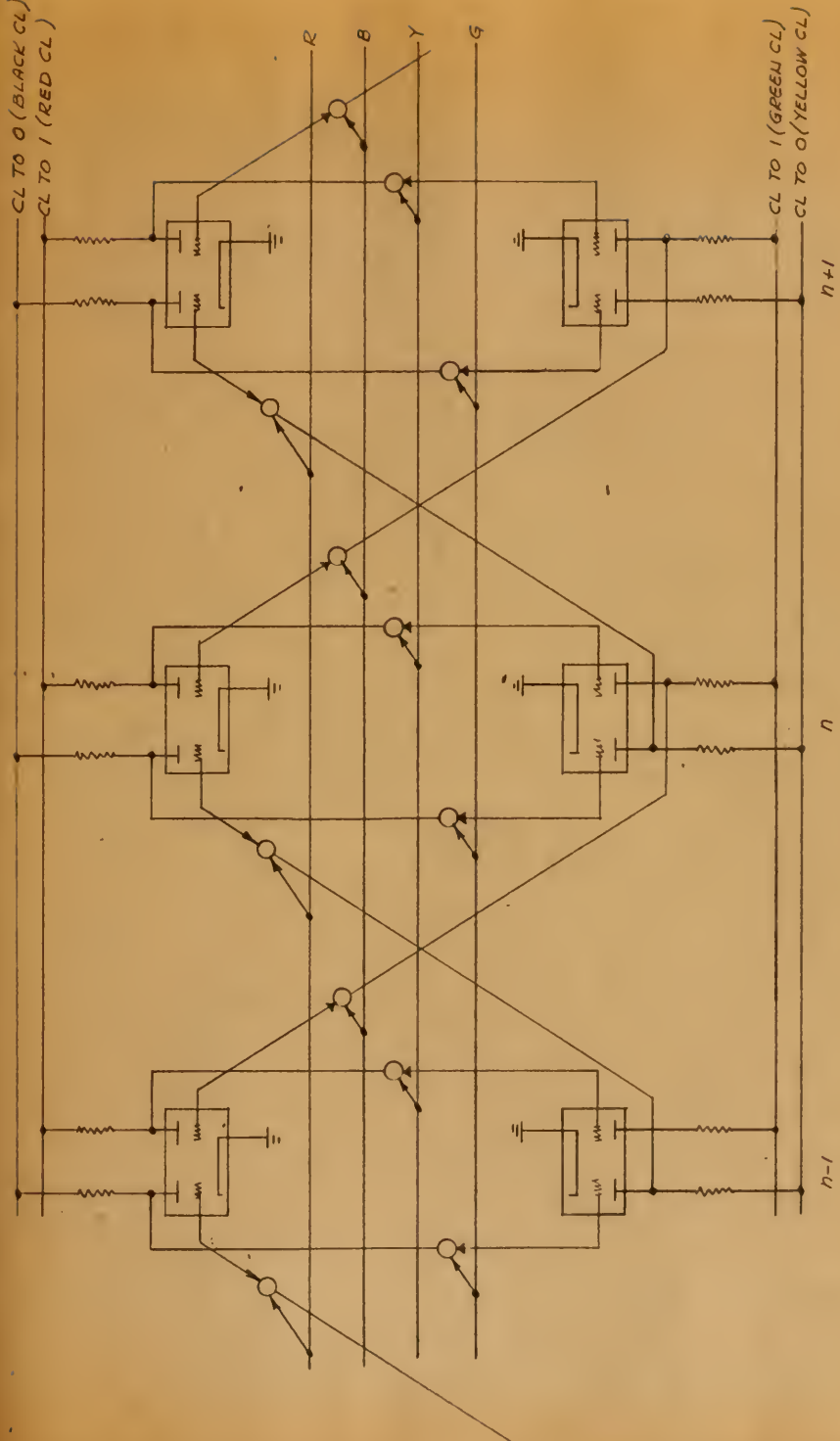


Figure 8

present machine, it nevertheless provides a convenient manner of designating the various clear operations. Thus a clear will be described by the color used to designate that gate which would be used to perform the clear. The following table shows how the color code is used to describe the various shift and clear operations:

Red:	Shift left down zero Clear top to one.
Green:	Shift up zero Clear bottom to one.
Yellow:	Shift up one Clear Bottom to zero.
Black:	Shift right down one Clear top to zero.

In this terminology, the process of shifting right one place consists of the following operations: Black clear, Yellow gate, Yellow clear, Black gate. The left shift is described by: Black clear, Yellow gate, Green clear, Red gate. In each case, of course, there is an alternative process available which makes use of the Green shift up.

The structure of a forty stage Shifting Register follows directly from the diagram of the three stages which has been discussed. The actual Shifting Registers in the machine all differ in certain details from the one described, which may be thought of as an archetype. It is clear that means must be provided by which information can be inserted in or extracted from the registers. This is done by changing certain of the connections to the gates. Registers RI and RII remain Shifting Registers with these special connections. RIII, on the other hand, should not be thought of as a Shifting Register at all. The two rows of toggles in RIII actually form two independent Registers, which form part of the means of communication between the

Williams Memory and the rest of the machine. Also a small amount of additional equipment is associated with the various Registers. In the interests of clarity, each of the three Registers will be Briefly discussed and the interconnections with the rest of the machine indicated.

All three Registers consist physically of four chassis, each of which contains four rows of tubes, laid out as follows:



Fig. 9.

All tubes in the chassis are 6J6's except for those enclosed by the dotted rectangle, which are 5687's. In the first and fourth rows, the first five and the last five tubes are toggles. In the second and third rows, the first and last five tubes are gates - actually each tube is a pair of gates. The tubes enclosed by the dotted rectangle are cathode followers used as gate drivers. The two in any row are connected in parallel, and serve to drive five 6J6 gate tubes.

In each chassis, suppose the columns of tubes, exclusive of those within the dotted rectangle, to be numbered $n, n+1, \dots, n+9$, where $n = 0, 10, 20, 30$ for the four chassis, respectively. Since numbers are represented in the machine with decimal point at the left, it is convenient to refer to any stage of a Register as 2^{-n} , 2^0 being the "sign digit".

RI and RII are identical except for certain circuits exterior to the Register Chassis: these will be described later. A schematic is given in DWG No. 1322. It has already been observed that RIII is not a Shifting Register at all. It actually consists of two Registers and associated gate tubes by means of which information can be inserted in R^3 and R_3 : for a schematic, see DWG No. 1323, in which the top row of tubes shown are the Complement Gates used to read out to the Adder, and are not actually mounted on the Register Chassis. Despite these differences, it is convenient to use the same nomenclature for the gate tubes of all three Registers. In all cases, the row of tubes directly below the toggles of R^k are alternately from the left end of the chassis Red and Black gates, while those of the row below are alternately Yellow and Green gates. Each gate tube, being a 6J6, contains two gates. (Note that the two center columns in each schematic are occupied by Gate Drivers. Note also that in each top row of toggles the convention is that 0 is signified by conduction of the left section, while in the bottom row the opposite is true.) As to the physical arrangement of the gates, the Red gate from column n to column n-1 is in column n, while the Black gate to column n from column n-1 is in column n-1, n signifying as before the first column in any Register Chassis. Furthermore, the Yellow gate between the toggles of column n-1 is physically located in column n. Thus in a complete forty stage Register, it is necessary to provide a Yellow gate for the 39th column, while half of the Yellow and Red gate tubes of column 0, and half of the Black gate tube of the 39th column are not actually used within the 40 Register stages, and hence are free for other uses: we shall see what advantages are taken of these circumstances when we examine the "end-around" circuits.



Now let us examine the actual uses of the gate tubes. In RI and RII the Red, Black, and Yellow gates are connected and used exactly as in the archetypal Shifting Register already described. The Green gates are, however, used to transmit information into R^1 and R^2 from other sources: into R^1 from the Digit Resolver, and into R^2 from R^3 . In RIII the case is quite different, all gates being used for communication between the Register toggles and other parts of the machine, according to the following scheme:

- (a) Yellow: into R^3 from the Discriminator in the Williams Memory.
- (b) Green: into R^3 from R_2 .
- (c) Black: into R^3 from the Discriminator in the Williams Memory.
- (d) Red: to Dispatch Counter and Control from R_3 .

We have seen how information is inserted in the Register toggles.

Outputs are taken as follows:

- (a) RI: from right-hand grids of R_1 toggles to Adder;
- (b) RII: from right-hand grids of R_2 toggles to RIII Green Gates;
- (c) RIII: (i) from grids of R^3 toggles to Adder via the Complement Gates;
- (ii) from left-hand grids of R^3 toggles to RII Green Gates;
- (iii) from RIII Red Gates to Dispatch Counter and Control (already noted in the preceding

paragraph).

RI has certain other circuits associated with it. One of these is an extra column to the left of the 0-th, in which the digit held in the 0-th can be

held in the case of a left shift, instead of being lost. The other is the "end-around" arrangement, which, in the case of a right shift, transfers the digit in the 39th column into the 0-th column of R_2 .

The extra column is as shown in the diagram. The tube used to provide the Red gate into the lower toggle is already available in the 0-th column, while half the Yellow gate tube of that column is available as a Yellow gate for the new column.

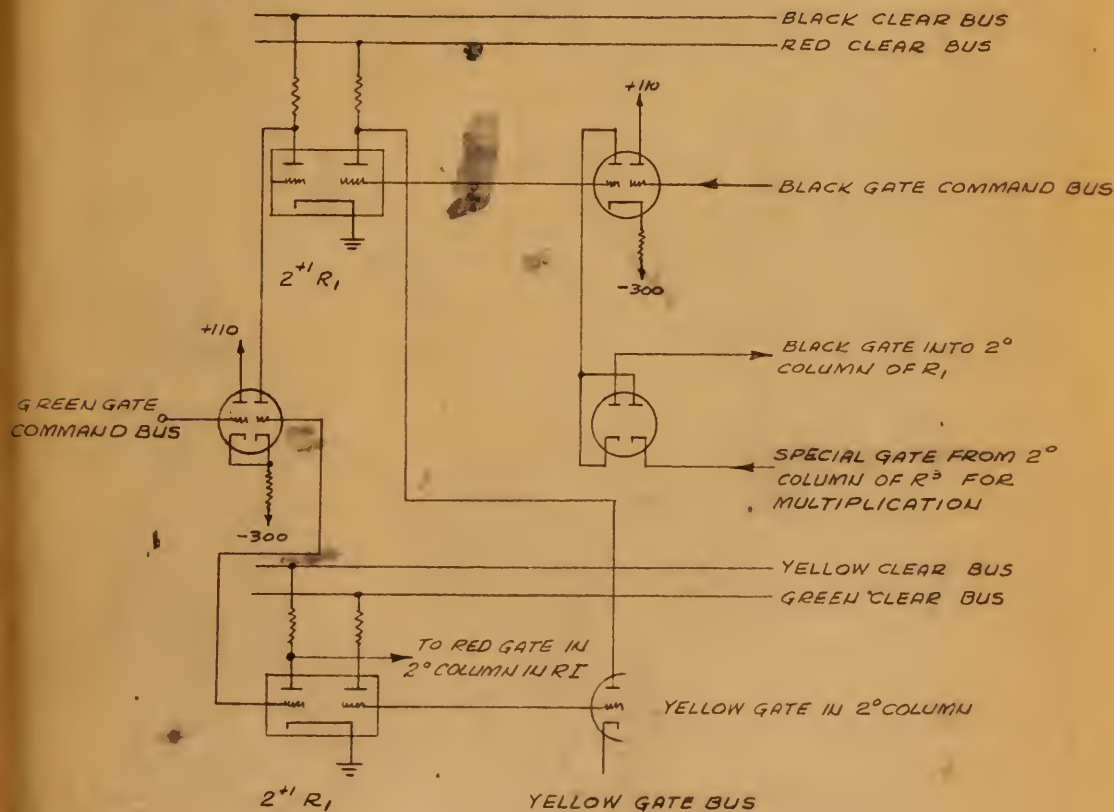


Fig. 10.

A Black gate is provided for right shifts. It will be noticed that a Green gate is also provided, which, unlike the other Green gates in RI, transmits from the lower to the upper toggle of the new column. The diode arrangement also permits the transmission of information from the 0-th column of R^3 to the corresponding column of R_1 .

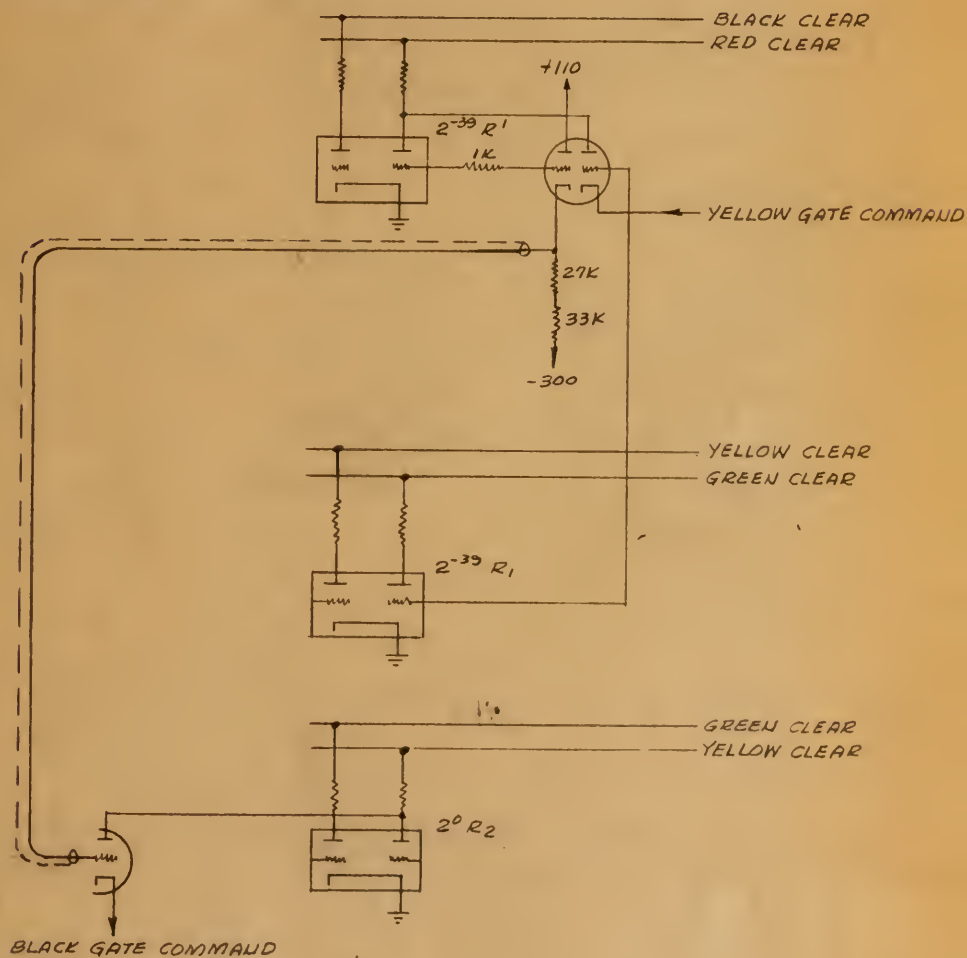


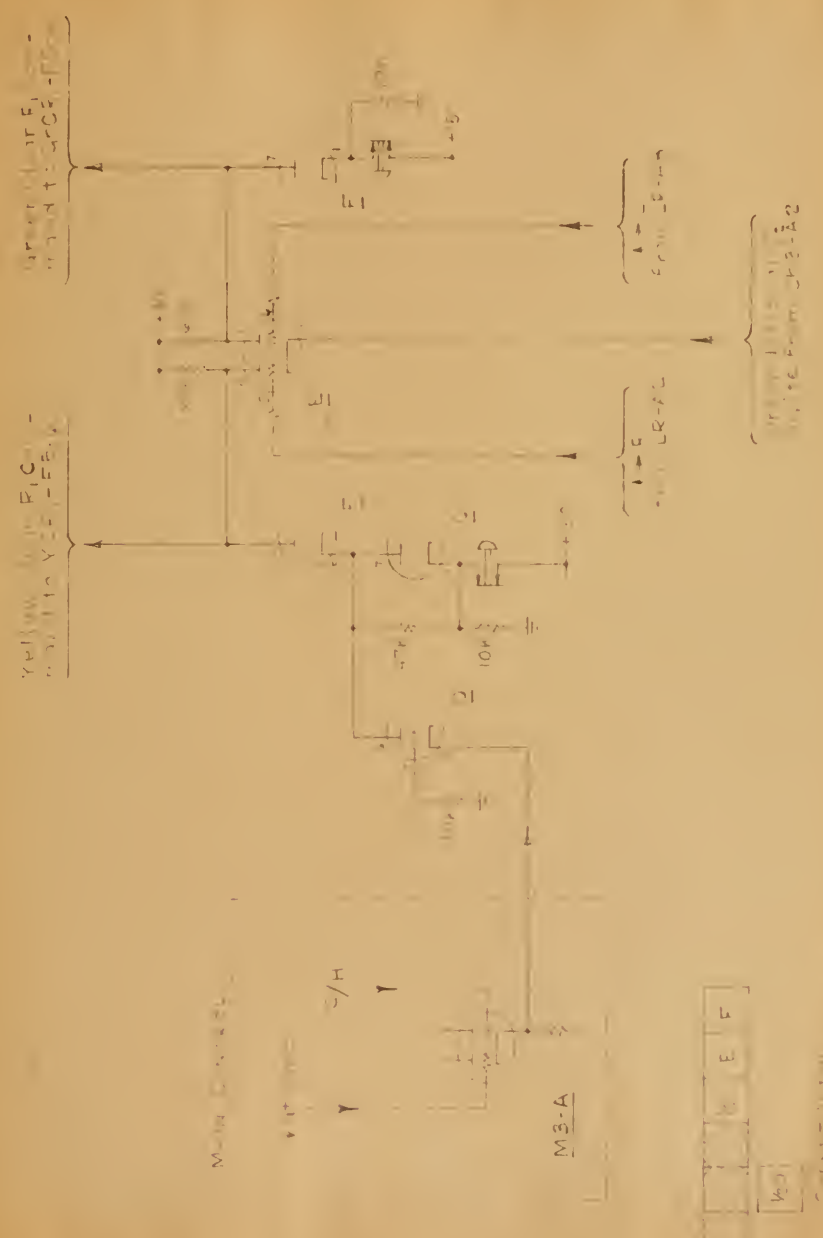
Fig. 11.

The transmission of the overflow from the 39th column of RI to the 0-th column of RII is simply taken care of by two additional tubes: One of these is a 2C51 mounted just beyond the extreme right end of RI: one section of this is used as a Yellow Gate for the 39th column of RI, while the other is a cathode follower driven from one grid of the upper toggle of the 39th column, and driving a wire which runs back to the extreme left end of RII, as shown in Fig. 11. If right shifts are ordered in both RI and RII, the toggle in the 0-th position in R_2 will have been cleared to 0 before the Black Gate is opened. The opening of the Black Gate will put into the 0-th stage of R_2 a 1 if a 1 was held in the upper toggle of the 39th stage of RI, otherwise there will be no change. Thus in any case the contents of $2^{-39} R^1$ is shifted into the 0-th stage of R_2 . See Fig. 11.

The performance of the clearing operations in RI and RII is the function of the Clear Selector and Clear Driver Chassis: for each Register there is one Clear Selector Chassis and four Clear Driver Chassis, one for each of the types of clear operation used.

As the term indicates the Clear Selector Chassis determines which clear is to be performed. Fig. 12 shows half the tubes in the R_1 Clear Selector -- those which determines whether a Yellow or a Green clear is to be performed. This circuit consists of a 6J6 twin triode and a 6AL5 diode. Note that the cathode of the 6J6 is either at +10v or at -10v, determined by the Logical Control Organ of the machine, while the grids are at either 0 or -40v. Thus as long as the cathode of the 6J6 is maintained at +10v, both sections of the tube will remain cut off, while the plate voltage will be maintained at +150v by the 6AL5 diode shown in the drawing. This is in turn applied to the grids of a 6J6 Clear Driver cathode follower, whose





YELLOW 6X4 RIC
 100K 100K YEF EF

100K 100K
 100K 100K

Main Detector

455 kHz

M3-A



6X4

Check value
 100K 100K 100K
 100K 100K 100K

RADIO ELECTRIC	
100K 100K	100K 100K
100K 100K	100K 100K

Figure 12.

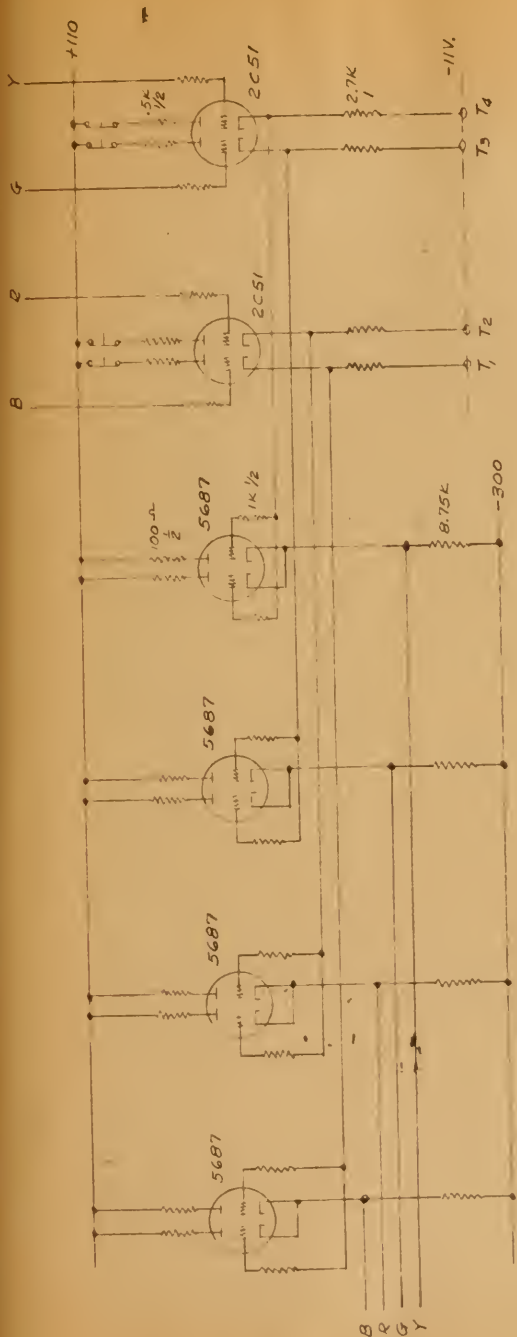
cathode in turn drives the grids of five 5687 tubes connected in parallel. The cathodes of these tubes are connected to the clear bus, which supplies plate voltage to the toggles of R_1 . These tubes, therefore, again merely form a cathode follower of large current handling capacity. We, therefore, see that as long as the 6J6 in the Clear Selector remains in a cut off condition, the clear bus will be maintained at +150v.

Now let one of the grids of the 6J6 Clear Selector rise to 0v: to be explicit, the left-hand one, the right-hand one remaining at -40v. Nothing happens as long as the cathode is maintained at +10v, because the tube will remain cut off. Now let the cathode be switched to -10v. The left-hand side of the 6J6 will conduct, and the cathode will follow the left-hand grid to 0v, thus holding the right half in a cut off condition. Hence the right-hand plate of the 6J6 will remain at +150 v, and the Green clear bus will be maintained at this voltage. The plate of the left half of the tube will, however, because of the plate current flowing through the 39,000 ohm resistor, fall to about 50v, which will cause the Yellow clear bus voltage to swing down to this value also. Reversing the voltages at the two grids of the 6J6 in the Clear Selector will clearly cause the Yellow clear bus to remain at +150v, while the Green clear bus will swing down to +50v. Another set of two 6AL5's and a 6J6 in the Clear Selector permit the choice of Red or Black clear operations.

The voltages driving the grids of the Clear Selector are in this example supplied from the Left-Right (LR) Chassis since the choosing of the Yellow or Green clear determines the concomitant right or left gating operation.

The example discussed concerned the choice of the down path (diagonal;

FROM CONTROL CHAIN



In RII Gate Chassis, T₁, T₂, T₃ are connected as shown, but T₄ is driven by the Yes-No signal from the Control: +10 = No, -10 = Yes.
 Each gate bus drives 16 grids, 4 in each chassis.

$R^1 \rightarrow R_1$) in RI. Such a choice is always preceded by an up transfer ($R_1 \rightarrow R^1$) which may be direct, i.e. Black clear-Yellow gate; or through the Adder, i.e. Red clear-Green gate. This choice is fundamental to most arithmetic orders; in particular, the division scheme is based on a trial subtraction in each step which is accepted if no overdraft results and rejected if it does. From this order has come the terms: Accept meaning choose the Adder path, and Reject meaning choose the direct path. This choice is determined for all orders by the Accept-Reject Selector, drawing O-1463.

In Figure 13 is shown the schematic of the Gate Drivers and Gate Driver-Drivers. Each gate command is supplied by two cathode followers in cascade: the first, which we shall call the Gate Driver-Driver, is one section of a 2C51, while the driver itself consists of the two sections of a 5687 in parallel.

The Complement Gates permit either the number in R^3 or its one's complement to be read into the Adder. These are shown in the top row of DWG No. 1323. There is one 6J6 Complement Gate for each stage; every five of these have their plates driven by two 5687's connected as shown. Suppose the number in the toggle is a 0, the left grid being high, while the right is low. The left and right grids of the 6J6 gate tube will be then at about 0v and -40v, respectively. If the left grid of the 5687 is at +90v and the right one at -30v, then certainly the cathode voltage of the 6J6 will be 0v, signifying 0 to the Adder. If these grid voltages are interchanged, the 6J6 cathode voltage falls to a level of about -40v, signifying a 1 to the Adder. Thus, this arrangement permits us to transmit to the Adder either the contents of R^3 or its one's complement.

ADDER AND THE DIGIT RESOLVER

The performance of the operation of addition is the function of the Adder and the Digit Resolver. Two numbers to be added are presented each as a set of forty voltages, 0v representing 0 and -40v representing 1, as inputs to the forty stages of the Adder. The Adder contains an analogue feature, in that voltages are added, in part, by the addition of currents in

a resistor. The output of each stage of the Adder is one of four possible voltages, corresponding to the four possible cases, in which the result of an addition is a 0 or a 1 with or without carry into the next column. The Digit Resolver is designed to discriminate between these four possible outputs, and to give as its output one of two different voltages, which are interpreted as 0 or a 1.

Each stage of the Adder has three inputs -- two representing digits of the number to be added, and one the carry from the stage which adds digits of the next lower column of the binary numbers to be added, and two outputs, one representing a carry to the next higher stage, the other being the one which the Digit Resolver must interpret as the appropriate digit of the sum.

The physical layout of the Adder closely resembles that of the Registers. The Adder thus consists of four chassis, each containing ten columns of four tubes each, one for each digit column of a forty binary digit number. The inputs are taken from R_1 (Resident digit) and from R^3 (Incident digit). In DWG No. 1334 will be found a schematic of one of the chassis, the other four being identical: only the first two and the last two columns of the chassis are shown in the drawing, as the rest are merely repetitions. It should be noticed that the left column of the extreme left chassis operates upon the lowest order digits of the numbers to be added -- that is, upon the digits in the column 2^{-39} -- and the order increases as we go to the right.

Consider the first two columns, which will be numbered n and $n+1$, in the Adder: reference should be made to the schematic, DWG No. 1334. For simplicity in reference, the tubes of column n will be labelled $T_{1,n}$, $T_{2,n}$, $T_{3,n}$, $T_{4,n}$, while those of column $n+1$ will be $T_{1,n+1}$, etc. The inputs are:

from R_1 (Resident digit) to grids 6 of $T_{2,n}$ and $T_{2,n+1}$; from R^3 (Incident digit) to cathodes 8 and 2 of $T_{3,n+1}$; carry from column $n-1$ to grid 6 of $T_{4,n}$, and carry from the n -th column to grid 6 of $T_{4,n+1}$. Thus tubes $T_{1,n}$, $T_{2,n}$, $T_{4,n}$, and the left halves of $T_{3,n}$ and $T_{3,n+1}$ perform the addition in the n -th column while $T_{1,n+1}$, $T_{2,n+1}$, $T_{4,n+1}$ and the right halves of $T_{3,n}$ and $T_{3,n+1}$ perform that in the $n+1$ -th column. The following names for the tubes are descriptive of their functions: $T_{1,n}$ - "carry gate"; $T_{2,n}$ - "resident digit gate"; $T_{3,n}$ - "summing resistor driver"; $T_{3,n+1}$ - "incident digit gate"; $T_{4,n}$ - "summing resistor driver driver".

In the interests of clarity we will consider the possible cases, and observe the action of the circuit in each case. These cases are:

	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
Resident digit	0	0	0	0	1	1	1	1
Incident digit	0	0	1	1	0	0	1	1
Carry from next lower stage	0	1	0	1	0	1	0	1
Sum	0	1	1	0	1	0	0	1
Carry to next stage	0	0	0	1	0	1	1	1

First consider case (1). Here the Incident and Resident digits (i.e., inputs to cathode 8 of $T_{3,n+1}$ and to grid 6 of $T_{2,n}$) are both 0v, and we can consider the carry digit connection as cut -- it will appear as we go on that this is correct, as no current flows through this wire except when there is a carry from the preceding column. Under these conditions the cathode of the Summing Resistor Driver Driver is slightly above +211v. Hence the cathode of the left half of the Summing Resistor Driver is slightly higher than this,

so that the voltage at the grid of the Summing Resistor Driver, which is directly connected to this cathode is 215v. Furthermore, the left half of the Resident digit gate will be in a conducting stage, so that by cathode follower action the cathode will be nominally at the grid potential, or 0v, and the right half will, therefore, be cut off, since its grid is maintained at -9v. The left half of the Incident digit gate will also be cut off, since its grid is at -9v and its cathode at 0v. Thus no current will be drawn through the Summing Resistor (connected between the Summing Point and the cathode of the Summing Resistor Driver) by either of these gate tubes. The cathode of the carry gate will follow the more positive grid and, therefore, rise to 215v, so that the left half of this tube will be in a conducting state and the right half cut off. Hence the voltage at point S will be +215v, as no current flows through the Summing Resistor, and no current flows through the carry connection to the next stage, showing the correctness of our original assumption.

In cases (3) and (5), we still consider the carry into the n-th stage as disconnected. In case (2) the Incident digit input drops to -40v, which permits conduction by the Incident digit gate; the cathode of this tube will, of course, only drop to slightly above -9v. Thus the plate current drawn will be very nearly $165/32 \text{ ma} = 5.15 \text{ ma}$, which flowing through the Summing Resistor will cause a drop in voltage across this resistor of very slightly more than 54 volts. As the right half of the Resident digit gate is cut off, the output voltage to the Digit Resolver is +161v. In case (4), the Incident digit gate is cut off, but the right half of the Resident digit gate is now conducting; again the plate current of $165/32 \text{ ma}$ causes a drop of 54 volts in the Summing Resistor, so that the output voltage is again +161v. In both cases (2) and (4) we see that the left grid (6) of the carry gate tube ($T_{1,n}$)

being at +157v, the cathode of this tube will be slightly more positive, and the right half will remain cut off. Thus we have shown that the condition of "no carry" implies that no current will flow through the "carry" connection to the next stage, which is the assumption that has been used all along in the analysis.

It has now been shown that if the Incident or Resident digit is a 1, the circuit will cause the corresponding gate to draw 5.15 ma through the Summing Resistor. Hence in case (7) a total of 10.3 ma will flow through this resistor, and the output voltage to the Digit Resolver will drop to +107v. Thus grid 6 of the carry gate will drop below grid 5, which means that the right half section of this tube will now conduct, the cathode will rise to slightly more than +136v, the left section will be cut off and the right section will draw very nearly $436/90 = 4.85$ ma. This state, which indicates a carry into the next stage, causes the grid of $T_{4,n+1}$ to drop to approximately +124v.

Now consider case (2). Here grid 6 of the Summing Resistor Driver Driver ($T_{4,n}$) is held at +124v; the diode-connected right half has its plate maintained at +161v; hence this section will conduct, and the cathode voltage will rise to slightly below +161v. This will, therefore, fix the voltage of the cathode of the Summing Resistor Driver. (At slightly below this level; there is, however, a slight rise in voltage from grid to cathode of the Summing Resistor Driver, so that the voltage at this point turns out to be very close to +161v.) Since no current is drawn through the Summing Resistor, the Summing Point voltage (V_g) is +161v. This is also sufficient to raise the cathode of the carry gate to +161v, and to keep the right half of this tube in a non-conducting state.

The remaining cases can now be discussed. In cases (4) and (6) the action of the carry from the preceding stage is to lower the cathode voltage of the Summing Resistor Driver to +161v, while the effect of the Incident or Resident one, as the case may be, is to cause a voltage drop of 54 volts across the Summing Resistor. Thus the output $V_g = 161 - 54 = 107v$. Hence the right half of the carry gate will conduct, and so a carry will be indicated to the next stage.

Only case (8) now remains. Here the Summing Resistor Driver cathode voltage is +161v because of the carry from the preceding stage, while the current drawn by the Incident and Resident gates through the Summing Resistor causes a drop of 108 volts across the Summing Resistor, so that $V_g = 161 - 108 = 53v$.

To sum up, there are four possible results to the addition in the n-th column: the table gives these, and the corresponding V_g .

Sum	Carry	V_g	V_g (average measured values)
0	0	215 volts	215.3 volts
1	0	161 volts	161.0 volts
0	1	108 volts	108.4 volts
1	1	53 volts	55.9 volts

It is now necessary to provide a means by which these output voltages are interpreted; the result of this interpretation must be that $V_g = 215$ or 108v ultimately set a toggle in the 0 position, while $V_g = 161$ or 53v set it in the 1 position. We need not worry about carries, as we have seen that these are all automatically taken care of in the Adder. The task of interpretation is assigned to the Digit Resolver, which will now be described.

Physically the Digit Resolver consists of four chassis similar to those used in the Adder and located directly above them. Each column of tubes in the Digit Resolver is assigned to interpret the output of one column of tubes in the Adder. Thus the columns of tubes in the Digit Resolver are independent of each other, accepting a single input (V_g) from the Adder, and giving a single output to R^1 . A schematic of a single column of tubes in the Digit Resolver is shown in DWG No. C-3-1107. For convenience these will be labelled T_1, \dots, T_4 in order from the top downward.

We shall consider in order the four possible cases. First let $V_g = +215v$, which being applied to grid 5 of T_3 causes the cathode to rise slightly higher, thus cutting off the right section of T_3 and the left section of T_4 . Furthermore, the cathode of T_1 is raised above $+215v$, cutting off the right section of that tube. Now consider T_2 . If the plate and grid of the left section were disconnected, grid 3 would assume a potential of approximately $+163v$. Actually, of course, grid current flows, so that the grid is only slightly positive with respect to the cathode. Plate current amounts to about 4 ma which is more than sufficient to hold grid 7 below cut off. Thus the output voltage is determined by the voltage divider consisting of the $43.16K$, $128.7K$, and $188.1K$ resistors to be $+32v$.

In the second case, $V_g = +161v$. This is still sufficient to hold the right section of T_3 in a non-conducting state, but not enough to do the same for the left section of T_4 , which accordingly conducts, while the right section is cut off. Again the voltage of grid 6 of T_1 ($+161v$) is more than enough to assure that the right section is cut off. As the left section of T_4 draws approximately $488/139 \doteq 3.5$ ma, the voltage of grid 3 of T_2 falls to about $+86v$, and the left section of the tube is, therefore, cut

off. The voltage of grid 7 of T_2 would now become +116v but for the flow of grid current, which holds it down to but little above +82v (the voltage of cathode 8), and the output voltage falls to about -58v.

In the third case, $V_g = +108v$. Again the left sections of T_3 and T_4 conduct, while the right sections are cut off. Hence as in the second case the grid voltage of the left section of T_2 is well below cut off. However, the voltage of grid 6 of T_1 is now but slightly above +108v, while that of grid 5 is +136v: the cathode follows the more positive grid, the left section is cut off, and the right section draws a plate current of very nearly 4 ma. As in the first case, this holds the voltage of grid 7 of T_2 safely below cut off, and again the output voltage is approximately +32v.

Finally, in the fourth case $V_g = +56v$ (to use the average measured value). Hence in T_3 the right section conducts, while the left section is cut off. The right section of T_4 and the left section of T_1 are cut off, while the other sections conduct, and consequently, as in the third case, both sections of T_2 are cut off. Now, however, the plate current drawn by the right section of T_2 through the 43.16K resistor causes the output voltage to fall to about -48v.

To sum up, the Digit Resolver output is +32v in both cases where the sum digit is 0, while it is far negative in both cases where the sum digit is 1. These voltages are actually considerably larger than needed to operate the RI Green gates. Hence a diode "bumper" is provided at the output of each stage: the circuit is shown in DWG No. 1288. In stages 2^0 to 2^{35} , the diode cathodes are returned to ground, while in the remaining stages they are returned to ground except during the read-in of information from the Input. Thus during ordinary operation, the Digit Resolver output never swings above 0v, while the negative excursion is not limited.



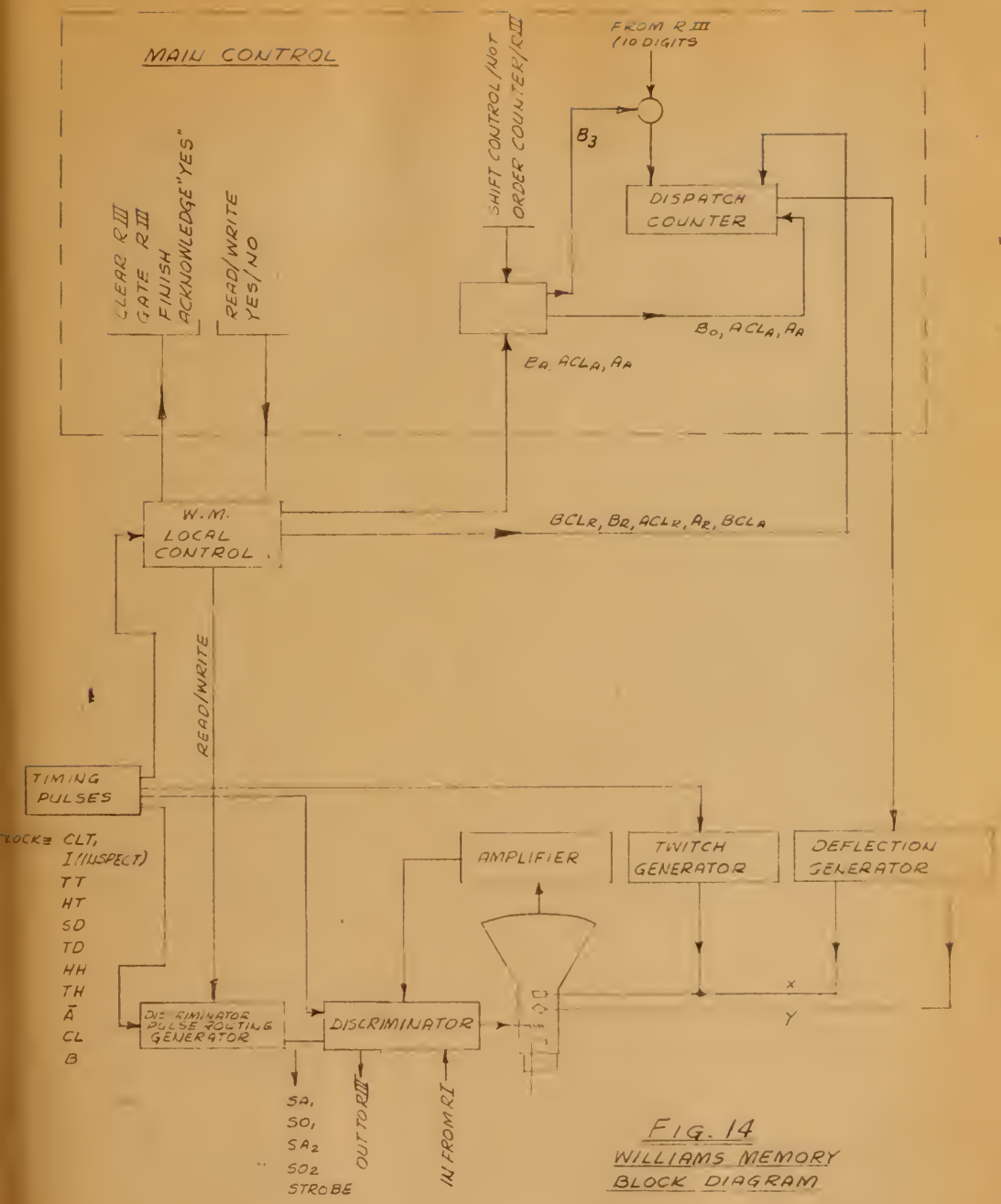


FIG. 14
WILLIAMS MEMORY
BLOCK DIAGRAM

IV. THE WILLIAMS MEMORY

WILLIAMS MEMORY BLOCK DIAGRAM

There is no need to enter into a discussion of the physical processes that occur in a cathode ray tube used as a storage device in the way first proposed by F. C. Williams, as this has been done elsewhere. We will describe how cathode ray tubes are incorporated in electronic circuits in order to produce a complete memory organ. In the interests of clarity, we will first discuss the functions which the circuits are required to perform: from this a block diagram can be constructed. When the main features of the memory organ have been thus presented, it will be time to describe in detail the actual circuits, and to show how the required functions are performed.

The memory organ of the present machine is of parallel type, holding 1024 bits per tube in a square array, so that 40 tubes store 1024 forty binary digit numbers, one binary digit of each number being held in each tube. A slight modification of the "dot-dash" scheme of storing 0's and 1's is used, in that a "dash" here signifies two "dots" written so closely together that the charge distribution produced by the writing of the first of the pair is considerably modified by that produced by writing the second. Thus we may suppose that the charge distributions are qualitatively as follows:



Fig. 15.

This picture needs to be kept in mind while we consider the writing process.

To write a dot, we must first generate the deflection voltages which guarantee that the beam will be directed to the desired location and then turn on the electron beam for a short time. In writing a dash, we must do more: first a dot must be written, then, after the electron beam has been turned off, the beam position must be moved slightly to one side ("twitched"), then the electron beam must be turned on again for a short time. Thus we have for each memory location two positions: One for the first peak of charge, a second for the second peak of charge; these will be referred to for convenience as the A and B positions.

In either writing new information or in regenerating what already exists, it is clear that logically we need be able to make only a choice between the two states of charge that are used to represent 1's and 0's, and hence between two routines for turning on the electron beam. However, the physical processes of writing a dash where a dot exists, or a dot where a dash exists, are certainly somewhat different from those of merely "restoring" a dot or a dash. Consider the writing of a dot on a dot: we merely have to build up the charge in the A position to its equilibrium position. On the other hand, if a dash already exists and we wish to write a dot over it, it is clearly desirable to leave the beam on in the A position for a longer time, so that more secondary electrons will be permitted to return to the screen to nullify the concentration of positive charge in the B position.

If a dash is to be written where a dash already exists, it is clearly sufficient to turn on the beam in the A position only very briefly, while in the B position it must stay on long enough to bring the charge up to the equilibrium value. On the other hand, in writing a dash over a dot, it is

desirable to leave the beam on in the B position somewhat longer, in order that more secondary electrons will be available to return to the screen and nullify in part the accumulation of positive charge in the A position. Thus we are led to distinguish four possible routines:

- (1) Write a dot where a dot exists ("normal dot") (TT)
- (2) Write a dot where a dash exists ("superdot") (HT)
- (3) Write a dash where a dash exists ("normal dash") (HH)
- (4) Write a dash where a dot exists ("superdash") (TH)

In the brief designations of these four processes (TT, etc.), the letters T and H are the last letters of dot and dash, the first position signifies the existing state before the writing process, while the second signifies the state to be created. In all cases the beam is turned on in position A in order to sense what information is stored in the location in question: this is obviously necessary in the reading or the regeneration process, while in the writing process, it is necessary to compare this information with that which is to be written, and thus to select which of the four routines TT, HT, HH, TH is appropriate. The following timing diagram for the turning on of the electron beam is useful.

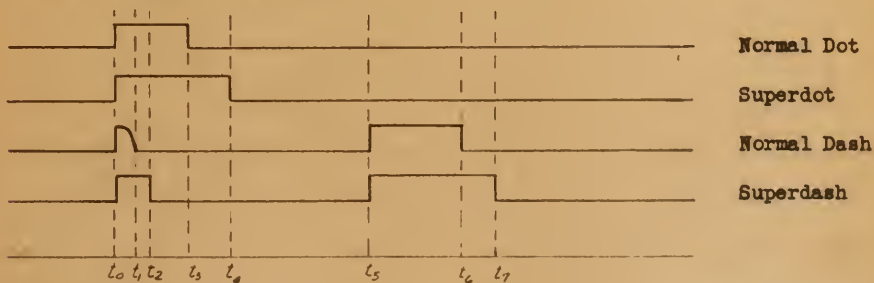


Fig. 16.

In all cases the electron beam is turned on at t_0 , while between t_4 and t_5 , a period during which in all cases the beam is turned off, the "twitch" takes place; thus in $t_0 t_4$ the beam is directed toward the A position, while in the $t_5 t_7$ it is in the B position. We note that in the Normal Dash routine the beam is on in the A position for a shorter time than it is in the Superdash routine: here an automatic turn-off of the beam occurs, which will be explained when we describe the operation of the Discriminator circuitry.

We have seen what beam-turn-on routines are needed for performing the read-regenerate and the write functions. To carry out these routines, properly timed sequences of pulses are needed in each case. Hence it is necessary to provide not only these pulses, but also means of selecting the required sequence, means of "reading" what is stored in any given memory location, and means of deflecting the cathode ray tube beam to the desired memory location. Furthermore, since the contents of the memory must be periodically regenerated, it is clear that a fundamental repetition rate must be provided.

In the following discussion we shall illustrate, with reference to the block diagram, how the functions outlined above are accomplished. It is simplest to start with the cathode ray tube-amplifier-discriminator loop. It should be noted that each of the forty CRT's in the memory organ has its own output Amplifier and Discriminator; all the equipment represented by other blocks in the diagram is common to the forty CRT's. At the beginning of each read-regenerate or write cycle the Discriminator turns on the electron beam in the CRT by raising the potential of the control grid. The Amplifier merely raises the CRT output signal to the required level, which calls for a gain of about 2×10^4 , its output being used to set to 0 or 1 a toggle in the Discriminator, which has previously been cleared to 0. The Discriminator inputs

are, in addition to that from the Amplifier: (1) pulses to clear the toggle and initiate the beam turn on routine -- these are the same no matter what routine is performed; (2) four pulse trains SO_1 , SA_1 , SO_2 , SA_2 which differ according as reading, regenerating, or writing is required; (3) the digit to be written from R_1 , this being via a gate which is enabled only when writing is called for. In addition to the beam-turn-on output, there is one from the Discriminator toggle to RIII, which is via a gate enabled only when reading is required.

A block labelled "Timing Pulses" appears in the diagram. Physically this contains a "Memory Clock" which provides the basic repetition rate, and "Pulsers" which generate pulses beginning at various times in the cycle: these pulses are of different lengths as required, and each is immediately followed by a standard "termination" pulse. These are: Inspect, TT, HT, Twitch Delay (TD), HH, TH, and three others; \bar{A} , Cl, and B, which are needed to step the Dispatch Counter in the Main Control. Termination pulses are designated by a small "t" subscript: as SD_t , etc. The time sequence is illustrated in Fig. 17, where the "termination" pulses are omitted. The clock pulse is also used to clear the Discriminator toggle to 0, and so is usually designated by the abbreviation "Cl T₁".

It has been remarked that it is necessary to provide the Discriminator with four trains of pulses, SO_1 , SA_1 , SO_2 , SA_2 to enable it to carry out the read-regenerate process, and a different set of four trains to carry out the write process. These trains are formed from the timing pulses just discussed in the block labelled "Discriminator Pulse Routine Generator"; it will be noticed that there is an input to this block labelled "Read/Write": this signal determines which set of pulse trains SO_1 , ..., SA_2 will be transmitted

to the Discriminator.

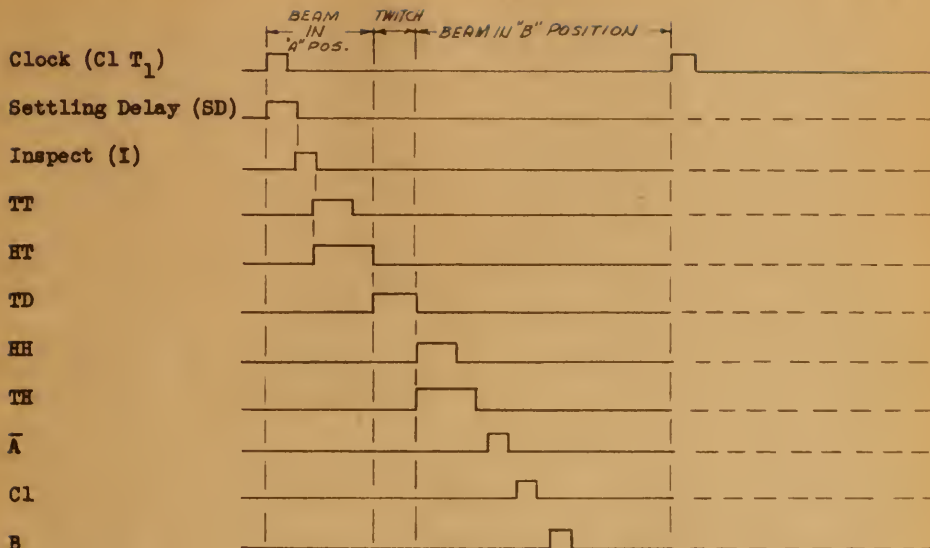


Fig. 17.

The Read/Write input to the Discriminator Pulse Routine Generator comes from the block labelled "Local Control". Here signals are received from the Main Control (not, of course, a part of the Memory), and from the Timing Pulse Generator. The signals from Main Control signify: (1) "Yes/No" - the Memory is to be used or not; (2) "Read/Write" - a read-regenerate or a write routine is called for. Local Control transmits the Read/Write signal to the Discriminator Pulse Routine, and also actuates the electronic switch which determines whether the address standing in the Dispatch Counter or that standing in R_3 is to be transmitted to the Deflection Generator. Local Control also transmits back to Main Control the following signals: Acknowledge "Yes", Clear RIII, Gate RIII, Finish, whose significance will be made clear when we undertake

the detailed description of the Local Control.

Finally, the Deflection Generator merely receives as inputs the coordinates of the Memory location to which the CRT electron beam is to be directed and generates the appropriate deflection potentials. The "twitch" generator's function is obvious: it is actually part of the Deflection Generator, but its action is initiated by the HT (superdot) termination pulse.

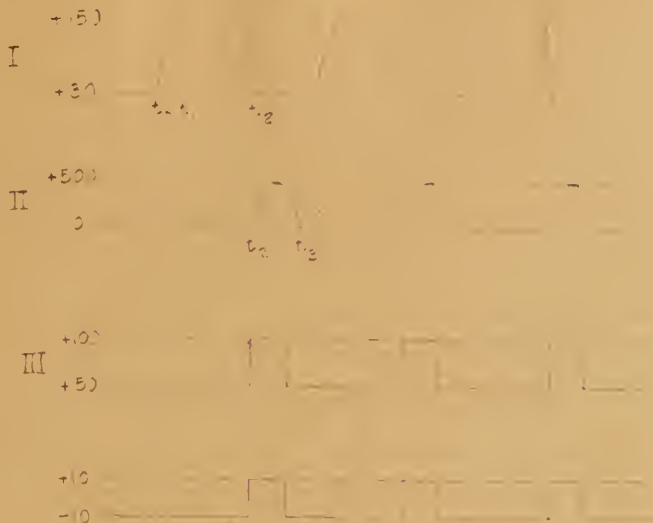
MEMORY CLOCK

The necessity of periodically regenerating the information stored in the Williams Memory makes it necessary to provide a timing device. In the present machine, this is called the "Memory Clock".

As there is nothing in the operation of the Memory that requires the maintenance of a very precise repetition rate, and as it is desired to permit the rate to be varied over a rather wide range (from 4kc to 143kc in the present model), for convenience in testing it is entirely feasible to use a multivibrator as the fundamental rate-determining circuit. The output of the multivibrator is used merely to ring a parallel LC circuit, the natural period of which determines the pulse duration.

The Memory Clock schematic is given in DWG No. 1217. The multivibrator appears at the left of the drawing, (tube B (a 6J6) and its associated components). The diode A is added to sharpen the plate voltage recovery. The plate voltage of the conducting half of the 6J6 falls to about 30v; when this section of the tube is cut off, its plate voltage begins to rise exponentially toward 300v; and hence is rising quite steeply when it reaches 150v, where it is stopped by the diode. Hence, the multivibrator output resembles waveform I in Fig. 18. The fall in plate voltage is quite abrupt; this sharp

trailing edge is the important feature of the output as it affects the rest of the circuit.



($t_2 - t_1$ is approximately .9 microsecond; the time between pulses depends upon the p.r.r. chosen)

Fig. 18.

To insure against spurious triggering of the multivibrator by noise, the whole Memory Clock is housed in a metal box, and low pass filters are inserted in the leads by which power is brought in, as shown in the schematic. The dually controlled 500k variable resistors and the condenser switching arrangement make it possible to vary the repetition rate of the multivibrator from 4kcps to 143 kcps. The

present p.r.r. is 40 KC.-e.

The output from the multivibrator is taken from the plate of the right-hand section, and applied to grid of the left-hand section of tube D (a 6J6). The coupling network time constant is .001 sec., which is sufficiently larger than the longest period available so that no serious distortion results, while the left-hand half of the diode C merely clamps the top of waveform I to ground. Thus the input to tube D is again waveform I, but now the swing is from 0v to -120v.

Now consider tube D. Its right-hand grid is maintained at -10v, so that during that part of the cycle when the left-hand grid is at ground potential, the left half is in a conducting state, drawing plate current through the 2.4 mh inductance; the cathode will be slightly above ground potential and the right half consequently cut off. At time t_2 , the left grid suddenly falls to about -120v, so that the left half will be cut off, and the current transferred to the right half.

Thus the initial conditions for the circuit formed by the inductance in parallel with its distributed capacity are: current flowing in the coil, and a slight charge in the capacitance. The parallel LC circuit will, therefore, begin to oscillate. The voltage across the coil will start at close to 0 (actually a volt or two, due to the non-0 resistance of the coil), and will so swing that the voltage of the end of the coil not attached to the +100v bus will go positive with respect to +100v; this excursion of amplitude approximately 50 volts, will, of course, be sinusoidal, at the natural frequency of the LC circuit (which is very close to 5 mcps). When, however, the first half period has ended, and the end of the coil not attached to the bus begins to swing negative with respect to the bus, the right half of diode C

will begin to conduct: this, together with the 4.7k resistor critically damps the LC circuit, so that at each fall of voltage at the right-hand plate of the multivibrator, a single positive half sine wave is transmitted to the grids of tube F. The d.c. level from which this swing starts is clamped to 0v by the left section of diode E. The signal applied to the grids of tube F is, therefore, as shown in waveform II. The internal $t_2 t_3$ is very nearly one microsecond, and this is clearly independent of the repetition rate of the multivibrator.

Tubes F and G are both 6J6's each being so connected that it acts as a single tube. The grids of G are maintained at +10v, so that, as long as the grids of F are held at ground potential, the cathodes of both tubes, which are connected together, are held at slightly above +10v, with the consequence that F is cut off. Now in the interval $t_2 t_3$, during which the grids of F are driven to approximately +50v, tube F is caused to conduct so that its cathode follows the grid so high that G is in turn cut off: this causes the plate voltage of G to rise sharply from about 50v to 100v; of course, it will fall sharply by a like amount when current switches from G back to F again shortly before t_3 . Thus the plate voltage of tube G is as shown in waveform III.

We now have to consider only the output cathode follower, tube H. With the left-hand grid held at -10v, and the right at -25v, a condition which persists except in the intervals $t_2 t_3$, the left half will conduct, the right half will remain cut off, and the cathode potential will remain at very little above -10v -- which is the output voltage from the Memory Clock in these intervals. When now in intervals $t_2 t_3$ a 50v pulse is emitted by tube G, the voltage of the right-hand grid of G will rise to +10v, where it will be caught by the right half of diode E; consequently, the cathode of H will rise to

very slightly above +10v during time intervals $t_2 t_3$, which gives us the output waveform IV.

WILLIAMS TUBE PULSERS

The operation of the Williams Memory requires the availability of a number of pulses occurring at definite times in the cycle of the Memory Clock (see Fig. 17). The circuits used to provide these are called "Pulsers". They are all designed to accept as inputs pulses of essentially rectangular shape, rising from -10 to +10v, and of duration .5 μ s or greater. The pulser output consists of two pulses. The first is one whose length may be varied; the leading edge of this pulse occurs at the same time as that of the input pulse. The second is in all cases of fixed duration -- approximately .5 μ s -- with its leading edge synchronized with the trailing edge of the first pulse. The second pulse output is of about half the duration and of the same amplitude as that of the Memory Clock, and can be (and is) used as an input trigger to other pulsers. Both time durations are established as one half the period of a parallel LC circuit. In the case of the first pulse, variation of the values of inductance and capacitance permit variation of pulse duration over a fairly wide range. A table is given in DWG No. 1216 which shows the ranges of pulse duration available in the pulsers of the present machine.

Let us now consider the operation of the circuit (see DWG No. 1216). Between pulses the right-hand grid of tube A is held at -20v and the left-hand grid at -10v. Under these circumstances, the cathode of A is slightly above -10v, the right half of A is cut off, and in tube B, the left- and right-hand grids of which are at -10v and ground, respectively, only the right half is in a conducting state, plate current of approximately 4.2 ma

being drawn through the 1 mh inductance. We assume that no transient oscillation is present in either LC circuit: the fact that each LC circuit has connected across it a diode (consisting of the cathode and one grid of tube C) and resistance chosen at the critical damping value of the circuit assures us that no transient will persist essentially beyond one period. Thus both plates of B are very nearly at +150v (the left grid will be at this voltage, while the right one will be very slightly below because of the non-0 resistance of the 1 mh inductance). Thus the cathode and both grids of tube C are at +150v, so that both sections are in a conducting state; the plate potentials turn out to be about +225v. Clearly diodes D and E are now conducting, while only the right half of tube F is conducting, the cathode, therefore, being slightly above -10v.

With the arrival of the input pulse at the left grid of tube A, the cathode will follow the grid to slightly above this voltage: we note that this is also automatically the leading edge of the "Pulse Out", which is, therefore, not delayed with respect to the input pulse.

The left-hand grid of tube B is now driven to slightly above +10v, and the cathode follows it, thus cutting off the right-hand section. This abrupt switch, of course, sets up transient oscillations in the parallel LC circuits in the plate leads of tube B. The right-hand plate swings positive with respect to +150v. Thus the left-hand grid of tube C becomes positive with respect to the cathode; and grid current flows through the 2.2K resistor in series with the grid: the value of this resistor is chosen so as to assure that the parallel RLC circuit consisting of the inductance and capacitance, the grid-to-cathode resistance of the left section of C, and the 2.2K resistor is critically damped. Of course, the plate current of the left section of C

is increased somewhat and the plate voltage decreased; this change is transmitted to the left grid of tube F, which has already been shown to be below cut-off. Hence this transient has no effect on the output of the Pulser. On the other hand, the transient set up in the plate circuit of the left section of B is such that the plate swings negative with respect to +150v: the exact amount of this swing, of course, depends on the square root of L/C ; for all the values used it is never less than about 28v. The right section of C cuts off when the grid is about six volts below the cathode, a level which is reached in at the most 7% of the half period of the LC circuit. The plate voltage is not, however, permitted to rise all the way to +300v; it is "caught" at +260v by the left section of diode D, a level which will obviously be reached considerably before the grid voltage reaches cut-off, so that the rise from +225 to +260v is accomplished in a little over 3% of the half-period of the LC circuit: at the end of the half-period, of course, a fall of like amount takes place. Thus a pulse of about 35v amplitude is created at the right-hand plate of C. The right-hand plate of the 30 μf condenser is maintained at -20v before the pulse begins, so that since the cathode of diode E is held at +10v, at this point a pulse rising from -20 to +10v appears: these levels are accurately defined, and it is apparent that the exact magnitude of the pulse at the right plate of C is unimportant provided it exceeds 30v. A similar remark applies to the magnitude of the negative swing of the right grid of C: it needs only to be sufficient to raise the plate voltage to +260v in a time short compared to the half-period of the LC circuit. The pulse produced is applied to the right-hand grid of tube A, which rises to +10v. Thus though the input pulse to the left grid of A shortly drops from +10 to -10v, the cathode is held at slightly

above +10v for a time determined by the half period of the LC circuit.

At the end of the negative swing of the right-hand grid of C, the voltage of the right-hand grid of A falls again to -20v; the cathode, however, is "caught" at -10: this fall marks the end of the "Pulse Out."

This fall also causes a switch in current in tube B: the right-hand half once more is caused to conduct, and the left is cut off. We must once more examine the behavior of the LC circuits in the plate leads.

It is now time for the second half cycle of the oscillation of the circuit in the left plate lead. However, when the lower end of this starts to go positive with respect to the upper end, the right section of C begins to draw plate current, and its grid to cathode resistance, in addition to the 2.7K resistor, critically damps the oscillation. The drop of the plate voltage of this section below +225v drives the right-hand grid of A below -20v, but this clearly has no effect upon the cathode voltage of A, and hence the "Pulse Out" voltage, which remains at slightly above -10v.

However, the 1 mh inductance -- 20 μ f condenser combination now produces a transient: the end connected to the right-hand plate of B swings negative with respect to +150v through a half period of a sine wave of about 28v amplitude. This drives the left half of C below cut-off; the plate voltage begins to rise toward +300v, but is caught at +260v by the left section of diode D, and we get a pulse of approximately 35v amplitude lasting for nearly .5 μ s at this point. Note that in determining the period of oscillation it is necessary to take into account, in addition to the 20 μ f condenser, any distributed capacity that is present -- this is of sufficient magnitude to make the resonant frequency close to 1 mcps. Diode E limits the rise of grid voltage of the left section of F, so that this point rises from

-20v to +10v during the pulse, and hence the cathode rises from slightly above -10v to slightly above +10v for very nearly .5 μ s. This is the "Pulse End" pulse: as we said before, its leading edge is determined by the termination of the Pulse Out pulse. As the 1 mc oscillation attempts to enter its second half cycle, the left half of C draws grid current, and critical damping again ensues. Thus the circuit is returned to its quiescent state, awaiting the arrival of the next input pulse.

There are ten pulsers of the kind just described. One of these, the "Settling Delay" pulser, is triggered by the Clock pulses; its pulse output is not used, but its termination pulse triggers the Inspect, TT and HT pulses. The termination of the HT pulser triggers the TD pulser, and its termination pulse triggers both the TH and HH pulsers. The TH termination pulse triggers the \bar{A} pulses, its termination pulse the Cl pulser, and finally its termination pulse the B pulser. A pulse called the "Strobe" is used in the Discriminator: it is an inverted and slightly amplified version of I, dropping from 0 to about -40v for the duration of I. It is generated by a circuit located in the same chassis that contains the Local Control and the Pulse Routine Generator and will be described with them.

Fig. 19 shows the actual waveforms observed, together with the timing actually used in the computer. We will see later how various of these pulses are combined to give the Discriminator Pulse Routine voltages used in the Discriminator. We also note that the I pulse is not used directly, but is first passed through an amplifier and d.c. restorer to produce the negative-going pulse actually used in the Discriminator. The actual voltage levels employed are shown in Fig. 19: these are very close to the "nominal" values of -10v and +10v which we used in the discussion of the pulser circuit:

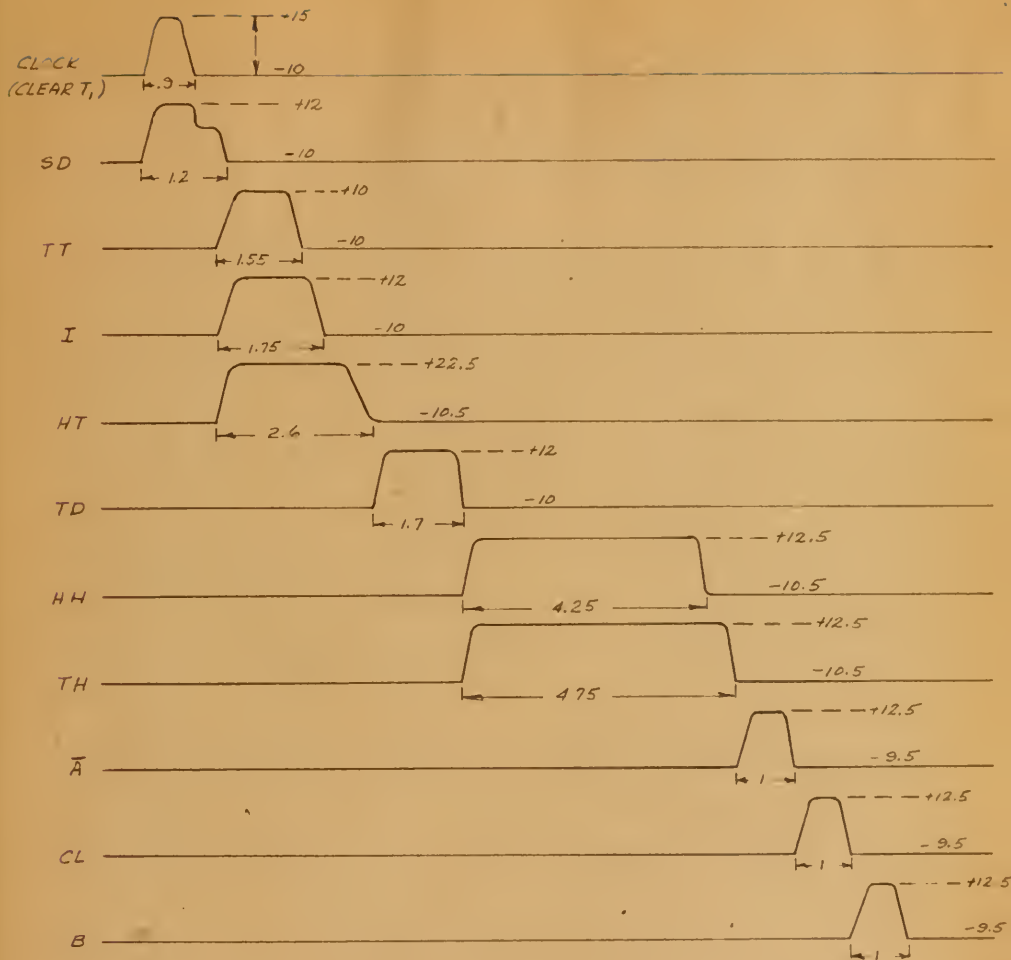


Figure 19
(PULSE DURATIONS GIVEN IN MICROSECONDS)

moderate deviations from the normal values have no effect on the operation of the circuits to which the pulser outputs are applied.

The termination pulses are not shown. However, these all rise at the

termination of each pulse and last for approximately .5 μ s. They are designated by the letter that describes the pulse at whose termination they rise with a small "t" subscript, as for example I_t , TD_t , etc.

THE WILLIAMS TUBE OUTPUT AMPLIFIER

The current that flows to or from ground to the cathode ray tube pickup screen during a reading operation is very feeble. A resistor being inserted between these points, the resulting voltage must be amplified to bring the output up to the desired voltage level. Thus each cathode ray tube in the Williams Memory is provided with an amplifier, the schematic of which appears in DWG No. 1367. The physical structure of the amplifier is of annular form: it is mounted within the shield that encloses the cathode ray tube, directly in front of the tube, which minimizes the length of the lead from the pickup screen to the grid of the first tube of the amplifier.

The input resistor was chosen as 100,000 ohms, which means that the maximum amplitude of input voltages are approximately .25 mv and 1 mv when a 0 or a 1, respectively, is read. A gain of 30,000 provides output signals of maximum amplitude 7 and 30v, respectively, which are ample for the purpose for which they are used in the Discriminator.

It was desired to hold to a low value any 60 cycle hum due to cathode leakage and modulation of the electron stream. Given the chosen value of grid-leak resistance, the value of 1000 μ f for coupling is chosen to guarantee that the gain at 60 cps is less than unity. As the tubes are to be operated at not over half the rated plate and screen dissipation, the plate decoupling resistor and the screen grid resistor

were chosen so that with 0 input voltage these conditions were met.

The remaining elements are the peaking inductance and the three bypass condensers. The plate bypass is as large as can be conveniently incorporated in the assembly; the cathode bypass is not critical since the low-frequency response of the amplifier is not particularly important; it is sufficiently large that any serious reduction in gain due to degeneration is avoided for the middle range of the amplifier response and beyond. The screen bypass again is not critical.

The measured gain characteristic of the amplifier has half-power frequencies at very nearly 100 kcps and 800 kcps.

THE DISCRIMINATOR

The signals obtained from the cathode ray tubes, after having been inverted and amplified by the three stage output amplifier are as follows:



Fig. 20.

The Discriminator distinguishes between these two: it contains a toggle which is set by the amplifier output to the state corresponding to the bit of information read. The Discriminator is furthermore supplied with four trains of pulses from the block in Fig. 14 labelled "Discriminator Pulse Routine Generator", which are of one configuration if reading or regeneration is called for, but of a second configuration if new information is to be written over that presently in existence. If reading or regeneration takes place, the Discriminator causes the electron beam of the cathode ray tube to be turned on the required time (Normal Dot or Normal Dash) to restore the existing state of charge, while if writing is to be accomplished, the circuitry compares the existing bit of information with that which is to replace it, and turns on the electron beam in the Normal Dot or Normal Dash routine if the new information is the same as the present, or in the Superdot or Superdash routine in case a 0 is to replace a 1, or vice versa.

We will now describe the operation of the Discriminator, referring to DWG No. 1241.

The lower row of tubes in the drawing consists of one toggle (" T_1 ") and associated gates, used to present information to the toggle and to extract information from it. This toggle is the first element of the circuit affected in each cycle of the Memory: at the time of each Clock pulse, it is cleared to 0, i.e., to the state in which the left half of the 6J6 is conducting. This is accomplished by a clear driver and clear driver-driver circuit, just as in the case of the register toggles.

The next operation in the memory cycle is to turn on the electron beam of the cathode ray tube to inspect the contents of the particular location in the memory tube which is currently of interest. In the "read

regenerate" case this is obviously necessary. In the "write" case it turns out that as we have pointed out before, it is desirable to use different beam turn on routines according as the restoration or changing of the stored information is called for.

Once the Discriminator toggle (T_1) has been set, the circuit uses the Discriminator pulse routine pulses to effect when necessary the comparison of the contents of T_1 and of the corresponding toggle in R_1 , and thus to establish the appropriate beam turn on routine. It will be noticed that but a single lead is brought to the Discriminator from the R_1 toggle, so that the gating arrangement is somewhat different from that used to read out of T_1 . Furthermore, this lead does not come directly from the R_1 toggle, but from the plate of the Resident digit gate in the Adder: See Fig. 21.

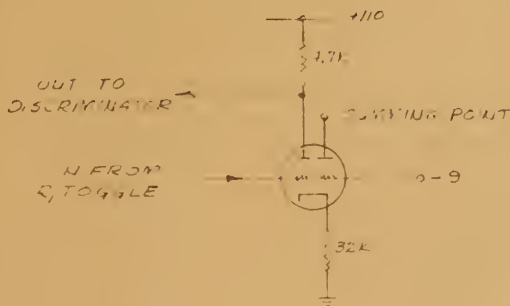


Fig. 21.

Thus, for a R_1 toggle grid voltage of $-40v$ (representing a 1), the left section of the Resident digit gate will remain cut off, and the plate voltage will be $+110v$, this voltage being determined by the bus. A grid voltage of 0, representing a 0, will cause the left section to conduct, and the plate current of approximately 5.5 ma brings the output voltage (T_2) to about $+84v$;

actually this voltage can vary as much as 5 volts either way owing to the resistor tolerance of 10% without causing any difficulty.

The connection to the CRT control grid is made as shown in the upper right-hand corner of DWG No. 1241. The cathode of the CRT is maintained at +318v, so that if the cathode of the 6AL5 is held at or above +288v, the CRT grid is held at +288v, and the electron beam is on. Dropping the grid to +280v is sufficient to cut the beam off, and clearly this can be done by dropping the 6AL5 cathode voltage to slightly below this level. The voltage of the 6AL5 cathode is determined by the 5687 shown in the upper left-hand corner of the schematic. If the right-hand section of this tube draws no current, the grid of the left section will be at +300v and the cathode slightly above this value: this is obviously sufficient to hold the 6AL5 in a non-conducting state and thus permit the CRT electron beam to stay "on". On the other hand, if the right-hand section of the 5687 carries a current of 6 ma, the grid of the left section will drop to +255v: the cathode will be slightly above this, and, therefore, the CRT control grid will fall safely below the cut-off level. Actually about 3 ma would suffice if all the values of resistors in the circuit were precisely as given in the schematic, and not subject to tolerances.

It is, therefore, necessary in all cases to assure that no current is drawn by any of the gates which read out from T_1 or from T_2 at the beginning of the Inspect pulse.

We shall now establish the waveforms of the pulse trains SO_1 , SA_1 , SO_2 , SA_2 which are needed.

First consider the "read-regenerate" case. Here SO_1 , ..., SA_2 must be such that the beam turn on corresponds to the "normal" cases, TT and HH.

There is no reason to consult T_2 , so both gates to which it is connected must be held in the disabled condition throughout the cycle, which is done by holding SO_2 at +70v and SA_2 at +120v. This is sufficient to assure us that the left-hand sections of both the T_2 output gates will remain in a non-conducting condition.

As far as T_1 is concerned, it is definitely known that it initially contains a 0; hence the left-hand gate, which reads out from the right-hand grid of the toggle will not conduct if its cathode is held sufficiently above -35v to assure cut-off, while the right-hand gate will be non-conducting if its cathode is held sufficiently above 0v to assure cut-off. Voltage levels of -10v and +10v are convenient and sufficient for this purpose.

Thus if $SA_1 = -10v$, $SO_1 = +10v$, $SA_2 = +120v$, $SO_2 = +75v$ during the Inspect pulse, we will be assured that the CRT electron beam is turned on at the beginning of the pulse time.

During the Inspect time the information stored in the location on the CRT phosphor to which the beam is directed is made available to the Discriminator as follows: the input to grid 7 of the 12AU7 is held at 0v except during the Inspect time when it drops for .5 μs to -25v (the pulse that accomplishes this is called the Strobe). Note that the grids of the 6J6 are biased to -20v and -10v, respectively, so that before the Strobe pulse both sections of the 6J6 are cut off.

During the Strobe we have two possibilities. In case a 0 is read, the signal from the amplifier rises to +5v during the Inspect period; hence, the right-hand grid of the 6J6 rises to -5v, and hence the cathode following it, the left section remains cut-off, and no signal is transmitted to T_1 . T_1 having been just previously cleared to 0, continues to hold a 0. In case a 1

is read, the amplifier output drops from 0v to -20v during the Inspect pulse, thus driving the voltage of the right-hand grid of the 6J6 down to -30v. The cathode voltage drops also, but will be "caught" in the vicinity of -20v as the left section begins to conduct. The plate current of this section, flowing through the 15K plate resistor of the right-hand section of the toggle tube flips the toggle to the 1 condition. Thus by the end of the Strobe pulse, the information held in T_1 is identical with that stored in the CRT location that is being read.

Now to continue with the read-regenerate case, there are just two possibilities: either a 0 or a 1 is stored in the given memory location. If it is a 0, the toggle T_1 is not flipped during the Strobe time, and hence the CRT electron beam will stay on as long as the values of SA_1, \dots, SO_2 are maintained. These must, therefore, be maintained a length of time correspondent to the Normal Dot. It is convenient to take the quiescent values as follows: $SA_1 = -10v, SO_1 = -10v, SA_2 = +120v, SO_2 = +70v$. Then for Normal Dot (TT) SO_1 rises to +10v at the beginning of the Inspect pulse, and returns to -10v at the end of Normal Dot time, which occurs slightly before the end of the Strobe pulse. The other possibility is that the memory location in question holds a 1. Suppose the voltages SA_1, \dots, SO_2 are as determined above. Shortly after beam turn-on, the toggle T_1 is flipped. The grid voltage of the left-hand section of the toggle tube now becomes -35v, while that of the right section becomes 0v. As SA_1 is -10v and SO_1 is +10v, right gate is unaffected while the right-hand section of the left gate now draws plate current of approximately $300/44 = 6.82$ ma, which is more than enough to turn off the CRT electron beam. Actually, we would prefer not to turn on the beam at all in the A position, but clearly this must be done in order to ascertain the state

(0 or 1) of the point: it turns out that in the present case the beam is turned off sufficiently rapidly so that not much charge is built up in the A position. Hence, the pulse distribution voltages SA_1 , etc. that suffice for dot regeneration also suffice for the regeneration of the A position of a dash.

Clearly the B position of the dash must also be regenerated after the twitch. This is done by holding SO_1 at $-10v$, but raising SA_1 to $+10v$ for a time equal to the Normal Dash regeneration time: these voltages are clearly adequate to disable the T_1 read out gates. We note that in case T_1 holds a 0, these values of SO_1 and SA_1 still permit the left section of the right T_1 read out gate to draw 6.82 ma of current, so that in the dot case the beam will stay off after it has been twitched to the B position.

Hence we have shown that for reading and regenerating both 0's and 1's the following modes of variation of the Discriminator pulse routine voltages suffice:

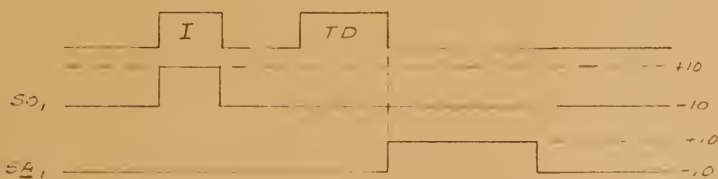


Fig. 22.

During this cycle SO_2 and SA_2 are maintained at $+75v$ and $+120v$, respectively.

We now turn to the write case. Here instead of two possibilities we have four, which have already been designated as: TT, HT, HH, TH. Fortunately, a single set of Discriminator pulse routine voltages suffices: we proceed to

derive these.

As before, the CRT electron beam must be turned on in synchronism with the Inspect pulse. The TT case requires, therefore, that SO_1 be raised to +10v, and maintained at that level during the time required for dot restoration (Normal Dot). During this time, the level of SA_1 is clearly of no consequence, as either of the possible levels will keep the left section of the gate in a non-conducting state. The same is true of SA_2 . SO_2 must be held at +75v during the Normal Dot time.

Now consider the TH case. As in the TT case, the left grid of the toggle tube is at 0v and the right at -35v, while the voltage of the T_2 lead is +110v. The CRT beam must be turned on at the beginning of the Inspect pulse, turned off at the expiration of the time required to write the A part of the dash, turned on again at the end of the twitch settling delay, and turned off again at the expiration of the TH pulse (Superdash). SA_2 must, therefore, be raised to +120v at the beginning of the Inspect pulse, and dropped back to +100v at the end of the time required to write the A part of the dash. At the expiration of the twitch settling delay, SO_1 must be raised to +10v, and SA_2 to +120v to assure beam turn on. One, at least, of these voltages must be dropped again at the expiration of the time required for Superdash. We do this to SO_1 ; SA_2 can be dropped any time before the beginning of the next cycle. The values of SA_1 and SO_2 in this case clearly are of no importance: all we have so far determined (from the TT case) is that SO_2 must be held at +75v during Normal Dot; it certainly must be raised to +100v at the end of TD, and held there at least until the fall of SO_1 for otherwise no current would be drawn from the summing bus during that interval and Normal Dot restoration could not be accomplished.

Thus, so far we have determined the following waveforms for the Discriminator pulse routine voltages:

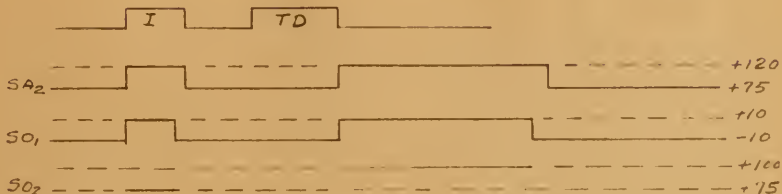


Fig. 23.

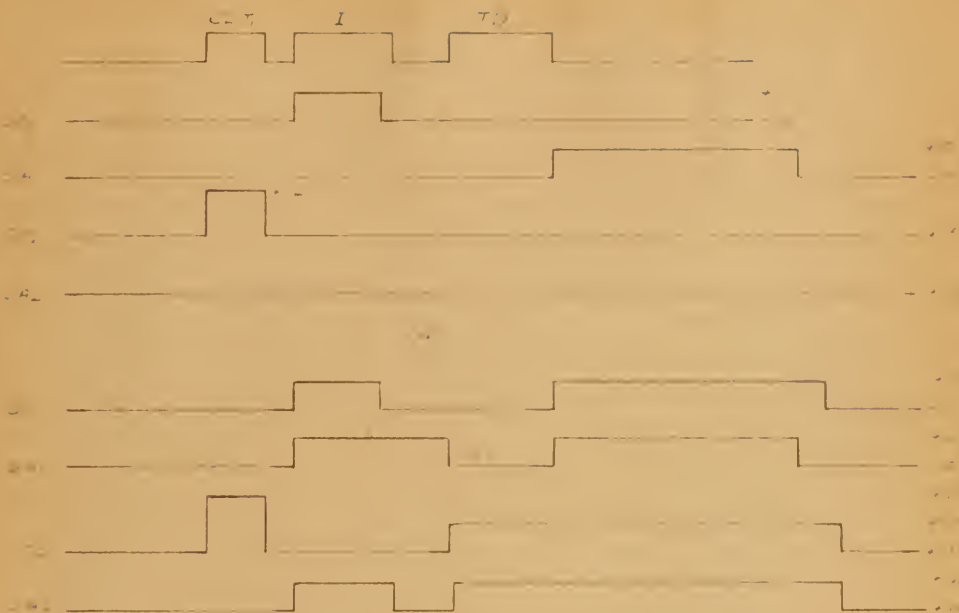
We now turn to cases HT and HH; in both of these the toggle T_1 is flipped to the 1 position during the Strobe pulse.

In case HT, the CRT beam must be kept on for Superdot time, which is longer than that required for Normal Dot restoration. This can be done by raising SA_1 from -10v to +10v for this period, at the same time holding SO_2 at +75v. At the end of this time, either SA_1 must be dropped to -10v, or SO_2 raised to +100v (we actually do both): Clearly these modes of variation cause no difficulty in the TT and HH routines.

Finally consider case HH. SO_1 and SO_2 are here important, while the variation of SA_2 and SA_1 suffice for the restoration of the A position. We also raise SA_1 to +10v at the expiration of the twitch settling delay for the time required for normal restoration of the B position. As noted before (under TH) SO_2 is raised to +100v during the Superdash interval, so that the beam is guaranteed to be turned on during the shorter Normal Dash restoration period.

Thus we have established the waveforms of the Discriminator pulse routine voltages: Fig. 24 gives the set for (a) the read-regenerate case,

and (b) the write case.

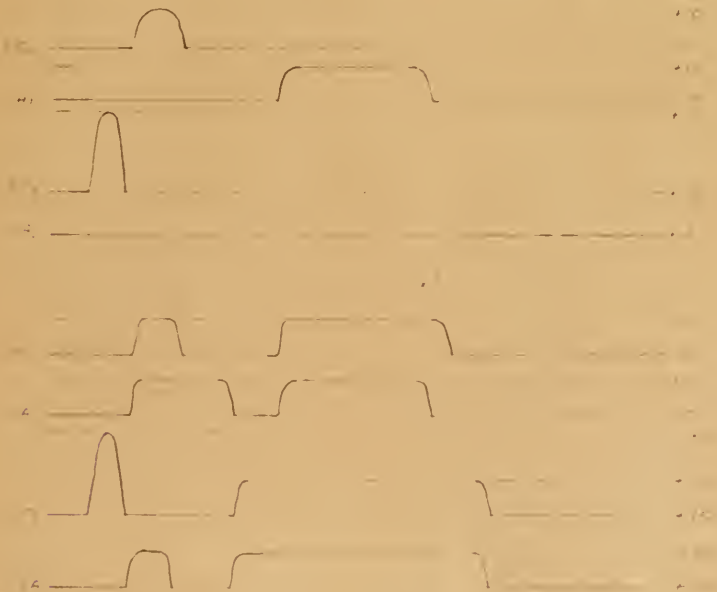


(The time scale in Fig. 24 is such that the duration of "Clear T_1 " is very nearly 1 μ sec.)

Fig. 24.

One slight change must be made to the pattern we have determined, for engineering convenience rather than logical necessity. During the clearing of T_1 it is possible that very briefly the grid voltages of the toggle tube are such that no current is drawn from the summing bus by either of the gates. To guarantee that this will not cause beam turn-on, SO_2 is caused to rise to +120v during the clearing operation, thus assuring the drawing of current from the summing bus by the SO_2 gate. This is shown on our final drawing of the pulse routine voltage waveforms.

Another slight change is made in SO_2 . It is clearly unimportant whether this voltage remains at +100v or drops to +75v after the completion of the writing of the B part of a dash; it is also unimportant which of these levels it assumes in the brief interval between the Clock pulse and the Strobe pulse, for in both these intervals SO_1 and SA_1 are -10v, so that we are certain that current is drawn from the summing bus by one of the gates leading out of T_1 , and that the CRT electron beam, therefore, is cut off. As a matter of convenience SO_2 is dropped to +75v at the beginning of the Cl pulse, and kept there until the next Clock pulse, at which time it rises to +120v. It then drops to +75v at the expiration of the Clock pulse; this is shown in Fig. 24.



(The width of the first SO_1 pulse is approximately one microsecond).

Fig. 25.

The circuits used to develop the pulse routine voltages which we have been discussing are described in the next section on the Pulse Routine Generator. In Fig. 25 are shown the actual waveforms obtained.

PULSE ROUTINE GENERATOR

We will now show how the outputs of the pulsers are combined to produce the pulse routine voltages which were shown to be needed for the operation of the Discriminator. The circuits are quite straight forward; a schematic is given in DWGS. No. O-1470 and B-2002.

The inputs to the generator are: TT, TH, HT, HH, Clear T_1 , I, C1, TD, and two voltages one of which is -20v for read-regenerate and +10v for write, the other +10v for read-regenerate, -20v for write. The outputs are: SA_1 , SO_1 , SA_2 , and SO_2 to the Discriminator, and the twitch pulse, which rises from -20v to +10v with the leading edge of TD, and falls back to -20v with the leading edge of C1, to the Deflection Generator. The twitch pulse is generated by the toggle labelled "twitch" in the schematic. An output is taken via a cathode follower to the SA_2 generator, while the use of the inputs C1 and TD in triggering the toggle are clear from the schematic.

We will now consider the generators of SO_1 , SA_1 , SA_2 , SO_2 in order as they appear in the drawing. Reference is made to Fig. 24 where the desired waveforms are shown.

In the write case, the 6.8k resistor being supplied with +10v and the diode cathode varying with TH, the left grid of the 6J6 is held at -10v except during the TH pulse, when it is raised to +10v. The input to the right grid of the 6J6 is TT, which stays at -10v except during the TT pulse time. The 5687 is, of course, merely a cathode follower. Hence the SO_1 output is -10v except during the TT and TH pulses, when it rises to +10v.

During the read-regenerate case, the diode plate is constantly held at $-20v$, as TH never falls below this level, and hence the cathode of the 6J6 follows the higher grid, which is at all times the right one. Thus, the output is $-10v$ except during the TT pulse, when it rises to $+10v$.

The operation of the SA₁ generator is the same. In the write case the voltage of the left grid of the 6J6 is $-10v$ except during HT, when it rises to $+10v$, and that of the right grid is $-10v$ except during HH, when it rises to $+10v$. Hence the output is $-10v$ except during the HT and HH pulses when it is $+10v$. During a read-regenerate cycle the left grid of the 6J6 is constantly held at $-20v$, so the output follows the variation of HH, being $-10v$ except during HH, when it rises to $+10v$.

In the SA₂ generator we note that the cathodes of the two 6J6's to which the inputs are applied are connected together, and that the right grid of the right tube is grounded. Thus this section will be cut off if the cathode voltage is above about $+5v$, under which circumstance the grid voltage of the 5687 is "bumped" at $+120v$ by the right section of the 6AL5; on the other hand, if the right section of the right 6J6 conducts, the input to the 5687 is bumped at $+100v$ by the left section of the 6AL5. In the write case, the right section of the right 6J6 will, therefore, conduct except during I and the time from the beginning of TD to the beginning of C1 when the twitch voltage rises to $+10v$. Hence the SA₂ output in the write case is $+100v$ except during I and the time the twitch voltage is $+10v$, when it rises to $+120v$. In the read-regenerate case the right section of the right triode is constantly non-conducting, so the output is constantly $+120v$.

Finally, we have the SO₂ generator; we note that the inputs are applied to a 6J6 at the left and to one at the right, which appears just above the

5687 cathode follower in the schematic. This second 6J6 is so arranged that its left section conducts except while the Discriminator toggle T_1 is being cleared; thus, the voltage of the right grid of the center 6J6 is held at somewhat below +60v except during Clear T_1 when it rises to +120v. We observe that the voltage of the left grid of the 6J6 in the center is constrained by the 6AL5 bumper to lie between +75v and +100v. Hence in all cases the output voltage SO_2 must rise to +120v during the Clear T_1 (or Clock) pulse, and at no other time can it exceed +100v. Now consider the left 6J6. During a write cycle its left section is obviously held in a cut-off condition, while its right grid is held at -20v from the beginning of TD to the beginning of C1, when it rises to +10v, where it remains until the beginning of the next TD pulse. Thus from the beginning of TD to that of C1, the voltage of the left grid of the center is +100v, while the rest of the time it is +75v. Thus SO_2 is +120 during C1 T_1 , at the end of which it falls to +75v where it remains until TD, when it rises to +100, falling again to +75v at the beginning of C1.

Comparison with the waveforms deduced as necessary for the operation of the Discriminator (Fig. 24) shows that the circuits we have been discussing should produce these subject to finite times of rise and fall of the pulses. The actual waveforms obtained are shown in Fig. 25. The rise times of the pulses are approximately .25 μ s in all cases; no serious distortion is present, but a delay of approximately .05 μ sec is introduced by the circuits which is obviously too small to show in the drawings.

WILLIAMS TUBE DEFLECTION GENERATOR

We have seen that each storage tube holds an array of 32 x 32 bits of

information. The address of a bit consists of two numbers, each being one of the integers 0, 1, ..., 31 (each, of course, expressed in binary notation) which specify the horizontal and vertical coordinates of the bit.

An address is presented to the memory organ as the contents of a ten stage binary register, the stages 2^0 , 2^1 , ..., 2^4 specify the horizontal coordinate, and 2^5 , ..., 2^9 the vertical one. These binary numbers must be converted into the voltages needed to deflect the electron beam: this is the function of the Deflection Generator, a schematic of which appears in DWG. No. 1284 and DWG No. 1285. Before going on to a description of the operation of this circuit, it should be mentioned that the twitch is treated as an extra digit column in the horizontal coordinate: 2^0 is treated as the highest order column, 2^1 the next and so on, with the twitch of order lower than 2^4 .

The terminals at the bottom of DWG No. 1284 present to the deflection generator the twitch voltage (a pulse rising from -20v to +10v in synchronism with the rise of TD, and falling again in synchronism with the leading edge of C1), and the digits of the address (+5v for a 0, -30v for a 1). The latter values are due to the fact that connections to the input terminals come from the address register by coaxial cable, which is driven by a cathode follower the input of which is taken from a toggle grid; cathode rise of 5v in the cathode follower accounts for the values quoted here.

In order to minimize noise that may enter the deflection generator, the full variation available at each input terminal is not used, the diode bumper, which is shown as the tube at the bottom of the left column in DWG No. 1284 restricting the swing to ~~one~~ from 0v to -10v (these are, therefore, the nominal values for 0 and 1, and for twitch on and twitch off).

Now consider the 6J6 that appears just above the input bumping diode. As its left grid is held at -5v, the left section will be non-conducting when the right grid is raised to 0v, but conducting when the right grid is dropped to -10v. In the former case, the voltage at the right grid of the second 6J6 (fourth tube up) is bumped at +120v by the 6AL5. In the latter, it is bumped at +100v (we note that the plate current of the left section of the first 6J6 must be somewhat greater than $95/13000 \doteq 7.3$ ma, so that the plate voltage will surely fall below +100v).

The second 6J6 in the column has, therefore, as input to its right grid +120v for twitch on, +100v for twitch off. As its left grid is held fixed at +110v, the left section will not conduct in the first case, but will in the second, drawing a plate current of somewhat over 4.07 ma. As regards the right section, the situation is reversed: in the first case a plate current of somewhat over 4.44 ma is drawn, in the second it is cut off.

Hence the voltages of the left and right plates of the 6J6 are, respectively, for twitch on, 400v, 382.7v; for twitch off, 384.1v, 400v.

In the first case the 12AX7 in the upper left-hand corner of the drawing will have its left section on and its right section off; in the second case the reverse will be true. Thus it will draw a current $I = 100/R$ (where R is the resistance in the cathode circuit) from summing bus A, and none from B, while in the second these will be interchanged. In practice the variable 500K resistor is adjusted to maximize the amplitude of the dash output of the Williams Memory Output Amplifier, which depends upon the magnitude of the displacement between the A and B positions.

The operation of the other columns of tubes, which exactly duplicate the one we have discussed in detail, except for the tube type and the value of

the cathode resistor of the top tube in the column, is, of course, identical with that of the first column except as regards the current drawn from the summing buses A and B. Thus in each case a 0 input to the column results in the drawing of approximately $100/R$ amperes from bus A and no current from B, while for a 1 input these will be interchanged. Taking account of cathode rise in each of the tubes, the design values of the cathode resistors were chosen so that the 2^0 stage would draw $i_0 = 6.98$ ma; stage 2^1 , $i_1 = 1/2 i_0 \dots$; stage 2^4 , $i_4 = 1/2^4 i_0$. These currents are added in the summing buses, the object being, of course, ultimately to cause them to flow through a resistor, so that the voltage developed across this will be proportional to the binary number used as input to the generator.

However, it is desired to make the currents developed available at a higher voltage level (+1290v). This cannot be done merely by connecting resistors in series with the summing buses directly to the +1290v voltage as this would cause the tubes whose plates are connected to the buses to operate with excessive plate voltage,² so a rather simple scheme, consisting of four triodes in series for each bus, was adopted. This is shown in DWG No. 1285. Here we have two columns of 5687's, giving, therefore, four columns of triodes; the cathodes of the tubes of the row at the bottom of the drawing are connected to the four summing buses A, B, C, D of DWG No. 1284. The grid voltages are held at +400v, +610v, +810v, and +1030v by means of the voltage divider, consisting of a 40K, three 33K, a 27K, and a 33K resistor connected between +1290v and ground. Condensers are placed in parallel with the resistors so that when the high voltage is turned on the grids will instantaneously assume their correct potentials. The parallel RC circuits between the points feeding the grids and the heaters, hold the heaters at the d.c.

level of the grids, so that the potential difference between each cathode and its heater will be small. The condensers guarantee that the heaters assume the desired potentials instantaneously when the high voltage is turned on.

The top triode in each column is connected through a 4.7K resistor to the +1290v bus. Each summing bus current flows through one of these, and hence there is developed across it a voltage proportional to this current. The voltages at the lower end of these resistors are the deflection voltages: thus A and B drive the horizontal deflection plates of the CRT's, and C and D the vertical plates. Each deflection voltage is applied to all forty CRT's in parallel by means of a deflection bus. The two cathode followers in cascade shown in the upper left-hand corner of DWG No. 1285 provide the low impedance source needed to drive the rather large capacity of this bus.

We observe that a 0 in any digit position of the horizontal address causes the drawing of current from the A bus, while a 1 causes it to be drawn from the B bus. For the vertical deflection system, a corresponding remark is true of C and D. Suppose the horizontal address is 00000. Then $i(1 + 1/2 + 1/4 + 1/8 + 1/16) \doteq 13.52$ ma is drawn from the A bus, and 0 ma from the B bus, and the deflection plate voltages are +1238.6v and 1290v, respectively: These are, of course, reversed in the case of the address 11111; in both cases the average value is +1264.3v, or 25.7v below +1290. This condition holds for all addresses, as the average of the two deflection voltages must always be $1/2 (1290 + 1290 - i(1 + 1/2 + 1/4 + 1/8 + 1/16) \times 3.8)$, where i is in milliamperes; the design criterion here was to hold the point half way between the deflection plates constantly at the same potential as the second anode. Clearly, it is necessary that we consider both the horizontal and the vertical deflection plates: the potential of the point must be the same when referred

to either set of plates. The circuits shown in DWG No. 1284, labelled "Average Deflection Plate Level Adjustment" permit these potentials to be equalized. Moreover, these circuits guarantee that some current is flowing in the buses A, B, C, D, at all times, so that the tubes in the vertical chain are never operated very close to cut-off.

WILLIAMS MEMORY LOCAL CONTROL

A single chassis holds part of the Pulse Routine Generator, which has already been described, and the Williams Memory Local Control. It also includes circuits, shown in DWG No. 1470 and C-1474, for generating -B, -TD, and the Strobe (which is an inverted and magnified version of the Inspect pulse (I)). The Local Control schematic is given in DWG No. C-1474, to which reference is made. A block diagram is given in Figure 26.

Generally speaking, the Local Control receives from the Main Control signals which signify whether or not the Memory is to be consulted in the next cycle, and whether information is to be inserted in or extracted from it. It uses this information to cause the routine generators to emit the appropriate pulse trains, and to route back to the Main Control properly timed pulses, originating in the Pulsers, which the Main Control can use to clear RIII, open gates into RIII, and to gate address information out of either part of the order counter or from R_3 to the Williams Tube deflection circuits as may be desired. Local Control also returns to Main Control signals acknowledging the request to use the Memory, and showing that the process ordered has been completed. The Local Control serves to coordinate the generally asynchronous operation of the rest of the computer with the carefully timed operation of the Williams Memory.

The inputs to the Local Control come from two sources: the Main Control and the Pulsers. Main Control supplies the Yes/No and Read/Write signals, both outputs assuming levels of -20v and 0v. "Yes" signifies that the Memory is to be consulted during the next cycle, which is, therefore, called an "action" cycle, while "No" signifies that the Memory will not be consulted and that a regeneration cycle will, therefore, ensue. Ordinarily, action and regeneration cycles follow each other in sequence, the one exception being in the case of that type of action cycle which we shall call a "fetch" cycle, which occurs whenever the second order in the word standing in R_3 has been executed and it becomes necessary to bring the next pair of orders from the Memory to R_3 . In this case it is permitted that a fetch cycle be followed by a second action cycle. To assure that an action cycle is to follow a regenerate cycle the Yes signal must be received before the TD_t pulse of the regenerate cycle, while the Read/Write information must be received before the time of the B pulse. We shall see that the Yes/No input is always set to No by the Acknowledge Yes pulse emitted by the Local Control at the time of this same B pulse. If an action cycle is to follow a fetch, it is necessary that a Yes signal be received before the \bar{A} pulse of the fetch cycle.

The remaining inputs to the Local Control are received from the Pulsers, or are built up locally from them: thus TD_t , \bar{A} , Cl , Cl_{T_1} are used directly, while the other circuits shown in DWG No. C-1474 invert B and TD to provide inputs of -B and -TD.

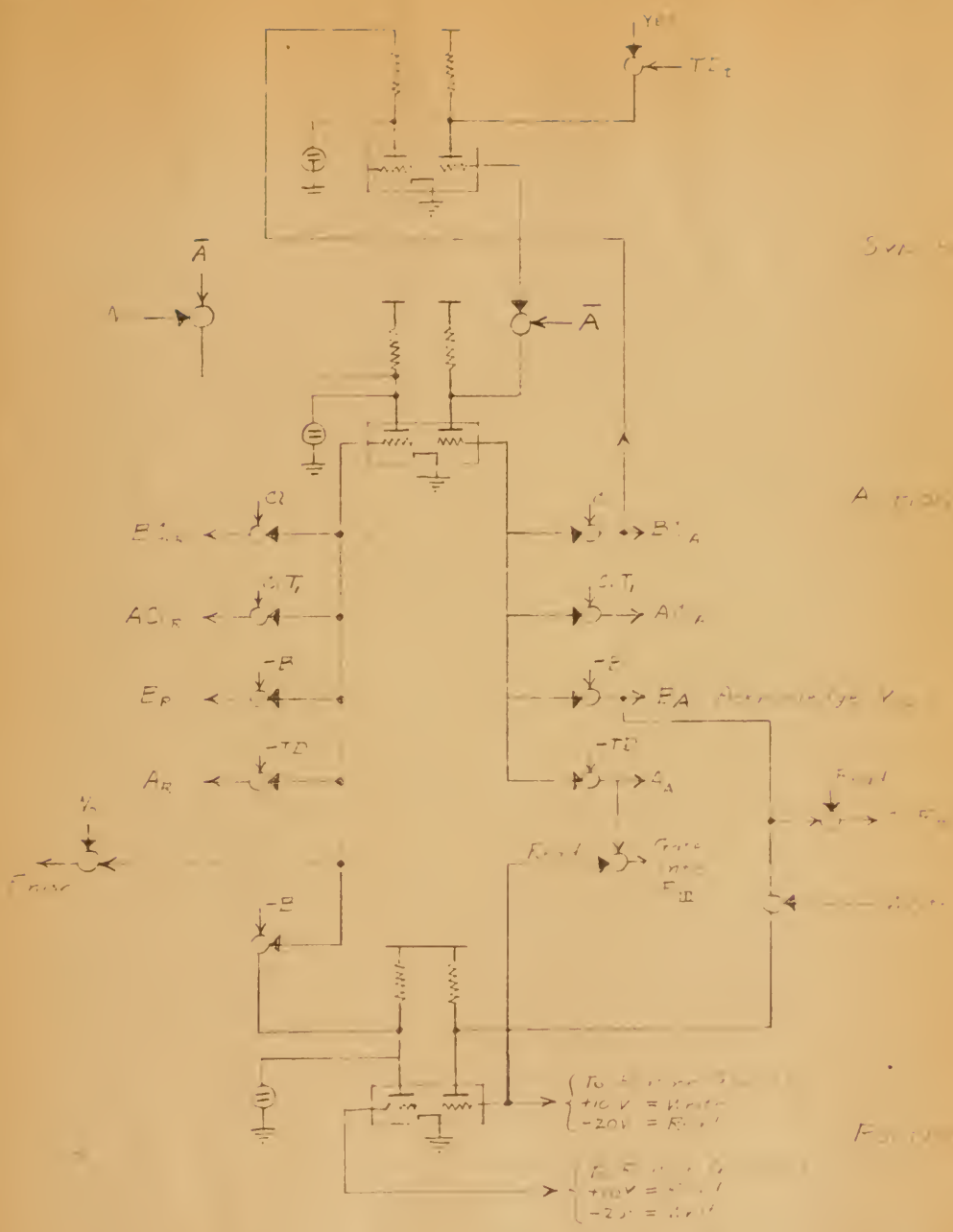
The outputs of the Local Control are: A_A , B_A , ACl_A , BCl_A , A_R , B_R , ACl_R , BCl_R , "Finish", "Acknowledge Yes", $ClRIII$, "Gate into RIII" to the Main Control, and a "Write/Read" signal to the Pulse Routine Generator (the first eight of these are used to operate the Dispatch Counter in the Main Control).

Circuitwise, the Local Control consists of three toggles and a rather complicated system of gates. The operation of the circuit can best be made clear by reference to the logical block diagram given in Fig. 26. We use in it the conventional representations of the toggle as a box and of the gate as a circle with two arrowhead inputs and one output. An input to a gate from a grid of a toggle signifies that the gate is enabled when the grid is high, but disabled when the grid is low. In the actual circuit the arrangement is slightly different, in order to take advantage of different gating arrangements needed to give different voltage outputs, but once the logical structure is understood, the schematic (DWG No. C-1474) will be found readily comprehensible. Note that the Action and Routine toggles differ slightly from those used throughout the machine in that the crossover resistors are each replaced by two resistors in series, the output being taken from the point between them. This results in an output of +10v from the conducting half of the toggle tube, and of -20v from the non-conducting half.

Having disposed of these preliminary remarks, we now turn to an explanation of the operation of the Local Control, basing our argument on Fig. 26.

Let us assume that the Synch, Action, and Routine toggles are all in their 0 states; i.e., the neon bulbs are not glowing.

Suppose that an action cycle is called for, signified by the Yes/No input assuming its Yes level before the arrival of TD_t . Then the gate into the Synch toggle is enabled, and TD_t causes this toggle to assume its "on" state (neon bulb glowing). This in turn enables the gate into the Action toggle, which is turned on by the \bar{A} pulse. The grid of the right-hand section of the Action toggle tube now is high (+10v) while that of the left-hand section is low (-20v), and the gates connected to the right-hand grid are enabled, while



Wm. L. G. CONTROL LOGICAL FLOW DIAGRAM

FIGURE 26

those connected to the left-hand grid are disabled. Thus the following sequence of events ensues:

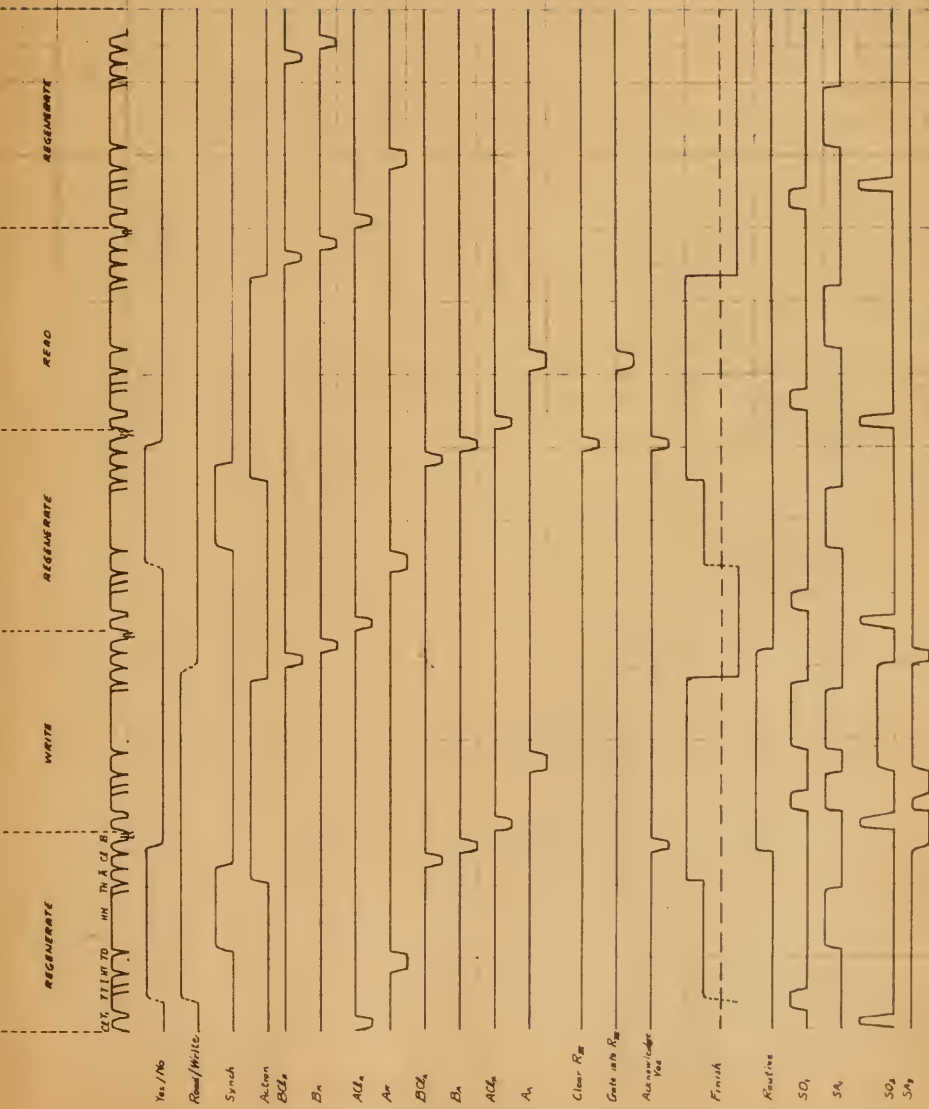
- 1) $BC1_A$ is emitted, and the Synch toggle turned off;
- 2) B_A and Acknowledge Yes are emitted, the latter returning the Yes/No toggle in the Main Control to the No condition; furthermore, if Reading is called for, B_A is passed on as Cl_{R111} , and the Routine toggle left in the Read condition, while if Writing is called for, B_A flips the Routine toggle to the Write condition;
- 3) $AC1_A$ is emitted in synchronism with Cl_{T1} , at the beginning of the next memory cycle;
- 4) A_A is emitted in synchronism with TD of the next memory cycle; if Reading is called for, A_A also causes "gate into R111" to be emitted;
- 5) The Yes/No toggle having been set to No, the left gate into the Action toggle is open, and the toggle is turned off by \bar{A} , thus enabling the whole set of gates in the left column;
- 6) The Finish signal is emitted;
- 7) $BC1_R$ is emitted;
- 8) B_R is emitted, and the Routine toggle set to the off (Read) condition if it is not already in that condition; thus the performance of an ensuing Regenerate cycle is assured;
- 9) $AC1_R$ is emitted in synchronism with Cl_{T1} ;
- 10) A_B is emitted in synchronism with TD.

Thus we see that ordinarily a Regenerate cycle follows an Action cycle; however, in the case of a fetch, the Yes/No toggle is set to Yes before \bar{A} in the fetch cycle, which prevents the turning off of the Action toggle, and thus assures that the subsequent cycle will also be one of action. We note that in

our sequence of events, after 8) all the toggles have been set to their off condition and will remain so at least until after 10), since if an Action cycle is to be called for, the Synchron toggle cannot be turned on until TD_t .

Complete diagrams are given in Figures 27 and 28 illustrating the operations that have just been described. Figure 27 shows the time variation of the voltage inputs and outputs for the following sequence of cycles: Regenerate, Write, Regenerate, Read, Regenerate. Figure 28 does the same for the sequence: Regenerate, Fetch, Write, Regenerate.

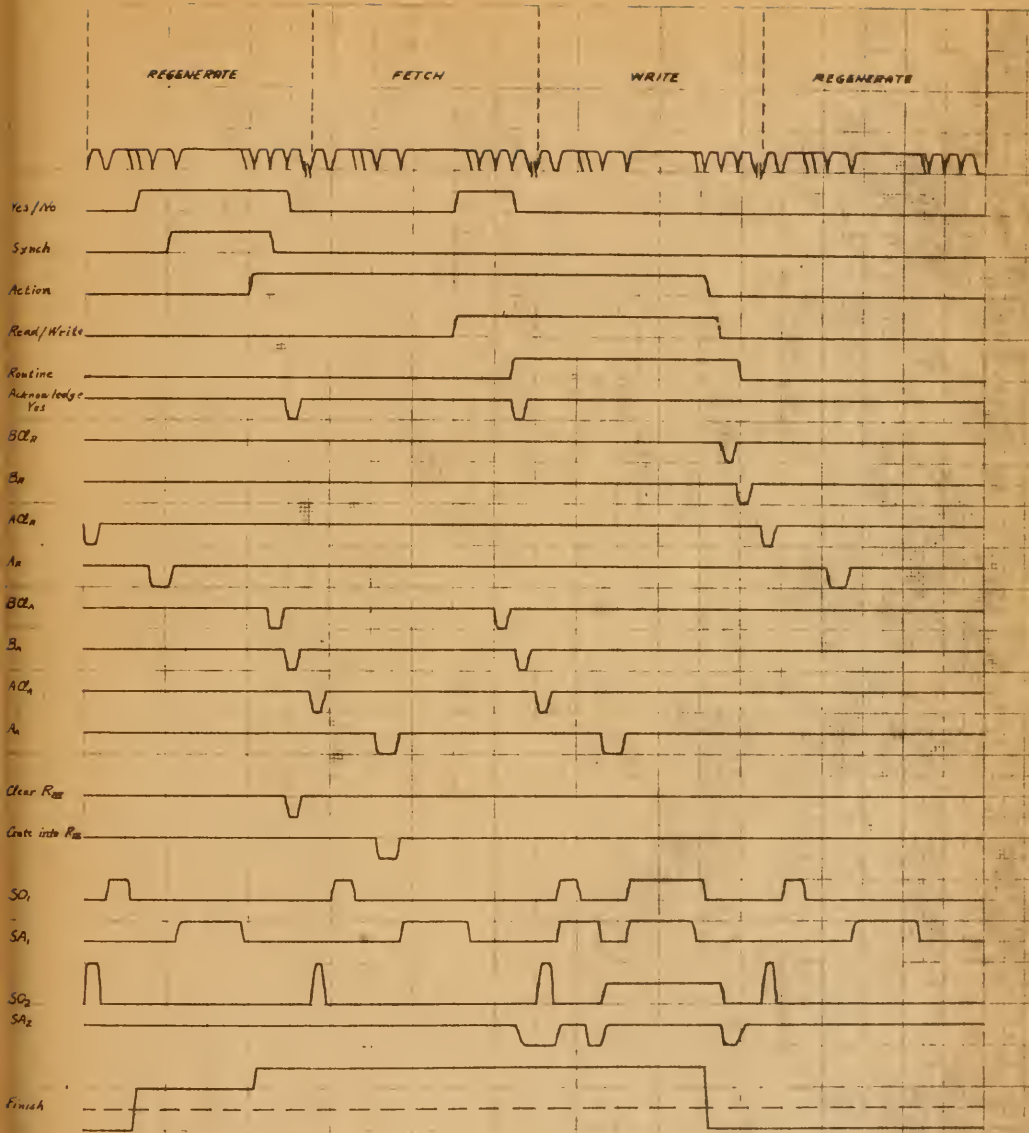
Finally we observe that the transmission of information from the Memory into RIII is directed specifically to R^3 (number or Work Order) or R_3 (order or \overline{WO}) by the WO signal from the Main Control.



TIME SCALE: 1 μs

WILLIAMS LOCAL CONTROL TIMING CHART

EVERETT



WILLIAMS LOCAL CONTROL
TIMING CHART # 2

TIME SCALE: 4 K - 1 μ SEC.

FIGURE 28

VI. THE CONTROL

We have described the Williams Memory in some detail, and have shown how the Local Control regulates its operation subject to information received from the Main Control. This information must be of two kinds. First, it is necessary to specify whether an Action or a Regenerate cycle is to be performed, and whether information is to be inserted in or extracted from the Memory. Second, it is necessary to supply to the deflection circuits the address in the Memory of the bits of information which are to be written, read or regenerated.

Besides supplying orders and address information to the Memory Organ, the Main Control also must regulate the actions of the Input-Output Organ and of the Arithmetic Organ. Most of the equipment for the latter function has been built and installed, and will be described under the headings: "Gate-Clear Sequencing Chain", "Shift Counter", and "Recognition Circuits".

THE SHIFT COUNTER

Two types of counter are used in the present machine. These are the familiar "scaling" type, of which the Shift Counter is an example, and the "adder" type, which operates as an Adder to which one input is the last count and the other is a 1 to the lowest order stage. The Scaling type of counter has the advantage that the more significant stages can be comparatively slow, and that all the carries resulting from one count need not be completed before the next count arrives at the input, whereas in the Adder type, all carries resulting from one

count must be completed before the next count is added. On the other hand, the Adder type offers the advantage of requiring fewer tubes. Hence, the character of the particular application indicates the appropriate type of counter. In the Dispatch Counter the complete new address must be obtained before the counter is stepped again, so that the Adder type is obviously appropriate, while in the Shift Counter this is not true, so that the Scaling type is used.

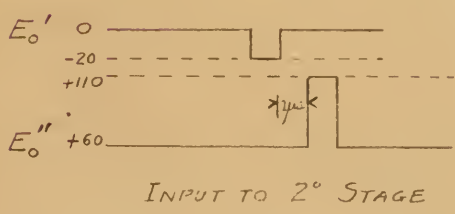
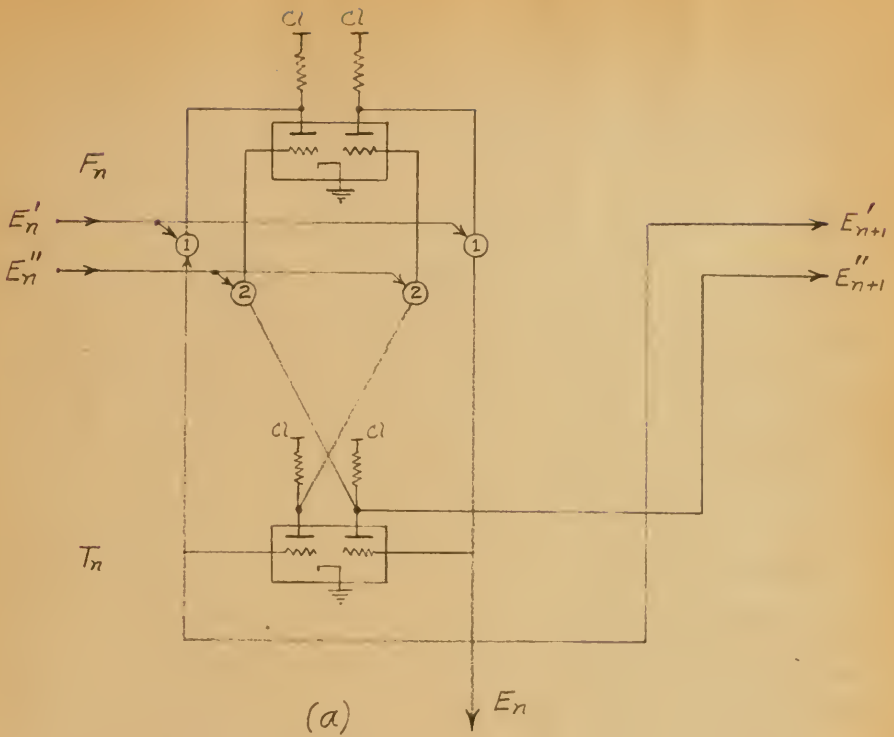
The Shift Counter is part of the equipment used to control the carrying out of the arithmetical processes. Thus multiplication is performed by the successive additions and shifts. Once the process is initiated, the Shift Counter counts the successive shifts. The number of these which must be performed is inserted in the Recognition circuit, where it is continuously compared with the contents of the Shift Counter; when coincidence is indicated,

a signal is emitted which terminates the process. A similar situation occurs in the carrying out of division.

Physically the Shift Counter consists of two rows of toggles with gates permitting information to be transferred up and down vertically and up diagonally. One row of toggles holds the actual count, the other does not; these are referred to as the True and False rows, and the numbers they hold as the True and False counts, respectively. It will appear that the False count does not proceed monotonically. There are six stages in the counter, those for 2^0 , 2^1 , ..., 2^5 . Since the counter must only count to forty (the number of additions in the multiplication process) the 2^5 stage can be rather simpler in structure than the lower order stages; it is feasible to have but a single toggle in this sixth stage.

Before examining the schematic of the counter, let us consider the block diagram of a single stage, given in Fig. 29(a). This represents any of the stages 2^0 to 2^4 . It has already been remarked that the sixth (2^5) stage is of simpler structure; it will be considered later. Here input E_n' enables gates from the True to the False toggle, which are so arranged that the enabling of the gates causes F to assume the same condition as T. On the other hand, input E_n'' enables gates leading from F to T in such a way that the enabling of the gates causes T to assume the condition opposite to that of F. At the input to the 2^0 stage, the levels for E_n' are 0v to disable, -20v to enable, while those for E_n'' are +60v to disable, +110v to enable; in the following stages the levels of E_n' become 0v and -35v, and those of E_n'' remain substantially unchanged. We will have more to say on this subject when we discuss the circuitry.

The input to the lowest order (2^0) stage of the counter consists of



INPUT TO 2° STAGE

(b)

FIGURE 29

the pair of pulses shown in Fig. 29(b) for each item to be counted. The number held by the counter is presented to the recognition circuit, which is physically located on the same chassis, as a set of six voltages, one for each stage of the counter, the presence of a 0 being signified by 0v, that of a one by -40v.

Each stage of the counter, therefore, has two inputs and three outputs; on Fig. 29(a) the inputs are designated E'_n and E''_n , the outputs E_n , E'_{n+1} , E''_{n+1} . Of these E_n signifies to the recognition circuit the contents of the stage, while E'_{n+1} , E''_{n+1} are inputs to the next stage. In the actual circuit, DWG No. 1289, let us label the tubes T_{ij} , where i signifies the row and j the column in the array. The first five columns and the lower three tubes of the sixth form the actual counter. The upper four tubes in the sixth column are clear drivers used to clear the two rows of toggles. Consider the first column. T_{11} is the F toggle of the block diagram, T_{21} is the up gate, T_{41} the down gate, T_{31} the gate driver, while the lower three tubes, T_{51} , T_{61} , T_{71} are the T toggle, which is actually what we have before termed a Supertoggle. It is used in this instance because of the speed with which it can be caused to switch from one state to the other.

The counter is prepared for operation by clearing all the T toggles to 0 and the F toggles to 01111 (2^0 holding a 0, the others 1's). Consider the first column. The first pulse of the input pair clearly does nothing, for in this case both T and F already hold 0's. On the other hand, the down gates transmit a 1 to T if F holds a 0. Hence after the reception of the pair of pulses T holds a 1.

Now let us consider the influence of the n-th column of the counter

upon the $(n+1)$ -th. According to the block diagram of one stage, the gating voltages (1) and (2) to the next stage are the left grid and right plate voltages of the T_n toggle tube. Hence while this toggle holds a 0, (1) and (2) are both at their high level with the result that in the next column the up gates are disabled and the down gates enabled. On the other hand, when T_n holds a 1, the gating voltages are both held at their lower values, with the result that the up and down gates of the next stage are, respectively, enabled and disabled.

Thus if T_n holds a 0, T_{n+1} must hold a 1 or a 0 if F_{n+1} holds a 0 or a 1, while if T_n holds a 1, the contents of F_{n+1} must coincide with that of T_{n+1} . These facts mean that whenever T_n holds a 0 its next change of condition to 1 cannot change T_{n+1} , but does cause F_{n+1} to agree with T_{n+1} , while whenever T_n holds a 1, its next change of condition to 0 cannot affect F_{n+1} , but must cause a change of condition in T_{n+1} . Thus two successive changes of condition in T_n cause a single change of condition in T_{n+1} , so that the performance of the circuit as a binary counter of the scaling type is guaranteed.

We will now consider the actual circuits involved, and in particular will show how the simplified sixth stage of the counter works, and how its simplified form restricts the number of items that can be counted without impairing the usefulness of the counter in its particular application.

The toggles of the False rank and that in the sixth stage of the True rank are of the type encountered throughout the computer, while the first five toggles of the true rank are the so-called Supertoggles. The gating arrangement from T to F is quite straightforward; we describe it for the first column, the remarks obviously also applying to all others but the sixth. Each gate consists of one section of T_{21} and the left section of T_{31} . From

the way in which the grids of the toggle tube T_{61} are returned to $-300v$, it is readily seen that when the voltage of a grid of the toggle tube is $0v$, that of the corresponding grid of the gate tube T_{21} is approximately $-10v$, while when the toggle grid voltage is $-40v$, that of the gate grid is approximately $-48v$. Hence, if the grid of the left section of T_{31} is held at $0v$, it is clear that the cathode of T_{21} is held so far above that of either grid that conduction is impossible, while if the grid voltage of the left section of T_{31} is dropped to either $-20v$ or $-40v$, that section of T_{21} will conduct, the grid voltage of which is $0v$, while the other section will remain cut off.

Now consider the "down" gates, each composed of the right section of T_{31} and one section of T_{41} . The grid voltages of T_{41} are either $0v$ or $-40v$, while its cathode is returned to ground, and both plates are connected to the right cathode of T_{31} through $5.6K$ resistors. While the voltage of the right grid of T_{31} is held at $60v$, that of the plate of the conducting half of T_{41} is substantially below $60v$ (apart from cathode rise in T_{31}). The plates of T_{41} are connected to the left grid of T_{51} and the right grid of T_{71} , the other grids of these tubes being connected to the plates of the Supertoggle tube, T_{61} . Hence, while the gating voltage E_0 is held at $60v$, neither plate of T_{41} is effective in determining the cathode voltage of T_{51} or T_{71} , and the Supertoggle can remain in either condition.

Now suppose the voltage (2) to be raised to $+110v$, bringing with it the voltage of the plate of the cut-off section of T_{41} . Let us assume that F_1 holds a 0, so that this is the right section of T_{41} : the plate voltage of the left section also rises to about $60v$. Suppose now that T_1 holds a 1, so that the grid voltage of the right section of T_{51} is about $+60v$, and that of the left section of T_{71} is $+110v$. The grid voltages of the left section

of T_{51} is about +60v, and that of the left section of T_{71} is +110v. The grid voltages of the left section of T_{51} and the right section of T_{71} are also +60v and +110v, respectively, so clearly nothing happens. On the other hand, if T_1 holds a 0, the grid voltages of the right section of T_{51} and the left section of T_{71} are +110v and +60v, respectively, and, therefore, the cathode voltage of T_{71} is raised to +110v, the voltage of the right grid. Clearly this flips the supertoggle to the 1 position. Similarly, if F_1 holds 1 and T_1 0, the raising of the gating voltage E''_0 from +60v to +110v does not affect T_1 , but if T_1 holds 1, it causes it to flip to 0.

The discussion just given applies to the columns $2^0, \dots, 2^4$. The 2^5 column is simpler in structure, consisting of three 2C51 tubes: T_{56}, T_{66}, T_{76} , of which T_{66} is the toggle tube, the other two performing gating functions. Inputs are: from the left grid of T_{65} to the left grid of T_{76} , and from the right grid of T_{65} to the left grid of T_{56} .

Suppose 0's exist in the 2^4 and 2^5 stages. Then the left section of T_{56} is cut off, and the right conducting, the cathode voltage being -40v. The left section of T_{76} is conducting, the cathode being 0v. Now consider the right section of T_{76} , which is connected as a diode. The plate is connected through a 4.7K resistor to the cathode of the left section, and the cathode is connected directly to the cathode of the right section of T_{56} . Hence, the right section of T_{76} conducts, and its plate voltage, which is the output from this stage to the recognition circuit, is not much above -40v.

Now let the 2^4 stage toggle flip to 1. The cathode of the left section of T_{76} now falls to -40v, and as the cathode of the right section cannot fall below this voltage, the output remains at -40v. The left section of T_{56} conducts, and the usual gating action takes place, the toggle being flipped to the 1

condition. Thus flipping the toggle in the 2^4 stage to 1 automatically flips the toggle in the 2^5 stage, but does not effect the output voltage, which remains $-40v$, signifying a 1.

This condition persists as long as the 2^4 stage holds a 1, hence, up to and including the count of 31. On the count of 32, stages $2^0, \dots, 2^4$ must all return to 0. The left section of T_{56} is now cut off leaving the toggle in the 1 condition, and the cathode of the right section, and hence the cathode of the right section of T_{76} , rises to $0v$. At the same time the cathode of the left section of T_{76} rises to $0v$, and we are assured that the right section of T_{76} will not conduct, and its plate voltage, therefore, becomes $0v$, signifying a 1 to the recognition circuit.

The lower order stages now proceed with the count, the 2^4 stage remaining in the 0 condition until the count of 48, when it flips to 1. We have already seen, however, that if both the 2^4 and 2^5 stage toggles are in the 1 condition, the 2^5 stage output voltage drops to $-40v$, signifying a 0 to the recognition circuit. The shift counter can only count to 47, returning to 32 on the count of 48. However, since the Shift Counter is only required to count to 40, this is no limitation on its usefulness. The recognition of this fact permits the simplification of the 2^5 column, with attendant saving in tubes. The space thus saved is occupied by the two clear drivers T_{16}, T_{36} , and the cathode followers T_{26}, T_{46} : T_{26} permits all the plate current for the F toggles to be drawn from the $+240v$ bus, thus holding this current constant and preventing any fluctuation of plate voltage due to current fluctuation in the power supply and bus impedance, while T_{46} accomplishes the same for the T toggles and the $+220v$ bus.

Fig. 30 shows the contents of the F and T toggles as the counter proceeds from its quiescent condition to the count of forty. In the T_5 column

n	T_0	T_1	T_2	T_3	T_4	T_5	F_0	F_1	F_2	F_3	F_4
0	0	0	0	0	0	0	0	1	1	1	1
1	1	0	0	0	0	0	0	0	1	1	1
2	0	1	0	0	0	0	1	0	1	1	1
3	1	1	0	0	0	0	0	1	0	1	1
4	0	0	1	0	0	0	1	1	0	0	1
5	1	0	1	0	0	0	0	0	0	0	1
6	0	1	1	0	0	0	1	0	1	0	1
7	1	1	1	0	0	0	0	1	1	0	1
8	0	0	0	1	0	0	1	1	1	0	0
9	1	0	0	1	0	0	0	0	1	0	0
10	0	1	0	1	0	0	1	0	0	0	0
11	1	1	0	1	0	0	0	1	0	0	0
12	0	0	1	1	0	0	1	1	0	1	0
13	1	0	1	1	0	0	0	0	0	1	0
14	0	1	1	1	0	0	1	0	1	1	0
15	1	1	1	1	0	0	0	1	1	1	0
16	0	0	0	0	1	[1]	1	1	1	1	0
17	1	0	0	0	1	[1]	0	0	1	1	0
18	0	1	0	0	1	[1]	1	0	0	1	0
19	1	1	0	0	1	[1]	0	1	0	1	0
20	0	0	1	0	1	[1]	1	1	0	0	0
21	1	0	1	0	1	[1]	0	0	0	0	0
22	0	1	1	0	1	[1]	1	0	1	0	0
23	1	1	1	0	1	[1]	0	1	1	0	0
24	0	0	0	1	1	[1]	1	1	1	0	1
25	1	0	0	1	1	[1]	0	0	1	0	1
26	0	1	0	1	1	[1]	1	0	0	0	1
27	1	1	0	1	1	[1]	0	1	0	0	1
28	0	0	1	1	1	[1]	1	1	0	1	1
29	1	0	1	1	1	[1]	0	0	0	1	1
30	0	1	1	1	1	[1]	1	0	1	1	1
31	1	1	1	1	1	[1]	0	1	1	1	1
32	0	0	0	0	0	1	1	1	1	1	1
33	1	0	0	0	0	1	0	0	1	1	1
34	0	1	0	0	0	1	1	0	0	1	1
35	1	1	0	0	0	1	0	1	0	1	1
36	0	0	1	0	0	1	1	1	0	0	1
37	1	0	1	0	0	1	0	0	0	0	1
38	0	1	1	0	0	1	1	0	1	0	1
39	1	1	1	0	0	1	0	1	1	0	1
40	0	0	0	1	0	1	1	1	1	0	0

FIGURE 30

the symbol [1] is used to indicate that, though the toggle is in the 1 condition, the output is so arranged as to present a 0 to the recognition circuit.

RECOGNITION CIRCUIT

The function of the Recognition Circuit is to compare the number in the True rank of toggles in the Shift Counter with some predetermined number, to determine when the two coincide, and at that instant to emit a signal which can be used to terminate the process the number of steps in which is being counted.

Since the "number to be recognized" and the number in the counter are both six place binary numbers, there are twelve inputs to the Recognition Circuit. Six of these are the output leads from the True rank of Counter toggles, and six come ultimately from the read-out gates of R_3 . There is a single output, the signal emitted when the number in the counter has increased until it coincides with the "number to be recognized."

The Shift Counter chassis contains the Recognition Circuit, and also the Address Dispatch Gates, which will be described later on. We refer to DWG No. 1289 for the schematic.

The Recognition Circuit itself consists of the the last six tubes in each of the two lowest rows in the drawing: T_{67} , ..., $T_{6,12}$, and T_{77} , ..., $T_{7,12}$. The inputs labelled (A) are clearly from the Shift Counter, while the voltages representing the "number to be recognized" are brought down on the leads labelled (B), these voltages being developed in the cathode circuits of the input cathode followers $T_{2,8}$, ..., $T_{2,12}$.

Each of the tubes $T_{2,8}$, ..., $T_{2,12}$ is a 2C51, the two sections functioning independently as cathode followers. We observe that each grid is

connected to the +110v bus through a 7.5K resistor and to the input lead from R_3 . The 110v bus is the plate supply of the RIII Green gates. Since all ten cathode follower circuits are identical, let us consider one in detail.

Suppose, for example, that the 2^0 toggle in R_3 contains a 0. Then the opening of the RIII read out (Green) gate has no effect on $T_{2,8}$, since no current is drawn from the +110v bus. The voltage of the left cathode is +110v, and, if the grid of the left section of $T_{3,8}$ were not connected to the point between the 15K and the two 22K resistors in the cathode circuit, the voltage of this point would be approximately +6v. With the grid connected as shown, a slight grid current is drawn, and the voltage of the point is reduced nearly to 0v; we consider it to be 0v as this is sufficiently accurate for our purpose.

If we consider the effect of a 5% tolerance in the values of the 15K and the two 22K resistors, it turns out that without the grid connected, the voltage at this point, assuming that the cathode of $T_{2,8}$ is +110v, can be as low as -2v and as high as +13v. Hence with the grid connected, no grid current is drawn in the first extreme case, while in the second, about twice the nominal value is drawn. Thus one would expect considerable variation in plate voltage from tube to tube for a 0 input: measured values run from 9v up to 14v with the average of 12.8v. This variability, however, is of no consequence: we will see in our discussion of the Address Dispatch Gates that the plate voltage under discussion must only fall below about 20v for satisfactory operation.

On the other hand, if the 2^0 stage of R_3 contains a 1, the opening of the RIII read out (Green) gate causes a current of 5 ma. to be drawn from the +110v bus, which reduces the voltage of the left grid of $T_{2,8}$ to +72.5v. The

voltage of the left grid of $T_{3,8}$ accordingly falls to a nominal value of $-22v$, cutting off the left section of the tube. The actual value is, of course, different from the nominal one for two reasons: cathode rise in $T_{2,8}$ and permitted tolerances in the 15K and the two 22K resistors. Measured values range from $-17.5v$ to $-20.3v$ at the ten grids of $T_{3,8}$, ..., $T_{3,12}$. Actually even $-17.5v$ is about twice the value needed, as we shall see.

We have seen, therefore, that if a 0 is held in the 2^0 position of R_3 , the nominal voltage on the corresponding lead (B) is $0v$, while if a 1 is held there, the nominal voltage becomes $-22v$.

Let us now turn our attention to the Recognition Circuit proper. We suppose some "number to be recognized" has been chosen, the voltages representing its digits ($0v$ for 0, $-22v$ for 1) being applied as inputs to the grids of the right-hand sections of $T_{7,7}$, ..., $T_{7,12}$. These inputs are established with the counter in the quiescent state, all outputs (A) representing 0's. We assume that the "number to be recognized" is not 0. Therefore, at least one input (B) is $-22v$, and this voltage is assumed by at least one of the cathodes of tubes $T_{7,7}$, ..., $T_{7,12}$; hence, at least one section of the 6AL5's $T_{6,8}$, $T_{6,10}$, $T_{6,12}$ is in a conducting state, with plate voltage slightly above $-22v$, and either the right section of the 2C51, $T_{6,7}$, or one section of the 6J6, $T_{6,11}$, is cut off, with plate voltage, therefore, at $+110v$. From the tube characteristics it can be seen that for both types used here, with grounded cathodes, 10K plate load resistors, and $+110v$ plate supply voltages, cut off occurs when the grid is dropped slightly below $-4v$. Thus the $-22v$ available is more than ample, and even $-10v$ would provide an adequate margin of safety. Therefore, either the left section of $T_{6,7}$ is conducting with cathode voltage at $+110v$ or one section of $T_{6,9}$ is conducting with cathode

voltage at +110v; in either case the voltage of the point labelled "Out" in the drawing must be +10v.

Let the counting process now begin. At the count of 1 the cathode of $T_{7,7}$ must follow the left grid to 0v. If the "number to be recognized" is 10000, then all the remaining cathode voltages are already 0v, and with the cathode of $T_{7,7}$ also assuming this value, none of the diodes conduct, all their plate voltages assuming the value 0v. Then the right half of $T_{6,7}$ and both sections of $T_{6,11}$ conduct, their plate voltages falling to about +60v in all cases, which causes the voltage "out" to fall to -27v.

Now consider an arbitrary "number to be recognized". From the previous paragraph it is clear that when the number in the counter reaches agreement with it, the voltage "out" assumes the value -27v. We must still show that the "out" voltage cannot drop to -27v until agreement is reached.

Consider two binary numbers $n > m$; if they are not of the same number of digits, we fill in the missing higher order columns of m with 0's -- this is exactly what occurs in the case under discussion. First we compare the highest order column: n certainly contains a 1 while m may contain a 1 or a 0. If m contains a 1 there, we examine the column of next lower order. Here either both numbers have a 1 or both have a 0, or if there is disagreement, n must have a 1 and m a 0 -- the contrary case is impossible, for then we have $m > n$. Hence, as we move from the highest order columns on down, the first disagreement we meet must always be between a 1 in the larger number and a 0 in the smaller. In columns of lower order than that in which the first disagreement is found, obviously anything can happen.

Physically the last paragraph means that as long as the "number to be recognized" exceeds the number in the True rank of the counter, at least one

of the tubes $T_{7,7}$, ..., $T_{7,12}$ will have its left grid held at $-40v$ and its right grid at $-22v$, thus assuring a voltage of $+10v$ at "out".

If the counter were permitted to count beyond the "number to be recognized" the voltage "out" could assume either the $-27v$ or the $+10v$ level in different cases, resulting in complete ambiguity. However, there is obviously no trouble here, as there is no point in continuing the count beyond the number to be recognized which will not exceed forty, and the "out" voltage is available to terminate the process, the number of steps in which is being counted, as soon as agreement is reached.

THE ADDRESS DISPATCH GATES

These are the tubes $T_{4,8}$, ..., $T_{4,12}$ and $T_{5,8}$, ..., $T_{5,12}$ in DWG No. 1289. It has been shown in the discussion of the Recognition Circuit that, for example, if 2^0 in R_3 is 0, the left grid of $T_{5,8}$ assumes a value between $+9v$ and $+14v$, while if 2^0 in R_3 is 1, this must become $+110v$. The right-hand grid of $T_{5,8}$ is driven by the left cathode of the 2C51 cathode follower $T_{4,7}$, to the grids of which is applied a voltage of $+110v$, which is caused to drop to $+15v$ when it is desired to enable the gates. Thus a 0 is signified to the Dispatch Counter by $+15v$, and a 1 by $+110v$.

THE GATE-CLEAR SEQUENCING CHAIN

We have seen that the Adder and Digit Resolver form the sum of the contents of R^3 (or the complement of this number) and R_1 and transmit this sum by way of a set of gates (the Green gates of RI) to R^1 . As the Green gates transmit 0's, it is necessary first to clear R^1 to 1's before opening the gates, so that it is essential that these clear and gate operations

should proceed in the proper time sequence.

The contents of R^1 can now be transferred to R_1 . We recall that the "shift down" operations shift the contents of R^1 either one place to the left or one to the right. In each case R_1 must be prepared to receive the information transmitted by R^1 by the appropriate clearing operation. Thus, for the left shift we clear R_1 to 1's and "shift down left" 0's (Green clear and Red gate), while for the right shift we clear R_1 to 0's and "shift down right" 1's.

The performance of multiplication and division are facilitated by the structure of the registers. In multiplication the multiplicand is placed in R^3 and the multiplier in R_2 , R_1 being cleared to 0. Then if the lowest order digit in R_2 (i.e., the contents of $2^{-39}R_2$) is 1, we add the multiplicand to the contents of R_1 , shift this sum one place to the right, and put it back into R_1 . We then shift the multiplier one place to the right and repeat the process if the new lowest order digit is a 1, while if it is 0, we merely shift the contents of R_1 one place to the right and do the same with that of R_2 : we are then ready for another step.

Similarly division is performed by a sequence of subtractions and shifts.

Each of these recording and shifting operations requires the following sequence: clear, gate, clear, gate: we refer to such a sequence as a "cycle" of the Arithmetic Unit, and to a single sequence of clear and gate as a half cycle. For convenience we record the possible operations:

Record (Accept): Red Clear, Green Gate

Shift up (Reject): Black Clear, Yellow Gate

Shift down left: Green Clear, Red Gate

Shift down right: Yellow Clear, Black Gate

Obviously the first half cycle is either a "Record" or a "Shift Up", while the second is either "Shift Down Left" or "Shift Down Right".

The proper sequencing of these clearing and gating operations is the function of the "Gate-Clear Sequencing Control", of which a schematic appears in DWG No. 1287. We note that it consists of five main chassis, labelled "CT Bot.", "CG Bot.", etc. For simplicity we number these 1 to 5. Any tube will be referred to as T_{ij} where i signifies the number of the chassis, and j the number attached to that tube in the schematic. There is also a small chassis "CX" containing two dual triodes and a dual diode. Normally the switch in the lead to cathode (1) of T_{21} is set in the position which connects this cathode to cathode (7) of T_{25} . The single pole single throw switches in the leads to cathode (7) of T_{41} and to cathode (5) of the diode on chassis "CX" are normally closed.

Inputs to the Sequencing Control are the gate and clear voltages from RI and the Counter Stop voltage, which is that labelled "Out" on the schematic (DWG No. 1289) of the Shift Counter and Recognition Circuit. This voltage has two levels: it remains at +10v until the counter contents agree with the "number to be recognized", at which time it falls to -27v. Outputs are the four voltages shown to the cathodes of the clear selector tubes and the four voltages to the gate driver-drivers in RI and RII.

Thus, it appears that the circuit generates signals which initiate gating and clearing operations, the results of which are fed back to it. One will expect, therefore, that an action once initiated will be self-perpetuating, and this is indeed the case. The Counter Stop signal serves to initiate and to terminate the process, as will be shown.

We first describe in detail the quiescent state of the circuit.

Suppose that the gate and clear inputs are all at their upper levels, that the toggles in chassis 1 and 5 have been set in the 1 position (neon lamp glowing), and that the Counter Stop voltage is at its lower level of about $-27v$; which guarantees that grid (6) of T_{41} is held far below cut-off and consequently that the voltage of plate (1) is high ($+110v$).

Since the toggle in chassis 1 is in its 1 condition, the voltage of grid (5) of T_{14} is approximately $0v$, so that the voltage of plate (2) is slightly less than $50v$, while grid (6) is far below cut-off, and hence the voltage of plate (1) is $+110v$. The plates of T_{14} are connected to the grids of T_{16} , both sections of which are connected as cathode followers. From the cathode circuit of the left section, outputs are taken to the grid of the left section of T_{15} , and to the grid of the left section of T_{26} ; similar connections are made from the cathode circuit of the right section to the grid of the right section of T_{15} and that of the left section of T_{46} . The voltage divider network from which these outputs are taken are so designed that when the cathode voltage assumes its high value (approximately $+110v$), a slight grid current is drawn by T_{15} and the grid is held approximately at $0v$, and consequently the voltage at the other end of the $1K$ resistor becomes approximately $7v$. On the other hand, when the cathode assumes its low level of voltage, the corresponding section of the T_{16} is cut off, the grid voltage becoming approximately $-35v$, while that at the other end of the $1K$ resistor becomes $-29v$. Now consider the effect on T_{15} . Its grid voltages are either $-35v$ or $0v$; hence, with a $5.6K$ plate resistor, the plate voltages are either $+110v$ or approximately $+60v$. The circuit in chassis 5 is exactly the same and so needs no further discussion.

The outputs of the supertoggle consisting of T_{41} and the tube mounted in the chassis "CX" are very simple: from the cathode (2) of the left section of the latter to the grid (6) of T_{34} and grid (5) of T_{35} , and from the cathode (8) of the right section to grid (6) of T_{36} and grid (5) of T_{35} . These cathodes can assume two levels: when the toggle holds a 1 the voltage of cathode (2) is approximately +60v and that of cathode (8) is +110v. We assume that the Counter Stop voltage is at its lower level of about -27v, which guarantees that the left half of the Supertoggle tube T_{41} is cut off. We shall see presently that the other section is also held off under these circumstances.

We can now summarize the approximate voltages presented to the remainder of the circuit by the tubes in chassis 1 and 5 and the supertoggle:

T_{26}	grid (3):-29v	grid (7):-29v	cathode (2):-29v	cathode (8):-29v
T_{46}	grid (3):+7v	grid (7):+7v	cathode (2):+7v	cathode (8):+7v
T_{33}	grid (5):+110v	grid (6):+60v	cathode (7):+110v	
T_{34}	grid (5):+60v	grid (6):+110v	cathode (7):+110v	
T_{35}	grid (5):(see below)	grid (6):+110v	cathode (7):+110v	
T_{36}	grid (5):+110v	grid (6):(see below)	cathode (7):+110v	

These tubes are all cathode followers; in T_{26} and T_{46} the sections are independent, but in each of the rest the cathode is common to both sections so that the cathode voltage is in each case equal to that of the higher grid. The voltage dividers in the cathode circuits of T_{33} , ..., T_{36} are so designed that the output is +8v when one of the grids is high (+110v) and -18v when both grids are low (60v).

We now list the grid voltages of the tubes driven by the cathode followers listed above:

	T ₂₂	grid (5) +8v	grid (6) +8v	cathode (7) +8v
	T ₂₃	grid (5) -29v	grid (6) +8v	cathode (7) +8v
	T ₂₄	grid (5) -29v	grid (6) +8v	cathode (7) +8v
II	T ₂₅	grid (5) -29v	grid (6) -29v	cathode (7) -29v
	T ₄₂	grid (5) +8v	grid (6) +8v	cathode (7) +8v
	T ₄₃	grid (5) +8v	grid (6) +7v	cathode (7) +8v
	T ₄₄	grid (5) +8v	grid (6) +7v	cathode (7) +8v
	T ₄₅	grid (5) +7v	grid (6) +7v	cathode (7) +7v

We also observe that the left section (cathode (1) and plate (7)) of the diode T₂₁ is in a conducting state. This holds the grid (5) of T₄₁ below cutoff, so that grid (6) of T₃₆ and grid (5) of T₃₅ are both held at +110v.

The output voltages are now easily obtained:

	To R ¹ Clear Selector	+8v	Red Gate	+8v
	To R ₁ Clear Selector	+8v	Black Gate	+8v
III	To R ² Clear Selector	+8v	Green Gate	+8v
	To R ₂ Clear Selector	+8v	Yellow Gate	+8v

We recall that a positive input to the gate driver drivers disables the gates, while a sufficiently negative one enables them. The disabling voltage of +8v becomes more positive after cathode rises in the cathode followers which serve as gate drivers and gate driver drivers; in practice, the voltages of the -300v, +110v, and +220v buses were all dropped five percent, and the voltage dividers in the cathode circuits of the last four tubes in chassis 3 were then padded until the actual gating voltage was observed to be +10v.

Furthermore, we recall that the clear selector tubes are 6J6's whose grid voltages are the grid voltages of the appropriate toggle, and are thus

either 0v or -40v, while the cathode of the tube is directly connected to the Clear Selector output of the Sequencing Chain. With this cathode held at +8v, obviously both sections of the Clear Selector tube are cut off, and the clear bus voltage is held at +150v, while when the cathode is dropped midway between 0v and -40v, the section whose grid is at 0v conducts, while the other remains cut off.

Hence, the condition of the Sequencing Chain described above is a stable one: no clears or gates are generated and hence none are fed back to change the condition of the Sequencing Chain circuitry.

Now let the Counter Stop voltage be raised from -27v to +10v. This permits grid (6) of T_{41} to rise in voltage to 0v, beyond which it cannot go (more than a few tenths of a volt) because of the grid current that starts to flow. Thus, the supertoggle is put in the 1 condition and the voltage of cathode (2) of the supertoggle cathode follower falls to +60v, which brings the voltages of grid (6) of T_{34} and grid (5) of T_{33} both down to +60v. Referring to table I it is clear that this action causes the cathode voltages of these two tubes also to fall to +60v, and hence grids (5) of T_{42} and T_{44} , grid (6) of T_{42} , and grid (5) of T_{43} all fall from +8v to -18v. Reference to table II now shows that the cathode voltage of T_{42} falls to -18v, but those of T_{43} and T_{44} are both caught at +7v by the other grids of those tubes. Thus the net effect so far of the rise in the Counter Stop voltage is to cause the R^1 and R^2 Clear Selector voltages to fall to -18v: we need only concern ourselves with the clearing of R^1 , as it is this voltage which is fed back to the Sequencing Control.

Thus we have:



T ₂₆	grid (3):-29v	grid (7):-29v	cathode (2):-29v	cathode (8):-29v
T ₄₆	grid (3):+7v	grid (7):+7v	cathode (2):+7v	cathode (8):+7v
T ₃₃	grid (5):+60v	grid (6):+60v	cathode (7):+60v	
T ₃₄	grid (5):+60v	grid (6):+60v	cathode (7):+60v	
T ₃₅	grid (5):+110v	grid (6):+110v	cathode (7):+110v	
T ₃₆	grid (5):+110v	grid (6):+110v	cathode (7):+110v	

whence

T ₂₂	grid (5):+8v	grid (6):+8v	cathode (7):+8v
T ₂₃	grid (5):-29v	grid (6):+8v	cathode (7):+8v
T ₂₄	grid (5):-29v	grid (6):+8v	cathode (7):+8v
T ₂₅	grid (5):-29v	grid (6):-29v	cathode (7):-29v
T ₄₂	grid (5):-18v	grid (6):-18v	cathode (7):-18v
T ₄₃	grid (5):-18v	grid (6):+7v	cathode (7):+7v
T ₄₄	grid (5):-18v	grid (6):+7v	cathode (7):+7v
T ₄₅	grid (5):+7v	grid (6):+7v	cathode (7):+7v

and the outputs become:

	To R ¹ Clear Selector	-18v	Red Gate	+8v
	To R ₁ Clear Selector	+8v	Black Gate	+8v
III'	To R ² Clear Selector	-18v	Green Gate	+7v
	To R ₂ Clear Selector	+8v	Yellow Gate	+7v

Whether the Red Clear (R^1 to 1) or the Black Clear (R^1 to 0) takes place now depends upon whether $2^{-39}R_2$ holds a 1 or a 0, but obviously one of these must occur. Suppose, for example, that the Black Clear occurs, the voltage of the Black Clear bus falling from +150v to +50v. Evidently this

also clears the toggle in Chassis 1 to 0, and we must trace the consequences of this event. It is easiest to show these by another series of tables:

T ₂₆	grid (3):+7v	grid (7):-29v	cathode (2):+7v	cathode (8):-29v
T ₄₆	grid (3):+7v	grid (7):-29v	cathode (2):+7v	cathode (8):-29v
T ₃₃	grid (5):+60v	grid (6):+60v	cathode (7):+60v	
T ₃₄	grid (5):+110v	grid (6):+110v	cathode (7):+110v	
T ₃₅	grid (5):+110v	grid (6):+110v	cathode (7):+110v	
T ₃₆	grid (5):+60v	grid (6):+110v	cathode (7):+110v	

These changes in turn influence the tubes in chassis 2 and 4 as follows:

T ₂₂	grid (5):+8v	grid (6):+8v	cathode (7):+8v
T ₂₃	grid (5):+7v	grid (6):+8v	cathode (7):+8v
T ₂₄	grid (5):-29v	grid (6):+8v	cathode (7):+8v
T ₂₅	grid (5):+7v	grid (6):-29v	cathode (7):+7v
T ₄₂	grid (5):+8v	grid (6):-18v	cathode (7):+8v
T ₄₃	grid (5):-18v	grid (6):-29v	cathode (7):-18v
T ₄₄	grid (5):+8v	grid (6):+7v	cathode (7):+8v
T ₄₅	grid (5):+7v	grid (6):-29v	cathode (7):+7v

Thus we have:

	To R ¹ Clear Selector:	+8v	Red Gate:	+8v
	To R ₁ Clear Selector:	+8v	Black Gate:	+8v
III"	To R ² Clear Selector:	+8v	Green Gate:	+8v
	To R ₂ Clear Selector:	+8v	Yellow Gate:	-18v

Thus the Black Clear is terminated and the Yellow Gate enabled. Lags through the circuits cause an interval of 1.5 μ sec. to elapse between the initiation and termination of the Black Clear.

The Yellow Gate which is now enabled is fed back to the Sequence Control: the voltage of grid (6) of T₅₁ drops to about -20v and enables the other section to draw plate current: this is, of course, the standard gating procedure for reading into a toggle, and the toggle in chassis (5) is caused to flip to its 0 state. It is now necessary to trace the consequences of this, which we do again by listing the voltages throughout the circuit.

T ₂₆	grid (3):+7v	grid (7):+7v	cathode (2):+7v	cathode (8):+7v
T ₄₆	grid (3):-29v	grid (7):-29v	cathode (2):-29v	cathode (8):-29v
T ₃₃	grid (5):+60v	grid (6):+110v	cathode (7):+110v	
T ₃₄	grid (5):+110v	grid (6):+60v	cathode (7):+110v	
T ₃₅	grid (5):+110v	grid (6):+60v	cathode (7):+110v	
T ₃₆	grid (5):+60v	grid (6):+110v	cathode (7):+110v	

Thus the voltages in chassis 2 and 4 are:

T ₂₂	grid (5):+8v	grid (6):+8v	cathode (7):+8v
T ₂₃	grid (5):+7v	grid (6):+8v	cathode (7):+8v
T ₂₄	grid (5):+7v	grid (6):+8v	cathode (7):+8v
T ₂₅	grid (5):+7v	grid (6):+7v	cathode (7):+7v
T ₄₂	grid (5):+8v	grid (6):+8v	cathode (7):+8v
T ₄₃	grid (5):+8v	grid (6):-29v	cathode (7):+8v
T ₄₄	grid (5):+8v	grid (6):-29v	cathode (7):+8v
T ₄₅	grid (5):-29v	grid (6):-29v	cathode (7):-29v

And so we have

To R ₁ ¹ Clear Selector:	+8v	Red Gate:	+8v
To R ₁ Clear Selector:	+8v	Black Gate:	+8v

III''
 To R² Clear Selector: +8v Green Gate: +8v
 To R₂ Clear Selector: +8v Yellow Gate: +8v

so that the Yellow Gate has been disabled. Again, due to delays in the circuitry, the disabling of the Yellow gate occurs about 1.5 μ sec. after its enabling. Another effect is that since the cathode voltage of T₄₅ falls to -29v, conduction takes place in the left section of the CX diode and in the right section of diode T₂₁, which causes the grid (6) of supertoggle tube T₄₁ to fall below cut off. As cathode (1) of T₂₁ is held at +7v, there is nothing to prevent the flipping of the supertoggle which accordingly assumes its 0 condition. This in turn raises the voltages of grid (6) of T₃₄ and grid (5) of T₃₃ to +110v, and lowers those of grid (6) of T₃₆ and grid (5) of T₃₅ to +60v: thus

T ₂₆	grid (3):+7v	grid (7):+7v	cathode (2):+7v	cathode (8):+7v
T ₄₆	grid (3):-29v	grid (7):-29v	cathode (2):-29v	cathode (8):-29v
T ₃₃	grid (5):+110v	grid (6):+110v	cathode (7):+110v	
T ₃₄	grid (5):+110v	grid (6):+110v	cathode (7):+110v	
T ₃₅	grid (5):+60v	grid (6):+60v	cathode (7):+60v	
T ₃₆	grid (5):+60v	grid (6):+60v	cathode (7):+60v	

and

T ₂₂	grid (5):-18v	grid (6):-18v	cathode (7):-18v	
T ₂₃	grid (5):+7v	grid (6):-18v	cathode (7):+7v	
T ₂₄	grid (5):+7v	grid (6):-18v	cathode (7):+7v	
T ₂₅	grid (5):+7v	grid (6):+7v	cathode (7):+7v	
T ₄₂	grid (5):+8v	grid (6):+8v	cathode (7):+8v	
T ₄₃	grid (5):+8v	grid (6):-29v	cathode (7):+8v	

II""	T ₄₄	grid (5):+8v	grid (6):-29v	cathode (7):+8v
	T ₄₅	grid (5):-29v	grid (6):-29v	cathode (7):-29v

the output voltages becoming:

	To R ¹ Clear Selector:	+8v	Red Gate:	+7v
III""	To R ₁ Clear Selector:	-18v	Black Gate:	+7v
	To R ² Clear Selector:	+8v	Green Gate:	+8v
	To R ₂ Clear Selector:	-18v	Yellow Gate:	+8v

Hence, a Yellow or Green Clear is made possible: which is to be performed is determined by the R₁ Clear Selector, which is controlled by the "multiply/divide" toggle. We also observe that the state of the supertoggle remains unchanged, since the cathode voltages of T₂₅ and T₄₅ do not change.

We have traced in detail one half cycle of operation of the sequencing chain. We began with the toggles in chassis 1 and 5 cleared to 1, the Counter Stop voltage low, and consequently both sections of the supertoggle tube cut off. This was a stable state of the circuit, which in this condition permitted no gating or clearing operations to be performed. When the Counter Stop voltage was raised to its higher value, the supertoggle assumed its 1 condition. This dropped the voltage output to the R¹ and R² Clear Selector, which decided, on the basis of the contents of 2⁻³⁹R₂, whether to perform a Black or Red Clear. We assumed that the Black Clear was called for. The Black Clear being fed back to the Sequencing Chain flipped the toggle in chassis (1) to 0 which had two consequences: 1) the Black Clear was terminated, and 2) a Yellow Gate was enabled. Again the feeding back of the Yellow Gate signal flipped the toggle in chassis (5) to 0. This action had again two consequences: 1) the Yellow Gate was terminated, and 2) the supertoggle was



flipped to 0. This in turn permitted the performance of a Yellow or Green Clear, depending upon the state of the Multiply/Divide toggle.

If the Red Clear had been called for, the sequence would have been: flip the toggle in chassis (5) to 0, terminate the Clear, enable the Green Gate, flip the toggle in chassis (1) to 0, disable the Green Gate, flip the supertoggle to 0.

By continuing the process, we find that, providing the Yellow Clear was called for, the signal fed back to the Sequencing Chain flips the toggle in chassis (1) to 1 which terminates the Clear and enables the Black Gate. This in turn being fed back flips the toggle in chassis (5) to 1 disables the Black Gate, and flips the supertoggle again to 1. If the Green Clear is called for, the toggle in chassis (5) is first flipped to 1, the clear terminated and the Red Gate enabled. This in turn is fed back to flip the toggle in chassis (1) to 1, disable the gate, and finally to flip the supertoggle back to 1.

Thus beginning with all three toggles in the 1 condition, first a Red or Black Clear is performed followed by a Green or a Yellow Gate, respectively, at the end of which all the toggles are in the 0 condition: this is one half cycle. The second half cycle begins with a Yellow or Green Clear, depending upon the arithmetical process to be performed. These are respectively followed by Black or Red Gates, at the termination of which all the toggles are again in the 1 condition, and the circuit is ready for another cycle of operation.

THE DISPATCH COUNTER

The operation of the Williams Memory requires the periodic regeneration of the information stored therein. The practical upper bound on the time

between regenerations is about one-tenth of a second; actually it is desirable to make this interval shorter, one-thirtieth of a second being satisfactory. The CRT beams must, therefore, be directed in this interval to each of the memory locations. This requires that in the interval all possible memory addresses must be generated and presented to the deflection circuits. Each memory address is specified by a ten binary digit number, one group of five digits specifying the horizontal coordinate; the remaining five the vertical coordinate. Hence, a ten stage binary counter which starts at 0 and counts until all the stages hold 1's will generate in the process all memory locations just once.

Furthermore, using as we do a one-address code, we store orders in successive locations in the memory and use them in the order in which they are stored. There is, however, an exception to this in the case where it becomes necessary to shift control, as for example, when it is desired to repeat a sequence of instructions using new values of the numerical quantities.

It appears at first glance that the requirements of the Williams Memory which have been stated above require two counters. However, these can be combined into a single device which we call the Dispatch Counter. This is a double counter of the Adder type, consisting physically of three ranks of ten toggles each and the necessary gate, clear, and carry circuits. Each count which arrives at the input causes unity to be added to the lowest order (2^0) stage and carries to be propagated as appropriate to the higher order stages.

The three ranks of toggles are referred to as the "restore", "dispatch", and "order" toggles (T_R , T_D , T_O): the T_D and T_R toggles form the counter

which generates the memory addresses for the regeneration process, while the T_0 and T_D toggles form the order counter. Leads directly out of the stages of T_D are taken to the Williams Memory Deflection Generator, while leads into T_D make it possible, when it is desired to "shift control", to replace the contents of T_D by an arbitrary number. Inputs are pulses generated in the Williams Memory Local Control: according as a Regenerate or an Action cycle is to take place, these are caused to increase the number in T_R or T_0 by unity.

The schematic of the Dispatch Counter is shown in DWG No. 1336; two typical stages are drawn at the left, while the tubes at the right and in the upper left corner are gate drivers.

Consider a typical stage of the Counter. The convention here is that a toggle holds 1 when the left section conducts, as can be seen by the arrangement of the neon lamps. The tube (2C51) directly above T_D provides the gates between T_D and T_R , the left section being the B_R or "down" gate and the right section the A_R or "up" gate; the 2C51 directly below T_D provides the gates between T_D and T_0 , the left section being the A_0 or "down" gate and the right the B_0 or "up" gate. Observe that the B_R gate guarantees that T_D will hold the same bit as T_R , while clearing T_D to 1's followed by enabling the B_0 gate guarantees that T_D will hold the same bit as T_0 . The operation of the A gates will be explained later. The grid voltages of T_D drive cathode followers; these are both sections of a 2C51. From the cathode of the left hand section an output is taken to the deflection gates in the Williams Memory; from each section an output is tapped down slightly below the cathode. We may assume that the values of these voltages are 0v and -40v for the two states of T_D . The 6J6 directly above T_0 will be referred



to as the carry gate, while the function of the double diode will be explained below.

The "dispatch" rank of toggles operates together with either the "restore" or the "order" rank as a true adder. Suppose the number held in the "restore" rank is to be increased by unity. The first step is to clear the "dispatch" rank to 0, then to open the B_R gates. This puts into T_D the number held in T_R . To this number 1 is added automatically by introducing a permanently wired in carry to the lowest order stage. This does not change the state of the T_D toggles, but sets up the voltages on the grids of the A_R gates in such a way that when subsequently T_R is cleared to 1's and the A gates opened, T_R receives a number greater by unity than the one previously held.

As we saw in studying the Williams Memory local control, the decision as to whether the next memory cycle is to be one of action or regeneration is made during the \bar{A} pulse. This decision determines whether unity is to be added to the contents of T_R or T_O . The next pulse, "C1", then performs the proper clearing operation in T_D (the "B clear"), then B is used to open the B gates. At the beginning of the next cycle, "C1 T_1 " clears T_R (or T_O as the case may be) while a pulse coinciding in time with T_D opens the A gates.

Suppose that unity is to be added to the contents of T_R : then this number is read into T_D by the B_R gates, and we wish to see how the addition of unity is effected.

In each stage of T_D we can have either a 1 or a 0 held in the toggle (the Resident Digit), and either a 1 or a 0 as the carry out. This gives us four cases as shown in the table. In each case we also show the carry from the preceeding stage, the carry which must be passed on to the next stage,



the Resident Digit (D_R), and the "new" Resident Digit (D'_R):

	C in	D_R	C out	D'_R
I	0	0	0	0
II	0	1	0	1
III	1	0	0	1
IV	1	1	1	0

As we said before, the "carry" input to the lowest order stage is permanently wired to a point of negative voltage (-300v), which is the means used to introduce a 1 into the first stage in the form of an artificial carry. A carry of 1 is always given by a negative voltage, while a 0 carry is signified by a positive voltage. In the actual circuit, the lowest observed 0 carry voltage was +5v, the highest +26v, while the 1 carry voltages ranged from -23v to -27v.

We will now consider in detail each of the four cases for an arbitrary stage: of course, only cases III and IV can occur in the first stage.

I. The voltage of the right grid of the carry gate is -40v, while that of the left grid is positive. The cathode, therefore, follows the left grid high enough to cut off the right section, causing a positive (0) carry to be transmitted to the next stage. If all the resistors in the plate network of the right section of the carry gate had exactly their nominal values, this carry voltage would be +21.4v; the effect of tolerances is such that values of from +5v to +26v were observed in the ten stages of the counter, as noted above. The grid of the A_R gate would go far negative, but it is held up by conduction through the left section of the dual diode to about 0v; measured values of from 0v to +1v were observed.

Next, the T_R toggle is cleared to 1, and subsequently the A_R gate is opened by dropping the cathode voltage to -10v. As the grid voltage of the A_R gate tube is 0v, conduction takes place which flips the T_R toggle back to 0. Hence, $D_R' = D_R = 0$ and $C_{out} = 0$.

II. Though here the right grid of the carry gate attains a voltage of 0v, the cathode is still held up sufficiently by the positive voltage of the left grid that the right section is cut off. Again the carry to the next stage is a positive voltage. The left plate of the dual diode is now connected to a point below ground, while the cathode of the right section is positive. Hence, the diode is inoperative, and the grid of the A_R gate becomes quite negative -- from -28v to -31v in the ten stages of the counter.

This suffices to prevent the enabling signal to the A_R gate from having any effect, and, therefore, the T_R toggle, once cleared to 1, will remain in that condition. Hence, $D_R' = 1$ and $C_{out} = 0$.

III. Both grids of the carry gate are negative. We have mentioned that the highest value of voltage observed for a carry of 1 is -23v. The right grid of the T_D toggle is high (0v) which permits both diode sections to conduct, and thus to hold the carry gate cathode voltage so high that both sections are cut off. Hence, we obtain a positive carry voltage to the next stage, while the A_R gate grid voltage is observed to lie between -10v and -12v.

Thus when the A_R gate is enabled, it does not draw sufficient current to flip the T_R toggle from 1, to which it has been cleared, back to 0. Hence, $D_R' = 1$, $C_{out} = 0$.

IV. Here the cathode of the carry gate follows the right grid high enough to cut off the left section, giving a negative (1) carry to the next



stage. The grid of the A_R gate is prevented from going positive by conduction through the right section of the diode: observed values of grid voltage range from 0v to -1.5v.

Hence when the A_R gate is enabled, sufficient current is drawn to flip T_R back to 0, and we have $D_R' = 0$, C out = 1.

Thus, in the two cases (II and III) in which the "new" digit in the stage under consideration, resulting from the addition of the carry from the previous stage to the resident digit, is a 1, the A_R gate grid voltage is always less than -10v, while in the two cases (I and IV) in which it is a 0, the A_R gate grid voltage lies in the range from -1.5v to +1v. Thus we see why it is necessary to clear T_R to 1's before opening the A_R gates; furthermore, it is clear that the A_R gates are kept closed as long as the cathode voltage is +10v, which is a convenient level obtained from the Williams Memory Local Control. The opening of the gates can be accomplished by dropping the cathode below the +1v, -1.5v range. Faster action is obtained the lower the cathode is dropped, but it is necessary to keep this level sufficiently high that a grid voltage of -10v will not result in the drawing of sufficient current to flip the T_R toggle: a lower value of -6v instead of -10v would appear to be reasonable here.

THE MAIN CONTROL ORGAN

In attempting to describe in detail the Main Control Organ of the machine we find it convenient to distinguish first the broad functions it performs and its over-all interactions both with the subsidiary Memory and Arithmetic Controls. We intend to proceed in the succeeding pages



to become more and more detailed about the individual specific functions. The text will be accompanied by a number of so-called explanatory block diagrams, each of which is intended to reveal some portion of the functions of the Control. At the end we include a complete circuit drawing for those readers who are interested in tracing through in complete detail the actual physical operation. In the main, however, we have tried to write our description in a fashion that presupposes little acquaintance with electronic techniques.

The Main Control viewed macroscopically has three inputs and one output. Two of these inputs are from the Control portion of the Arithmetic Organ, and the third from the Main Control itself. The output is connected to the Control portion of the Memory Organ. We indicate this below in Figure I.

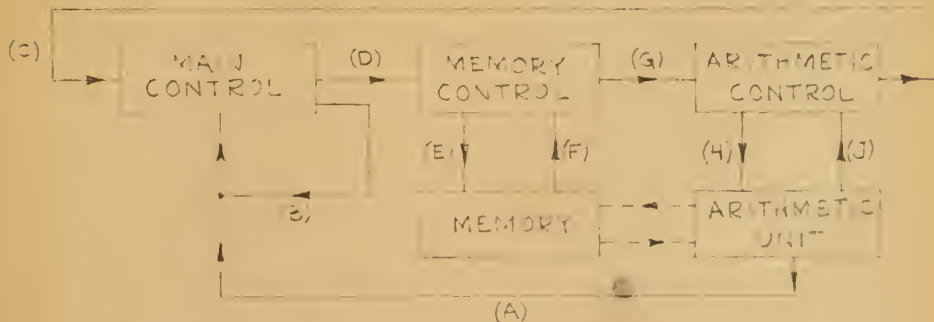


Figure I

The reader should view this figure with certain cautions. Since the principal function of this control is to execute certain orders, its input is to be viewed primarily as that one labelled (A). This is the



one which conveys to the Control the digits expressing the order now to be executed. Obviously this input changes as new orders are to be performed.

Each order-word contains actually two distinct orders each of 20 binary digits. This order-word, as we shall see, is placed in R_3 just prior to being used. The 40 flip-flops in R_3 are symbolized as the single input (A) above. When both pieces of this order-word have been executed the Main Control generates a new signal or pseudo-order which appears on input (B) and causes the next order-word to be brought into R_3 . Normally this next order-word is that one whose Memory location is one greater than the one just executed. This is not necessarily the case if a transfer of the Control has intervened. (Cf. p. 152.)

The third input (C) to the Main Control is used to notify that unit that the order under consideration has been executed and that either inputs (A) or (B) should be examined for the next order.

Before proceeding we describe the temporal order of events at this point. Clearly since the machine executes orders one after the other there is a certain cycling nature to the timing. We agree that a period of time T is begun by the initiation of (A) or (B) and terminated by the initiation of a signal on (C). (The periods of time are not necessarily of equal length but this detail is not yet relevant.) This termination can occur only after a number of other events have been completed. Specifically a signal (D) is sent to the Memory Control; it initiates an activity in the Memory by a signal (E) which terminates by a signal (F) to the Memory Control; this latter unit emits a termination signal (G) which serves to initiate an activity in the Arithmetic Control; this



control initiates Arithmetic activities (say, an addition operation) by a signal (H) and receives a notification of completion signal (J) which serves to generate the final signal (C).

The time order indicated above is dictated by the nature of the machine's orders. In general, each order requires the specification of a Memory location and of an operation, one of the operands being stored in the Memory location. Thus it is natural that the Memory phase of the Control's activities should precede its Arithmetic phase.

In the block diagram just discussed above we gave a very general account of the operation of the Main Control. We wish now to look in somewhat more detail at some aspects. In particular, we shall assume that an order-word is now in R_3 and that a particular half has been selected for execution. This order contains a digit which specifies whether the Memory is to be used in the execution of this order, i.e. it is one of orders 1 - 19, or is not to be used, i.e. it is one of orders 20 - 23. In the former case a signal II.D is emitted to the Williams Control and in the latter a signal II.D'. (Cf. Figs. I above and II below.) I.e., the input I.D in Fig. I is in reality two separate inputs, II.D, II.D'. In either case the Memory Control sends back to the Main Control an acknowledgment signal II.10.

As we saw earlier the Memory system is a synchronous one whereas the rest of the machine is asynchronous. Thus the signal II.D may be emitted at any given phase relative to the Memory cycle. The Memory must necessarily make use of this signal only at a fixed phase in its own cycle and must therefore cause the Main Control to delay all other

subsequent activities until this particular phase is reached. The time T from I.A or I.B to I.C may encompass several Memory cycles and it is therefore imperative that no reference be made to the Memory after the initial one. The acknowledgment signal II.10 is thus used to turn off II.D. It has certain auxiliary functions that it also performs but which are not relevant at this moment. We discuss these later. However, these same functions may be needed in case II.D' is emitted instead of II.D. In this case a portion of the Control emits II.10' which is the analogue of II.10 and initiates, in this case, the auxiliary activities. This occurs almost immediately after II.D' is emitted since no synchronism is involved.

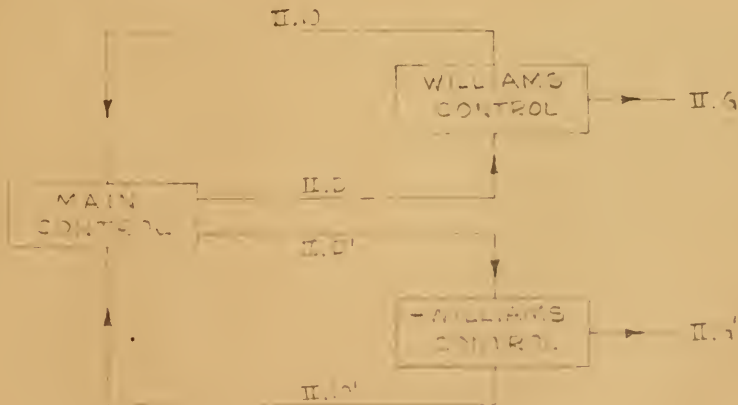


Figure II

In the case where II.D was stimulated a stimulus II.G appears after the Memory phase of the Control activity is completed. In the contrary case, i.e. II.D', an analogous signal II.G' is emitted almost immediately after II.10'.

We proceed now to discuss the broad uses of II.G and II.G'.

To this end we continue to assume we are executing a particular order in R_3 . The order in question contains a digit which specifies whether the operation to be performed is arithmetically "trivial", orders 13 - 18, or is "non-trivial", orders 1 - 12. In the former case the Arithmetic phase of the Control's activities is of essentially zero duration. We do not need to discuss the signal II.G' in this case since every order either is non-trivial or makes reference to the Memory. In the case of transfer of Control orders, 15 - 18, the signal II.G is directly converted into the termination signal III.C. In the case of the store orders, 13 - 14, III.C immediately follows the termination of signal II.10 (time t_2 in Fig. VIII).

We turn attention now to the non-trivial orders. To this end we must make mention of the so-called Shift Counter. This is a unit of the Main Control made necessary by the inclusion of the multiplication and division orders. Its main function is to keep count of the various steps involved in these operations. It has an input from the Arithmetic Unit III.J; and input III.12 which sets up the required count; this may be implicit as in the case of the multiplication and division orders or explicit as in the case of the shift orders. It has a single output III.13 which becomes III.C.

There is a unit of the Main Control called the "Gate Clear Sequencing Chain" which controls the gating and clearing functions of registers RI and RII. It is able under the direction of the Arithmetic Control to decide the sequence of gates and clears to apply, e.g. the sequence for a right shift, and in addition it controls the



durations of the arithmetic operations. Cf. pp. 126 ff. It has three inputs; one of these III. A comes from the Main Control and is initially set up by the order; the others are II.G or II.G' and III.13. Its two outputs are the input III.H to the Arithmetic Unit and the termination signal III.C. We indicate these connections below in Fig. III.

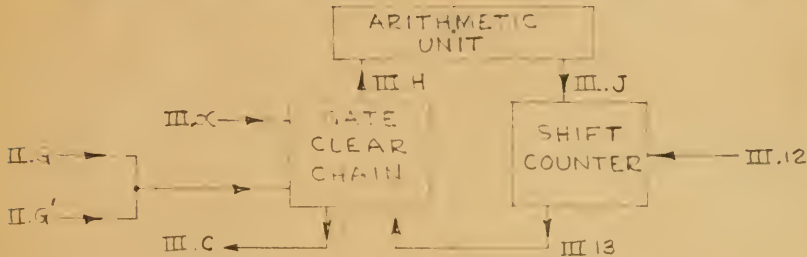


Figure III

We see from the figure and the previous explanation that the Gate Clear Unit is initially set up by III. A, i.e. by the order digits, and is then turned on when the stimulus II.G or II.G' arrives. It then commands the Arithmetic Unit to perform the operation in question and to advance the Shift Counter until it reaches the required count, as specified by III.12. At this time the Shift Counter emits III.13 which turns off the Gate Clear Chain and which is essentially reissued as the completion signal III.C.

It remains to describe in somewhat more detail the functions of I.E and I.F above, i.e. the intercommunications between the Memory Control and the Memory proper. To describe these we recall to the reader the Dispatch Counter previously discussed in pp. 130 ff. above. It contains two principal parts, an Address Generator and an Order Counter. The Address Generator is that unit which stores temporarily a given 10

digit address and converts it into appropriate deflection voltages for the Memory cathode-ray tubes. The Order Counter is that unit which stores a given 10 digit address. This address is one more than the address from which the order came. It counts modulo 1024.

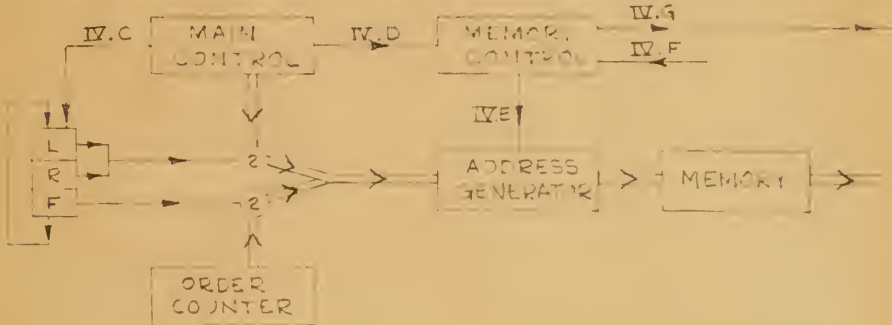


Figure IV

We see from Figure IV that both the Main Control and the Order Counter are capable of feeding information to the Address Generator. (We use the symbol \Rightarrow to mean manifold connections. In this case 10-fold. The Memory output is, of course, 40-fold. The symbol $\frac{1}{2}$ with several inputs is to mean a gate or set of gates which respond when and only when both inputs are energized.) The decision as to which information gets to the Address Generator is determined by a three stage counter. This counter decides whether the left half L of an order-word is to be executed, whether the right half R is to be or whether both have been used and a new order-word obtained.

We see that both the Order Counter and the Main Control itself can feed address information to the Address Generator. The address digits of Main Control normally feeds to the Address Generator to



specify the Memory location of the number to be operated on in the Arithmetic Unit. When, however, both the left- and right-hand halves of an order-word have been executed the three stage counter advances to F -- we describe on page 161 how this counter is operated -- the address information coming from the Main Control is blocked off and that from the Order Counter is permitted to enter the Address Generator. In this fashion the Memory location of the next order is specified.

The stimulus IV.E is used to specify the exact time in the Memory cycle at which a new address can enter the Address Generator. IV.F is the stimulus which specifies that the Memory contents of the Address in question have been transferred to the Arithmetic Unit -- in case of a store order the flow of information is, of course, reversed. Thus IV.F becomes IV.G..

We remark that the three stage counter is essentially a ring. It also has certain additional features which are needed to enable transfers of the Control to either the left- or right-hand half of the new order-word to be effected.

At this point it is convenient to describe the operation of transferring the Control, Orders 15 - 18. To do this we must show in more detail the construction and interrelations indicated in the previous drawing. We do this in Figure V below.



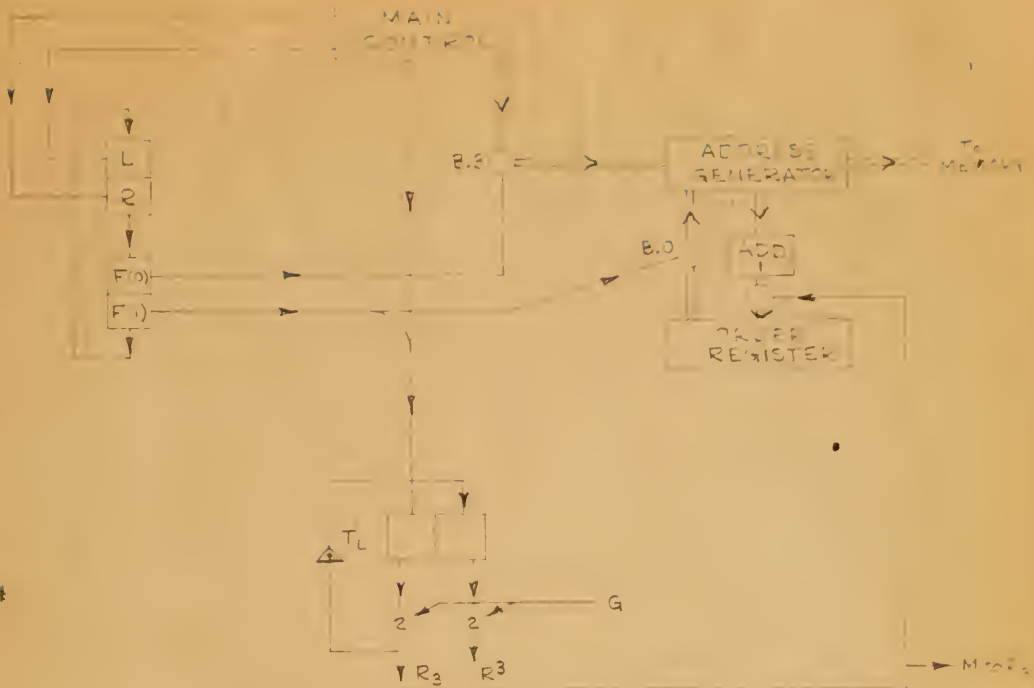


Figure V

DETAILS OF TRANSFER OF CONTROL ORDERS

In this sketch we have shown the third stage F or Fetch of the three stage counter as a two stage organ connecting to gates B.0 and B.3 and to a toggle T_L . The state $F(0)$ is that which obtains when the counter is in states L or R. In this case the gate B.3 is enabled. In the contrary case it is B.0. This turning on allows the stimulus G to be transmitted in several directions. The choice of B.0 or B.3 determines the source of the address transmitted to the Memory, i.e. whether from the Order Counter in the "fetch case" -- or from the Address portion of the order in a half word in R_3 . We also note that T_L can be turned on directly by the Main Control. This is done to



effect a transfer of the Control.

Before proceeding, we discuss the Dispatch Counter. It consists of a Regeneration Counter which is used in connection with the "refreshing" of the Memory's contents and which is irrelevant in this discussion; the Address Generator and the Order Counter. Actually these units are not completely independent but are interconnected in the following way: three registers are used, one directly connected to the Deflection Generator, the contents of which determine at all times the location of the electron beam in the memory tubes; another to store the address of the next point to be regenerated; the third to store the address of the next order to be brought into RIII. Associated with the first register is an adder circuit with one of its inputs always a 1. The output of this adder passes through gates into the second or third register. In Fig. V we have not shown the regeneration register.

It is clear from the figure that when the toggle F is in the state F(1) the stimulus G is passed through the appropriate gate and becomes the so-called "Memory to R_3 Gate" which transfers the address location in the Address Generator augmented by 1 into the Order Register. Furthermore, this same signal, suitably delayed, is used to reset T_L .

We proceed now to show in considerably more detail how these orders which make reference to the Memory, orders 1 - 19, are handled. This is done in Figure VI.

To describe the events indicated in the figure let us suppose the three state counter is in state L or R. Then the gates G.1, G.2 or G.3, G.4 are enabled. Thus the operation portion of either the left- or right-hand order is permitted to enter the order interpreter,



which we describe on page 164. Moreover, the address portion tries to reach the Address Generator. It is blocked by the threshold 3 gate indicated, until a stimulus leaves the Memory Control. The Order Interpreter issues a signal called "yes Williams" in Figure VI and called D in Figure I which will at the beginning of the Memory phase of the Control's activity be permitted to pass into the Memory Control. This channel is controlled by the toggle T_y/o which is set to the zero state by the termination signal of the Control activity. The Memory Control then issues a pulse called "up" in Figure VI and II.10 in Figure II which performs several functions. It puts T_y/o into the state 1 thereby disabling the communication channel between the Order Interpreter and the Memory Control; it permits the address portion of the order being inspected to go to the Address Generator; finally in case the order is a transfer of the Control then it permits the stimulus T.C, transfer the Control, to set the toggle T_L into the 1 state.

Then the Memory Control issues a pulse called I_t which also performs several functions, which are concerned with the toggle T_L : If T_L is in the 0 state, then I_t produces the so-called Memory to R_3 gate and in the contrary case the Memory to R_3 Gate. The former case is associated with the arithmetic operations and the latter with fetching a new order-word. When the operation of bringing in a new order-word is being executed, i.e. when the state F(1) or transfer of the Control obtains then the gating of the order-word into R_3 (M \rightarrow R_3 Gate) completes the order. Accordingly after a suitable delay T_L is returned to the 0 state by the M \rightarrow R_3 Gate. Also this gate pulse is used to store



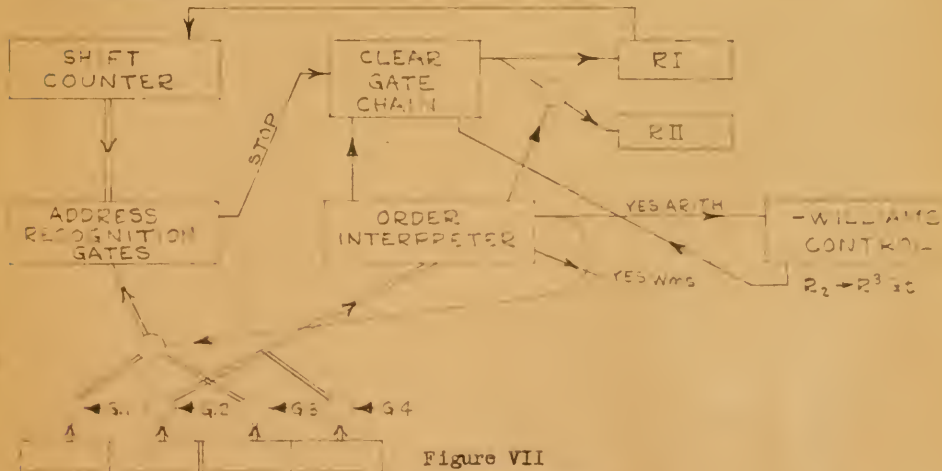
in the Order Register the next address after that of the order-word just brought into R_3 .

When the $M \rightarrow R^3$ Gate is issued the Memory phase is complete and the Arithmetic phase can begin. Prior to this event the signal not-Up, Up, has impressed on the address recognition gates the required number of shifts for the operation in question, e.g. 2 for the additive orders, 40 for the multiplication, 39 for the division. Next after a suitable delay -- equal to the duration of the $M \rightarrow R^3$ Gate -- the $M \rightarrow R^3$ Gate starts the Clear Gate Chain to operate. This unit has already been instructed as to its functions by the Order Interpreter, i.e. to shift right or left or a combination of these. The Clear Gate Chain in turn commands the appropriate clears and gates in RI and possibly RII. The execution of these in RI is signalled back to the Shift Counter. This unit then queries the Address Recognition Gates as to whether the current shift count is equal to that called for by the Order Interpreter. When equality first occurs, the Recognition Gates issue a stop signal which stops the Clear Gate Chain and then brings about the termination of the order in that it causes Ty/o to be reset and the three state counter to be advanced to the next state.

The case in which the three stage counter is in the state $F(1)$ has previously been indicated on page 152 above. We summarize here what occurs. When this case occurs both halves of the existing order-word in R_3 have been executed and therefore $G.1, \dots, G.4$ are disabled. It is desired to bring a new order-word into R_3 to replace this one. This is the immediate successor of the order just executed. Therefore,

the contents of the Order Register are permitted to enter the Address Generator. We have not yet shown in Figure VI the manner in which the Memory Control is stimulated to act. In fact, in this case a false "yes Williams" signal is produced and serves to stimulate in the usual way the Memory Control. Since no arithmetic activity takes place the process is terminated with the help of the $M \rightarrow R_3$ Gate. Of course, the contents of the Order Register must be modified. This is done as in the case of a transfer of the Control.

The situation with regard to those orders which make no reference to the Memory, orders 20 - 23, is indicated in Figure VII below. In this case the Williams Control is not used but the Not-Williams Control of Figure II is.



In this case the Order Interpreter issues a "yes Arithmetic" stimulus -- D' in Figure II -- to the Non-Williams Control which emits the so-called $R_2 \rightarrow R_3$ Gate, G^1 in Figure II. The yes Arithmetic



stimulus also causes the address portion of the order in question to be received by the Address Recognition Gates. In all these orders the Shift Counter automatically will count up to the Address presented to these gates. This is in contrast to all Williams orders where the shift count is specified by the Order Interpreter. The $R_2 \rightarrow R^3$ Gate from the Non-Williams Control is analogous to the $M \rightarrow R^3$ Gate in that it starts the Clear Gate Chain, which in turn controls the operations of RI, RII. As in the Williams case a signal from RI advances the Shift Counter; and when the terminal count is reached the Clear Gate Chain is turned off.

Note that the contents of R_2 are always transferred to R^3 at the beginning of a Non-Williams order. In case of orders 20 - 22, this transfer is irrelevant but harmless; the function of the Gate is here only to start the Clear Gate Chain. But in the case of order RII to RI, the data are fed into RI via R^3 . This arrangement permits the RII to RI order to have all the variants of orders 1 - 8, the Addition Orders.

The reader will find in pp. 113 ff. detailed expositions of the functions and operations of the Shift Counter, Address Recognition Gates and the Clear Gate Chain. We accordingly make no further references to these units. Instead we take up the three stage counter and consider it in some more detail. To do this we first indicate the time relations between the stimuli previously called Up and \hat{U}_p (Cf. Figure VI).

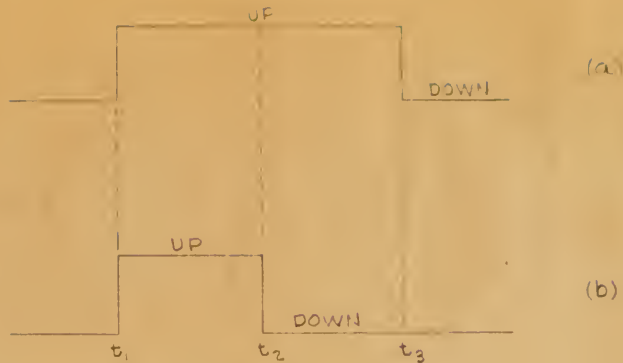


Figure VIII

Figure VIII (a) shows certain time relations for non-arithmetically trivial orders and VIII (b) shows the comparable relations for the trivial ones. The time t_1 defines for Williams orders the start of the Memory phase of the Control's activities, and for non-Williams orders the start of the R_2 to R^3 Gate. The time t_2 is defined only for Williams orders. It marks that time after which the Memory Control has no further need for the address portion of the order being executed. It is indeed at this time always that we turn off the address portion, i.e. we disable gate B.1 or G.3. Finally t_3 is defined only for non-trivial orders. It marks that time at which the order has been completed. For arithmetically trivial orders t_2 is effectively the end of the order, even though the Memory may in fact be completing certain of its internal activities. The stimulus Up is indicated on the Figure; the pulse lasting from t_1 until t_2 for trivial orders and until t_3 for non-trivial orders is called the "sync" pulse; the time after t_2 in the former case and after t_3 in the latter is called Up or Down.

We now show a detailed diagram of the three stage counter.

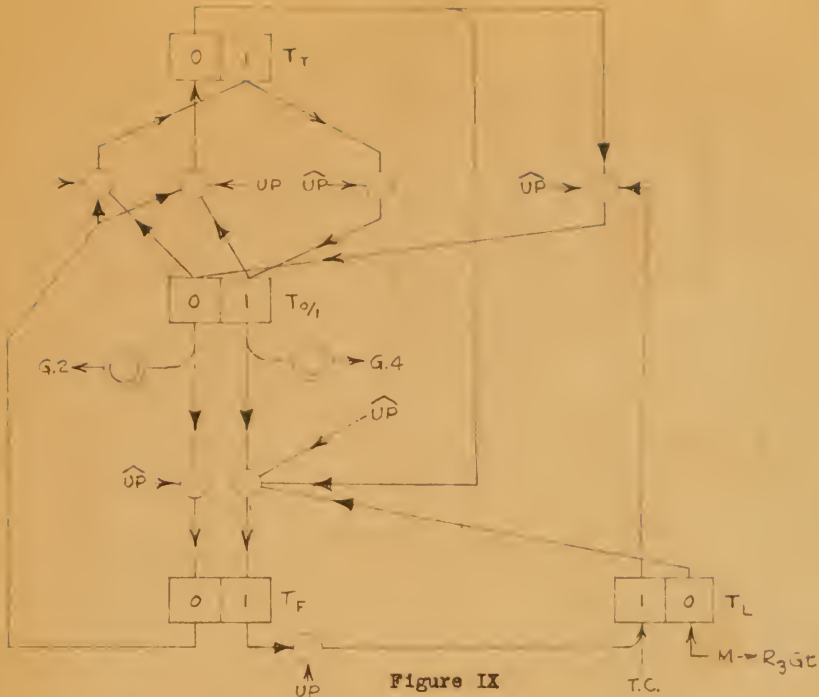


Figure IX

The pair of toggles T_T , $T_{0/1}$ are to be regarded as one binary counter cell. The former toggle is used primarily as an intermediate storage space during the counting process. It is the analogue of the familiar "circuit inertia" in more conventional scalars. This is in keeping with the registers and other counters in the machine. As has been seen such a counter requires two stimuli per count. These stimuli are here Up and \hat{Up} (or Down). Thus a complete count is caused by the Up signal followed by the Down signal.

As we see from Figure IX the Up signal, when T_T is in the zero state, i.e. $F(0)$, transfers the complement of the contents of $T_{0/1}$ into T_T . The Down signal, under certain conditions, as seen in the figure, transfers its contents back into $T_{0/1}$. To describe the block

diagram it is helpful to note the following Table:

	To/1	T_T	T_F	T_L
Down	0	0	0	0
1st Half Up	0	1	0	0
Down	1	1	0	0
2nd Half Up	1	0	0	0
Down	1	0	1	0
Fetch Up	1	0	1	1
Down	0	0	0	1
M --> R_3 Gate	0	0	0	0

This Table shows the states of the relevant toggles as indicated. With the help of this the reader should have no difficulty in following the details of Figure IX.

We next show the contents of the Non-Williams Control. This is a quite simple unit whose function it is to perform the transfer from R_2 to R^3 . It is the complete analog of the one for transferring the contents of a Memory location into R^3 .

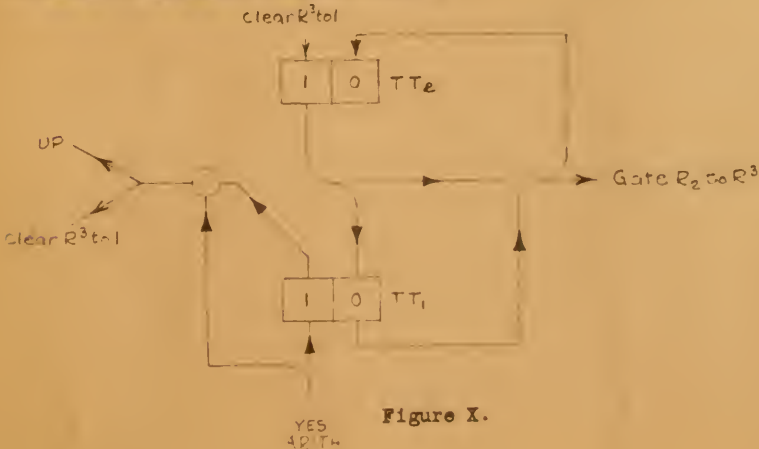


Figure X.



From this figure we see how the Up signal is generated. From this together with Figures VI, VII we see how the R_2 to R^3 Gate plays the role for Non-Williams Orders that the M to R^3 Gate does for Williams orders.

Note that the reaction times of the prototype toggles TT1, TT2 determine the effective durations of Clear and Gate impulses.

There is a separate unit to execute the order for loading RII. This unit is similar to that illustrated in Figure X above.

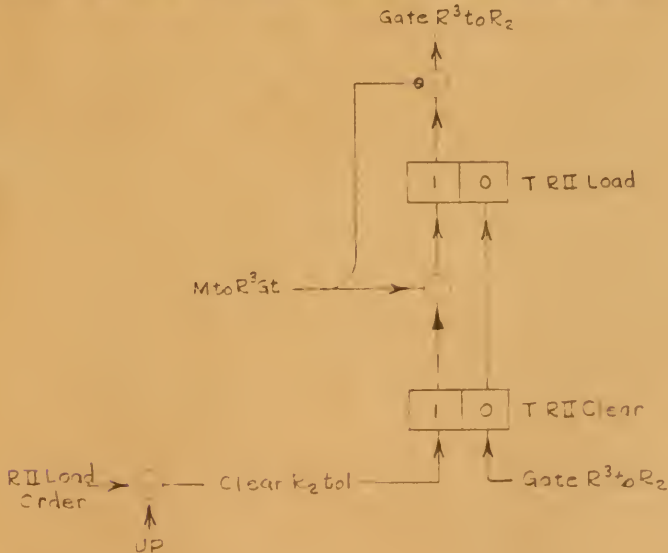


Figure XI

Since the RII Load Order, L2, is a Williams Order the Control provides, as usual an Up signal and later an M to R^3 Gate. The former is used to handle the clearing of R_2 and the latter to permit the transfer of information from R^3 to R_2 . The symbol



is understood to mean this: A signal appears at 3 if and only if one appears at 2 but none appears at 1. In terms of this we see that the transfer from R^3 to R_2 is not permitted until just after the transfer from the Memory to R^3 .

We next show in Figure XII the Order Interpreter. The presentation is in terms of dichotomies determined by the order digits in approximate time sequence of choice. Each digit of the order is considered as having a "0" state or a "1" state. In the diagram the digit, expressed as 0 --- 9 corresponding to positions 10 - 19 or 30 - 39 depending on the order phase, is denoted by the number enclosed in a circle. The "1" choice corresponding to this digit is always the right branch; the "0" choice is always the left. Specific orders resulting from the various digit possibilities are denoted by their list number enclosed in a square.

A few special remarks: the internal orders, determined by $D_1 = 1$, are initiated by the state of D_2 being either "0" or "1" as distinct from "off". The necessity for this feature may be verified by observing that R_3 contains two orders of which one must be selected by turning its gates "on" and the other necessarily has its gates "off". Again, in the change from an old order to a new one, a period must intervene in which the changing order is, as seen by the Main Control, "off", and it is essential that this "off" state be unable to initiate any Main Control activities.

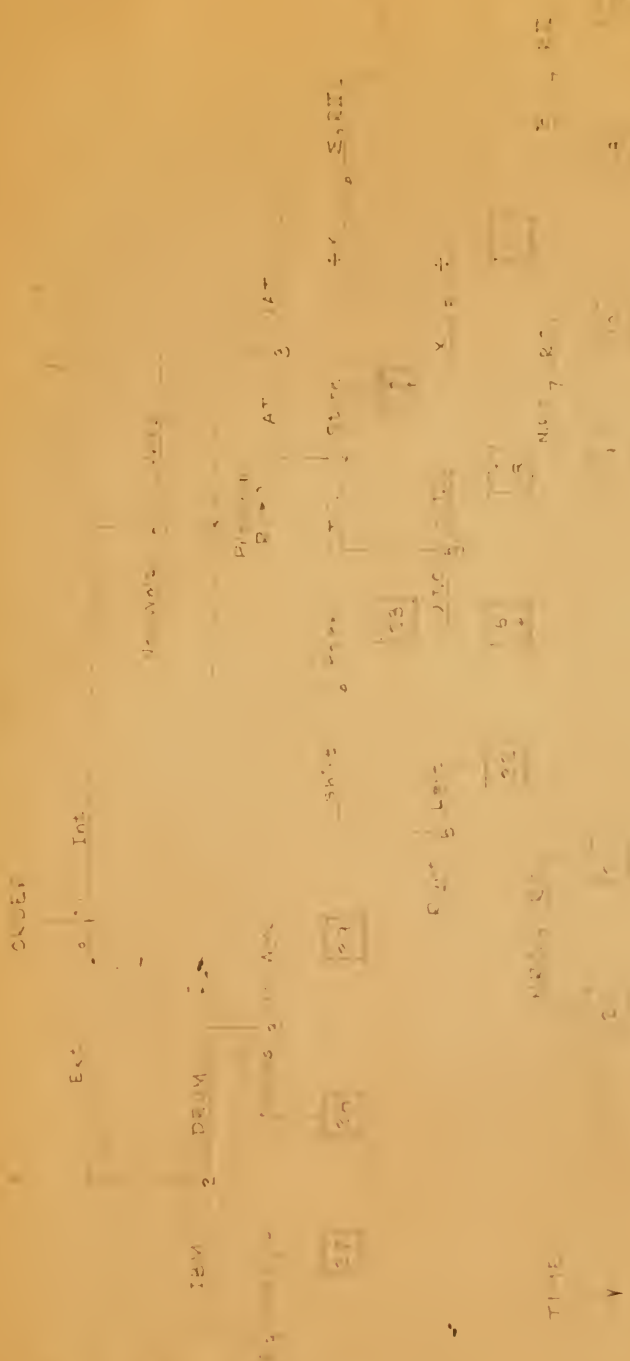


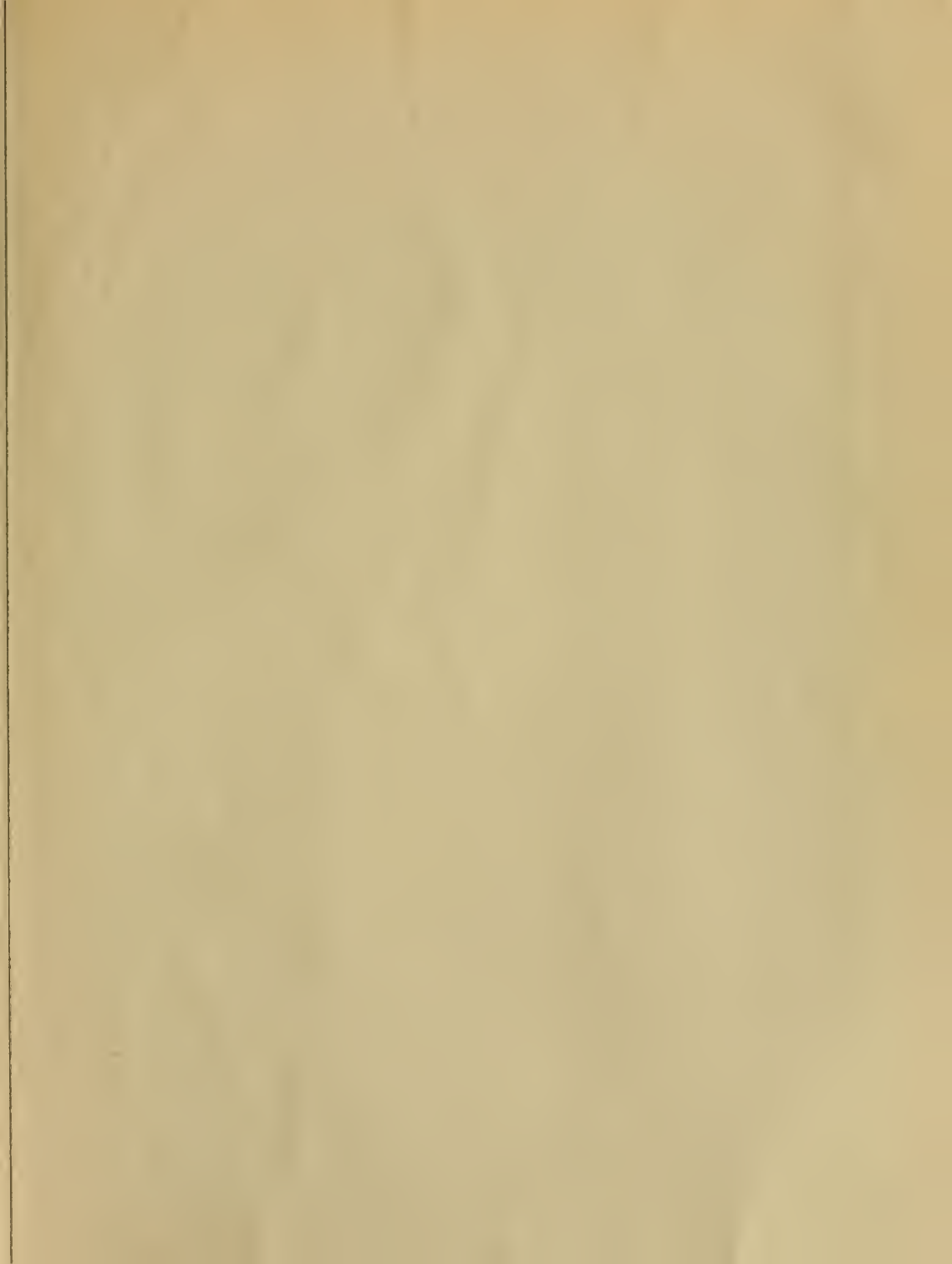
Figure XII
 BLOCK DIAGRAM OF ORDER INTERPRETATION

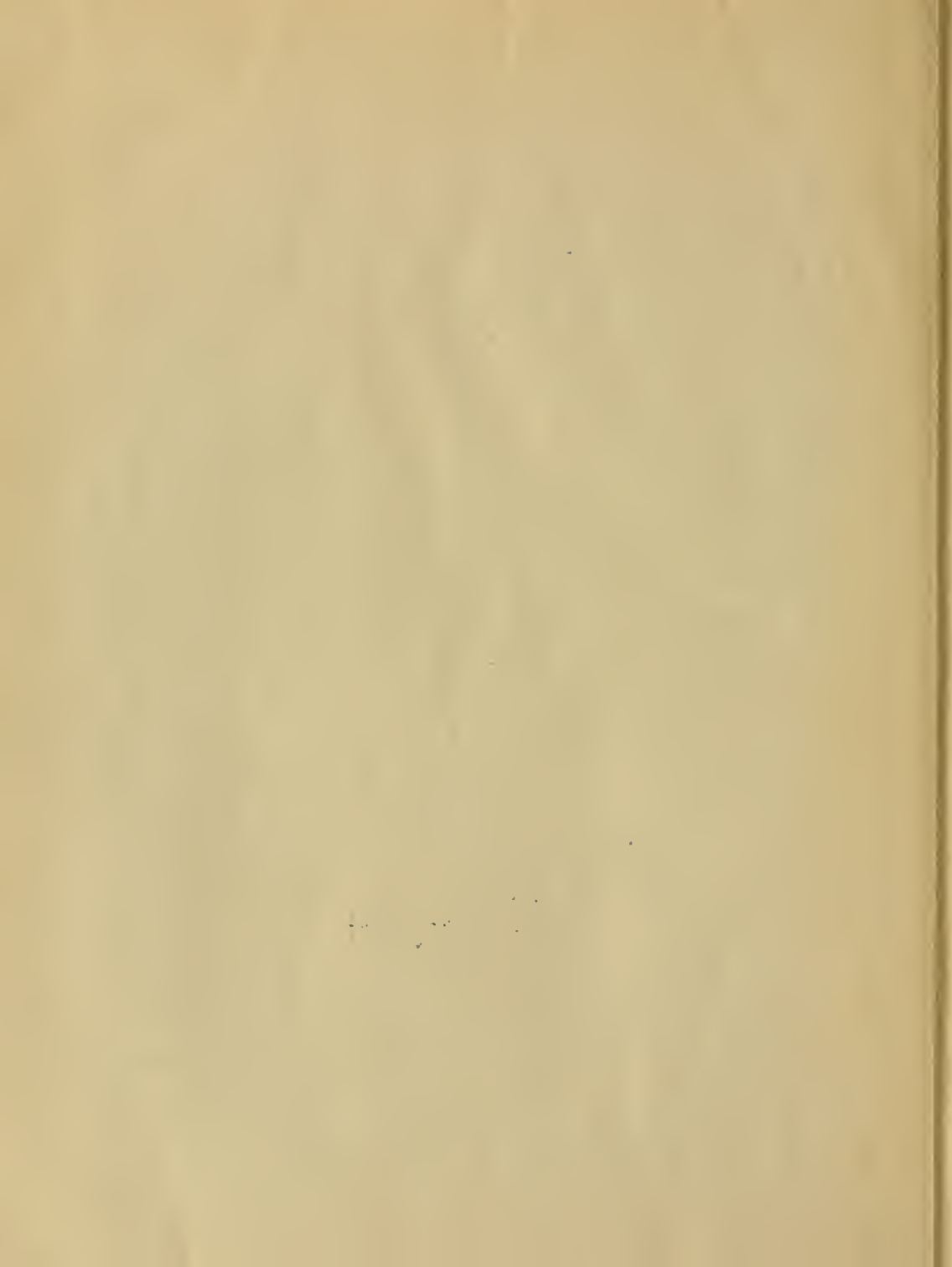
Also, not all digits are represented on this diagram. As an example, the magnitude/number digit, D_4 , enters only into the setting of the Complement Gates and has no direct effect on order timing. Similarly the minus left/plus right digit, D_5 , in the case of summation orders affects only the Complement Gates and again does not determine a true dichotomy in time.

Finally, the terminal process to an order is usually the "step" to the next order. For most orders this "step" may be suppressed and computation stopped by setting the step digit, D_0 , to a "0". This final choice of step or stop is not shown on the diagram.

1875







47047

Institute for Advanced Study.
Electronic Computer Project.
Final progress report on the
physical realization of an
electronic computing instru-
ment. (Text) Copy 2

DATE	ISSUED TO

(15)

47047

Institute for Advanced Study
Math. - Nat. Sci. Library
Princeton, N. J. 08540

