A programming system for the simulation of digital machines

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Bruce A. Pumplin

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INTRODUCTION

Motivation

The purpose of the work reported on here was to develop a programming system for the simulation of digital machines. The digital machines of interest in this work comprise the class of stored program, automatic digital computers within the much more extensive universe of digital machines in general. The current interest in, and the importance of, this subset of digital machines served as the justification for restricting the focus of attention to one specific area.

The simulation system discussed here is made up of two equally important elements. The first is a machine-readable, formal notation for specifying the structure and the behavior of digital processors at the register-transfer level. The second is a translator or language processor for converting a machine description in the above notation into a simulator which is capable of "executing" programs written in the machine language of the processor being simulated.

The computer description language developed here serves two purposes. First, the language is capable of specifying in a precise manner the structure of the digital machine being studied. Compared to existing informal notations for describing machine structure, precision of description is
achieved at the cost of a rigid language structure. However, since the language structure intentionally reflects the structure of most present day digital processors, the result is a computer description language which is precise and at the same time easy to use. In addition, the rigid structure of the language developed here makes it possible to machine-read the computer description and opens the door to a wide variety of automatic calculations using the machine description as input.

Second, the language is capable of specifying the behavioral characteristics of the digital machine being studied. It is this second capability of the language which makes the simulation of machine behavior possible. If machine descriptions in the language were capable of specifying only machine structure their usefulness would be restricted. They could be used for formal documentation of the machine design or they could serve as input to an automated procedure for developing interconnection diagrams and/or Boolean equations. But machine descriptions that omit specifying the behavior of the machine are incapable of serving as input data to an automated simulation system.

The translator or language processor developed here serves two purposes. First, from the user's viewpoint, it converts the machine description into a machine simulator. And it is the machine simulator which allows the user to
observe and study machine behavior. Formally, the simulator constructed from the machine description is capable of mapping an initial machine state onto a sequence of output states. When the simulator is creating the output sequence it is simulating the behavior of the digital machine.

Second, the translator provides the precise semantic meaning for the computer description language. The form or syntax of the language is specified by the language definition. The language definition by itself conveys no meaning. It is only when one knows what meaning the language processor attaches to any given statement in the language that one knows what the statement means.

Together the computer description language and its associated language processor make up a programming system for the simulation of digital machines. Such a simulation system may be used (1) by the computer designer as a design tool to assist him in the analysis and evaluation of alternative machine designs or, (2) by the computer instructor as an educational tool to assist him in the illustration of fundamental computer structural and behavioral concepts.

Relation to Other Work

The language discussed below leans heavily on the pioneering work of Chu (11) and the more recent work of Bell
and Newell (04). The concept of a block-structured language, after the work of Naur (27), also influenced the language. The work of Bartee, Lebow, and Reed (01) was influential in determining the machine level at which machine behavior was to be described. The language which emerged from the work done here is thought to take advantage of the best features of previous efforts in this area without incorporating their various inadequacies.

The translator discussed below owes no such debts to previous work in the area of language processors. Those authors recognizing the usefulness of developing a machine simulation system stop short of discussing processors for their computer description languages. Other authors do not even discuss the possibility of developing a simulator. The technique implemented by the translator here is a general technique applicable to all language processors. Bolliet (06) has applied the method of syntactic functions, in an incomplete manner, to an ALGOL-like higher level programming language.

The first chapter below describes the syntactic details of the computer description language developed here. The second chapter below supplies the semantic meaning of the language and discusses the implementation details of the language translator. The third chapter below discusses the results which were obtained and the implications which follow
from these results. Various program listings, the formal syntactic definition of the language, and a sample machine description will be found in the appendices.
THE BRPSIM LANGUAGE

Introduction and Background

The first goal of the research reported on here was to define a machine-readable formal notation for specifying the structure and behavior of digital processors at the register-transfer level. Although no such notation has been accepted as a standard, the desirability of a convenient, concise method for describing the details of digital machines has been recognized for some time.

Bartee, Lebow, and Reed (01) present a rigorous treatment of digital machines by considering their operation at the register-transfer level. This approach to machine description recognizes that (1) machine structure may be defined in terms of registers and data paths, and (2) machine behavior may be defined in terms of information flow between registers along the existing data paths. Rather informally, the authors of this standard textbook develop a printable symbology which they use to describe certain fundamental concepts of computer behavior. Loaded with subscripts, superscripts, and Greek characters, however, their printable notation is far from machine-readable.

Gorman and Anderson (19) present the conceptual details of an experimental programming system to be used by the logic
designer as an aid in the development of logic equations for digital computers. In a companion effort, Proctor (29) discusses "a system descriptive language" used to provide the description of the digital computer under investigation. Along with his co-workers, Proctor must be given credit for recognizing the usefulness of developing a formal language for machine description which is machine-readable.

Schlaeppi (31) provides an informal description of a proposed "behavioral hardware language" for describing machine logic, timing and sequencing and suggests possible uses for such a language. In fact, he suggests the possibility of constructing a processor for such a language which would automatically translate the description of an object machine into a simulator capable of executing sample programs written in the language of the object machine. Just such a language processor is the second goal of the research reported on here.

Chu (11) proposes modelling "a computer design language" along the lines of a high level programming language and discusses the advantages of such a technique. The high level programming language he selects is ALGOL. Chu also recognizes the possibility of developing a translator for use with such a language as a step toward the simulation of the object machine on an existing machine.

Bell and Newell (04) press the case for development of a
computer descriptive language and present the details of their efforts in this area in their book (03). Their notation achieves the goals of precision and flexibility of description necessary in such a language, but lacks the virtues of lucidity and convenience. Further, as their notational system now exists, it is not machine-readable. In passing, these authors note the usefulness of developing a simulator for executing object machine programs.

Language Requirements

The purpose to be fulfilled by the language being defined is sufficient to dictate a number of general requirements the language must meet.

First, the language must be easy to learn. This requirement is best met by making the language as close as possible to natural language or, next best, making it as close as possible to an existing programming language. The additional requirements that the language be unambiguous, concise, and precise exclude the possibility of using a natural language model for a computer design language. However, making the computer design language mirror, wherever possible, the constructs and concepts of existing high level programming languages will contribute significantly to the "naturalness" of the language.
Second, the requirement that the language be convenient to use can be met by ensuring that the elements from which a machine description is constructed correspond directly and obviously to the structural and behavioral elements of the object machine being described. For example, in describing digital machines at the register-transfer level, there must exist an element of the design language which directly models the hardware registers of the object machine.

Third, in order that the language be concise, it must suppress all details of machine description and machine behavior which are of no interest or are of interest only in so far as their functions must be defined. For example, at the register-transfer level, the details of the instruction decoding operation are usually of no interest. In the case of elementary machines, a simple mapping from operation code to operation microsequence is sufficient.

Fourth, one of the most important benefits to be derived by the computer programmer from using a high level programming language is the ability to name and refer to symbolically, objects defined in terms of primitive language constructs. By requiring the language used in describing machine operation to have the same sort of hierarchical structure, the same benefits of lucidity and flexibility may be realized.

The above requirements have guided the development of
the BAPSIM computer description language described in detail below. The extent to which these requirements have been met will be left for the reader to determine for himself.

The Meta-Language

The syntax of the BAPSIM computer description language will be described in what follows with the aid of a modified version of the meta-notation developed by Brooker and Morris (08). The use of this meta-notation will be explained first by a series of examples. Consider the meta-definition

\[
\text{DIGIT} = '0'|'1'|'2'|'3'|'4'|'5'|'6'|'7'|'8'|'9'
\]

The sequence of five characters on the left hand side of the equals sign is a meta-linguistic variable used to denote any occurrence of the syntactic unit of the same name. The equals sign is a meta-linguistic character that is to be read as "is defined to be". Quote marks are meta-linguistic characters used to delimit character strings which occur literally. The vertical slash is a meta-linguistic connective which means "or". In words, this definition states that "a digit is defined to be the literal occurrence of a character zero, or a literal occurrence of a character one, or a literal occurrence of a character two, ..., or a literal occurrence of a character nine".
Similarly, the syntactic unit "letter" is defined:

\[ \text{LETTER} = \text{'A'}|\text{'B'}|...|\text{'Y'}|\text{'Z'} \]

In the possibly more familiar Backus Normal meta-notation, the definition of a digit would appear as:

\[ \text{<digit>} ::= 0|1|2|3|4|5|6|7|8|9 \]

The differences between the meta-notation to be used here and the meta-notation developed in the ALGOL 60 report are based on a desire for clarity and simplicity in the meta-notation. In the definition of any usefully large language, meta-linguistic variables occur much more frequently than literal character strings. By delimiting character strings rather than meta-linguistic variables the language definition is shorter and easier to read.

To avoid ambiguity in specifying the juxtaposition of syntactic units it is necessary (and sufficient) to require that the un-delimited meta-linguistic variables used to denote the syntactic units of the language be unbroken character strings. Use of the break character, '\_', instead of the blank results in an unambiguous, easy-to-read notation. An example will clarify this last point.

In Backus Normal form, <unsigned integer> is a valid meta-linguistic variable. Merely dropping the delimiting brackets results in an ambiguous construction if it appears
on the right hand side of a syntactic definition. Does it refer to the single syntactic unit "unsigned integer" or does it refer to the two syntactic units "unsigned" and "integer"? In the notation used here, if it does indeed refer to the single syntactic unit, the embedded blank must be replaced by the break character, i.e., UNSIGNED_INTEGER. In the present notation UNSIGNED_INTEGER will denote the occurrence of any member of the syntactic unit "unsigned" followed by the occurrence of any member of the syntactic unit "integer".

The meta-notation used here replaces the recursive definitions occurring so frequently in the ALGOL 60 report with iterative definitions. The full implications of this change will be discussed later when the syntax-directed (10) BAPSIM translator is described.

In Backus Normal form the definition of an "identifier" would be:

\[
\text{<identifier> ::= <letter>|<identifier><letter>|<identifier><digit>}
\]

This definition is an excellent example of a definition which is left recursive.

In the meta-notation used here, the definition of an "identifier" is:

\[
\text{IDENTIFIER = LETTER \$ (LETTER|DIGIT)}
\]
The dollar sign introduced in the last definition is a meta­linguistic character that is to be read as "zero or more occurrences of". In words, this non-recursive definition of an "identifier" states that "an identifier is defined to be a letter followed by zero or more occurrences of a letter or a digit, in any order". Similarly, the syntactic unit "integer" is defined to be:

\[ \text{INTEGER} = \text{DIGIT} \, \$ \, (\text{DIGIT}) \]

In what follows, the syntactic units "identifier" and "integer" will be considered primitive units or terminal symbols and will be denoted by .ID and .INT respectively. As the BAPSIM language is defined, identifiers and integers may be of any length. The BAPSIM translator, which constructs from the BAPSIM machine description a simulator for the object machine, however, requires that identifiers be limited to character strings of length eight or less and integers be limited to character strings of length five or less.

The special meta-linguistic symbol .EMPTY will be used to indicate the optional occurrence of a member of a syntactic unit. Strictly speaking, this special symbol refers to an occurrence of the null string of characters. For example, the meta-definition:

\[ A = X \, (Y \, | \, .\text{EMPTY}) \]
states that "an A is defined to be an X followed by either a Y or the null string". In other words, "an A is either an X or an XY".
The BAPSIM Vocabulary

The BAPSIM computer description language is built up from the basic symbols shown in TABLE 1. As explained in the previous section, the quote marks and the vertical slash which appear in TABLE 1 are meta-linguistic characters and are not a part of the BAPSIM language.

### TABLE 1. THE BAPSIM VOCABULARY

<table>
<thead>
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<th>Category</th>
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<td>Identifiers</td>
<td>LETTER $ (LETTER</td>
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<td>Integers</td>
<td>DIGIT $ (DIGIT)</td>
</tr>
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<td>Operators</td>
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<td></td>
<td>Logical: '='</td>
</tr>
<tr>
<td></td>
<td>Functional: '.SHL.', '.SHR.', '.CIRL.', '.CIRR.'</td>
</tr>
<tr>
<td></td>
<td>Relational: '.EQ.', '.NE.', '.LT.', '.GT.', '.LE.', '.GE.'</td>
</tr>
<tr>
<td></td>
<td>Sequential: '&lt;-', '='</td>
</tr>
<tr>
<td>Delimiters</td>
<td>'{', '}', '.', '!', '&lt;', '&gt;', '</td>
</tr>
<tr>
<td>Declarators</td>
<td>'REGISTER', 'SUBREGISTER', 'MEMORY', 'INITIALIZE', 'MONITOR', 'TERMINAL', 'OPERATION'</td>
</tr>
</tbody>
</table>
Identifiers

Identifiers are names given to the structural and behavioral elements of the object machine being described. As such, identifiers are used to name the four kinds of machine structural elements of interest -- registers, subregisters, memories, and terminals -- and the one behavioral element of interest -- the operation. In general, operations are nothing more than named collections of primitive machine operations. The capability for the user to name, define, and refer to collections of primitive machine operations as he wishes gives the language the desired hierarchical structure. This provision also enables the suppression of detail essential to a clear machine description.

Identifiers naming structural elements of the machine must be declared before they are used. Identifiers naming machine operations corresponding to the object machine's instruction set must not be explicitly declared; contextual declarations are sufficient in these cases. All identifiers naming user-defined collections of primitive machine operations must be explicitly declared.

Integers

The only numbers that may appear in a BAPSIM computer
description are unsigned decimal integers of length five or less. These integers are used in the declaration of registers, subregisters, and memories; in referring to individual bits of a register or subregister or to individual words of a memory; and in referring to binary bit patterns contained in a register, subregister, or memory word.

Operators

Five types of operators are recognized as primitive symbols of the BAPSIM language: arithmetic, logical, functional, relational, and sequential. Some of these operators are unary — they are associated with one identifier operand — and some are binary — they are associated with two identifier operands or one identifier operand and one integer operand — and some can be either unary or binary. In the latter case, the exact operation denoted by the operator is determined from the context in which the operator appears.

The two arithmetic operators are binary in nature and correspond to the usual arithmetic operations of addition and subtraction.

The single-character logical operators shown in TABLE 1 (-, *, +) may appear only in terminal statements and correspond naturally to the logical operations of complementation, logical product, and logical sum.
The multi-character logical operators .NOT., .AND., and .OR. may appear in both IF-statements and transfer statements; the logical operator denoting the exclusive-or operation, .XOR., may appear only in transfer statements. The logical operator denoting the logical complement operation, .NOT., is a unary operator; the operator denoting the exclusive-or operation is a binary operator. The remaining two multi-character logical operators, .AND. and .OR., may be either unary or binary operators depending on the context in which they appear. The result of applying the unary-and operator to a register or subregister operand is a single bit whose value is '1' if all of the bits of the operand are '1' and '0' otherwise. The result of applying the unary-or operator to a register or subregister operand is a single bit whose value is '1' if any of the bits of the operand are '1' and '0' if all of the bits of the operand are '0'. The other operators are applied bit-by-bit to the operand(s).

The functional operators appearing in TABLE 1 represent a class of operator which does not appear in the definition of any existing high level programming language. They have been included in the BAPSIM computer description language because they correspond directly and obviously to elementary machine operations occurring at the register-transfer level.

The functional operators shift left, .SHL., and shift
right, .SHR., may be either unary or binary operators. As defined here, the shift left operation shifts the bits of a register or subregister operand one bit to the left and inserts a '0' at the right end; the shift right operation shifts the bits of a register or subregister operand one bit to the right and inserts a '0' at the left end. Other shift operations, such as shifting and retaining the left- or right-most bit, are recognized as valid fundamental machine operations at the register-transfer level but have not been implemented in the current version of BAPSIM.

When appearing as unary operators in transfer statements the associated operand is an identifier naming the register or subregister which is to undergo the one-bit shift operation. When appearing as binary operators in transfer statements the first operand is an identifier as in the case of a unary operator and the second operand is an integer specifying how many times the one-bit shift operation is to be performed. Multiple shifts are thus provided for.

The functional operators circulate left, .CIRL., and circulate right, .CIRR., may appear only as unary operators in transfer statements. The circulate operations are nothing more than end-around one-bit shift operations. A reasonable extension to the current version of the BAPSIM language would be to allow the two circulate operators to also appear as binary operators in transfer statements as in the case of the
two shift operators, thereby allowing multiple circulate operations. The infrequent occurrence of such multiple circulate operations excluded this provision in the current version of the BAPSIM language.

The relational operators appearing in TABLE 1 may appear only in IF-statements and carry obvious meanings. Those readers familiar with FORTRAN will immediately recognize the source of the particular notation used for representing these operators.

The sequential operator '<-′ is used only in transfer statements and serves to denote a register-transfer operation. This operator may be read as "is replaced by" or "becomes". The intuitive appeal of the chosen notation should be obvious. The sequential operator ':=" is used only in terminal statements and serves to denote the familiar assignment operation of high level programming languages. By selecting different notations for the register-transfer operation and the terminal-assignment operation the essential difference between the two operations is emphasized. The remaining four sequential operators are borrowed directly from existing high level programming languages. The DO operator, however, has a slightly unconventional, though quite natural, meaning: DO followed by an identifier naming an explicitly defined operation serves to call for the operation named. Thus, DO in BAPSIM is equivalent to CALL
in FORTRAN or PL/1. The DO of FORTRAN or PL/1 has no equivalent in BAPSIM.

**Delimiters**

The single-character delimiters shown in TABLE 1 are used in a standard manner. Details of their use will be explained below. The multiple character delimiters are used to implement the block structure of programs (i.e., machine descriptions) written in BAPSIM. As might be expected from the number of program structure delimiters in the language, legal BAPSIM programs have a rigid structure. However, far from being a hinderance to machine description, this rigid structure required of BAPSIM programs actually facilitates writing, reading, and understanding machine descriptions. The reason for this is that the structure of BAPSIM programs directly reflects the structural and behavioral elements of the machine being described. The structural elements of a machine -- the registers, the subregisters, the memories, and the terminals -- are all specified in a program declare block. User defined operations, representing machine behavioral elements, also must be declared in the declare block. Specification of machine elements for performing the basic fetch, decode, and execute operations common to all present day digital computers also must be done within program blocks corresponding to these basic operations. The **END**
delimiter is used to signal the end of a basic program block.

**Declarators**

The first five declarators shown in TABLE 1 correspond to the five types of machine elements; the first four are structural elements and the fifth is a behavioral element. The final two declarators, INITIALIZE and MONITOR, serve to define an initiation procedure and an output procedure, respectively, for the simulator constructed by the BAPSIM translator. These two declarators supplement the actual machine description and, for this reason, must not appear in the same block as the other declarators which are an integral part of any machine description.

**Program Structure**

The BAPSIM vocabulary described in the preceding section provides the raw materials from which BAPSIM programs are constructed. This section will discuss the syntax of machine descriptions written in BAPSIM. The meta-language discussed previously will be used to formally define the syntax of BAPSIM programs.

A BAPSIM program consists of one outer block which contains three inner blocks. Here a block is taken to be a delimited sequence of statements that constitutes a
The structure block of a BAPSIM program contains all of the program declarations and thus reflects the structural characteristics of the machine being described. In addition, user-defined operations must be declared in the structure block. Even though these operations actually reflect certain behavioral characteristics of the machine being described, it was deemed appropriate to group all of the program declares at the beginning of each program.

The behavior block of a BAPSIM program is, in turn, made up of three other blocks, each of which reflects a specific behavioral aspect of the machine being described.

The fetch block of a BAPSIM program contains a sequence
of statements which specifies the fetch operation of the digital machine being described. Operand address calculation and next-instruction address calculation sequences may also be specified in the fetch block.

\[
\text{FETCH\_BLOCK = 'FETCH' SIMPLE\_SEQUENCE 'END FETCH'}
\]

The decode block of a BAPSIM program contains a sequence of statements which specifies the instruction decoding operation of the object machine. In the description of simple machines the decode sequence need be nothing more than a series of IF-statements which serve to map the value contained in a register or subregister into the name of the machine operation being decoded. In the description of more complex machines, specifying the decoding operation may require the use of other types of statements as well.

\[
\text{DECODE\_BLOCK = 'DECODE' SIMPLE\_SEQUENCE 'END DECODE'}
\]

The execute block of a BAPSIM program contains a sequence of statements which specifies the instruction interpretation operations of the object machine being described. Each machine instruction must be named -- so that it may be referred to in the decode block -- and the micro-operations required to "execute" the machine instruction must be specified. In most cases these micro-operations are merely the elementary register-transfer operations. Each of these
elementary operations is specified by a simple statement in the BAPSIM language. These simple statements were defined to reflect the elementary machine operations.

\[
\text{EXECUTE\_BLOCK} = \text{'EXECUTE'} \ COMPOUND\_STMT \\
$ ( ';'; \ COMPOUND\_STMT ) \\
\text{'END EXECUTE'}
\]

It should be noted here that the syntactic unit \text{COMPOUND\_STMT} appearing in the definition of an \text{EXECUTE\_BLOCK} is nothing more nor less than a labeled simple sequence, the label serving to name the operation specified by the simple sequence.

The input/output block of a BAPSIM program contains the statements required to specify the initiation procedure and the output procedure required for the simulator constructed by the BAPSIM translator. Since these statements are not a part of the actual machine description, but rather a supplement to it, they must appear in a separate block in the BAPSIM machine description.

\[
\text{IN\_OUT\_BLOCK} = \text{INITIALIZATION\_STMT} \ MONITOR\_STMT
\]

All of the various blocks (i.e., programs segments) making up a BAPSIM program have now been defined and described. The purpose of this section has been to explain the block structure of a BAPSIM machine description and to
highlight the manner in which this block structure is intended to reflect the structure and behavior of the object machine being described.

Program Statements

The statements which comprise BAPSIM machine descriptions fall into two broad categories: declaration statements, which serve to specify the machine structure, and simple statements, which are used to specify machine behavior.

Declaration statements

The set of program statements referred to collectively as declaration statements is made up of five members: register declarations, subregister declarations, memory declarations, terminal declarations, and operation declarations. Each of these statement types is defined, using the meta-notation described earlier, in Appendix 1 which shows the complete syntactic definition of the BAPSIM language. In this section the various program declaration statement types will be illustrated by example.

Register declaration statements are required to specify the single- or multi-bit hardware registers of the object machine. The machine registers are named and their lengths are specified as shown below:
This register declaration statement specifies two 32-bit registers, A and Q, and one 1-bit register, OV. In the case of multi-bit registers, bit positions are assumed to be numbered zero through \( n-1 \), where \( n \) is the length of the register in bits, starting from the left. This convention is required by the BAPSIM translator in its construction of the object machine simulator and is not a part of the BAPSIM language.

Subregister declaration statements provide the facility for naming, and hence referring to, contiguous portions of previously declared registers. Assuming register A has previously been declared as in the above example, we might have:

\[
\text{SUBREGISTER} \quad A(\text{OP}) = A(0-7), A(\text{ADDRESS}) = A(8-31);
\]

This subregister declaration statement associates with the first eight bits of register A the name OP and with the final twenty-four bits of register A the name ADDRESS. If register A may also contain sign-magnitude fixed-point data, we may want to include the following additional subregister declaration:

\[
\text{SUBREGISTER} \quad A(\text{SIGN}) = A(0), A(\text{MAG}) = A(1-31);
\]

This statement associates the name SIGN with the first (i.e., left-most) bit of register A and the name MAG with the final
Memory declaration statements provide a means for naming and defining the size of the memories of the object machine.

\[
\text{MEMORY} \quad M(\text{MAR}) = M(0-127, 0-31);
\]

This memory declaration statement asserts that the object machine being described has a single 128-word memory. The memory word length is thirty-two bits and the memory is accessed by the memory address register having the name MAR.

Terminal declaration statements name and define the number of terminals to be used in the description of object machine behavior. As Chu (11) points out, having this set of special identifiers, used to designate signals at critical circuit points, is convenient in some situations and necessary in others. The use of terminals in a machine description will be illustrated in the section below on terminal statements. A sample terminal declaration follows:

\[
\text{TERMINAL} \quad K(0-7), \text{SUM}, \text{T5}, \text{CARRY}(0-14);
\]

This statement associates the name K with a group of eight terminals, the names SUM and T5 with single terminals, and the name CARRY with a group of fifteen terminals.

Operation declaration statements are used to declare the presence of user-defined collections of primitive machine operations in the behavioral description of the object machine.
Such declarations are necessary in order that the BAPSIM translator be able to differentiate between user-defined operations and the operations corresponding to the object machine instruction set. The object machine simulator constructed by the BAPSIM translator treats these two types of operations in different ways. An alternative to requiring the explicit declaration of user-defined operations would be to adopt some sort of naming convention to distinguish between the two types of operations, say require all user-defined operations, and only user-defined operations, to begin with the letter Z. The associated reduction in naming flexibility, from the viewpoint of the programmer, was considered to be less desirable than requiring explicit declarations.

```
OPERATION MULT,ROOT,ADDRESS;
```

This operation declaration statement alerts the BAPSIM translator to the existence of three user-defined operations (MULT,ROOT,ADDRESS) in the description of the object machine.

**Simple statements**

The set of program statements referred to collectively as simple statements is made up of five members: DO-statements, IF-statements, GO_TO-statements, transfer statements, and terminal statements. Each of these statement
types is defined in Appendix 1. In this section the various simple statement types will be illustrated by example.

DO-statements serve to invoke the specified user-defined operation. When executed by the simulator for the object machine, DO-statements in BAPSIM are equivalent to CALL-statements in FORTRAN or PL/1. For example, the statement

DO ROOT

calls for the execution of the statements appearing in the definition of the user-defined operation ROOT. After the operation called for by the DO-statement is complete, "control" returns to a point immediately following the DO-statement. Any identifier appearing in a BAPSIM program immediately following the keyword DO must have previously been declared to be a user-defined operation.

IF-statements serve to specify the conditional occurrence of an action. For example, the statement

IF ( OP .EQ. 1 ) THEN DO ADD

specifies that the user-defined operation ADD will be carried out if and only if the register, subregister, or terminal named OP has a value equal to 1. In general, the action following the keyword THEN will be carried out if and only if the condition following the keyword IF is true. Readers familiar with PL/1 or ALGOL should note that this is the only
conditional construction allowed in BAPSIM. The construction
IF...THEN...ELSE, legal in other high level programming lan­
guages, is not a valid BAPSIM construction.

GO_TO-statements serve to specify unconditional trans­fers of control within a BAPSIM program. The identifier ap­pear­ing in the GO_TO-statement must appear elsewhere in the machine description as a statement label. The meaning and use of GO_TO-statements in BAPSIM are identical to the mean­ing and use of GO TO-statements in other high level program­ming languages.

Transfer statements are the heart of the BAPSIM language since they serve to specify the object machine register­transfer operations. These operations, being nothing more nor less than the primitive machine operations, completely define the behavioral characteristics of the machine being described. Transfer statements specify the information transfer from one register to another as well as the logical operation, if any, performed during the transfer. For exam­ple, a simple direct transfer of information between two reg­isters is specified in BAPSIM as:

\[ A \leftarrow Q \]

This statement calls for the transfer of the contents of reg­ister Q to register A. Examples of more complex transfer statements and word descriptions of their meaning follow.
This statement represents a memory fetch operation. It calls for the transfer of a word, specified by the contents of the memory address register MAR, out of memory M into register X.

This statement is a memory store operation whose meaning is exactly analogous to the preceding memory fetch operation.

This statement specifies a shift and transfer operation. The contents of register X are transferred to register A shifted one bit to the right. The contents of register X are unaltered by this operation.

This statement specifies an addition operation. The contents of register A are added to the contents of register X -- in a strict binary sense -- and the result is returned to register A. The operation is the basic machine addition operation and implies the existence of an adder of some sort in the object machine. The logical details of the adder are not specified by this operation and are of no concern when viewing the object machine on the register-transfer level.
Terminal statements specify the signals at critical circuit points called terminals. Terminals may be thought of as 1-bit registers whose value is specified as some logical function of other 1-bit registers, subregisters or terminals. For example, the output-carry terminal, OV, of a full adder may be considered a terminal whose value is specified by the terminal statement

$$OV := K(0) \cdot (\neg A(0)) \cdot (\neg R(0)) + (\neg K(0)) \cdot A(0) \cdot R(0)$$

Use of the sequential operator ' := ' serves to distinguish terminal statements from transfer statements and highlights the fact that the operations specified by these two types of statements are different in essence. The only logical operators which may appear in terminal statements are the logical product operator ' \cdot ', the logical sum operator '+', and the logical complement operator ' \neg '. These three operators are sufficient for specifying any logical function which may be associated with a terminal. It should be noted that the logical operators which appear in terminal statements are not the same operators which appear in transfer statements. The reason for this distinction is that terminal statements may be much longer than transfer statements and single-character operators make the longer statements easier to read (and write). The example given above has no equivalent transfer statement; a terminal statement is necessary to specify the
operation. There are cases where a terminal statement is merely more convenient to use than a transfer statement. For example,

\[ A(0) \leftarrow A(0) \cdot \text{AND.} \cdot R(0) \]

and

\[ A(0) := A(0) \cdot R(0) \]

are equivalent.

Simple statements may optionally specify timing information for use by the simulator in simulating machine behavior. If timing data is to be supplied, the format is:

```
SIMPLE_STMT <TIME>
```

where TIME is an integer which specifies the time, in relative units, required to perform the operation specified by the simple statement. For example, if a memory access operation takes 1.5 microseconds in a certain machine, the simple statement describing this operation might appear as:

```
X \leftarrow \text{MEM(MAR)} <15>
```

In this case, the basic time unit is clearly one-tenth of a microsecond and the memory access operation is performed in fifteen of these basic time units.

As a further example, if the machine being simulated
employs an adder (of some sort) which is capable of adding
the contents of two registers and returning the result to one
of the two registers in 2.0 microseconds, the simple
statement describing the machine's addition operation might be:

\[ A \leftarrow A . \text{ADD} . X \]

In this case, the basic time unit was chosen to be one-half
of a microsecond.

The choice of the basic time unit is left to the BAPSIM
programmer in order to provide him with the ability to de-
scribe machines of widely varying speed. The only restric-
tion on the choice of the basic time unit is that all machine
operations must take place in time intervals which are inte-
gral multiples of the basic time unit.

If timing information is specified in the object machine
description, the simulator keeps track of the (simulated)
time required to perform all of the operations in each of the
(simulated) fetch-decode-execute cycles. At the end of each
cycle the accumulated time is printed out along with the ma-
chine state. This feature, then, provides information about
the time required for the object machine to execute a given
program.

In the case of synchronous machines, where each and
every fetch-decode-execute cycle takes place in the same
amount of time, the timing information provided is not too
useful since the total time is merely the product of the time per cycle and the number of cycles executed. In the case of asynchronous machines, where the time required for each cycle is a function of the operations performed during the cycle, the timing information provided automatically by the simulation run would be difficult to obtain in any other way.

A Sample Program

The purpose of this section is to further clarify, by means of an example, the structure of BAPSIM programs and the syntax of BAPSIM statements.

The digital computer described in this section (referred to in what follows as TELCOMP) does not exist in hardware. Rather it is a hypothetical machine designed to be used as a pedagogical tool for illustrating fundamental concepts common to all digital computers. For precisely this reason, it is also an excellent vehicle for illustrating the structure of BAPSIM machine descriptions and the syntax of BAPSIM program statements.
FIGURE 1. THE TELCOMP COMPUTER.
FIGURE 1 is a block diagram of the TELCOMP computer illustrating in an informal manner the structural characteristics of the machine. The relationship between this pictorial description of the machine and the formal BAPSIM machine description will be discussed below. In referring to the BAPSIM program (Appendix 2) reference will be made to the identification information appearing as 8-character strings to the right of the figure. This information is not a part of the BAPSIM language and would not appear in an actual BAPSIM program.

The BAPSIM translator, which constructs from the BAPSIM machine description a simulator for the object machine, recognizes all program cards with an asterisk '*' in column 1 as comment cards. Comment cards are merely listed by the BAPSIM translator and hence are not a part of the formal machine description. They allow the programmer to supplement his formal machine description with English language explanations and identification information.

The formal machine description begins on line 1030. The literal occurrence of SIMULATION signals the beginning of a simulation block and hence the beginning of a BAPSIM program. Similarly, the literal occurrence of DECLARE (line 1090) signals the beginning of a structure block. The body of the structure block is made up of three declaration statements which serve to specify the machine structure. These
declaration statements are the formal counterpart of the blocks of FIGURE 1.

The first declaration statement (lines 1100 and 1110) is a register declaration statement specifying the seven registers within the object machine. The location counter, named LC, and the memory address register, named MAR, are declared to be 6-bit registers. The exchange register, named XR, the first accumulator, named AC1, and the second accumulator, named AC2, are declared to be 9-bit registers. Further, TELCOMP contains a 3-bit instruction register, named IR, and a 1-bit stop/run flip-flop, named SR. Note that commas are used to separate the individual register declarations and a semi-colon serves to end the entire register declaration statement.

Also note that the register declaration statement discussed in the preceding paragraph appears on two lines (i.e., is punched on two cards). The BAPSIM translator ignores card boundaries, column position (except when checking for a comment card), and blanks (except when checking for a literal symbol) in its scan of the input string. This allows the programmer considerable freedom in punching his machine description and permits the writing of easily readable programs.

The second statement of the structure block (line 1120) is a subregister declaration statement specifying the two
(sub) fields making up the exchange register. The left-most field, named OP, is three bits long and extends from bit zero of the exchange register through bit two. The right-most field, named ADDS, is six bits long and extends from bit three of register XR through bit eight. Implicit in these subregister declarations is information about the TELCOMP instruction format. When the exchange register contains a word to be interpreted as an instruction (as opposed to a data word) the bits zero through two are considered to be the operation code and the bits three through eight are considered to be the operand address. Thus, the TELCOMP computer is a single address machine with a maximum of eight different machine instructions.

Similarly, a data word format could be defined. The subregister declaration statement corresponding to TELCOMP's 2's complement integer data word might appear as:

```
SUBREGISTER XR(SGN)=XR(0),XR(MAG)=XR(1-8);
```

The third statement of the structure block (line 1130) is a memory declaration statement. TELCOMP has a single 64-word, 9-bit memory, named M, which is accessed via a memory address register named MAR.

The literal occurrence of END DECLARE (line 1140) signals the end of the structure block. A note on syntax: the final statement in a block must not be followed by a semi-
colon. The delimiter indicating the end of the block also serves to indicate the end of the last statement within the block.

The structure block just described specifies the machine hardware elements of interest at the register-transfer level. The implementation details of this hardware are suppressed since they are not of interest at this level of description. In contrast to the block diagram, note that the formal description of TELCOMP has not defined the data paths between registers. However, these data paths are to be found implicitly in the transfer statements which describe the behavioral characteristics of the object machine.

The literal occurrence of FETCH (line 1170) signals the beginning of a fetch block. The body of the fetch block is made up of the following five transfer statements which define the fetch cycle of the machine. The first of these transfer statements (line 1180) is an example of a direct transfer between registers; the contents of the location counter LC are transferred unaltered to the memory address register. Implicit in this statement is the fact that a data path of some sort exists between these two registers.

The second statement in the body of the fetch block (line 1190) is an example of a memory access transfer statement. The contents of the memory word whose address is contained in the memory address register are transferred
unaltered to the exchange register. Again, a data path from the memory word to the exchange register is implied. Also note that the details of the address decoding operation are not specified or implied by this transfer statement. Such details are of interest to the logic designer or to the student of logic design, but they are concerned with a machine level "below" the register-transfer level. At the level of concern here, such details may be, and are, suppressed.

The next two statements (lines 1200 and 1210) are further examples of direct transfers. The fifth and final statement in the body of the fetch block (line 1220) is an example of a transfer statement which calls for a logical operation to be performed during the transfer operation. The logical operation is specified by the binary arithmetic operator .ADD.. This statement may be read as "increment the location counter by one". During the addition operation the contents of the operand register LC are taken to be a binary integer and a binary integer 1 is added in the least significant (i.e., right-most) bit position. The result is stored back in register LC.

The five transfer statements making up the body of the fetch block are examples of simple statements (they do not have a label prefixed to them) and they are separated by commas. They need not have been punched on separate cards,
however, their order is important. Note that the final statement in the block is not followed by a comma. The literal occurrence of END FETCH (line 1230) signals both the end of the last statement within the block and the end of the block itself.

The literal occurrence of DECODE (line 1260) signals the beginning of a decode block. The body of the decode block is made up of eight IF-statements, separated by commas, which serve to associate with each of the eight possible integer bit patterns in the 3-bit instruction register IR the name of an object machine instruction. Each of these eight machine instruction names appears in the execute block as a label on a compound statement.

The sequence of statements making up the body of the decode block describes the TELCOMP instruction decoding operation on a functional level and suppresses all of the implementation details of interest to the logic designer. On the functional level of interest here, the instruction decoding operation merely serves to invoke the proper sequence of machine micro-operations. In this simple case, the particular sequence of micro-instructions invoked depends only upon the contents of the instruction register IR. More complex dependencies are specified by including other BAPSIM statements in the decoding sequence.

There is an implicit flow of control, or sequence of op-
erations, which is reflected in the BAPSIN program structure: the instruction fetch operation is performed first, followed by the instruction decoding operation, followed in turn by the instruction execution operation. This fetch-decode-execute (FDE) cycle is found in all present day digital computers and is reflected in the structure of the object machine simulator constructed by the BAPSIM translator.

The literal occurrence of END DECODE (line 1350) signals both the end of the last statement in the sequence making up the body of the decode block and the end of the block itself. The literal occurrence of EXECUTE (line 1380) signals the beginning of an execute block. The body of the execute block is made up of eight compound statements which serve to describe the sequence of micro-operations associated with each object machine instruction. Note that a compound statement is nothing more than a labeled sequence of simple statements. The simple statements are separated by commas; the compound statements are separated by semi-colons. The labels correspond to the instruction mnemonics; the mnemonics are associated with specific operation codes in the decode block.

The first compound statement in the execute block, labeled ADD, describes the TELCOMP addition operation. The addition operation is "executed" by TELCOMP by performing three micro-operations: an operand fetch (line 1390), a register-register add (line 1400), and a direct transfer
In a similar manner, the second compound statement, labeled SUB, describes the TELCOMP subtraction operation as a sequence of seven micro-operations (line 1420 - line 1480). The micro-operation of line 1430 illustrates the use of the unary logical operator .NOT..

The TELCOMP shift right operation, SRC, is described by a sequence of three micro-operations. The third operation of this sequence (line 1510) illustrates the use of the BAPSIM functional operator .SHE.. In this operation the contents of the second accumulator, AC2, are transferred to the first accumulator, AC1, shifted one bit position to the right. The contents of the second accumulator, AC2, are left unaltered by this operation.

The TELCOMP unconditional transfer operation, TRU (line 1520), is "executed" by performing a single direct transfer micro-operation.

The TELCOMP transfer on negative accumulator operation, TRN, is specified by a single IF-statement micro-operation (line 1530). The condition for the single direct transfer is that the left-most bit of the first accumulator, AC1(0), is a '1'. If this condition is not met the direct transfer is not performed.

The next two TELCOMP machine instructions, store accumulator STA and clear accumulator CLA, are obvious. The
final instruction, however, deserves an explanation.

The purpose of the stop instruction (line 1570) is to halt the fetch-decode-execute cycle. In all cases, this operation is specified in a BAPSIM machine description by the simple statement GO TO STOP. During the execution of the simulated fetch-decode-execute cycle, one and only one machine instruction (i.e., series of micro-operations) will be invoked. Hence following the execution of a machine instruction there is an implied flow of control back to the fetch portion of the cycle -- control does not flow through more than one machine instruction as implied by the structure of the execute block. Thus, there is an implied GO TO FETCH statement after each of the compound statements making up the execute block. The correct flow of control is implemented in the object machine simulator constructed by the BAPSIM translator. See the general simulator flowchart in Appendix 5. Obviously, there must be some way to get out of the fetch-decode-execute cycle or the computer would "run" indefinitely. The statement GO TO STOP serves precisely this purpose.

The literal occurrence of END EXECUTE (line 1580) serves to signal the end of the execute block. Note that there is no semi-colon delimiter following the final statement of the execute block.

At this point in the BAPSIM program (line 1580) the
structural and behavioral characteristics of the object machine have been completely described. It remains for the programmer to specify information for use by the BAPSIM translator in constructing the object machine simulator.

The first of the two statements making up the input-output block is an initialization statement (line 1610). This statement informs the BAPSIM translator that when the simulator is run, input data corresponding to the named registers, subregisters, and memories will be provided by the programmer. The translator uses this information to include in the simulator provisions for accepting this data input. The input data supplied by the programmer defines the initial state of the machine for the purpose of simulation.

At the end of each fetch-decode-execute cycle the simulator provides printed output which may be thought of as a snapshot indicating the machine state. Those registers of interest to the programmer during the simulation run -- i.e., those registers the programmer uses to define the machine state -- are specified in a monitor statement (line 1630). This statement tells the translator that at the end of every fetch-decode-execute cycle of the simulation the contents of the six registers listed are to be printed out for inspection. Simulator input-output operations will be discussed further in a following section.

The literal occurrence of END SIMULATION (line 1660)
signals the end of the simulation block and hence the end of the BAPSIM machine description of the TELCOMP computer.
THE BAPSIM TRANSLATOR

Introduction

The purpose of the BAPSIM translator is to convert an object machine description written in the BAPSIM language into a simulator which is capable of "executing" programs written in the machine language of the machine being simulated. Since the simulator is a PL/1 program, from one point of view the BAPSIM translator may be thought of as a program-writing program.

Once the source language has been defined, three questions must be answered prior to the development of any translator/compiler:

1. What programming language is the translator/compiler to be written in?
2. What is the target language?
3. What translation technique is going to be used?

Answers to the first two of these questions will be briefly discussed next. The third question will be dealt with in more detail later.

In the case of compilers, the target language is usually the machine language of a particular machine (or series of machines) and, traditionally, compilers have been written in
the assembly language of the specified machine(s).

Recently, however, the use of higher level programming languages in the implementation of complex software systems has been gaining in popularity, as the advantages of such a method have come to be known and accepted. Certainly, not the least of these advantages has to do with the time required to write and debug large programs. It is simply easier to design and implement a large program, or group of programs, in a higher level programming language than it is to implement the same system in assembly language. As an example of this approach, one could cite the MULTICS supervisory system which was written in PL/1. In addition, there exists at least one FORTRAN compiler which was written in PL/1.

In order to explore the possibilities of such a technique, the decision was made to write the translator/compiler for the BAPSIM simulation system in a high level language. And, since the process of translation/compilation is, for the most part, a symbol manipulation process, PL/1 was selected as the language to be used. This decision was based primarily on PL/1's extensive and exceptional facilities for character processing.

The second question to be answered was: what is the target language? Unconventionally, but very successfully, PL/1 was also chosen as the target language. There were two reasons for this choice: (1) the nature of the simulation
process being implemented, and (2) the desire for program mobility.

The BAPSIM simulation system is intended to model digital machines at the register-transfer level. At this level, the fundamental data item is the bit string; one of PL/1's basic data items is the bit string.

One of the reasons for using higher level programming languages is the ability to run programs in the language on different machines -- i.e., program mobility. Such mobility is essentially lost in compilers or translators if the target language is not equally mobile. A FORTRAN compiler written in PL/1 is not really mobile if it generates S/360 machine code. Of course, mobility is not usually required in a compiler. However, in a translator or monitor it can be most useful.

In summary, by choosing PL/1 as both the language of the translator and as the target language, complete mobility of the simulation system is assured.

The question of translation technique remains to be answered. The first section below will deal only with the syntactic analysis phase of the translator. The equally important semantic analysis portion of the translator will be dealt with in a following section.
Syntactic Analysis Techniques

Syntactic analysis techniques fall into two broad categories: (1) general algorithms, and (2) special algorithms.

General algorithms are those which allow the syntactic analysis of a whole class of computer languages for which the syntax can be expressed with the aid of some code or formalism. These algorithms require two kinds of data: (1) the syntactic rules of the particular source language being analyzed, and (2) the source program to be analyzed.

Special algorithms (for syntactic analysis) are those with a structure which reflects the syntax of a particular language and which are therefore applicable only to that language. These algorithms require only one kind of input data -- the source program to be analyzed.

Since the BAPSIM language discussed above is the only language of interest in the work reported on here, generality in the translator was not required. Further, the efficiency (i.e., fast parsing speed) and ease of use associated with translators implementing one of the special algorithms were considered to be desirable.

Syntactic analysis techniques may also be classified according to the particular parsing algorithm they employ. Top-to-bottom parsers begin with the most general syntactic unit in the language grammar and, by making successive
substitutions for the non-terminal syntactic units, attempt to produce (construct) the given input string. In opposition, bottom-to-top parsing algorithms start with the given input string and, by applying the productions of the language grammar backwards, attempt to recognize the input as an occurrence of the most general syntactic unit.

General comparisons between the two parsing methods are difficult for two reasons. First, parsing efficiency is more a function of the language to be parsed than of the parsing method used. Some languages may be parsed more efficiently using the top-to-bottom method and others may be parsed more efficiently using the bottom-to-top method. Simple languages may be parsed efficiently by either method.

Second, the top-to-bottom method does have one drawback. It does not work for language definitions that are left recursive. This defect is not too important, however, since it is always possible to transform a given left recursive language definition into an equivalent grammar which is not left recursive (26).

Since the BAPSIM language definition is not left recursive, the choice of parsing method to be employed in the translator was dictated by another consideration discussed in the next section.
The Method of Syntactic Functions

The special algorithm which was selected for use in the BAPSIM translator is referred to in the literature as the method of syntactic functions. This top-to-bottom approach to the syntax analysis problem associates with each syntactic definition in the language a corresponding Boolean function in the translator. This direct relationship between the syntax of the language and the structure of the translator makes the translator easy to write initially and easy to modify if the syntax of the language is altered or extended.

To illustrate the method of syntactic functions, consider the problem of analyzing (in this case recognizing) lists of identifiers. In Backus-Normal form, the syntactic definition of a list might appear as follows:

\[
<\text{list}> ::= <\text{identifier}> \mid ',, <\text{list}>
\]

<list> and <identifier> are syntactic units and the notation ',,' is used to indicate the literal occurrence of a comma. In words, this definition states that "the syntactic unit <list> is defined as any occurrence of the syntactic unit <identifier> or a literal occurrence of a comma followed by any occurrence of the syntactic unit <list>". Note that in Backus-Normal form, <list> is defined in terms of itself. However, the definition is not ambiguous being "grounded" by
the first alternative in the above definition.

The syntactic function (procedure) corresponding to this syntactic definition is given in PL/1 as:

```
LIST: PROCEDURE RETURNS(BIT(1)) RECURSIVE;
    IF IDENTIFIER THEN
        IF COMMA THEN
            IF LIST THEN GO TO TRUE;
            ELSE GO TO FALSE;
        ELSE GO TO TRUE;
        ELSE GO TO FALSE;
    FALSE: RETURN('0'B);
    GO TO EXIT;
    TRUE: RETURN('1'B);
    EXIT: END LIST;
```

where IDENTIFIER is another Boolean procedure which returns \texttt{true} ('1'B) if the character string pointed to by the text pointer is an identifier, and returns \texttt{false} ('0'B) otherwise. When an identifier is found, and before \texttt{true} is returned to the calling procedure, the text pointer is advanced one position beyond the identifier. COMMA is another Boolean procedure which returns \texttt{true} if the character pointed to by the text pointer is a ',', and returns \texttt{false} otherwise. Again, the text pointer is advanced one position if and only
if a comma is found.

For those readers familiar with PL/1 or ALGOL it should be evident how the structure of this procedure reflects the structure of the syntactic unit being analyzed (list).

To illustrate how the choice of meta-language influences the syntax analysis process, consider the same example using the meta-language developed above. Using this meta-notation, the syntactic definition of a list would be as follows:

\[
\text{LIST} = \text{IDENTIFIER} \, (\, \text{','} \, \text{IDENTIFIER} \, )
\]

In words this definition states: "a list is defined to be an identifier followed by zero or more occurrences of the combination comma-identifier".

The most important thing to note about this definition is that the definition of a list is no longer recursive -- i.e., LIST is no longer defined in terms of itself.

The syntactic function (procedure) corresponding to this second syntactic definition is given in PL/1 as:

```plaintext
LIST: PROCEDURE RETURNS(BIT{1});
    IF -IDENTIFIER THEN GO TO FALSE;
L1: IF -COMMA THEN GO TO TRUE;
    IF -IDENTIFIER THEN GO TO FALSE;
    GO TO L1;
FALSE: RETURN('0'B);
```
where \texttt{IDENTIFIER} and \texttt{COMMA} are as defined in the earlier example. Note that since the definition of \texttt{LIST} is no longer recursive, the corresponding syntactic function (procedure) need not be recursive.

Again, note how the structure of the syntactic unit (\texttt{LIST}) under consideration is reflected in the structure of the procedure. In the second example, an iterative technique has been used instead of the recursive technique of the first example. The change from recursion to iteration is not always possible however. In the cases requiring recursion -- for example, the \texttt{CONDITION} portion of the \texttt{BAPSIM IF}-statement -- the \texttt{RECURSIVE} option allowed with \texttt{PL/1} procedures considerably simplifies the problem of implementation.

\textbf{Implementation Details}

With this general discussion of method out of the way we may proceed to consider the implementation details of such a technique. Appendix 3 contains a program listing of the syntax analysis portion of the \texttt{BAPSIM} translator and should be consulted while reading this section.
With reference to Appendix 3, note that the BAPSIM syntax analyzer contains three functionally distinct sections of code: (1) code for the necessary housekeeping chores (lines 1080 - 1960), (2) the main part or heart of the program (lines 2000 - 2100 and lines 7960 - 7980), and (3) the Boolean function procedures. These procedures fall into two categories: (1) primitive procedures, which recognize the primitive elements of the BAPSIM vocabulary and handle error conditions, and (2) the non-primitive procedures which correspond one-for-one with the syntactic units of the BAPSIM language.

One of the most important housekeeping chores involves reading the BAPSIM machine description. The input data is considered to be a finite character string which, of necessity, is punched onto a sequence of cards. The cards are read one at a time into an 80-character buffer, named CARD, and made available from there to the rest of the program. Also associated with the task of reading the input stream is a text pointer, named I, which keeps track of the correct position in the text being read and analyzed. As the input string is read, the text pointer is advanced by the various primitive procedures and when the end of the buffer is reached an end-of-card (EOC) condition is raised.

This condition causes four things to occur. First, the buffer CARD is refilled with the next eighty characters of
the input string. Second, the first character of the card just read is examined. If the character is an asterisk '*', indicating a comment card has been read, the comment is printed in the source listing and another card is read into the buffer. If the character is not an asterisk, the statement counter is incremented by one and the statement number and card are printed in the source listing. Third, the text pointer is reset to the beginning of the buffer. Finally, control transfers back to the primitive procedure which was responsible for raising the end-of-card condition and the syntax analysis process continues.

The heart of the BAPSIM translator is the single PL/1 IF-statement on lines 2060 and 2070. This statement serves to invoke all of the necessary procedures, in the proper order, for determining whether or not a valid BAPSIM program has been supplied as input. The elegant simplicity of this syntactic analysis technique should now be apparent.

**Primitive procedures**

The first of the primitive procedures is a one-parameter Boolean function labeled LITERAL. This procedure compares the character string passed to it by a calling procedure with the character string (of the same length) appearing at the current position of the text pointer. Note that extraneous blanks are ignored before the comparison is made. Also note
that the literal being tested for may not extend across a card boundary. If a literal occurrence of the character string passed to it is found at the current position of the text pointer, the function LITERAL returns true ('1'B) to the calling procedure after advancing the text pointer beyond the string just recognized. If no such match is found, the text pointer is not advanced and LITERAL returns false ('0'B) to the calling procedure.

In the examples above illustrating the method of syntactic functions, the existence of a Boolean function named COMMA was assumed. Implementing such a function could be accomplished by calling LITERAL with a comma as the argument -- i.e., LITERAL(','). Thus, LITERAL is a general Boolean function for recognizing the literal occurrence of any character string passed to it.

The second of the primitive procedures is a zero-parameter Boolean function labeled ID. This procedure checks for the occurrence, at the current position of the text pointer, of a valid BAPSIM identifier. Again, extraneous blanks preceding the identifier are ignored. When a valid BAPSIM identifier is recognized it is stored in a varying length character string named SYMBOL. If the identifier is greater than eight characters in length, a new character string is stored in SYMBOL which consists of the first four characters of the original identifier concatenated with the
last four characters of the original identifier. Thus, in practice, BAPSIM identifiers are limited to character strings of length eight. During the syntactic analysis phase of the translation process, the identifier stored in SYMBOL by the procedure ID is never used. It is used, however, during the semantic evaluation phase of the translation process.

The third of the primitive procedures is a zero-parameter Boolean function labeled INT. This procedure checks for the occurrence of a valid BAPSIM integer. Its operation is analogous to the operation of procedure ID except that integers are not "shrunk" if they exceed eight characters. Again, the integer stored in SYMBOL is never used in the syntactic analysis phase of the translation process.

The fourth of the primitive procedures is a zero-parameter procedure labeled ERROR. This procedure is called whenever the character string at the current position of the text pointer does not correspond to the character string expected by the syntax analyzer -- i.e., whenever an invalid machine description is provided as input to the analyzer. Error handling is extremely simple. The offending card column is flagged with a dollar sign '$' and the translation process is aborted. For a language as simple syntactically as BAPSIM this technique has proven itself to be adequate.

Three additions to the error handling routine were considered and all were rejected as being unnecessary for the
purposes of the work reported on here. The first addition would have called the error routine with an integer argument whenever an input syntax error was detected. The error routine would then output an error message, determined by the integer passed to it, which contained more complete diagnostic information. The second addition would have been to provide some sort of error recovery procedure. The complexity of such a procedure to handle all possible errors was considered to be prohibitive to its implementation. Another possibility would have been simply to advance the text pointer beyond the offending statement (after flagging the error) and continuing with the translation process. This provision would have made it possible to detect more than one error on each run of the translator. Further development of the BAPSIM translator will certainly include this provision.

**Non-primitive procedures**

The remaining section of the syntax analyzer consists of the fifty-four function procedures corresponding to the fifty-four non-primitive syntactic units of the BAPSIM language. By comparing any syntactic procedure with its associated syntactic definition the relationship between the structure of the definition and the structure of the procedure should be apparent. It is precisely this direct correspondence which results in a syntax analyzer that is easily modified to
reflect changes in, and extensions to, the language being analyzed.

Two of the fifty-four non-primitive procedures (TERMINAL_STMT, TRANSFER_STMT) are extraordinary. The reason for the added complexity of these two procedures is that the BAPSIM language is not defined so that each choice among alternative syntactic units can be made by examining only the first element of that syntactic unit. In other words, certain character strings in the language may represent the occurrence of more than one syntactic unit of the language. Precisely which syntactic unit a given instance of a character string represents depends on the context in which the character string appears.

More specifically, character strings of the form .ID or .ID(.INT) may represent the occurrence of either the syntactic unit DEST or the syntactic unit TERMINAL. If a character string having one of these two forms is followed by the sequential operator '<- ' it is taken to be an occurrence of the syntactic unit DEST. However, if the character string is followed by the sequential operator ':=' it is taken to be an occurrence of the syntactic unit TERMINAL.

Consider the problem of recognizing a terminal statement. The BAPSIM translator first checks for a transfer statement (since transfer statements occur more frequently in BAPSIM machine descriptions than terminal statements). If we
have a valid terminal statement, the translator recognizes
the initial portion of the statement as an occurrence of the
syntactic unit DEST and then checks for the sequential opera­
tor '->'. Of course, the transfer operator is not found
(remember we have assumed that we have a valid terminal
statement) and so the procedure TRANSFER_STMT must report
back to its calling procedure (SIMPLE_STMT) a failure. At
this point, however, the text pointer would be pointing just
beyond the character string incorrectly identified as an
occurrence of DEST. If the translator were now merely to
check for a terminal statement, failure would result since
the translator is looking for an occurrence of TERMINAL and
the text pointer is pointing to the sequential operator ':='.

The solution to this problem is to reset the text point­
er to the beginning of the terminal statement before
TRANSFER_STMT reports back a failure. With this provision
included, the translator continues by checking for and find­
ing an occurrence of TERMINAL, followed by an occurrence of
'::=', followed by the remainder of the terminal statement.

The Simulator

The simulator constructed by the BAPSIM translator is a
PL/1 program which is capable of "executing" programs written
in the machine language of the object machine. The input to
the simulator consists of bit strings specifying the initial state of the object machine's hardware elements. The output of the simulator is a series of snapshots of the object machine state at the end of each fetch-decode-execute cycle.

The purpose of the semantic evaluation portion of the BAPSIM translator is to generate the PL/1 simulator. As may be seen by referring to the program listing of the complete BAPSIM translator in Appendix 4, the semantic evaluation code is interspersed with the syntactic analysis code. The reason for this is that the code for the PL/1 simulator is generated "on the fly" as the syntactic analysis process is carried out. With this technique, elements of the PL/1 simulator are generated as soon as their corresponding elements in the machine description are recognized. In what follows, the more important segments of the semantic evaluation code will be discussed.

**Primitive procedures**

Two additional primitive procedures are associated with generating the PL/1 simulator. The first of these is a zero-parameter procedure labeled STAR. Recall that whenever an identifier or integer is recognized it is stored in a varying length character string called SYMBOL. The purpose of the procedure STAR is simply to retrieve the last identifier or integer recognized -- i.e., to retrieve the current contents
of SYMBOL.

The second of the primitive semantic evaluation procedures is a one-parameter procedure labeled OUT. This procedure is responsible for actually "writing" the PL/1 simulator. As individual statements of the simulator are generated, they are passed to OUT. This procedure converts them to 80-character records and writes them out into a file named ASSM. This file is subsequently read back in, as input to the PL/1 compiler, when the simulator is compiled prior to execution. In addition, procedure OUT prints out the code being generated for the simulator alongside the BAPSIM source code. This juxtaposition is useful in illustrating the relationships between elements of the source program and corresponding elements of the PL/1 simulator. Procedure OUT also keeps track of the number of semantic action records generated during the translation process. The final count is printed out as an item of statistical information at the conclusion of the translation process.

**Code generation**

Referring to the translator program listing in Appendix 4, observe that the occurrence of SIMULATION (line 1426) in the BAPSIM machine description gives rise to the first two lines of simulator code. Similarly, when the translator recognizes END SIMULATION (line 1440) the final five lines of
simulator code are generated.

The code generated by the translator upon recognition of END DECLARE is a bit unusual. See line 1482 in Appendix 4. The PL/1 %INCLUDE statement is a preprocessor statement which is executed during a preliminary scan of the PL/1 simulator. The statement is used here to incorporate strings of external text into the source program (i.e., the PL/1 simulator) being scanned. The external text to be included must be a member of a partitioned data set. The identifier in the %INCLUDE statement (in this case DCLS) specifies the name of the data set member which is to be included at this point in the PL/1 source text.

The data set member DCLS contains the PL/1 code for the declarations which are common to every simulator constructed by the translator. Of course, this declaration code could have been generated directly by the translator. The indirect method was selected because it decreased the size of the BAPSIM translator.

Two other %INCLUDE statements are generated by the BAPSIM translator. The occurrence of END DECODE causes %INCLUDE ENDCODE to be created (line 1554). The data set member ENDCODE contains the PL/1 code required for the simulator to handle the occurrence of illegal operation codes during the instruction decoding operation. See Appendix 7. This external text is incorporated into every simulator con-
structed by the translator.

The occurrence of \texttt{END EXECUTE} causes \texttt{\%INCLUDE PRIMPROC} to be generated (line 1618). The data set member \texttt{PRIMPROC} contains the \texttt{PL/I} code required to implement fourteen of the primitive object machine operations. See Appendix 8. The text for all of these operations is included in every simulator constructed by the translator even though the simulator for a particular object machine may not require some of them. Admittedly, keeping track of the primitive operations required by a particular simulator and then including only those operations would be a more elegant approach to the problem. However, it would also be a more complex and costly approach than the one chosen here.

\textbf{Simulator I/O}

The translator procedure \texttt{INITIALIZATION_STMT} (line 1640) is responsible for creating the \texttt{PL/I} code which handles the input operations for the simulator. The code generated here determines what form the simulator input initialization data must have. The first datum, required by every simulator, is associated with the \texttt{GET LIST(CH#CK)} statement (line 1654). The integer expected by this statement specifies the maximum number of object machine fetch-decode-execute cycles the simulator is to execute.

Each of the identifiers in a \texttt{BAPSIM} initialization list,
corresponding to those object machine hardware elements whose initial state is to be specified, gives rise to a GET DATA statement in the simulator. Hence, the format for specifying the initial state of the object machine is a sequence of PL/1 data lists. The PL/1 reference manual gives a complete description of the rules for supplying data to a GET DATA statement, obviating the necessity of going into the details here.

The object machine machine-language program is input by specifying an initial memory state. That is, the simulator reads the machine-language program into (simulated) memory and then executes it.

The translator procedure MONITOR_STMT (line 1694) is responsible for creating the PL/1 code which handles the output operations for the simulator. At the end of each simulated fetch-decode-execute cycle a snapshot of the object machine state is printed out. The first item printed out is the cycle number. Following the cycle number appears a printed listing of the bit patterns contained in each of the object machine hardware elements called out in the BAPSIM monitor list.

If timing information has been specified in the BAPSIM machine description, the time at the end of each fetch-decode-execute cycle will be printed out immediately following the cycle number. The time, recall, is in relative units.
**Primitive operations**

The simulator implements fourteen of the sixteen primitive BAPSIM machine operations by means of procedure calls. The two operations direct transfer and logical complement are implemented directly since PL/1 includes them as primitive operations. The remaining fourteen primitive operations must be implemented indirectly since they have no counterparts in the PL/1 language. It is this latter fact which serves as a justification for the development of a new programming language. To the BAPSIM user the primitive language operations and the primitive object machine operations are the same. The user is thus able to describe a given object machine in a straightforward, natural manner. It is a case of providing the user with a notational system which matches exactly the problem to be described.

The details of implementing the basic object machine operations are of no concern to the BAPSIM user since they are transparent to him. They are included here for the sake of completeness and with the hope that they may be of interest to the student of language implementation. Appendix 9 is a listing of the partitioned data set member PRIMPROC which contains the code for the fourteen primitive machine operation procedures.

The procedure #SET is invoked whenever a register,
subregister, or memory word is to be set to a specific bit pattern. Clearing a register or setting a flip-flop (i.e., a single-bit register) are its most common uses. The BAPSIM statement \( A \leftarrow 0 \) gives rise to the statement \( \text{CALL } \#\text{SET}(A, 0); \) in the simulator. When this latter statement is executed, during the simulation of the object machine, the procedure \( \#\text{SET} \) will clear register \( A \). Similarly, the BAPSIM statement \( C \leftarrow 7 \) gives rise to the statement \( \text{CALL } \#\text{SET}(C, 7); \). When this statement is executed, the integer 7 is converted to its binary equivalent ( \( '111'_{\text{B}} \) ) and this binary value is stored in register \( C \). The assignment of the binary value to register \( C \) is from the right. That is, if register \( C \) is five bits long, the value stored in \( C \) as a result of this statement is \( '00111'_{\text{B}} \). If register \( C \) is two bits long, the value stored in \( C \) is \( '11'_{\text{B}} \).

The procedure \( \#\text{AND} \) is invoked whenever a unary-and operation is specified. The BAPSIM statement \( C \leftarrow .\text{AND.} X \) gives rise to the statement \( \text{CALL } \#\text{AND}(C, X); \) in the simulator. When this latter statement is executed, the one-bit register \( C \) will be set to \( '1' \) if all of the bits of register \( X \) are \( '1' \). Register \( C \) will be set to \( '0' \) otherwise. If register \( C \) is a multi-bit register a length error will result during the simulation run since the unary-and operation is undefined in such a case.

The procedure \( \#\text{OR} \) is invoked whenever a unary-or opera-
tion is specified. The statement \( D \leftarrow .\text{OR.} \ Y \) gives rise to the statement \( \text{CALL } \#\text{UOR}(D, Y) \); in the simulator. When this latter statement is executed, the one-bit register \( D \) will be set to '1' if any of the bits of register \( Y \) are '1'. Register \( D \) will be set to '0' otherwise. If register \( D \) is a multi-bit register a length error will result during the simulation run since the unary-or operation is undefined in such a case.

The procedure \( \text{US}\#L \) is invoked whenever a shift left operation is specified. The statement \( A \leftarrow .\text{SHL.} \ Q \) gives rise to the statement \( \text{CALL } \text{US}\#L(A, Q) \); in the simulator. When this latter statement is executed, the contents of register \( Q \) are transferred to register \( A \) shifted one bit to the left. The right-most bit of register \( A \) is filled with a '0'. The contents of register \( Q \) are unaltered by this operation. If the two registers involved in this transfer operation are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure \( \text{US}\#R \) is invoked whenever a shift right operation is specified. The statement \( A \leftarrow .\text{SHR.} \ Q \) gives rise to the statement \( \text{CALL } \text{US}\#R(A, Q) \); in the simulator. When this latter statement is executed, the contents of register \( Q \) are transferred to register \( A \) shifted one bit position to the right. The left-most bit of register \( A \) is filled with a '0'. The contents of register \( Q \) are unaltered by this operation.
If the two registers involved in this transfer operation are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure CI#L is invoked whenever a circulate left operation is specified. The statement $A \leftarrow .CIRL. Q$ gives rise to the statement CALL CI#L($A,Q$); in the simulator. When this latter statement is executed, the contents of register $Q$ are transferred to register $A$ shifted end-around one bit position to the left. The contents of register $Q$ are unaltered by this operation. If the two registers involved in this transfer operation are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure CI#R is invoked whenever a circulate right operation is specified. This procedure is analogous to the procedure which implements the circulate left operation.

The procedure #ADD is invoked whenever a binary addition operation is specified. The statement $A \leftarrow A .ADD. X$ gives rise to the statement CALL #ADD($A,A,X$); in the simulator. When this latter statement is executed, the contents of register $X$ are added, in a strict binary sense, to the contents of register $A$ and the result is stored back in register $A$. If the result of the addition operation is larger than the maximum binary integer register $A$ is capable of holding, a
special one-bit flag, named OVERFLOW, is set to '1'. This overflow indicator is available to the BAPSIM programmer without an explicit declaration. No other BAPSIM program element may be assigned this name. Hence, OVERFLOW is a reserved word in the BAPSIM language from the user's viewpoint.

The second operand associated with the addition operator may also be an integer. The statement $L \leftarrow L .ADD. 1$ gives rise to the statement CALL #ADD($L,L,1$); in the simulator. When this latter statement is executed, the contents of register $L$ (treated as a binary integer) are incremented by one. OVERFLOW is set to '1' if the addition operation results in an overflow out of the left-most bit position of register $L$.

The procedure #SUB is invoked whenever a binary subtraction operation is specified. The statement $C \leftarrow C .SUB. 1$ gives rise to the statement CALL #SUB($C,C,1$); in the simulator. When this latter statement is executed, the contents of register $C$ (treated as a binary integer) are decremented by one. If the result of the subtraction operation is less than zero an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure #BOR is invoked whenever a binary-or operation is specified. The statement $A \leftarrow A .OR. X$ gives rise to the statement CALL #BOR($A,A,X$); in the simulator. When this latter statement is executed, the contents of register $X$
are or-ed bit-by-bit with the contents of register A and the result is stored back in register A. If the two register operands are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure BA#D is invoked whenever a binary-and operation is specified. The statement $A \leftarrow A \text{.AND.} X$ gives rise to the statement CALL BA#D($A, A, X$); in the simulator. When this latter statement is executed, the contents of register X are and-ed bit-by-bit with the contents of register A and the result is stored back in register A. If the two register operands are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure BX#R is invoked whenever an exclusive-or operation is specified. The statement $A \leftarrow A \text{.XOR.} X$ gives rise to the statement CALL BX#R($A, A, X$); in the simulator. When this latter statement is executed, the contents of register X are exclusive-or-ed bit-by-bit with the contents of register A and the result is stored back in register A. If the two register operands are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure BS#L is invoked whenever a multiple shift left operation is specified. The statement $A \leftarrow X \text{.SHL.} 4$
gives rise to the statement CALL BS#L(A,X,4); in the simulator. When this latter statement is executed, the contents of register X are transferred to register A shifted four bit positions to the left. The contents of register X are unaltered by this operation. If the two registers involved in this transfer operation are not the same length an error message will be printed during the simulation run indicating an invalid operation has been performed.

The procedure BS#R is invoked whenever a multiple shift right operation is specified. This procedure is analogous to the procedure which implements the multiple shift left operation.
CONCLUSIONS

Work on the BAPSIM programming system has demonstrated the possibility of developing a means for specifying and simulating the behavior of digital machines. In addition, the successful application of the techniques used in implementing the simulation system suggests that the case for special purpose programming languages and their associated language processors may be stronger than previously thought.

The main advantage of special purpose languages, that a language tailored to a certain class of problems is easier to learn and use than a general purpose programming language, has been recognized for some time. The main disadvantage, that a special purpose language processor must be provided along with every special purpose language if it is to have any practical application, has been known for an equally long time. And it is the time and effort required to provide the language processor that have been deciding negative factors in most decisions regarding the development of special purpose programming systems.

The work done in developing the BAPSIM simulation system has shown that the development of special purpose language processors need not be the expensive, time-consuming, often ad hoc procedure it has been in the past. Use of the meta-
language employed in the definition of the BAPSIM language together with the method of syntactic functions results in a straightforward, clearly defined technique for developing the language processor. In fact, if the language processor is written in a high level programming language with symbol manipulation capabilities, development of the processor will probably no longer be the most time consuming part of the development of a special purpose programming system. Using the BAPSIM simulation system as an example, it is the language definition phase of the development procedure which will require the most attention and time. The reason for this, of course, is that there now exists no algorithmic procedure for use in the definition of a language. And until there exists such a procedure, languages will continue to be developed in a trial and error, iterate and correct manner.

The BAPSIM simulation language was developed in just such a way. The work of others in the field of computer description languages was examined and their results used as a starting point. Features common to all previous efforts were extracted and formalized into a machine-readable notation. Additional language elements were included as dictated by the fact that the end result was to be a computer description language to be used in the simulation of machine behavior. An attempt was then made to describe a simple machine (TELCOMP) in the language. Language deficiencies were noted
and appropriate additions and corrections were made. The updated version of the language was then applied to a more complex machine (Bartee, Lebow, and Reed, Chapter 9). Inadequacies in the language were again observed and corrective measures were taken. This trial and error, design and analyze technique was continued through two more machines, the Fabri-Tek Bi-Tran Six and the Digital Equipment Corporation PDP-8. The BAPSIM language and translator have been tested on all four of the above mentioned machines. Numerous machine language programs were run and checked for each of these machines in the process of debugging the translator and the simulators which it constructs. The simulation system has proven itself capable of describing and simulating general purpose digital processors of sufficient complexity to justify its development and to attract the attention of students of computer design.

The BAPSIM simulation system has also demonstrated the advantages to be gained by the use of higher level programming languages in the development of special purpose programming systems. Systems programs -- compilers, translators, monitors, and the like -- need no longer be written in assembly language. Current high level languages, such as PL/1, provide the systems programmer with virtually all of the manipulative power available to the user of assembly languages and in a form which is easier to utilize. The result
is a decrease in the time required to write and debug the systems program involved.

In the case of special purpose language translators, generating "object" code in a higher level language also has demonstrated merit. The most obvious advantage such a technique has to offer is that a processor for the generated code already exists and need not be written. The associated disadvantage, of course, is that an existing general purpose processor for the generated code is probably not as efficient as a special purpose processor written specifically for the generated code. For translators which do not generate large quantities of "object" code, such as the BAPSIM translator, use of an existing compiler is to be preferred.

Any answer to the question of efficiency in the processing of the generated "object" code must also take into account the availability of extremely fast compilers for existing high level programming languages. All (except the best systems programmers) who have at their command the use of a high level compiler such as the WATFOR or WATFIV FORTRAN compilers or the Cornell PL/I compiler would be ill-advised to overlook the possibility of including one of these general purpose language processors in their special purpose programming systems. The best systems programmers, of course, will write special purpose language processors which are capable
of directly generating executable code, thereby eliminating the need for the second processor.


APPENDICES
Appendix 1. The BAPSIM Syntax
/* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * */
/* THE 'BAPSIM' SYNTAX */
/* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * */

PROGRAM = SIMULATION_BLOCK
SIMULATION_BLOCK = 'SIMULATION' SPECIFICATION_BLOCK

BEHAVIOR_BLOCK INOUT_BLOCK

'END SIMULATION'

STRUCTURE_BLOCK = 'DECLARE' DECLARATION_STMT

$ (*): DECLARATION_STMT 'END DECLARE'

BEHAVIOR_BLOCK = FETCH_BLOCK DECODE_BLOCK EXECUTE_BLOCK
FETCH_BLOCK = 'FETCH' SIMPLE_SEQUENCE 'END FETCH'
SIMPLE_SEQUENCE = SIMPLE_STMT $ ( ',' SIMPLE_STMT )
DECODE_BLOCK = 'DECODE' SIMPLE_SEQUENCE 'END DECODE'
EXECUTE_BLOCK = 'EXECUTE' COMPOUND_STMT

INOUT_BLOCK = INITIALIZATION_STMT MONITOR_STMT
INITIALIZATION_STMT = 'INITIALIZE' REGISTER_ID $ ( ',', REGISTER_ID )
MONITOR_STMT = 'MONITOR' REGISTER_ID $ ( ',', REGISTER_ID )

DECLARATION_STMT = REGISTER_DCL | SUBREGISTER_DCL |

MEMORY_DCL | TERMINAL_DCL | CONSTANT_DCL | OPERATION_DCL

REGISTER_DCL = 'REGISTER' REGISTER_ID $ ( ',', REGISTER_ID )
REGISTER_ID = REGISTER_ID $ ( '(', INT '-' INT ']' [ EMPTY ] )

SUBREGISTER_DCL = 'SUBREGISTER' SREXP $ ( ',', SREXP )
SREXP = REGISTER_ID $ ( '(', INT '-' INT ']' [ EMPTY ] )

MEMORY_DCL = 'MEMORY' MEMEXP $ ( ',', MEMEXP )
MEMEXP = MEMLHS '=' MEMRHS
MEMLHS = REGISTER_ID $ ( '(', REGISTER_ID ']' [ EMPTY ] )
MEMRHS = REGISTER_ID $ ( '(', INT '-' INT ']' [ EMPTY ]

TERMINAL_DCL = 'TERMINAL' REGISTER_ID $ ( ',', REGISTER_ID )

CONSTANT_DCL = 'CONSTANT' CONSEXPS $ ( ',', CONSEXPS )

OPERATION_DCL = 'OPERATION' REGISTER_ID $ ( ',', REGISTER_ID )
COMPOUND_STMT = "ID ':=' SIMPLE_STMT $ ( ',' SIMPLE_STMT )" APPA1390
SIMPLE_STMT = ( DO_STMT | IF_STMT | GO_TO_STMT | TRANSFER_STMT ) TERMINAL_STMT ) "('<' | 'INT ' | 'EMPTY' ) APPA1400
DO_STMT = 'DO' *ID APPA1410
IF_STMT = 'IF' CONDITION 'THEN' SIMPLE_STMT APPA1420
CONDITION = "(' BOOLEAN_TERM ")" APPA1430
BOOLEAN_TERM = BOOLEAN_FACTOR $ ( '.OR.' BOOLEAN_FACTOR ) APPA1440
BOOLEAN_FACTOR = BOOLEAN_SEC $ ( '.AND.' BOOLEAN_SEC ) APPA1450
BOOLEAN_SEC = "(' NOT.' | 'EMPTY' ) BOOLEAN_PRIM APPA1460
BOOLEAN_PRIM = LOGICAL_VALUE | RELATION | "(' BOOLEAN_TERM ")" APPA1470
RELATION = SAE ( REL_OP SAE | 'EMPTY' ) APPA1480
REL_OP = '.EQ.' | '.NE.' | '.LT.' | '.GT.' | '.LE.' | '.GE.' APPA1490
SAE = '.INT ' | 'DEST APPA1500
LOGICAL_VALUE = "(' TRUE.' | 'FALSE.' APPA1510
GO_TO_STMT = 'GO TO' *ID APPA1520
TRANSFER_STMT = DEST '<=' ( '.INT ' | UNARY_EXP | BINARY_EXP ) APPA1530
DEST = '..ID('..'ID '..INT '..INT '..EMPTY APPA1540
UNARY_EXP = UNARY_OP UNARY_SOURCE APPA1550
UNARY_OP = '"AND.' | '"OR.' | '"NOT.' | '"SHL.' | '"SHR.' | '"CIRL.' | '"CIRR.' APPA1560
UNARY_SOURCE = '..ID('..'ID '..INT '..INT '..EMPTY APPA1570
BINARY_EXP = OP1 ( BINARY_OP ( OP2 | '.INT ' | 'EMPTY' ) APPA1580
BINARY_OP = '"ADD.' | '"SUB.' | '"OR.' | '"AND.' | '"XOR.' | '"SHL.' | '"SHR.' | '"CNT.' APPA1590
OP1 = '..ID('..'ID '..INT '..INT '..EMPTY APPA1600
OP2 = '..ID('..'ID '..INT '..INT '..EMPTY APPA1610
TERMINAL_STMT = TERMINAL ':=' LABEL APPA1620
TERMINAL = '..ID ( '"INT ' | 'EMPTY' ) APPA1630
LABEL = TERM $ ( BOP TERM ) APPA1640
TERM = DEF1 | DEF2 APPA1650
DEF1 = '..ID ( '"INT ' | 'EMPTY' ) APPA1660
DEF2 = '"DEF1 '..DEF1 '..DEF1 APPA1670
BOP = '"*.' | '"APP unconsumable characters
Appendix 2.  A Sample Program
* * * Simulation

TELCOMP Simulation Study

DECLARE
REGISTER LC(0-5), MAR(0-5), XR(0-8), AC1(0-8), AC2(0-8),
IR(0-2), SR;
SUBREGISTER XR(OP) = XR(0-2), XRADDR = XR(3-8);
MEMORY M(MAR) = M(0-63,0-8)
END DECLARE

* * * Fetch

MAR <- LC,
XR <- M(MAR),
IR <- OP,
MAR <- ADDR,
LC <- LC * ADD* 1
END FETCH

* * * Decode

IF ( IR *EQ* 0 ) THEN GO TO ADD,
IF ( IR *EQ* 1 ) THEN GO TO SUB,
IF ( IR *EQ* 2 ) THEN GO TO SRO,
IF ( IR *EQ* 3 ) THEN GO TO TRU,
IF ( IR *EQ* 4 ) THEN GO TO TRN,
IF ( IR *EQ* 5 ) THEN GO TO STA,
IF ( IR *EQ* 6 ) THEN GO TO CLA,
IF ( IR *EQ* 7 ) THEN GO TO STP
END Decode

* * * Execute

APPB1010
APPB1020
APPB1030
APPB1040
APPB1050
APPB1060
APPB1070
APPB1080
APPB1090
APPB1100
APPB1110
APPB1120
APPB1130
APPB1140
APPB1150
APPB1160
APPB1170
APPB1180
APPB1190
APPB1200
APPB1210
APPB1220
APPB1230
APPB1240
APPB1250
APPB1260
APPB1270
APPB1280
APPB1290
APPB1300
APPB1310
APPB1320
APPB1330
APPB1340
APPB1350
APPB1360
APPB1370
APPB1380
ADD:  XR <- M(MAR),
      AC2 <- XR ADD AC1,
      AC1 <- AC2;

SUB:  XR <- M(MAR),
      XR <- NOT XR,
      AC2 <- XR ADD AC1,
      XR <- 1,
      AC1 <- AC2,
      AC2 <- XR ADD AC1,
      AC1 <- AC2;

SRO:  XR <- 0,
      AC2 <- XR ADD AC1,
      AC1 <- SHR AC2;

TRU:  LC <- MAR;

TRN:  IF (AC1(0) EQ 1) THEN LC <- MAR;

STA:  XR <- AC1,
      M(MAR) <- XR;

CLA:  AC1 <- 0;

STP:  SR <- 0, GO TO STOP

END EXECUTE

* *
INITIALIZE      LC, M, IR, MAR, XR, AC1, AC2
* MONITOR        LC, IR, MAR, XR, AC1, AC2
* *
END SIMULATION
Appendix 3. The Syntax Analyzer
/** THIS IS THE 'BAPSIM' ANALYZER IN PL/1 /**

(SIZE, SUBSCRIPTRANGE, STRINGRANGE): /* CONDITION ENABLING */
COMPILE: PROC OPTIONS(MAIN);

DECLARE
CARD CHAP(80), C(80) CHAR(1), DEF CARD,
I FIXED BINARY(31), /* TEXT POINTER */
J FIXED BINARY(31) INITIAL(0), /* STATEMENT COUNTER */
SYMBOL CHAR(32) VARYING,

/* THE PRIMITIVE PROCEDURES ARE DECLARED NEXT */

LITERAL ENTRY(CHAR(*) ) RETURNS( BIT(1) ),
ID ENTRY RETURNS( BIT(1) ),
INT ENTRY RETURNS( BIT(1) ),
ERROR ENTRY,

/* THE DEFINED PROCEDURES ARE DECLARED NEXT */

PROGRAM ENTRY RETURNS( BIT(1) ),
SIMULATION_BLOCK ENTRY RETURNS( BIT(1) ),
STRUCTURE_BLOCK ENTRY RETURNS( BIT(1) ),
BEHAVIOR_BLOCK ENTRY RETURNS( BIT(1) ),
FETCH_BLOCK ENTRY RETURNS( BIT(1) ),
SIMPLE_SEQUENCE ENTRY RETURNS( BIT(1) ),
DECODER_BLOCK ENTRY RETURNS( BIT(1) ),
EXECUTE_BLOCK ENTRY RETURNS( BIT(1) ),
IN_OUT_BLOCK ENTRY RETURNS( BIT(1) ),
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TERMINAL_STMT ENTRY RETURNS(BIT(1)), APPC1770
TERMINAL ENTRY RETURNS(BIT(1)), APPC1780
LABEL ENTRY RETURNS(BIT(1)), APPC1790
TERM ENTRY RETURNS(BIT(1)), APPC1800
DEF1 ENTRY RETURNS(BIT(1)), APPC1810
DEF2 ENTRY RETURNS(BIT(1)), APPC1820
BOP ENTRY RETURNS(BIT(1)), APPC1830
DUMMY FIXED BINARY(15); /* HAS THE ';' TO END DCL'S */ APPC1840
/* THIS IS THE END OF THE DECLARATIONS */ APPC1850
APPC1860
APPC1870
APPC1880
APPC1890
APPC1900
APPC1910
APPC1920
APPC1930
APPC1940
APPC1950
APPC1960
APPC1970
APPC1980
APPC1990
APPC2000
APPC2010
APPC2020
APPC2030
APPC2040
APPC2050
APPC2060
APPC2070
APPC2080
APPC2090
APPC2100
APPC2110
APPC2120
APPC2130
APPC2140

ON CONDITION(EOM) /* END-OF-CARD CONDITION */
BEGIN;
  L1: GET EDIT(CARD) (A(80));
  IF C(1)=*" THEN DO; PUT EDIT(CARD)(COL(50),A(80));
  GO TO L1;
  END;
  J = J + 1; /* INCREMENT STATEMENT COUNTER */
  PUT EDIT(J,CARD) (COL(44),F(3),COL(50),A(80));
  I = 1; /* RESET TEXT POINTER */
END;

/* THE MAIN PART OF THE PROGRAM FOLLOWS IMMEDIATELY. */
ON ENDFILE(SYSPIN) GO TO FINIS;
PUT EDIT('RUN OF THE BAPSIM ANALYZER ')(COL(60),A); /* HEADING */
PUT SKIP(5);
SIGNAL CONDITION(EOM); /* GET THE FIRST CARD */

IF PROGRAM THEN PUT EDIT('NORMAL ANALYZER EXIT')(SKIP(2),COL(10),A);
ELSE PUT EDIT('NO PROGRAM SUPPLIED')(SKIP(2),COL(10),A);

GO TO DONE;
/* THE PROCEDURES APPEAR BELOW - PRIMITIVE PROCEDURES FIRST */

LITERAL: PROC(S) RETURNS(Bit(1));
  DCL S CHAR(*);
  IF I>80 THEN SIGNAL CONDITION(EOC);
  DO WHILE( C(I)=' ' ); I = I + 1;
  END;
  IF I+LENGTH(S)>81 THEN RETURN('0'B);
  IF SUBSTR(CARD,I,LENGTH(S))=S THEN DO;
    I = I + LENGTH(S); RETURN('1'B);
  END;
  RETURN('0'B);
END LITERAL;

ID: PROC RETURNS(Bit(1));
  DCL J FIXED BINARY(31);
  IF I>80 THEN SIGNAL CONDITION(EOC);
  DO WHILE( C(I)=' ' ); I = I + 1;
  END;
  IF C(I)>'Z' | C(I)<'A' THEN RETURN('0'B);
  DO J=I+1 BY 1 WHILE( C(J)='A' ); END;
  SYMBOL = SUBSTR(CARD,I,J-I); I = J;
  IF LENGTH(SYMBOL)>8 THEN SYMBOL=SUBSTR(SYMBOL,1,4) ||
  SUBSTR(SYMBOL,LENGTH(SYMBOL)-3,4);
  RETURN('1'B);
END ID;

INT: PROC RETURNS(Bit(1));
  DCL J FIXED BINARY(31);
  IF I>80 THEN SIGNAL CONDITION(EOC);
  DO WHILE( C(I)=' ' ); I = I + 1;
  END;
  IF C(I)='0' THEN DO;
DO J=I+1 BY 1 WHILE( C(J)>='0' ); END;
SYMBOL = SUBSTR( CARD,I,J-I ); I = J;
RETURN( '1'B ); END;
RETURN( '0'B );
END INT;

ERROR: PROC;
PUT EDIT( '*** ERROR AT $ ***', 'S' ) (COL(1),A,COL(I+49),A);
PUT EDIT( 'RECOVERY NOT POSSIBLE -- COMPILATION ABORTED' )
( SKIP(2),COL(1),A );
CLOSE FILE( SYSPRINT );
STOP;
END ERROR;

/* THE NON-PRIMITIVE PROCEDURES APPEAR NEXT */

PROGRAM: PROC
RETURNS ( BIT(1) );
IF -SIMULATION_BLOCK THEN RETURN('0'B);
RETURN ( '1'B);
END PROGRAM;

SIMULATION_BLOCK: PROC
RETURNS( BIT(1) );
IF -LITERAL('SIMULATION') THEN RETURN('0'B);
IF -STRUCTURE_BLOCK THEN CALL ERROR;
IF -BEHAVIOR_BLOCK THEN CALL ERROR;
IF -IN_OUT_BLOCK THEN CALL ERROR;
IF -LITERAL( 'END' ) THEN CALL ERROR;
IF -LITERAL('SIMULATION') THEN CALL ERROR;
RETURN ( '1'B);
END SIMULATION_BLOCK;

STRUCTURE_BLOCK:PROC
RETURNS( BIT(1) );
IF -LITERAL('DECLARE') THEN RETURN( '0'B);
IF ~DECLARATION_STMT THEN CALL ERROR;
DO WHILE(LITERAL(' ;'));
   IF ~DECLARATION_STMT THEN CALL ERROR;
   END;
IF ~LITERAL('END') THEN CALL ERROR;
IF ~LITERAL('DECLARE') THEN CALL ERROR;
RETURN('1'B);
END STRUCTURE_BLOCK;

BEHAVIOR_BLOCK: PROC    RETURNS( BIT(1) );
IF ~FETCH_BLOCK THEN RETURN('0'B);
IF ~DECODE_BLOCK THEN CALL ERROR;
IF ~EXECUTE_BLOCK THEN CALL ERROR;
RETURN('1'B);
END BEHAVIOR_BLOCK;

FETCH_BLOCK: PROC        RETURNS( BIT(1) );
IF ~LITERAL('FETCH') THEN RETURN('0'B);
IF ~SIMPLE_SEQUENCE THEN CALL ERROR;
IF ~LITERAL('END') THEN CALL ERROR;
IF ~LITERAL('FETCH') THEN CALL ERROR;
RETURN('1'B);
END FETCH_BLOCK;

SIMPLE_SEQUENCE: PROC    RETURNS( BIT(1) );
IF ~SIMPLE_STMT THEN RETURN('0'B);
DO WHILE(LITERAL(','));
   IF ~SIMPLE_STMT THEN CALL ERROR;
   END;
RETURN('1'B);
END SIMPLE_SEQUENCE;

DECODE_BLOCK: PROC       RETURNS( BIT(1) );
IF ~LITERAL('DECODE') THEN RETURN('0'B);
IF ~SIMPLE_SEQUENCE THEN CALL ERROR;
IF ~LITERAL('END') THEN CALL ERROR;
IF ~LITERAL('DECODE') THEN CALL ERROR;
RETURN('1'B);
END DECODE_BLOCK;

EXECUTE_BLOCK: PROC
  RETURNS( BIT(1) );
  IF -LITERAL('EXECUTE') THEN RETURN('O'B);
  IF -COMPOUND_STMT THEN CALL ERROR;
  DO WHILE( LITERAL(';' ));
    IF -COMPOUND_STMT THEN CALL ERROR;
  END;
  IF -LITERAL('END') THEN CALL ERROR;
  IF -LITERAL('EXECUTE') THEN CALL ERROR;
  RETURN('1'B);
END EXECUTE_BLOCK;

IN_OUT_BLOCK: PROC
  RETURNS( BIT(1) );
  IF -INITIALIZATION_STMT THEN RETURN('O'B);
  IF -MONITOR_STMT THEN CALL ERROR;
  RETURN('1'B);
END IN_OUT_BLOCK;

INITIALIZATION_STMT: PROC
  RETURNS( BIT(1) );
  IF -LITERAL('INITIALIZE') THEN RETURN('O'B);
  IF -ID THEN CALL ERROR;
  DO WHILE(LITERAL(';'));
    IF -ID THEN CALL ERROR;
  END;
  RETURN('1'B);
END INITIALIZATION_STMT;

MONITOR_STMT: PROC
  RETURNS( BIT(1) );
  IF -LITERAL('MONITOR') THEN RETURN('O'B);
  IF -ID THEN CALL ERROR;
  DO WHILE(LITERAL(';'));
    IF -ID THEN CALL ERROR;
  END;
  RETURN('1'B);
END MONITOR_STMT;
DECLARATION_STMT: PROC
  RETURNS( BIT(1) );
  IF REGISTER_DCL THEN GO TO L1;
  IF SUBREGISTER_DCL THEN GO TO L1;
  IF MEMORY_DCL THEN GO TO L1;
  IF TERMINAL_DCL THEN GO TO L1;
  IF CONSTANT_DCL THEN GO TO L1;
  IF OPERATION_DCL THEN GO TO L1;
  RETURN( '0'B );
L1: RETURN( '1'B );
END DECLARATION_STMT;

REGISTER_DCL: PROC
  RETURNS( BIT(1) );
  IF ~LITERAL('REGISTER') THEN RETURN( '0'B );
  IF ~REGISTER_ID THEN CALL ERROR;
  DO WHILE( LITERAL('""') );
    IF ~REGISTER_ID THEN CALL ERROR;
  END;
  RETURN( '1'B );
END REGISTER_DCL;

REGISTER_ID: PROC
  RETURNS( BIT(1) );
  IF ~ID THEN RETURN( '0'B );
  IF ~LITERAL( ' ' ) THEN DO;
    RETURN( '1'B );
  END;
  IF ~INT THEN CALL ERROR;
  IF ~LITERAL( ':-' ) THEN CALL ERROR;
  IF ~INT THEN CALL ERROR;
  IF ~LITERAL( ':' ) THEN CALL ERROR;
  RETURN( '1'B );
END REGISTER_ID;

SUBREGISTER_DCL: PROC
  RETURNS( BIT(1) );
  IF ~LITERAL('SUBREGISTER') THEN RETURN( '0'B );
  IF ~SREXP THEN CALL ERROR;
  DO WHILE( LITERAL('""') );
    IF ~SREXP THEN CALL ERROR;
  END;
  RETURN( '1'B );
END SUBREGISTER_DCL;

SREXP: PROC RETURNS( BIT(1) );
IF ~ID THEN RETURN( '0'B );
IF ~LITERAL( '(' ) THEN CALL ERROR;
IF ~ID THEN CALL ERROR;
IF ~LITERAL( ')' ) THEN CALL ERROR;
IF ~ID THEN CALL ERROR;
IF ~LITERAL( '=' ) THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
IF LITERAL( '(' ) THEN DO; RETURN( '1'B ); END;
IF ~LITERAL( '=' ) THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
IF ~LITERAL( ')' ) THEN CALL ERROR;
RETURN( '1'B );
END SREXP;

MEMORY_DCL: PROC RETURNS( BIT(1) );
IF ~LITERAL('MEMORY') THEN RETURN( '0'B );
IF ~MEMEXP THEN CALL ERROR;
DO WHILE( LITERAL( ')' ) );
    IF ~MEMEXP THEN CALL ERROR;
END;
RETURN( '1'B );
END MEMORY_DCL;

MEMEXP: PROC RETURNS( BIT(1) );
IF ~MMLHS THEN RETURN( '0'B );
IF ~LITERAL( '=' ) THEN CALL ERROR;
IF ~MMLHS THEN CALL ERROR;
RETURN( '1'B );
END MEMEXP;

MMLHS: PROC RETURNS( BIT(1) );
IF ~ID THEN RETURN( '0'B );
IF ~LITERAL( '(' ) THEN CALL ERROR;
IF ~ID THEN CALL ERROR;
IF LITERAL( '1') THEN RETURN( '1'B );
IF ¬LITERAL( '1') THEN CALL ERROR;
IF ¬ID THEN CALL ERROR;
IF ¬LITERAL( '1') THEN CALL ERROR;
IF ¬LITERAL( '1') THEN CALL ERROR;
RETURN( '1'B );
END MEMLHS;

MEMRHS: PROC RETURNS( BIT(1) );
IF ¬ID THEN RETURN( '0'B );
IF ¬LITERAL( '0') THEN CALL ERROR;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL( '0') THEN CALL ERROR;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL( '0') THEN CALL ERROR;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL( '0') THEN CALL ERROR;
IF ¬INT THEN CALL ERROR;
RETURN( '1'B );
END MEMRHS;

TERMINAL_DCL: PROC RETURNS( BIT(1) );
IF ¬LITERAL("TERMINAL") THEN RETURN( '0'B );
IF ¬REGISTER_ID THEN CALL ERROR;
DO WHILE( LITERAL( ',' ) );
IF ¬REGISTER_ID THEN CALL ERROR;
END;
RETURN( '1'B );
END TERMINAL_DCL;

CONSTANT_DCL: PROC RETURNS( BIT(1) );
IF ¬LITERAL("CONSTANT") THEN RETURN( '0'B );
IF ¬CONSEQEXP THEN CALL ERROR;
DO WHILE( LITERAL("1") );
IF ¬CONSEQEXP THEN CALL ERROR;
END;
RETURN( '1'B );
END CONSTANT_DCL;

CONSEXN: PROC RETURNS( BIT(1) );
    IF ~ID THEN RETURN( '0'B );
    IF ~LITERAL( '=' ) THEN CALL ERROR;
    IF ~INT THEN CALL ERROR;
    RETURN( '1'B );
END CONSEXN;

OPERATION_DCL: PROC RETURNS( BIT(1) );
    IF ~LITERAL( 'OPERATION' ) THEN RETURN( '0'B );
    IF ID THEN CALL ERROR;
    DO WHILE( LITERAL( '"' ) ) ;
        IF ID THEN CALL ERROR;
    END;
    RETURN( '1'B );
END OPERATION_DCL;

COMPOUND_STMT: PROC RETURNS( BIT(1) );
    IF ~ID THEN RETURN( '0'B );
    IF ~LITERAL( '"' ) THEN CALL ERROR;
    IF ~SIMPLE_STMT THEN CALL ERROR;
    DO WHILE( LITERAL( '"', '"' ) ) ;
        IF ~SIMPLE_STMT THEN CALL ERROR;
    END;
    RETURN( '1'B );
END COMPOUND_STMT;

SIMPLE_STMT: PROC RETURNS( BIT(1) ) RECURSIVE;
    IF DO_STMT THEN GO TO L1;
    IF IF_STMT THEN GO TO L1;
    IF GO_TO_STMT THEN GO TO L1;
    IF TRANSFER_STMT THEN GO TO L1;
    IF TERMINAL_STMT THEN GO TO L1;
    RETURN( '0'B );
    L1: IF ~LITERAL( '"' ) THEN GO TO L2;
    IF ~INT THEN CALL ERROR;
    IF ~LITERAL( '"' ) THEN CALL ERROR;
L2: RETURN( '1'B );
END SIMPLE_STMT;

DO_STMT: PROC RETURNS( BIT(1) ) RECURSIVE;
   IF ~LITERAL('DO') THEN RETURN( '0'B );
   IF ~ID THEN CALL ERROR;
   RETURN( '1'B );
END DO_STMT;

IF_STMT: PROC RETURNS( BIT(1) ) RECURSIVE;
   IF ~LITERAL('IF') THEN RETURN( '0'B );
   IF ~CONDITION THEN CALL ERROR;
   IF ~LITERAL('THEN') THEN CALL ERROR;
   IF ~SIMPLE_STMT THEN CALL ERROR;
   RETURN( '1'B );
END IF_STMT;

CONDITION: PROC RETURNS( BIT(1) );
   IF ~LITERAL('(' ) THEN RETURN( '0'B );
   IF ~BOOLEAN_TERM THEN CALL ERROR;
   IF ~LITERAL(')') THEN CALL ERROR;
   RETURN( '1'B );
END CONDITION;

BOOLEAN_TERM: PROC RETURNS( BIT(1) ) RECURSIVE;
   IF ~BOOLEAN_FACTOR THEN RETURN( '0'B );
   DO WHILE( LITERAL(' OR ') );
      IF ~BOOLEAN_FACTOR THEN CALL ERROR;
   END;
   RETURN( '1'B );
END BOOLEAN_TERM;

BOOLEAN_FACTOR: PROC RETURNS( BIT(1) ) RECURSIVE;
   IF ~BOOLEAN_SEC THEN RETURN( '0'B );
   DO WHILE( LITERAL(' AND ') );
       IF ~BOOLEAN_SEC THEN CALL ERROR;
   END;
   RETURN( '1'B );

APPCC190
APPCC200
APPCC210
APPCC220
APPCC230
APPCC240
APPCC250
APPCC260
APPCC270
APPCC280
APPCC290
APPCC300
APPCC310
APPCC320
APPCC330
APPCC340
APPCC350
APPCC360
APPCC370
APPCC380
APPCC390
APPCC400
APPCC410
APPCC420
APPCC430
APPCC440
APPCC450
APPCC460
APPCC470
APPCC480
APPCC490
APPCC500
APPCC510
APPCC520
APPCC530
APPCC540
APPCC550
APPCC560
END BOOLEAN_FACTOR;

BOOLEAN_SEC: PROC RETURNS( BIT(1) ) RECURSIVE;
IF LITERAL('NOT') THEN ;
   IF BOOLEAN_PRIM THEN GO TO L1;
   RETURN( '0'B );
L1: RETURN( '1'B );
END BOOLEAN_SEC;

BOOLEAN_PRIM: PROC RETURNS( BIT(1) ) RECURSIVE;
IF LOGICAL_VALUE THEN RETURN( '1'B );
IF RELATION THEN RETURN( '1'B );
IF ~LITERAL(' ') THEN RETURN( '0'B );
IF ~BOOLEAN_TERM THEN CALL ERROR;
IF ~LITERAL(' ') THEN CALL ERROR;
RETURN( '1'B );
END BOOLEAN_PRIM;

RELATION: PROC RETURNS( BIT(1) ) RECURSIVE;
IF ~SAE THEN RETURN( '0'B );
IF ~REL_OP THEN RETURN( '1'B );
IF ~SAE THEN CALL ERROR;
RETURN( '1'B );
END RELATION;

REL_OP: PROC RETURNS( BIT(1) ) RECURSIVE;
IF LITERAL(' EQ ') THEN GO TO L1;
IF LITERAL(' LE ') THEN GO TO L1;
IF LITERAL(' LT ') THEN GO TO L1;
IF LITERAL(' GT ') THEN GO TO L1;
IF LITERAL(' LE ') THEN GO TO L1;
IF LITERAL(' GE ') THEN GO TO L1;
RETURN( '0'B );
L1: RETURN( '1'B );
END REL_OP;

SAE: PROC RETURNS( BIT(1) ) RECURSIVE;
IF INT THEN GO TO L1;
END SAE;
IF DEST THEN GO TO L1;
RETURN( 'O'B );
L1: RETURN( 'I'B );
END SAE;

LOGICAL_VALUE: PROC
    RETURNS( BIT(1) );
    IF LITERAL(' .TRUE. ') THEN GO TO L1;
    IF LITERAL(' .FALSE. ') THEN GO TO L1;
    RETURN( 'C'B );
L1: RETURN( 'I'B );
END LOGICAL_VALUE;

GO_TO_STMT: PROC
    RETURNS( BIT(1) ) RECURSIVE;
    IF -LITERAL( 'GO' ) THEN RETURN( 'O'B );
    IF -LITERAL( 'TO' ) THEN CALL ERROR;
    IF ID THEN CALL ERROR;
    RETURN( 'I'B );
END GO_TO_STMT;

TRANSFER_STMT: PROC
    DCL BACKUP FIXED BINARY(31);
    BACKUP = I; /* SAVE PTR TO TEXT POSITION */
    IF -DEST THEN RETURN( 'O'B );
    IF -LITERAL( '<-' ) THEN DO;
        I = BACKUP; /* BACKUP TEXT PTR */
        RETURN( 'O'B ); END;
    IF INT THEN GO TO DONE;
    IF UNARY_EXP THEN GO TO DONE;
    IF BINARY_EXP THEN GO TO DONE;
    CALL ERROR;
    DONE: RETURN( 'I'B );
END TRANSFER_STMT;

DEST: PROC
    RETURNS( BIT(1) );
    IF -ID THEN RETURN( 'O'B );
    IF -LITERAL( '(' ) THEN GO TO L1;
    IF ID THEN DO;
        IF LITERAL( ')' ) THEN DO;
            /* Code */
        END;
    END;
END DEST;
GO TO L1;  END;  ELSE CALL ERROR;
END;
IF ~INT THEN CALL ERROR;
IF LITERAL("/") THEN GO TO L1;
IF ~LITERAL("-") THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
IF ~LITERAL("+") THEN CALL ERROR;
L1: RETURN( '1'B );
END DEST;

UNARY_EXP: PROC  RETURNS( BIT(1) );
IF ~UNARY_OP THEN RETURN( '0'B );
IF ~UNARY_SOURCE THEN CALL ERROR;
RETURN( '1'B );
END UNARY_EXP;

UNARY_OP: PROC  RETURNS( BIT(1) );
IF LITERAL(" AND") THEN GO TO L1;
IF LITERAL(" OR") THEN GO TO L1;
IF LITERAL(" NOT") THEN GO TO L1;
IF LITERAL(" SHL") THEN GO TO L1;
IF LITERAL(" SHR") THEN GO TO L1;
IF LITERAL(" CIRL") THEN GO TO L1;
IF LITERAL(" CIRR") THEN GO TO L1;
RETURN( '0'B );
L1: RETURN( '1'B );
END UNARY_OP;

UNARY_SOURCE: PROC  RETURNS( BIT(1) );
IF ~ID THEN RETURN( '0'B );
IF ~LITERAL(" ") THEN GO TO L1;
IF ID THEN DO;
    IF LITERAL(" ") THEN DO;
        GO TO L1;  END;
    END;
ELSE CALL ERROR;
END;
IF ~INT THEN CALL ERROR;
IF LITERAL(')') THEN GO TO L1;
IF LITERAL(')') THEN CALL ERROR;
IF INT THEN CALL ERROR;
IF LITERAL(')') THEN CALL ERROR;
L1: RETURN('1'B);
END UNARY_SOURCE;

BINARY_EXP: PROC
  RETURNS(BIT*11);
  IF OP1 THEN RETURN('0'B);
  IF BINARY_OP THEN GO TO L1;
  IF OP2 THEN GO TO L1;
  IF INT THEN GO TO L1;
  CALL ERROR;
L1: RETURN('1'B);
END BINARY_EXP;

BINARY_OP: PROC
  RETURNS(BIT*11);
  IF LITERAL('+ADD.*') THEN GO TO L1;
  IF LITERAL('+SUB.*') THEN GO TO L1;
  IF LITERAL('+OR.*') THEN GO TO L1;
  IF LITERAL('+AND.*') THEN GO TO L1;
  IF LITERAL('+XOR.*') THEN GO TO L1;
  IF LITERAL('+SHL.*') THEN GO TO L1;
  IF LITERAL('+SHR.*') THEN GO TO L1;
  IF LITERAL('+CNT.*') THEN GO TO L1;
  RETURN('0'B);
L1: RETURN('1'B);
END BINARY_OP;

OP1: PROC
  RETURNS(BIT*11);
  IF ID THEN RETURN('0'B);
  IF LITERAL(')') THEN GO TO L1;
  IF ID THEN DO;
    IF LITERAL(')') THEN DO;
      GO TO L1;
    END;
    ELSE CALL ERROR;
  END;
  IF INT THEN CALL ERROR;
IF LITERAL(')') THEN GO TO L1;
IF ¬LITERAL('¬') THEN CALL ERROR;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL('!') THEN CALL ERROR;
L1: RETURN('1'b);
END OP1;

OP2: PROC
IF ¬ID THEN RETURN('0'b);
IF ¬LITERAL('(') THEN GO TO L1;
IF ID THEN DO:
  IF LITERAL(')' ) THEN GO TO L1;
  ELSE CALL ERROR;
END;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL('!') THEN GO TO L1;
IF ¬LITERAL('¬') THEN CALL ERROR;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL('!') THEN CALL ERROR;
L1: RETURN('1'b);
END OP2;

TERMINAL_STMT: PROC
DCL BACKUP FIXED BINARY(31);
BACKUP = I; /* SAVE PTR TO TEXT POSITION */
IF ¬TERMINAL THEN RETURN('0'b);
IF ¬LITERAL('!') THEN DO:
  I = BACKUP; /* BACKUP TEXT PTR */
  RETURN('0'b);
END;
IF ¬LABEL THEN CALL ERROR;
RETURN('1'b);
END TERMINAL_STMT;

TERMINAL: PROC
IF ¬ID THEN RETURN('0'b);
IF ¬LITERAL('(') THEN GO TO L1;
IF ¬INT THEN CALL ERROR;

APPCC7090
APPCC7100
APPCC7110
APPCC7120
APPCC7130
APPCC7140
APPCC7150
APPCC7160
APPCC7170
APPCC7180
APPCC7190
APPCC7200
APPCC7210
APPCC7220
APPCC7230
APPCC7240
APPCC7250
APPCC7260
APPCC7270
APPCC7280
APPCC7290
APPCC7300
APPCC7310
APPCC7320
APPCC7330
APPCC7340
APPCC7350
APPCC7360
APPCC7370
APPCC7380
APPCC7390
APPCC7400
APPCC7410
APPCC7420
APPCC7430
APPCC7440
APPCC7450
APPCC7460
IF ~LITERAL (')') THEN CALL ERROR;
L1: RETURN ( '1' B );
END TERMINAL;

LABEL: PROC
RETURNS ( BIT (1) );
IF ~TERM THEN RETURN ( '0' B );
L: IF ~BOP THEN GO TO L1;
IF ~TERM THEN CALL ERROR;
GO TO L;
L1: RETURN ( '1' B );
END LABEL;

TERM: PROC
RETURNS ( BIT (1) );
IF DEFI THEN GO TO L1;
IF DEF2 THEN GO TO L1;
RETURN ( '0' B );
L1: RETURN ( '1' B );
END TERM;

DEFI: PROC
RETURNS ( BIT (1) );
IF ~ID THEN RETURN ( '0' B );
IF ~LITERAL ( '(' ) THEN GO TO L1;
IF ~INT THEN CALL ERROR;
IF ~LITERAL ( ')' ) THEN CALL ERROR;
L1: RETURN ( '1' B );
END DEFI;

DEF2: PROC
RETURNS ( BIT (1) );
IF ~LITERAL ( '(' ) THEN RETURN ( '0' B );
IF ~LITERAL ( '-' ) THEN CALL ERROR;
IF ~DEF1 THEN CALL ERROR;
IF ~LITERAL ( ')' ) THEN CALL ERROR;
RETURN ( '1' B );
END DEF2;

BOP: PROC
RETURNS ( BIT (1) );
IF LITERAL ( ' * ' ) THEN GO TO L1;
IF LITERAL ( ' + ' ) THEN GO TO L1;
RETURN('O'B);
L1: RETURN('I'B);
END BOP;

/* THIS IS THE END OF THE INTERNAL PROCEDURES */

FINIS: PUT EDIT('END OF FILE SENSED ON SYSIN')(SKIP(2),COL(10),A);
DONE:
    END COMPILE;
Appendix 4. The BAPSIM Translator
/* THIS IS THE 'BAPSIM' TRANSLATOR IN PL/1 */

DECLARE

CARD CHAR(80), C(80) CHAR(1) DEF CARD,
I FIXED BINARY(31), /* TEXT POINTER */
J FIXED BINARY(31) INITIAL(0), /* STATEMENT COUNTER */
SYMBOL CHAR(32) VARYING,
LINE CHAR(80), /* THE OUTPUT RECORD */
TEMP CHAR(80) VARYING, /* A TEMPORARY STRING */
IO FIXED BINARY(31) INITIAL(0), /* IO. COUNTER */
TYPE FIXED BINARY(31), /* STORES OPERATOR CODE */
(SC,S1,S2) CHAR(50) VARYING,
OPTABLE(12) CHAR(8) VARYING,
OPTABLE_PTR FIXED BINARY(15) INITIAL(0),
#PROC BIT(1) INITIAL('0!B),

/* THE PRIMITIVE PROCEDURES ARE DECLARED NEXT */

LITERAL ENTRY( CHAR(*) ) RETURNS( BIT(1) ),
ID ENTRY RETURNS( BIT(1) ),
INT ENTRY RETURNS( BIT(1) ),
ERROR ENTRY,
STAR ENTRY RETURNS( CHAR(32) VAR ),
OUT ENTRY( CHAR(*) ),

/* THE DEFINED PROCEDURES ARE DECLARED NEXT */
DECLARE ASSM FILE;
    /* THIS IS THE END OF THE DECLARATIONS */

ON CONDITION(EOM) /* END-OF-CARD CONDITION */
BEGIN;  L1: GET EDIT(CARD) (A(80));
        IF C(1)=** THEN DO; PUT EDIT(CARD)(COL(50),A(80));
                GO TO L1;
        END;
        J = J + 1; /* INCREMENT STATEMENT COUNTER */
        PUT EDIT( J,CARD) ( COL(44),F(3),COL(50),A(80));
        I = 1;    /* RESET TEXT POINTER */
END;

    /* THE MAIN PART OF THE PROGRAM FOLLOWS IMMEDIATELY. */

ON ENDFILE(SYSIN) GO TO FINIS;
PUT EDIT('RUN OF THE BAPSIM TRANSLATOR') (COL(60),A); /* HEADING */
PUT EDIT('*** GENERATED CODE ***','*** BAPSIM SOURCE CODE ***')
(SKIP(4),COL(1),A,COL(50),A);
PUT SKIP(5);
SIGNAL CONDITION( FOC ); /* GET THE FIRST CARD */
OPEN FILE(ASM) RECORD OUTPUT;

IF PROGRAM THEN PUT EDIT( 'NORMAL COMPILER EXIT' )(SKIP(2),COL(10),A);
ELSE PUT EDIT( 'NO PROGRAM SUPPLIED' )(SKIP(2),COL(10),A);

PUT FILE( SYSPRINT ) EDIT /* I/O COUNT FOR DEBUG */
( I D , ' SEMANTIC-ACTION RECORDS WERE GENERATED. ' )
( SKIP(2),COL(10),F(4),A(41) );
GO TO DONE;

/* THE PROCEDURES APPEAR BELOW - PRIMITIVE PROCEDURES FIRST */

LITERAL: PROC( S ) RETURNS( BIT(1) );
DCL S CHAR( * );
IF I > 80 THEN SIGNAL CONDITION( EOC );
DO WHILE( C(I)=' ' ); I = I + 1;
IF I > 80 THEN SIGNAL CONDITION( EOC );
END;
IF I + LENGTH(S) > 81 THEN RETURN( '0'B );
IF SUBSTR(CARD,I,LENGTH(S))=S THEN DO;
I = I + LENGTH(S); RETURN( '1'B );
END;
RETURN( '0'B );
END LITERAL;

ID: PROC RETURNS( BIT(1) );
DCL J FIXED BINARY(31);
IF I > 80 THEN SIGNAL CONDITION( EOC );
DO WHILE( C(I)=' ' ); I = I + 1;
IF I > 80 THEN SIGNAL CONDITION( EOC );
END;
IF C(I)>='Z' WHERE C(I)<='A' THEN RETURN( '0'B );
DO J:=I+1 BY 1 WHILE( C(J)>='A' ); END;
SYMBOL = SUBSTR( CARD, I, J-I ); I = J;
IF LENGTH(SYMBOL)>8 THEN SYMBOL=SUBSTR(SYMBOL,1,4) ||
SUBSTR(SYMBOL,LENGTH(SYMBOL)-3,4);
RETURN( '1'B );
END IF;

INT: PROC RETURNS( BIT(I) );
DCL J FIXED BINARY(31);
IF I>80 THEN SIGNAL CONDITION( EOC );
DO WHILE( C(I)=' ' ); I = I + 1;
IF I>80 THEN SIGNAL CONDITION( EOC );
END;
IF C(I)>='0' THEN DO;
DO J:=I+1 BY 1 WHILE( C(J)>='0' ); END;
SYMBOL = SUBSTR( CARD, I, J-I ); I = J;
RETURN( '1'B );
RETURN( '0'B );
END INT;

ERROR: PROC;
PUT EDIT( '*** ERROR AT $ ***',$' ) (COL(1),A,COL(I+49),A);
PUT EDIT( 'RECOVERY NOT POSSIBLE --- COMPILATION ABORTED' )
( SKIP(2),COL(1),A );
CLOSE FILE( SYSPRINT );
CLOSE FILE( ASSM );
STOP;
END ERROR;

STAR: PROC RETURNS( CHAR(32) VARYING );
RETURN( SYMBOL );
END STAR;
OUT: PROC( S );
  DCL S CHAR(*);
  DCL KARD CHARACTER(80);
  KARD = S;
  WRITE FILE(ASSM) FROM(KARD);
  PUT EDIT( S ) ( COL(1),A );
  IO = IO + 1;  /* I/O COUNTER FOR DEBUG */
END OUT;

/* THE NON-PRIMITIVE PROCEDURES APPEAR NEXT */

PROGRAM: PROC  RETURNS ( BIT(1) );
  IF -.SIMULATION_BLOCK THEN RETURN('0'B);
  RETURN ('1'B);
END PROGRAM;

SIMULATION_BLOCK: PROC  RETURNS ( BIT(1) );
  IF -.LITERAL('SIMULATION') THEN RETURN('0'B);
  LINE = ' (SIZE,SUBSCRIPTRANGE,STRINGRANGE):' ;
  CALL OUT(LINE);
  LINE = ' B#PS#M: PROC OPTIONS(MAIN):' ; CALL OUT(LINE);
  IF -.STRUCTURE_BLOCK THEN CALL ERROR;
  IF -.BEHAVIOR_BLOCK THEN CALL ERROR;
  IF -.IN_OUT_BLOCK THEN CALL ERROR;
  IF -.LITERAL( 'END' ) THEN CALL ERROR;
  IF -.LITERAL( 'SIMULATION' ) THEN CALL ERROR;
  LINE = ' STOP: CLEAR = 9999; GO TO O#T:' ; CALL OUT(LINE);
  LINE = ' D#NE: PUT FILE(SYSPRINT) EDIT' ;
  CALL OUT(LINE);
  LINE = ' (NORMAL SIMULATOR EXIT -- SUCCESSFUL RUN)' ;
  CALL OUT(LINE);
  LINE = ' (SKIP(5),COL(10),A):' ;
  CALL OUT(LINE);
LINE=" END B#PS#M" ;
RETURN( '1'B);
END SIMULATION BLOCK;

STRUCTURE BLOCK: PROC
  RETURNS( BIT(1) );
  IF ~LITERAL('DECLARE') THEN RETURN( '0'B);
  IF ~DECLARATION_STMT THEN CALL ERROR;
  DO WHILE(LITERAL('"') );
    IF ~DECLARATION_STMT THEN CALL ERROR;
  END;
  IF ~LITERAL('END') THEN CALL ERROR;
  IF ~LITERAL('DECLARE') THEN CALL ERROR;
  LINE = " %INCLUDE DCLS; /* *********/
  CALL OUT(LINE);
  RETURN( '1'B);
END STRUCTURE BLOCK;

BEHAVIOR_BLOCK: PROC
  RETURNS( BIT(1) );
  IF ~FETCH_BLOCK THEN RETURN( '0'B);
  IF ~DECODE_BLOCK THEN CALL ERROR;
  IF ~EXECUTE_BLOCK THEN CALL ERROR;
  RETURN( '1'B );
END BEHAVIOR BLOCK;

FETCH_BLOCK: PROC
  RETURNS( BIT(1) );
  IF ~LITERAL('FETCH') THEN RETURN( '0'B );
  LINE = " FETCH:" ;
  CALL OUT(LINE);
  IF ~SIMPLE_SEQUENCE THEN CALL ERROR;
  IF ~LITERAL('END') THEN CALL ERROR;
  IF ~LITERAL('FETCH') THEN CALL ERROR;
  LINE = " GO TO D#COM" ;
  CALL OUT(LINE);
  RETURN( '1'B );
END FETCH BLOCK;

SIMPLE_SEQUENCE: PROC
  RETURNS( BIT(1) );
  IF ~SIMPLE_STMT THEN RETURN( '0'B );
  DO WHILE( LITERAL("" ) );
    IF ~SIMPLE_STMT THEN CALL ERROR;
APPD1458  APPD1460  APPD1462
APPD1464  APPD1466  APPD1468
APPD1470  APPD1472  APPD1474
APPD1476  APPD1478  APPD1480
APPD1482  APPD1484  APPD1486
APPD1488  APPD1490  APPD1492
APPD1494  APPD1496  APPD1498
APPD1500  APPD1502  APPD1504
APPD1506  APPD1508  APPD1510
APPD1512  APPD1514  APPD1516
APPD1518  APPD1520  APPD1522
APPD1524  APPD1526  APPD1528
APPD1530  APPD1532
END;
RETURNS( '1'B );
END SIMPLE_SEQUENCE;

DECODE_BLOCK: PROC 

IF ~LITERAL('DECODE') THEN RETURN( '0'B );
LINE = 'O#COD#:';
CALL OUT(LINE);
IF ~SIMPLE_SEQUENCE THEN CALL ERROR;
IF ~LITERAL('END') THEN CALL ERROR;
IF ~LITERAL('DECOD') THEN CALL ERROR;
LINE = 'O %INCLUDE ENDCODE;
CALL ERR() (LINE);
RETURN( '0'B );
END DECODE_BLOCK;

EXECUTE_BLOCK: PROC 

IF ~LITERAL('EXECUTE') THEN RETURN( '0'B );
LINE = 'EX#CUTE;';
CALL OUT(LINE);
IF ~COMPOUND_STMT THEN CALL ERROR;
IF #PROC THEN DO;
LINE = ' END;';
CALL OUT(LINE);
#PROC = 'O'B;
END;
ELSE DO;
LINE = ' GO TO 0#T;';
CALL OUT(LINE);
END;
DO WHILE( LITERAL(';') );
IF ~COMPOUND_STMT THEN CALL ERROR;
IF #PROC THEN DO;
LINE = ' END;';
CALL OUT(LINE);
#PROC = 'O'B;
END;
ELSE DO;
LINE = ' GO TO 0#T;';
CALL OUT(LINE);
END;
END;
IF -.LITERAL('END') THEN CALL ERROR;
IF -.LITERAL('EXECUTE') THEN CALL ERROR;
LINE = '% INCLUDE PRIMPROC; /* ** ** ** ** ** */'; APPD1618
CALL OUT(LINE);
RETURN('1'B);
END EXECUTE_BLOCK;

IN_OUT_BLOCK: PROC
    RETURNS ( BIT(1) );
    IF -.INITIALIZATION_STMT THEN RETURN('0'B);
    IF -.MONITOR_STMT THEN CALL ERROR;
    RETURN('1'B);
END IN_OUT_BLOCK;

INITIALIZATION_STMT: PROC
    RETURNS ( BIT(1) );
    IF -.LITERAL('initialize') THEN RETURN('0'B);
    LINE = ' INITI#';
    CALL OUT(LINE);
    LINE = ' PUT FILE(SYSPRINT) EDIT';
    CALL OUT(LINE);
    LINE = ' (**INITIALIZATION DATA IS ECHO-CHECKED BELOW**')
    CALL OUT(LINE);
    LINE = ' (PAGE,LIN(2),COL(40),A);'
    CALL OUT(LINE);
    LINE = ' GET FILE(SYSIN) LIST(CH#CK);'
    CALL OUT(LINE);
    CALL OUT(LINE);
    LINE = ' PUT FILE(SYSPRINT) LIST(CH#CK) SKIP,'
    CALL OUT(LINE);
    IF -.ID THEN CALL ERROR;
    LINE = ' GET FILE(SYSIN) DATA(*|STAR|*);'
    CALL OUT(LINE);
    CALL OUT(LINE);
    LINE = ' PUT FILE(SYSPRINT) DATA(*|STAR|*|) SKIP;
    CALL OUT(LINE);
    CALL OUT(LINE);
    DO WHILE (.LITERAL(','));
        IF -.ID THEN CALL ERROR;
        LINE = ' GET FILE(SYSIN) DATA(*|STAR|*|)
        CALL OUT(LINE);
        LINE = ' PUT FILE(SYSPRINT) DATA(*|STAR|*|) SKIP;
        CALL OUT(LINE);
        CALL OUT(LINE);
        END;
LINE = ' GO TO HE#D;' ; CALL OUT(LINE); RETURN('1'B); END INITIALIZATION_STMT;

MONITOR_STMT: PROC RETURNS(BIT(1));
IF -.LITERAL('MONITOR') THEN RETURN('0'B);
LINE = ' OUT;' ; CALL OUT(LINE);
LINE = ' PUT FILE(SYS#PRINT) EDIT' ; CALL OUT(LINE);
LINE = ' (**CYCLE = ' ,CYCLE)' ; CALL OUT(LINE);
LINE = ' (SKIP(5),A,P''99999'');' ; CALL OUT(LINE);
LINE = ' IF .TIME = 0 THEN' ; CALL OUT(LINE);
LINE = ' PUT FILE(SYS#PRINT) EDIT' ; CALL OUT(LINE);
LINE = ' (**TIME = ' ,TIME)' ; CALL OUT(LINE);
LINE = ' (SKIP,A,P''9999999'');' ; CALL OUT(LINE);
IF -.ID THEN CALL ERROR;
LINE = ' PUT FILE(SYS#PRINT) DATA('STAR') SKIP;' ; CALL OUT(LINE);
CALL OUT(LINE);
DO WHILE(LITERAL(','));
   IF -.ID THEN CALL ERROR;
   LINE = ' PUT FILE(SYS#PRINT) DATA('STAR') SKIP;' ; CALL OUT(LINE);
END;
LINE = ' GO TO #NCR;' ; CALL OUT(LINE);
RETURN('1'B);
END MONITOR_STMT;

DECLARATION_STMT: PROC RETURNS(BIT(1));
IF REGISTER_DCL THEN GO TO L1;
IF SUBREGISTER_DCL THEN GO TO L1;
IF MEMORY_DCL THEN GO TO L1;
IF TERMINAL_DCL THEN GO TO L1;
IF CONSTANT_DCL THEN GO TO L1;
IF OPERATION_DCL THEN GO TO L1;
RETURN('0'B);
L1: RETURN('1'B);
END DECLARATION_STMT;
REGISTER_DCL: PROC RETURNS ( BIT(1) );
    IF LITERAL( 'REGISTER' ) THEN RETURN ( '0' B );
    IF REGISTER_ID THEN CALL ERROR;
    DO WHILE( LITERAL( ',' ) );
        IF REGISTER_ID THEN CALL ERROR;
    END;
    RETURN ( '1' B );
END REGISTER_DCL;
END REGISTER_DCL;

REGISTER_ID: PROC RETURNS ( BIT(1) );
    DCL ( LENGTH,I1,I2 ) FIXED DECIMAL ( 2 ),
    TEMP CHAR ( 5 ),
    R CHAR ( 8 ) VARYING,
    L CHAR ( 2 ) VARYING;
    IF ID THEN RETURN ( '0' B );
    R = STAR;
    IF LITERAL ( '(' ) THEN DO;
        LINE = ' DCL ' || R || ' ' BIT(1);'
        CALL OUT( LINE );
        RETURN ( '1' B );
    END;
    IF INT THEN CALL ERROR;
    I1 = STAR;
    IF LITERAL ( '-' ) THEN CALL ERROR;
    IF INT THEN CALL ERROR;
    I2 = STAR;
    IF LITERAL ( ')' ) THEN CALL ERROR;
    LENGTH = I2 - I1 + 1;
    TEMP = LENGTH;
    IF LENGTH <= 9 THEN L = SUBSTR ( TEMP, 5, 1 );
    IF LENGTH > 9 THEN L = SUBSTR ( TEMP, 4, 2 );
    LINE = ' DCL ' || R || ' ' BIT( '1|L|' );
    CALL OUT( LINE );
    LENGTH = LENGTH - 1;
    TEMP = LENGTH;
    IF LENGTH <= 9 THEN L = SUBSTR ( TEMP, 5, 1 );
    IF LENGTH > 9 THEN L = SUBSTR ( TEMP, 4, 2 );
    LINE = ' DCL ' || R || ' ' BIT( 'L|L|' ) DEF ' || R ||';
APPD1762 APPD1764 APPD1766 APPD1768 APPD1770 APPD1772 APPD1774 APPD1776 APPD1778 APPD1780 APPD1782 APPD1784 APPD1786 APPD1788 APPD1790 APPD1792 APPD1794 APPD1796 APPD1798 APPD1800 APPD1802 APPD1804 APPD1806 APPD1808 APPD1810 APPD1812 APPD1814 APPD1816 APPD1818 APPD1820 APPD1822 APPD1824 APPD1826 APPD1828 APPD1830 APPD1832 APPD1834 APPD1836
CALL OUT(LINE);
RETURN '1'B ;
END REGISTER_ID;

SUBREGISTER_DCL: PROC RETURNS( BIT(1) );
IF ~LITERAL('SUBREGISTER') THEN RETURN '0'B ;
IF ~SREXP THEN CALL ERROR;
DO WHILE( LITERAL('"') );
   IF ~SREXP THEN CALL ERROR;
END;
RETURN '1'B ;
END SUBREGISTER_DCL;

SREXP: PROC RETURNS( BIT(1) );
DCL
   (R1,R2) CHAR(8) VARYING,
   BEGIN CHAR(2) VARYING,
   L CHAR(2) VARYING,
   TEMP CHAR(5),
   (LENGTH,I1,I2) FIXED DECIMAL(2);
IF ~ID THEN RETURN '0'B ;
IF ~LITERAL ('(' ) THEN CALL ERROR;
IF ~ID THEN CALL ERROR;
R2 = STAR;
IF ~LITERAL (')') THEN CALL ERROR;
IF ~LITERAL (':') THEN CALL ERROR;
IF ~ID THEN CALL ERROR;
R1 = STAR;
IF ~LITERAL ('(' ) THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
BEGIN = STAR;
I1 = BEGIN;  /* CONVERSION PERFORMED HERE */
IF LITERAL (')') THEN DO; L = '1'; GO TO L1; END;
IF ~LITERAL ('-') THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
I2 = STAR;  /* CONVERSION PERFORMED HERE */
IF ~LITERAL (')') THEN CALL ERROR;
LENGTH = I2 - I1 + 1;
TEMP = LENGTH;
IF LENGTH <= 9 THEN \( L = \text{SUBSTR}(\text{TEMP}, 5, 1); \)
IF LENGTH > 9 THEN \( L = \text{SUBSTR}(\text{TEMP}, 4, 2); \)
\[ L1: I1 = I1 + 1; \]
\[ \text{TEMP} = I1; \]
IF \( I1 <= 9 \) THEN \( \text{BEGIN} = \text{SUBSTR}(\text{TEMP}, 5, 1); \)
IF \( I1 > 9 \) THEN \( \text{BEGIN} = \text{SUBSTR}(\text{TEMP}, 4, 2); \)
\[ \text{LINE} = ' \text{DCL} '||\text{R2}||' \text{BIT}"||//\text{L}||' \text{DEF} '||\text{R1}||'
 \text{POSITION}"||\text{BEGIN}||'; \]
\[ \text{CALL OUT}(\text{LINE}); \]
/* INDIVIDUAL BITS OF A SUBREGISTER MAY NOT BE ACCESSED */
\[ \text{RETURN}('1'B); \]
\[ \text{END SREXP}; \]
\[ \text{MEMORY\_DCL}:: \text{PROC} \text{RETURNS}('\text{BIT}()'\text{);} \]
IF \( \text{LITERAL}'\text{MEMORY}'\) THEN \( \text{RETURN}('0'B); \)
IF \( \text{MEMEXP} \) THEN \( \text{CALL ERROR}; \)
DO WHILE( \( \text{LITERAL}'\text{'}\)\text{;}\)
IF \( \text{MEMEXP} \) THEN \( \text{CALL ERROR}; \)
\[ \text{END}; \]
\[ \text{RETURN}('1'B); \]
\[ \text{END MEMORY\_DCL}; \]
\[ \text{MEMEXP}:: \text{PROC} \text{RETURNS}('\text{BIT}()'\text{);} \]
IF \( \text{MEMLHS} \) THEN \( \text{RETURN}('0'B); \)
IF \( \text{LITERAL}'='\) THEN \( \text{CALL ERROR}; \)
IF \( \text{MEMRHS} \) THEN \( \text{CALL ERROR}; \)
\[ \text{RETURN}('1'B); \]
\[ \text{END MEMEXP}; \]
\[ \text{MEMLHS}:: \text{PROC} \text{RETURNS}('\text{BIT}()'\text{);} \]
IF \( \text{ID} \) THEN \( \text{RETURN}('0'B); \)
IF \( \text{LITERAL}'('\) THEN \( \text{CALL ERROR}; \)
IF \( \text{ID} \) THEN \( \text{CALL ERROR}; \)
IF \( \text{LITERAL}'('\) \) THEN \( \text{RETURN}('1'B); \)
IF \( \text{LITERAL}'('\) \) THEN \( \text{CALL ERROR}; \)
IF \( \text{ID} \) THEN \( \text{CALL ERROR}; \)
IF \( \text{LITERAL}'('\) \) THEN \( \text{CALL ERROR}; \)
IF \( \text{LITERAL}'('\) \) THEN \( \text{CALL ERROR}; \)}
RETURN( '1'B );
END MEMLHS:

MEMRHS: PROC
DCL (I1,I2,I3,I4) RETURNS( BIT(1) );
(L1,L2) FIXED DECIMAL(3),
(LENGTH1,LENGTH2) FIXED DECIMAL(3),
R CHAR(8) VARYING,
TEMP CHAR(6),
(LENGTH1,LENGTH2) CHAR(3) VARYING;
IF -ID THEN RETURN( 'O'B );
R = STAR;
IF -LITERAL( '*' ) THEN CALL ERROR;
IF -INT THEN CALL ERROR;
I1 = STAR; /* CONVERSION PERFORMED HERE */
IF -LITERAL( '-' ) THEN CALL ERROR;
IF -INT THEN CALL ERROR;
I2 = STAR; /* CONVERSION PERFORMED HERE */
LENGTH1 = I2 - I1
TEMP = LENGTH1;
IF LENGTH1<=9 THEN L1 = SUBSTR(TEMP,6,1);
IF LENGTH1>99 THEN L1 = SUBSTR(TEMP,4,3);
IF LENGTH1 >9 & LENGTH1<=99 THEN L1 = SUBSTR(TEMP,5,2);
IF -LITERAL( ' ' ) THEN CALL ERROR;
IF -INT THEN CALL ERROR;
I3 = STAR; /* CONVERSION PERFORMED HERE */
IF -LITERAL( '-' ) THEN CALL ERROR;
IF -INT THEN CALL ERROR;
I4 = STAR; /* CONVERSION PERFORMED HERE */
IF -LITERAL( ')' ) THEN CALL ERROR;
LENGTH2 = I4 - I3 + 1;
TEMP = LENGTH2;
IF LENGTH2<=9 THEN L2 = SUBSTR(TEMP,6,1);
IF LENGTH2>99 THEN L2 = SUBSTR(TEMP,4,3);
IF LENGTH2 >9 & LENGTH2<=99 THEN L2 = SUBSTR(TEMP,5,2);
LINE = ' DCL " ||R||'(O:'||L1'||') BIT('||L2||')" ';
CALL OUT(LINE);
LENGTH1 = LENGTH1 + 1;
TEMP = LENGTH1;
LINE = ' INITIAL( "\|TEMP\|" ) ("\|L2\|" ) "O'B );' 
CALL OUT(LINE); 
RETURN ( '1'B );
END MEMRHS;

TERMINAL_DCL: PROC RETURNS( BIT(1) );
    IF ~LITERAL('TERMINAL ') THEN RETURN( '0'B );
    IF ~REGISTER_ID THEN CALL ERROR;
    DO WHILE( LITERAL( ',' ) );
        IF ~REGISTER_ID THEN CALL ERROR;
    END;
    RETURN( '1'B );
END TERMINAL_DCL;

CONSTANT_DCL: PROC RETURNS( BIT(1) );
    IF ~LITERAL('CONSTANT ') THEN RETURN( '0'B );
    IF ~CONSEXP THEN CALL ERROR;
    DO WHILE( LITERAL(') ') );
        IF ~CONSEXP THEN CALL ERROR;
    END;
    RETURN( '1'B );
END CONSTANT_DCL;

CONSEXP: PROC RETURNS( BIT(1) );
    DCL R CHAR(8) VARYING;
    IF ~ID THEN RETURN( '0'B );
    R = STAR;
    IF ~LITERAL(' = ') THEN CALL ERROR;
    IF ~INT THEN CALL ERROR;
    LINE = " DCL '||R||' FIX BIN(31) INITIAL("||STAR||");' 
    CALL OUT(LINE); 
    RETURN( '1'B );

END CONSEXP;

OPERATION_DCL: PROC RETURNS( BIT(1) );
    IF ~LITERAL('OPERATION ') THEN RETURN( '0'B );
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APPD2138
APPD2140
IF -ID THEN CALL ERROR;
OPTABLE_PTR = OPTABLE_PTR + 1;
OPTABLE( OPTABLE_PTR ) = STAR;
DO WHILE( LITERAL("." ) );
  IF -ID THEN CALL ERROR;
  OPTABLE_PTR = OPTABLE_PTR + 1;
  OPTABLE( OPTABLE_PTR ) = STAR;
END;
RETURN( '1'B );
END OPERATION_DCL;

COMPOUND_STMT: PROC RETURNS( BIT(1) );
DCL INDEX FIXED BINARY(15),
       R CHAR(8) VARYING;
IF -ID THEN RETURN( '0'B );
R = STAR;
DO INDEX = OPTABLE_PTR TO 1 BY -1;
  IF OPTABLE(INDEX) = R THEN GO TO L1;
END;
LINE = "'|\(R)\|':";
CALL OUT(LINE);
GO TO L2;
L1: LINE = "'\(R)\':" PROC ;
    CALL OUT(LINE);
    PROC = '#1'B;
L2: IF -LITERAL( ':' ) THEN CALL ERROR;
    IF -SIMPLE_STMT THEN CALL ERROR;
    DO WHILE( LITERAL(",'",'" ) );
      IF -SIMPLE_STMT THEN CALL ERROR;
    END;
    RETURN( '1'B );
END COMPUND_STMT;

SIMPLE_STMT: PROC RETURNS( BIT(1) ) RECURSIVE;
IF DO_STMT THEN GO TO L1;
IF IF_STMT THEN GO TO L1;
IF GO_TO_STMT THEN GO TO L1;
IF TRANSFER_STMT THEN GO TO L1;
IF TERMINAL_STMT THEN GO TO L1;
/
IF EXCHANGE_STMT THEN GO TO L1;
RETURN( 'O'B );
L1: IF ¬LITERAL("<"') THEN GO TO L2;
IF ¬INT THEN CALL ERROR;
IF ¬LITERAL(">") THEN CALL ERROR;
LINE = ' T#ME = MOD(T#ME + '|[STAR]|' ', 1048576 );' ;
CALL OUT(LINE);
L2: RETURN( 'I'B );
END SIMPLE_STMT;

DO_STMTS: PROC RETURNS( BIT(1) ) RECURSIVE;
IF ¬LITERAL("DO") THEN RETURN( 'O'B );
IF ¬ID THEN CALL ERROR;
LINE = ' CALL '|[STAR]|';' ;
CALL OUT(LINE);
RETURN( 'I'B );
END DO_STMTS;

IF_STMT: PROC RETURNS( BIT(1) ) RECURSIVE;
IF ¬LITERAL("IF") THEN RETURN( 'O'B );
TEMP = ' IF ' ;
IF ¬CONDITION THEN CALL ERROR;
IF ¬LITERAL("THEN") THEN CALL ERROR;
LINE = TEMP('|') THEN ' ;
CALL OUT(LINE);
IF ¬SIMPLE_STMT THEN CALL ERROR;
RETURN( 'I'B );
END IF_STMT;

CONDITION: PROC RETURNS( BIT(1) )
IF ¬LITERAL('(|') THEN RETURN( 'O'B );
IF ¬BOOLEAN_TERM THEN CALL ERROR;
RETURN( 'I'B );
END CONDITION;

BOOLEAN_TERM: PROC RETURNS( BIT(1) ) RECURSIVE;
IF ~BOOLEAN_FACTOR THEN RETURN( 'O'B );
DO WHILE( LITERAL('.OR.') );
  TEMP = TEMP||' ';
  IF ~BOOLEAN_FACTOR THEN CALL ERROR;
END;
RETURN( '1'B );
END BOOLEAN_TERM;

BOOLEAN_FACTOR: PROC RETURNS( BIT(1) ) RECURSIVE;
  IF ~BOOLEAN_SEC THEN RETURN( 'O'B );
  DO WHILE( LITERAL('.AND.') );
    TEMP = TEMP||' ';
    IF ~BOOLEAN_SEC THEN CALL ERROR;
  END;
  RETURN( '1'B );
END BOOLEAN_FACTOR;

BOOLEAN_SEC: PROC RETURNS( BIT(1) ) RECURSIVE;
  IF LITERAL('.NOT.') THEN TEMP = TEMP||' ';
  IF BOOLEAN_PRIM THEN GO TO LI;
LI: RETURN( '1'B );
END BOOLEAN_SEC;

BOOLEAN_PRIM: PROC RETURNS( BIT(1) ) RECURSIVE;
  IF LOGICAL_VALUE THEN RETURN( '1'B );
  IF RELATION THEN RETURN( '1'B );
  IF ~LITERAL( '(' ) THEN RETURN( 'O'B );
    TEMP = TEMP||' ';
    IF ~BOOLEAN_TERM THEN CALL ERROR;
  IF ~LITERAL( ')' ) THEN CALL ERROR;
    TEMP = TEMP||' ';
  RETURN( '1'B );
END BOOLEAN_PRIM;

RELATION: PROC RETURNS( BIT(1) ) RECURSIVE;
  IF ~SUE THEN RETURN( 'O'B );
  TEMP = TEMP||'SO';
IF ~REL.OP THEN RETURN( '1'B );
IF ~SAE THEN CALL ERROR;
TEMP = TEMP||SO;
RETURN( '1'B );
END RELATION;

REL.OP: PROC
     RETURNS( BIT(1) ) RECURSIVE;
     REL_OP; PROC
     IF LITERAL('"EQ."') THEN DO;
     TEMP = TEMP||'= ' ; GO TO L1; END;
     IF LITERAL('"NE."') THEN DO;
     TEMP = TEMP||'=' ; GO TO L1; END;
     IF LITERAL('"LT."') THEN DO;
     TEMP = TEMP||'< ' ; GO TO L1; END;
     IF LITERAL('"GT."') THEN DO;
     TEMP = TEMP||'> ' ; GO TO L1; END;
     IF LITERAL('"LE."') THEN DO;
     TEMP = TEMP||'<= ' ; GO TO L1; END;
     IF LITERAL('"GE."') THEN DO;
     TEMP = TEMP||'>=' ; GO TO L1; END;
     RETURN( 'O'B );
     L1: RETURN( '1'B );
     END REL.OP;

SAE: PROC
     RETURNS( BIT(1) ) RECURSIVE;
     SO = ' ';
     IF INT THEN DO; SO = STAR; GO TO L1; END;
     IF DEST THEN GO TO L1;
     RETURN( 'O'B );
     L1: RETURN( '1'B );
     END SAE;

LOGICAL_VALUE: PROC
     RETURNS( BIT(1) );
     IF LITERAL('"TRUE."') THEN DO;
     TEMP = TEMP||' "1"B ' ; GO TO L1; END;
     IF LITERAL('"FALSE."') THEN DO;
     TEMP = TEMP||' "0"B ' ; GO TO L1; END;
     return( 'O'B );
     L1: RETURN( '1'B );
END LOGICAL_VALUE;

GO_TO_STMT: PROC RETURNS( BIT(1) ) RECURSIVE;
    IF -LITERAL('GO') THEN RETURN('0'B);
    IF -LITERAL('TO') THEN CALL ERROR;
    IF -ID THEN CALL ERROR;
    LINE = 'GO TO ' ||STAR'||';
    CALL OUT(LINE);
    RETURN('1'B);
END GO_TO_STMT;

TRANSFER_STMT: PROC RETURNS( BIT(1) );
    DCL BACKUP
    BACKUP = I;
    TYPE = FIXED BINARY
    SAVE PTR TO TEXT POSITION */
    SO = ''; S1 = ''; S2 = ' ';
    IF -DEST THEN RETURN('0'B);
    IF -LITERAL('<-') THEN DO:
        I = BACKUP; /* BACKUP TEXT PTR */
        RETURN('0'B);
    END;
    IF INT THEN DO:
        L1: LINE = 'CALL #SET(' ||SO'||',' ||STAR'||');'
        GO TO DONE;
        END;
    IF UNARY_EXP THEN DO:
        IF TYPE = 2 THEN GO TO L2;
        IF TYPE = 3 THEN GO TO L3;
        IF TYPE = 4 THEN GO TO L4;
        IF TYPE = 5 THEN GO TO L5;
        IF TYPE = 6 THEN GO TO L6;
        IF TYPE = 7 THEN GO TO L7;
        IF TYPE = 8 THEN GO TO L8;
        CALL ERROR;
    END;
    IF BINARY_EXP THEN DO:
        IF TYPE = 0 THEN GO TO L0;
        IF TYPE = 59 THEN GO TO L9;
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IF TYPE = 60 THEN GO TO L10;
IF TYPE = 61 THEN GO TO L11;
IF TYPE = 62 THEN GO TO L12;
IF TYPE = 63 THEN GO TO L13;
IF TYPE = 64 THEN GO TO L14;
IF TYPE = 65 THEN GO TO L15;
IF TYPE = 66 THEN GO TO L16;
CALL ERROR;
END;

CALL ERROR;

L0: LINE = '||SO|| = '||S1||';
    GO TO DONE;
L2: LINE = ' CALL UA#D('||SO||','||S2||');
    GO TO DONE;
L3: LINE = ' CALL #UOR('||SO||','||S2||');
    GO TO DONE;
L4: LINE = '||SO|| = '||S2||';
    GO TO DONE;
L5: LINE = ' CALL US#L('||SO||','||S2||');
    GO TO DONE;
L6: LINE = ' CALL US#R('||SO||','||S2||');
    GO TO DONE;
L7: LINE = ' CALL CI#L('||SO||','||S2||');
    GO TO DONE;
L8: LINE = ' CALL CI#R('||SO||','||S2||');
    GO TO DONE;
L9: LINE = ' CALL #ADD('||SO||','||S1||','||S2||');
    GO TO DONE;
L10: LINE = ' CALL #SUB('||SO||','||S1||','||S2||');
    GO TO DONE;
L11: LINE = ' CALL #BOR('||SO||','||S1||','||S2||');
    GO TO DONE;
L12: LINE = ' CALL BA#D('||SO||','||S1||','||S2||');
    GO TO DONE;
L13: LINE = ' CALL BX#R('||SO||','||S1||','||S2||');
    GO TO DONE;
GO TO DONE;
L14: LINE = ' CALL BS#L('||S0||',*'||S1||',*'||S2||');' ;
GO TO DONE;
L15: LINE = ' CALL BS#R('||S0||',*'||S1||',*'||S2||');' ;
GO TO DONE;
L16: LINE = ' CALL #CNT('||S0||',*'||S1||',*'||S2||');' ;
GO TO DONE;

DONE: CALL OUT(LINE);
RETURN( '1'B );
END TRANSFER_STMT;

DEST: PROC RETURNS BIT(L);
DCL R CHAR(8) VARYING;
DCL I1 CHAR(8) VARYING;
IF -.ID THEN RETURN( '0'B );
R = STAR;
IF -.LITERAL( '*' ) THEN DO; SO = R;
GO TO L1;
END;
IF ID THEN DO;
IF LITERAL( '*' ) THEN DO;
SO = R||**||STAR||**';
GO TO L1;
END;
ELSE CALL ERROR;
END;
IF -.INT THEN CALL ERROR;
I1 = STAR;
IF LITERAL( '*' ) THEN DO; SO = '$'||R||**||STAR||**';
GO TO L1;
END;
IF -.LITERAL( '-' ) THEN CALL ERROR;
IF -.INT THEN CALL ERROR;
IF -.LITERAL( '*' ) THEN CALL ERROR;
SO = 'SUBSTR('||R||',*'||I1||'+1,'||STAR||'-*'||I1||'+1)';
GO TO L1;
L1: RETURN( '1'B );
END DEST;
UNARY_EXP: PROC
  RETURNS( BIT(1) );
  IF ¬UNARY_OP THEN RETURN( 'O'B );
  IF ¬UNARY_SOURCE THEN CALL ERROR;
  RETURN( 'I'B );
END UNARY_EXP;

UNARY_OP: PROC
  RETURNS( BIT(1) );
  IF LITERAL( '.AND.' ) THEN DO; TYPE = 2; GO TO L1; END;
  IF LITERAL( '.OR.' ) THEN DO; TYPE = 3; GO TO L1; END;
  IF LITERAL( '.NOT.' ) THEN DO; TYPE = 4; GO TO L1; END;
  IF LITERAL( '.SHL.' ) THEN DO; TYPE = 5; GO TO L1; END;
  IF LITERAL( '.SHR.' ) THEN DO; TYPE = 6; GO TO L1; END;
  IF LITERAL( '.CIRL.' ) THEN DO; TYPE = 7; GO TO L1; END;
  IF LITERAL( '.CIRR.' ) THEN DO; TYPE = 8; GO TO L1; END;
  RETURN( 'O'B );
L1: RETURN( 'I'B );
END UNARY_OP;

UNARY_SOURCE: PROC
  RETURNS( BIT(1) );
  DCL R CHAR(8) VARYING;
  DCL II CHAR(8) VARYING;
  IF ¬ID THEN RETURN( 'O'B );
  R = STAR;
  IF ¬LITERAL( ' ' ) THEN DO; S2 = R;
                        GO TO L1;
                        END;
  IF ID THEN DO;
    IF LITERAL( '' ) THEN DO;
      S2 = R || '||STAR||''';
      GO TO L1;
    END;
  END;
  IF ¬INT THEN CALL ERROR;
  II = STAR;
  IF LITERAL( '' ) THEN DO; S2 = '*||R'||''||STAR||''';
                GO TO L1;
  END;

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APPD2744
APPD2746
APPD2748
IF ~LITERAL('-') THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
IF ~LITERAL(')') THEN CALL ERROR;
S2 = 'SUBSTR('||R'||','||I1'||'+1','||STAR'||'-'||I1'||'+1') ;
GO TO L1;
L1: RETURN( '1'B );
END UNARY_SOURCE;

BINARY_EXP: PROC RETURNS( BIT(1) );
IF ~OP1 THEN RETURN( 'O'B );
IF ~BINARY_OP THEN DO; TYPE = 0; GO TO L1; END;
IF OP2 THEN GO TO L1;
IF INT THEN DO; S2 = STAR; GO TO L1; END;
CALL ERROR;
L1: RETURN( '1'B );
END BINARY_EXP;

BINARY_OP: PROC RETURNS( BIT(1) );
IF LITERAL('ADD.') THEN DO; TYPE = 59; GO TO L1; END;
IF LITERAL('SUB.') THEN DO; TYPE = 60; GO TO L1; END;
IF LITERAL('OR.') THEN DO; TYPE = 61; GO TO L1; END;
IF LITERAL('AND.') THEN DO; TYPE = 62; GO TO L1; END;
IF LITERAL('XOR.') THEN DO; TYPE = 63; GO TO L1; END;
IF LITERAL('SHL.') THEN DO; TYPE = 64; GO TO L1; END;
IF LITERAL('SHR.') THEN DO; TYPE = 65; GO TO L1; END;
IF LITERAL('CNT.') THEN DO; TYPE = 66; GO TO L1; END;
RETURN( 'O'B );
L1: RETURN( '1'B );
END BINARY_OP;

OP1: PROC RETURNS( BIT(1) );
DCL R CHAR(8) VARYING;
DCL I1 CHAR(8) VARYING;
IF ~ID THEN RETURN( 'O'B );
R = STAR;
IF ~LITERAL( '(' ) THEN DO; S1 = R; GO TO L1;
END;
IF ID THEN DO;
  IF LITERAL(')') THEN DO;
    S1 = R[''(''||STAR||''')''] ;
    GO TO L1;  END;
  ELSE CALL ERROR;
END;

IF ~INT THEN CALL ERROR;
II = STAR;
IF LITERAL(')') THEN DO;
  S1 = 'S1' || R[''(''||STAR||''')''];
  GO TO L1;
END;

IF ~LITERAL('"') THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
IF ~LITERAL(')') THEN CALL ERROR;
S1 = 'SUBSTR(''''||R[""II||""+1,""||STAR||""||II||""+1]''')' ;
GO TO L1;
L1: RETURN('1'B);
END OP1;

OP2: PROC  RETURNS(BIT(1));
DCL R CHAR(8) VARYING;
DCL II CHAR(8) VARYING;
IF ~ID THEN RETURN('0'B);
R = STAR;
IF ~LITERAL('"') THEN DO;
  S2 = R;
  GO TO L1;
END;

IF ID THEN DO;
  IF LITERAL(')') THEN DO;
    S2 = R[''(''||STAR||''')''] ;
    GO TO L1;  END;
  ELSE CALL ERROR;
END;

IF ~INT THEN CALL ERROR;
II = STAR;
IF LITERAL(')') THEN DO;
  S2 = 'S2' || R[''(''||STAR||''')''] ;
  GO TO L1;
END;
IF ~LITERAL('"') THEN CALL ERROR;
IF ~INT THEN CALL ERROR;
IF ~LITERAL('"') THEN CALL ERROR;
S2 = 'SUBSTR('||R||';'||I1||'+'||STAR||'"'||I1||'+'||STAR||')';
GO TO L1;
L1: RETURN( '1'B );
END OP2;

TERMINAL_STMT: PROC
  DCL BACKUP FIXED BINARY(31);
  SO = ' ';
  S1 = ' ';
  BACKUP = I; /* SAVE PTR TO TEXT POSITION */
  IF ~TERMINAL THEN RETURN( '0'B );
  IF ~LITERAL('"') THEN DO;
    IF ~INT THEN CALL ERROR;
    IF ~LITERAL('"') THEN CALL ERROR;
    SO = SO + S1 + S2;
    L1: RETURN( '1'B );
  END;
END TERMINAL_STMT;

TERMINAL: PROC
  DCL R CHAR(8) VARYING;
  IF ~ID THEN RETURN( '0'B );
  R = STAR;
  IF ~LITERAL('"') THEN DO;
    SO = R;
    GO TO L1;
  END;
  IF ~INT THEN CALL ERROR;
  IF ~LITERAL('"') THEN CALL ERROR;
  SO = '$'||R'||'"'||STAR||')';
  L1: RETURN( '1'B );
END TERMINAL;

LABEL: PROC
  IF ~TERM THEN RETURN( '0'B );
  L: IF ~BOP THEN GO TO L1;
  IF ~TERM THEN CALL ERROR;
GO TO L;
L1: RETURN( '1'B );
END LABEL;

TERM: PROC
RETURNS( BIT(1) );
IF DEF1 THEN GO TO L1;
IF DEF2 THEN GO TO L1;
RETURN( '0'B );
L1: RETURN( '1'B );
END TERM;

DEF1: PROC
RETURNS( BIT(1) );
DCL R CHAR(8) VARYING;
IF \ negate ID \ THEN RETURN( '0'B );
R = STAR;
IF \ negate LITERAL( '"' \) THEN DO; S1 = R; GO TO L1; END;
IF \ negate INT \ THEN CALL ERROR;
IF \ negate LITERAL( '"' \) \ THEN \ CALL \ ERROR;
S1 = '"'|R||'"'|STAR||'"' ;
L1: TEMP = TEMP||S1;
RETURN( '1'B );
END DEF1;

DEF2: PROC
RETURNS( BIT(1) );
IF \ negate LITERAL( '"' \) THEN RETURN( '0'B );
IF \ negate LITERAL( '"-' \) \ THEN \ CALL \ ERROR;
TEMP = TEMP||' ' ;
IF \ negate DEF1 \ THEN \ CALL \ ERROR;
IF \ negate LITERAL( '"' \) \ THEN \ CALL \ ERROR;
RETURN( '1'B );
END DEF2;

BOP: PROC
RETURNS( BIT(1) );
IF LITERAL("**") THEN DO; TEMP=TEMP||" & "; GO TO L1; END;
IF LITERAL("*" ) THEN DO; TEMP=TEMP||" | "; GO TO L1; END;
RETURN( '0'B );
L1: RETURN( '1'B );
END BOP;
/* THIS IS THE END OF THE INTERNAL PROCEDURES */

FINIS: PUT EDIT('END OF FILE SENSED ON SYSIN')(SKIP(2),COL(10),A);
DONE:
    END COMPILE:
Appendix 5. Simulator Flow Chart
Appendix 6. DCLS
/* INCLUDE DCLS; */
/* STANDARD DECLARES */
DECLARE
OVERFLOW BIT(1),
#SET ENTRY( BIT(*), FIXED BINARY(31) ),
UA#D ENTRY( BIT(*), BIT(*) ),
#UOR ENTRY( BIT(*), BIT(*) ),
US#L ENTRY( BIT(*), BIT(*) ),
US#R ENTRY( BIT(*), BIT(*) ),
CI#L ENTRY( BIT(*), BIT(*) ),
CI#R ENTRY( BIT(*), BIT(*) ),
#ADD ENTRY( BIT(*), BIT(*), BIT(*), BIT(*) ),
#SUB ENTRY( BIT(*), BIT(*), BIT(*) ),
#BOR ENTRY( BIT(*), BIT(*), BIT(*) ),
BA#D ENTRY( BIT(*), BIT(*), BIT(*) ),
BX#R ENTRY( BIT(*), BIT(*), BIT(*) ),
BS#L ENTRY( BIT(*), BIT(*), FIXED BINARY(31) ),
BS#R ENTRY( BIT(*), BIT(*), FIXED BINARY(31) ),
#CNT ENTRY( BIT(*), BIT(*), FIXED BINARY(31) ),
#TEMP BIT(32) VARYING,
C#CLE FIXED BINARY(31) INITIAL(0),
CH#CK FIXED BINARY(31);
GO TO INITIAL;

#NCR: C#CLE = C#CLE + 1;
IF C#CLE>CH#CK THEN GO TO D#NE;
GO TO F#TCH;

HE#D: PUT FILE(SYSPRINT) EDIT
('THIS IS A RUN OF THE "BAPSIM" SIMULATOR')
(PAGE,LINtE(2),COL(40),A);

APPF1050
APPF1070
APPF1080
APPF1090
APPF1100
APPF1120
APPF1130
APPF1140
APPF1150
APPF1160
APPF1170
APPF1180
APPF1190
APPF1200
APPF1210
APPF1220
APPF1230
APPF1240
APPF1250
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APPF1280
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APPF1300
APPF1310
APPF1320
APPF1330
APPF1340
APPF1350
APPF1360
APPF1370
APPF1380
GO TO #NCR;
/* END OF STANDARD DECLARES */
Appendix 7. ENCODE
** ENDCODE **

INCLUDE ENDCODE;

ENDCODE STATEMENTS FOLLOW

PUT FILE(SYSPRINT) EDIT

{*** ILLEGAL OP CODE - SIMULATION ABORTED ***}

(SKIP(5),COL(10),A);

CLOSE FILE(SYSPRINT);

STOP;

/* END OF ENDCODE */
Appendix 8. PRIMPROC
/* ** AY ******* *
/* PRIMPROCS */
/* *** ********: *************** */

`#set: proc(reg,intj;
DCL REG BIT(*), INT FIXED BINARY(31);
REG = SUBSTR( UNSPEC(INT), 33-LENGTH(REGI);
END #SET;`

unciD: proc(DEST, SOURCE);
DCL (DEST, SOURCE) BIT(*);
IF LENGTH(DEST) != 1 THEN
PUT FILE(SYSPRINT) EDIT
('*** LENGTH ERROR -- U#D PROCEDURE ***')
(SKIP(5), COL(10), A);
DO I = 1 TO LENGTH(SOURCE) BY 1;
IF SUBSTR(SOURCE, I, 1) = 'O' THEN GO TO L1;
END;
DEST = '1'B;
RETURN;
L1: DEST = '0'B;
END U#D;`

#UOR: proc(DEST, SOURCE);
DCL (DEST, SOURCE) BIT(*);
IF LENGTH(DEST) != 1 THEN
PUT FILE(SYSPRINT) EDIT
('*** LENGTH ERROR -- #UOR PROCEDURE ***')
APPH1060
APPH1070
APPH1080
APPH1090
APPH1100
APPH1110
APPH1120
APPH1130
APPH1140
APPH1150
APPH1160
APPH1170
APPH1180
APPH1190
APPH1200
APPH1210
APPH1220
APPH1230
APPH1240
APPH1250
APPH1260
APPH1270
APPH1280
APPH1290
APPH1300
APPH1310
APPH1320
APPH1330
APPH1340
APPH1350
APPH1360
APPH1370
APPH1380

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DO I = 1 TO LENGTH(SOURCE) BY 1;
   IF SUBSTR(SOURCE, I, 1) = '1'B THEN GO TO L1;
END;
DEST = '0'B;
RETURN;
L1: DEST = '1'B;
END #UOR;

US#L: PROC(DEST, SOURCE);
DCL (DEST, SOURCE) BIT(*);
IF LENGTH(DEST) = LENGTH(SOURCE) THEN
   PUT FILE(SYSPRINT) EDIT
      (** LENGTH ERROR -- US#L PROCEDURE ***)
      (SKIP(5), COL(10), A);
   SUBSTR(DEST, 1, LENGTH(DEST) - 1) = SUBSTR(SOURCE, 2, LENGTH(SOURCE) - 1);
   SUBSTR(DEST, LENGTH(DEST), 1) = '0'B; /* ZERO FILL */
END US#L;

US#R: PROC(DEST, SOURCE);
DCL (DEST, SOURCE) BIT(*);
IF LENGTH(DEST) = LENGTH(SOURCE) THEN
   PUT FILE(SYSPRINT) EDIT
      (** LENGTH ERROR -- US#R PROCEDURE ***)
      (SKIP(5), COL(10), A);
   SUBSTR(DEST, 2) = SUBSTR(SOURCE, 1, LENGTH(SOURCE) - 1);
   SUBSTR(DEST, 1, 1) = '0'B; /* ZERO FILL */
END US#R;

CI#L: PROC(DEST, SOURCE);
DCL (DEST, SOURCE) BIT(*),
   TEMP BIT(1);
IF LENGTH(DEST) = LENGTH(SOURCE) THEN
   PUT FILE(SYSPRINT) EDIT
      (** LENGTH ERROR -- CI#L PROCEDURE ***)
      (SKIP(5), COL(10), A);
(SKIP(5), COL(10), A);
TEMP = SUBSTR(SOURCE, 1, 1);
SUBSTR(DEST, 1, LENGTH(DEST) - 1) = SUBSTR(SOURCE, 2, LENGTH(SOURCE) - 1);
SUBSTR(DEST, LENGTH(DEST), 1) = TEMP; /* END AROUND */
END CI#R;

CI#R: PROC(DEST, SOURCE);
   DCL (DEST, SOURCE) BIT(*),
   TEMP BIT(1);
   IF LENGTH(DEST) <= LENGTH(SOURCE) THEN
      PUT FILE(SYSPRINT) EDIT
         (** LENGTH ERROR -- CI#R PROCEDURE ***)
         (SKIP(5), COL(10), A);
      TEMP = SUBSTR(SOURCE, LENGTH(SOURCE), 1);
      SUBSTR(DEST, 2, LENGTH(DEST) - 1) = SUBSTR(SOURCE, 1, LENGTH(SOURCE) - 1);
      SUBSTR(DEST, 1, 1) = TEMP; /* END AROUND */
      END CI#R;
END CI#R;

#ADD: PROC(DEST, S1, S2);
   DCL (DEST, S1, S2) BIT(*);
   #TEMP = S1 + S2; /* CONVERSION HERE */
   DEST = SUBSTR( #TEMP, 32 - LENGTH(DEST) );
   OVERFLOW = SUBSTR( #TEMP, 31 - LENGTH(DEST), 1 );
   END #ADD;

#SUB: PROC(DEST, OP1, OP2);
   DCL (DEST, OP1, OP2) BIT(*);
   IF OP2 > OP1 THEN
      PUT FILE(SYSPRINT) EDIT
         (** MAGNITUDE ERROR -- #SUB PROCEDURE ***)
         (SKIP(5), COL(10), A);
   #TEMP = OP1 - OP2; /* CONVERSION HERE */
   DEST = SUBSTR(#TEMP, 32-LENGTH(DEST));
   END #SUB;
#BOR: PROC(DEST,OP1,OP2);
DCL (DEST,OP1,OP2) BIT(*);
IF LENGTH(OP1) ^= LENGTH(OP2) THEN
  PUT FILE(SYSPRINT) EDIT
  (** LENGTH ERROR -- #BOR PROCEDURE ***)
  (SKIP(5),COL(10),A);
  DEST = OP1 | OP2;
END #BOR;

BA#D: PROC(DEST,OP1,OP2);
DCL (DEST,OP1,OP2) BIT(*);
IF LENGTH(OP1) ^= LENGTH(OP2) THEN
  PUT FILE(SYSPRINT) EDIT
  (** LENGTH ERROR -- BA#D PROCEDURE ***)
  (SKIP(5),COL(10),A);
  DEST = OP1 & OP2;
END BA#D;

BX#R: PROC(DEST,OP1,OP2);
DCL (DEST,OP1,OP2) BIT(*);
IF LENGTH(OP1) ^= LENGTH(OP2) THEN
  PUT FILE(SYSPRINT) EDIT
  (** LENGTH ERROR -- BX#R PROCEDURE ***)
  (SKIP(5),COL(10),A);
  DO I = 1 TO LENGTH(OP1) BY 1;
    IF SUBSTR(OP1,I,1)='1'B & SUBSTR(OP2,I,1)='1'B
      THEN SUBSTR(DEST,I,1) = '1'B;
      ELSE SUBSTR(DEST,I,1) = '0'B;
    END;
  END;
END BX#R;

BS#L: PROC(DEST,SOURCE,INT);
DCL (DEST,SOURCE) BIT(*),
     INT FIXED BINARY(31);
IF LENGTH(DEST) \(\neq\) LENGTH(SOURCE) THEN
   PUT FILE(SYSPRINT) EDIT
   (** LENGTH ERROR -- BS#L PROCEDURE ***)
   (SKIP(5), COL(10), A);
IF INT>=LENGTH(SOURCE) THEN DO; DEST='0'B; GO TO L1; END;
   DEST = SUBSTR(SOURCE, INT+1);
L1: END BS#L;

BS#R: PROC(DEST, SOURCE, INT);
DCL (DEST, SOURCE) BIT(*),
    INT FIXED BINARY(31);
IF LENGTH(DEST) \(\neq\) LENGTH(SOURCE) THEN
   PUT FILE(SYSPRINT) EDIT
   (** LENGTH ERROR -- BS#R PROCEDURE ***)
   (SKIP(5), COL(10), A);
IF INT>=LENGTH(SOURCE) THEN DO; DEST='0'B; GO TO L1; END;
   #TEMP = SOURCE/(2**INT); /* CONVERSION HERE */
   DEST = SUBSTR( #TEMP, 32 - LENGTH(DEST) );
L1: END BS#R;

/* THIS IS THE END OF THE PRIMITIVE OPERATIONS */