

STRETCH.

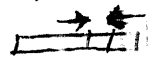
704

to extract (or insert)

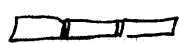
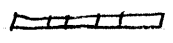
- 1. Load: Mask (O/T/M/T) 3.0 μs
- 2. Convert trace: Mem (to mem) 3.0 μs

- 1. Load Mask (store mask) 24 μs
- 2. add to acc. (and to mem.) 48 μs

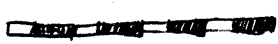
can cross word boundaries
can off-set variable amt.

- with offset 3. Shift R or L before store ~24 μs
- 

To assemble info, with gaps.



equal gaps can be handled
by "byte size" technique done in serial



equal groups or unequal groups.

- 1. LRS
- 2. ALS
- 3. LRS
- 4. ALS

done in serial
4.8 μs/byte

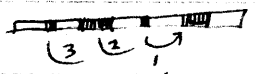
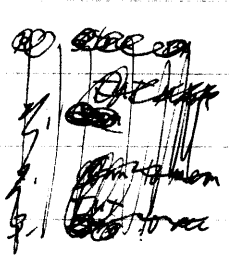
STO

up to 1 mb, more than one needs another

- 1. STORE BA BS L (up to 1 word) ← more than one word needs another

unequal groups must be done
in pieces

can index



- 1. Store BA BS Acc
- 2. Store
- 3. Store
- 4. Store to mem.

can index

can store across word boundaries

- 1. ability to fetch fields across word boundaries is desirable
- 2. Field length specifiable is good for fetch + store (extract + insert)
- 3. offset can be replaced by shift order.
- 4.

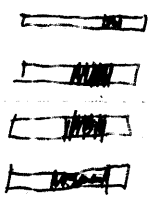
would like to fetch & pack in acc (or store pieces in mem)



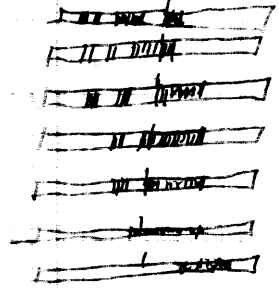
$$\text{Time} = \frac{24}{8} = 3$$

Time = 10

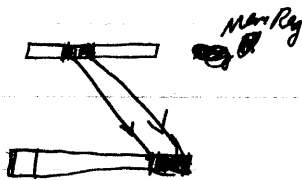
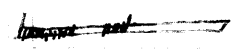
1. conn (A only) BA L off
2. " " " " " "
3. " " " " " "
4. " " " " " "



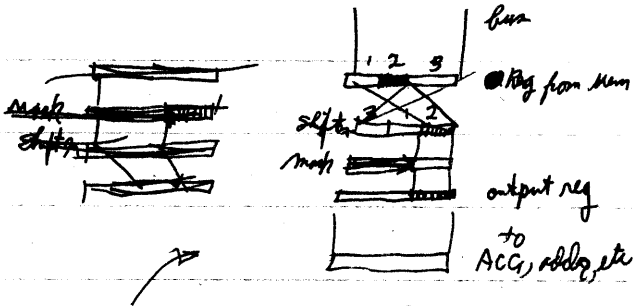
1. LRS
2. ARS
3. LRS
4. ARS
5. LRS
6. ARS
7. LRS



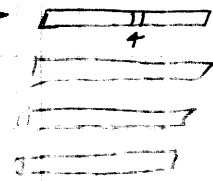
8. ~~conn~~ sto X
9. clc mark
10. add to acc
11. or to acc X



A to B



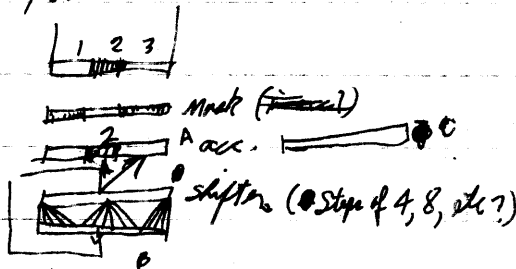
1. conn L BS
2. shift
3. conn
4. shift
5. conn
6. shift
7. conn
8. shift
9. ~~conn~~ conn to mem



mask reg.

to do in parallel, or

1. connectives
2. shifters



(Load) BA₁, L
add BA₂, L
(reg parallel adder used)

copy result double length.

