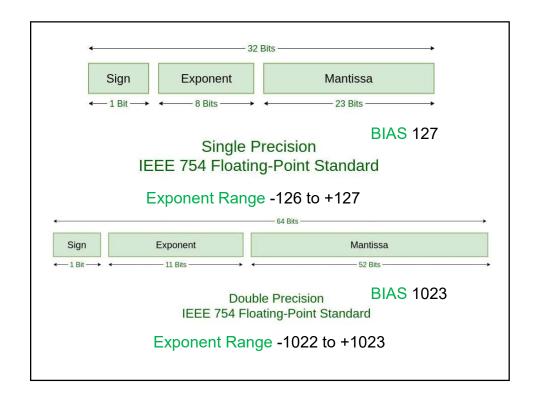


## SIC/XE

- Data formats (additional)
  - 48-bit floating-point data
  - Value of the fraction is between 0 and 1 (normalized?)

- Exponent between 0 and 2047 (bias 1024)
- Zero: all bits are 0

$$(.125)_{10} = (.001)_2 = .1 \times 2^{-2}$$
  
e =  
f =

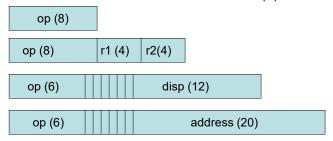


## **Float Point Numbers**

 $4.89 = .100111000111101011100001010001111010 * 2^3$ 

= 0 10000000011 100111000111101011 100001010001111010

- Instruction Formats (Four)
  - Instructions that do not reference memory at all (1 & 2)
  - Instructions that use relative addressing (3)
  - Instruction format with 20-bit address field (4)

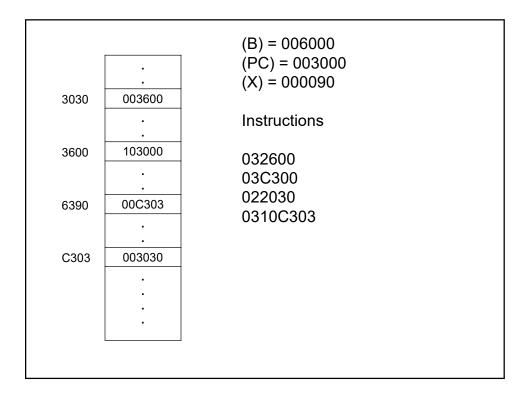


- flags n, i, x, b, p, e
- All SIC instructions end in 00 (opcode) that is, if bits n and i are both 0, then bits b, p and e are considered to be part of address field

- e = 0 means format 3
- e = 1 means format 4
- Relative addressing modes available for Format 3 instructions
  - -b = 1, p = 0 (Base Relative) TA = (B) + disp
  - -b = 0, p = 1 (PC Relative) TA = (PC) + disp
  - b = 0, p = 0 (direct addressing) TA = disp
  - -b=1, p=1?
- Any of the above addressing modes can be combined with indexed addressing (x = 0 or 1)
- i = 1, n = 0 (immediate addressing)
- i = 0, n = 1 (indirect addressing)
- i = 1, n = 1 (simple addressing)

Simple	110000	Орс	disp	(TA)	D
	110001	+Op m	addr	(TA)	4 D
	110010	Op m	(PC) + disp	(TA)	Α
	110100	Op m	(B) + disp	(TA)	Α
	111000	Op c, X	disp + (X)	(TA)	D
	111001	+Op m, X	addr + (X)	(TA)	4 D
	111010	Op m, X	(PC) +disp +(X)	(TA)	А
	111100	Op m, X	(B) +disp + (X)	(TA)	А
	0 0 0	Op m		(TA)	D
	0 0 1	Op m, X		(TA)	D

Indirect	100000	Ор @с	disp	((TA))	D
	100001	+op @m	addr	((TA))	4 D
	100010	Op @m	(PC) + disp	((TA))	А
	100100	Op @m	(B) + disp	((TA))	А
Immediate	010000	Op #c	disp	TA	D
	010001	+op #m	addr	TA	4 D
	010010	Op #m	(PC) + disp	TA	Α
	010100	Op #m	(B) + disp	TA	Α



## **Instruction Set**

- instructions to load or store new registers
- Instructions to perform floating point arithmetic
- Register-register instructions
- · Special supervisor call instruction