SML Instructions

Op-code	Operand	Description
1	RXY	LOAD the register R with the bit pattern found in the memory cell whose address is XY.
2	RXY	LOAD the register R with the bit pattern XY.
3	RXY	STORE the bit pattern found in register R in the memory cell whose address is XY.
4	0RS	MOVE the bit pattern found in register R to register S.
5	RST	ADD the bit patterns in registers S and T as though they were two's complement representations and leave the result in register R.
6	RST	ADD the bit patterns in registers S and T as though they represented values in floating-point notation and leave the floating point result in register R.
7	RST	OR the bit patterns in registers S and T and place the result in register R.
8	RST	AND the bit patterns in registers S and T and place the result in register R.
9	RST	EXCLUSIVE OR the bit patterns in registers S and T and place the result in register R.
A	R0X	ROTATE the bit pattern in register R one bit to the right X times. Each time place the bit that started at the low-order end at the high-order end.
B	RXY	JUMP to the instruction located in the memory cell at address XY if the bit pattern in register R is equal to the bit pattern in register number 0. Otherwise, continue with the normal sequence of execution. (The jump is implemented by copying XY into the program counter during the execute phase.)
C	000	HALT execution.