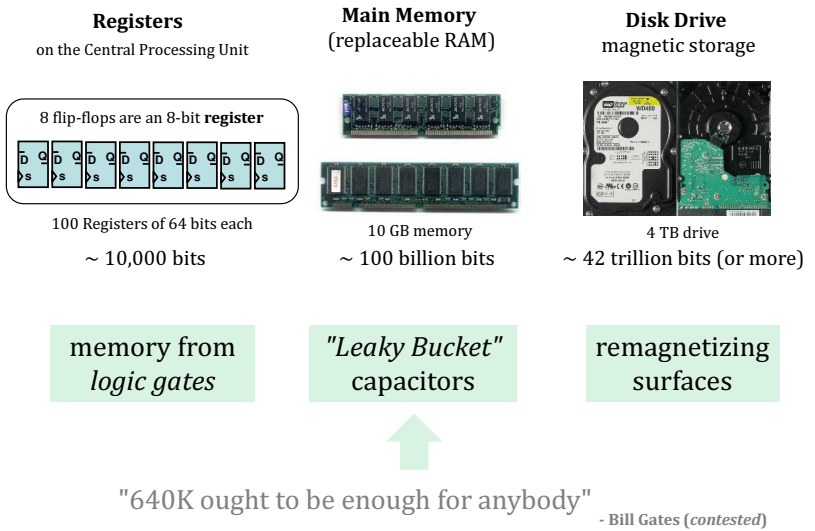
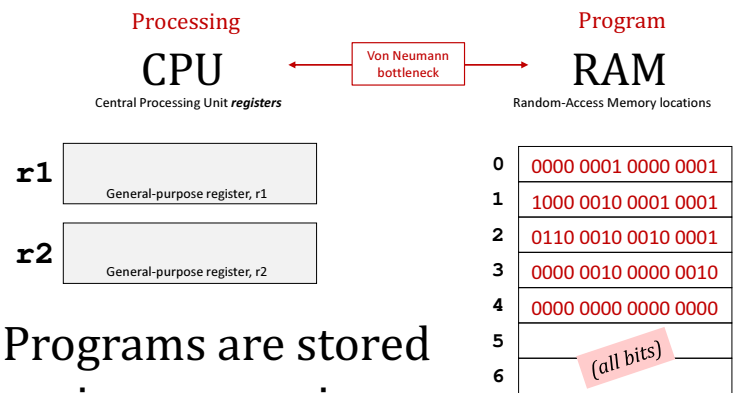


Some memory is more equal than others...

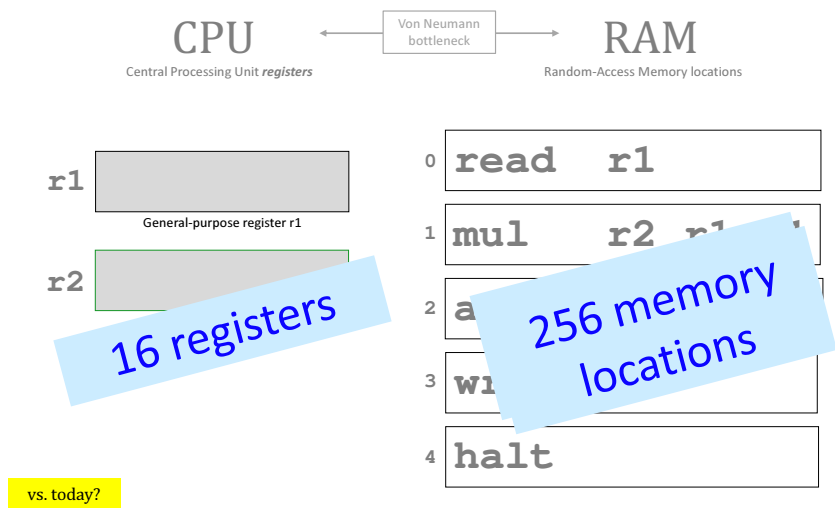


Von Neumann Architecture



Programs are stored in memory in *machine language*

Hmmm: Harvey Mudd Miniature Machine



Instruction	Description	Aliases
System instructions		
halt	Stop!	
read rX	Place user input in register rX	
write rX	Print contents of register rX	
nop	Do nothing	
Setting register data		
setn rX N	Set register rX equal to the integer N (-128 to +127)	
addn rX N	Add integer N (-128 to 127) to register rX	
copy rX rY	Set rX = rY	mov
Arithmetic		
add rX rY rZ	Set rX = rY + rZ	
sub rX rY rZ	Set rX = rY - rZ	
neg rX rY	Set rX = -rY	
mul rX rY rZ	Set rX = rY * rZ	
div rX rY rZ	Set rX = rY / rZ (integer division; no remainder)	
mod rX rY rZ	Set rX = rY % rZ (returns the remainder of integer division)	
Jumps!		
jumpn N	Set program counter to address N	
jumpn rX	Set program counter to address in rX	jump
jeqzn rX N	If rX == 0, then jump to line N	jeqz
jnezn rX N	If rX != 0, then jump to line N	jnez
jgtzn rX N	If rX > 0, then jump to line N	jgtz
jltzn rX N	If rX < 0, then jump to line N	jltz
calln rX N	Copy the next address into rX and then jump to mem. addr. N	call
Interacting with memory (RAM)		
loadn rX N	Load register rX with the contents of memory address N	
storen rX N	Store contents of register rX into memory address N	
loadr rX rY	Load register rX with data from the address location held in reg. rY	loadi, load
storer rX rY	Store contents of register rX into memory address held in reg. rY	storei, store
pushr rX rY	Store contents of register rX onto stack pointed to by reg. rY	
popr rX rY	Load contents of register rX from stack pointed to by reg. rY	

Hmmm
the complete reference

At www.cs.hmc.edu/~cs5grad/cs5/hmmm/documentation/documentation.html

↑ Today
↓ Thurs.

Assembly Language

ought to be called *register* language



```

read r1           reads from keyboard into reg1
write r2          outputs reg2 onto the screen

setn r1 42        reg1 = 42      you can replace 42 with anything from -128 to 127
addn r1 -1        reg1 = reg1 - 1  a shortcut

add r3 r1 r2      reg3 = reg1 + reg2
sub r3 r1 r2      reg3 = reg1 - reg2
mul r2 r1 r1      reg2 = reg1 * reg1
div r1 r1 r2      reg1 = reg1 / reg2
mod r1 r1 r2      reg1 = reg1 % reg2

```

ints only!
ints only!

← This is because they're written R to L in Python!

Loops and ifs

We *couldn't* implement Python using Hmmm so far... It's too linear!



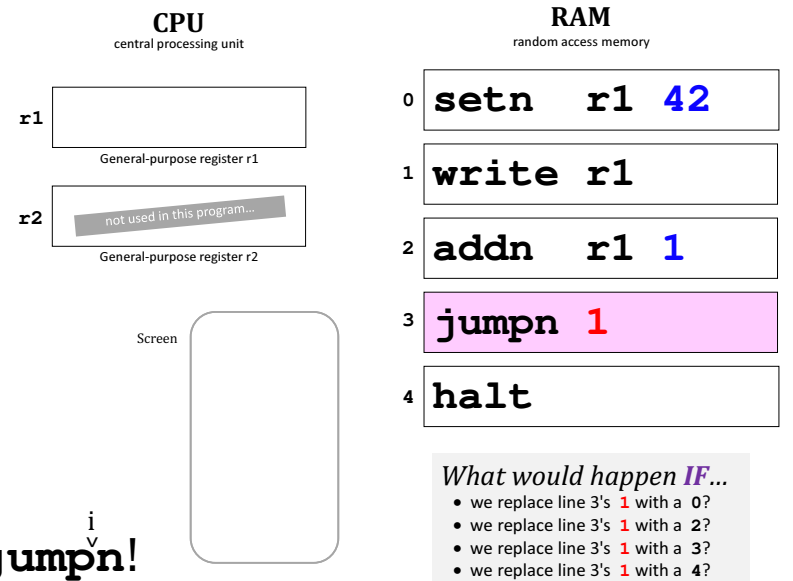
"Straight-line code"

```

0 setn r1 42
1 write r1
2 addn r1 1
3 jumpn 1
4 halt

```

loop



Jumps in Hmmm

Conditional jumps

```

jeqzn r1 42  IF r1 == 0 THEN jump to line number 42
jgtzn r1 42  IF r1 > 0 THEN jump to line number 42
jltzn r1 42  IF r1 < 0 THEN jump to line number 42
jnezn r1 42  IF r1 != 0 THEN jump to line number 42
    
```

Unconditional jump

```

jumpn 42      Jump to program line # 42
    
```

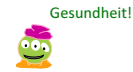
Indirect jump

```

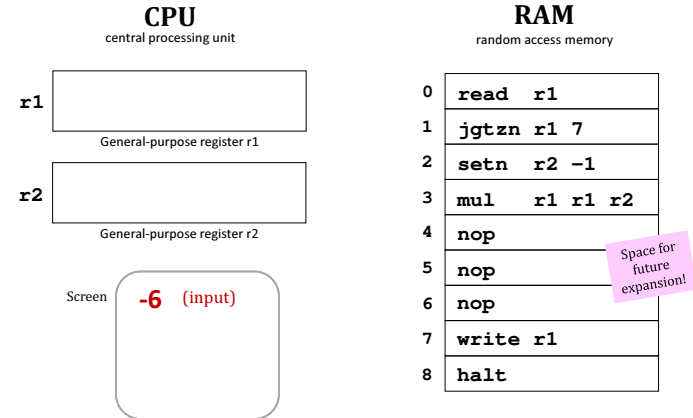
jumpr r1      Jump to the line# stored in r1
    
```



jgtzn

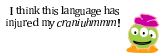


What Python function is this?

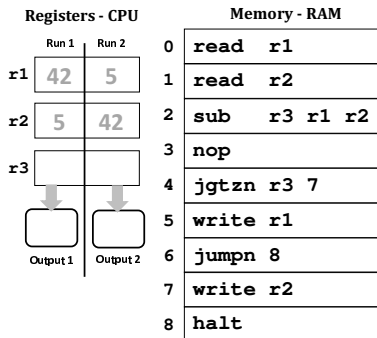


With an input of -6, what does this code write out?

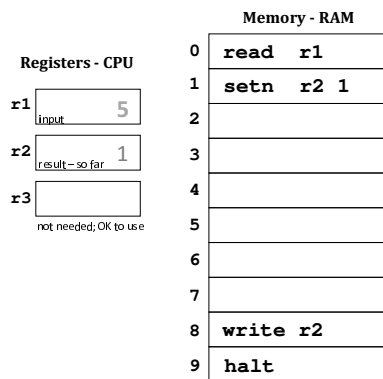
Try it!



- Follow this Hmmm program.
First run: use r1 = 42 and r2 = 5.
Next run: use r1 = 5 and r2 = 42.



- Write an assembly-language program that reads a positive integer into r1. The program should compute the **factorial** of the input in r1. Once it's computed, it should write out that factorial. Two lines are provided:



Hint: On line 2, could you write a test that checks if the factorial is finished? If it's not, compute one piece and then jump back!

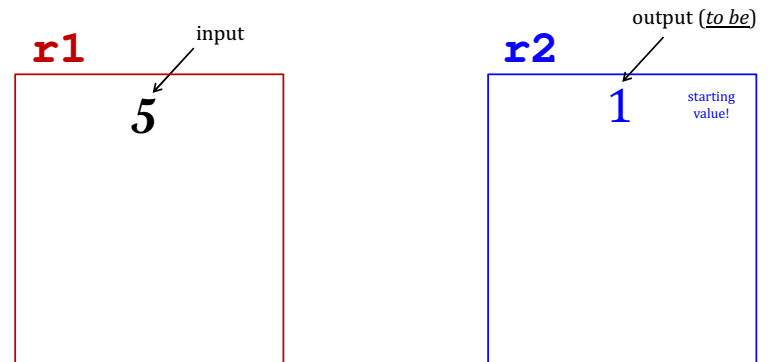
Extra! How few lines can you use here? (Fill the rest with nops...)

(1) What **common function** does this compute?
Hint: try the inputs in both orders...

(2) **Extra!** How could you change only line 3 so that, if inputs r1 and r2 are **equal**, the program will ask for new inputs?

factorial: the plan ...

fac(5) is 1*5*4*3*2*1



Let r1 be the input and the "counter"

Let r2 become the output

A factorial solution

Registers - CPU

r1 input

r2 result - so far

r3 not needed, but OK to use

Memory—RAM

0	read r1
1	setn r2 1
2	jeqzn r1 8
3	mul r2 r2 r1
4	addn r1 -1
5	jumpn 2
6	nop
7	nop
8	write r2
9	halt

space for
future
expansion!

Name(s) _____

Fill in what happens at each step

CPU

Central Processing Unit

r1

General-purpose register r1

r2

General-purpose register r2

r3

General-purpose register r3

r4

General-purpose register r4

Hmmm...!?

Extra! Change only line 4's instruction to create an output of 0 or 6 or 349 instead?

Quiz

screen

100 (input)

(output)

RAM

Random-Access Memory

		Python
0	read r1	100 r1 = 100
1	setn r2 7	
2	mod r4 r1 r2	
3	div r3 r1 r4	
4	sub r3 r3 r2	
5	addn r3 -1	
6	write r3	
7	halt	