

# Introduction to Programming in Python

Building a Computer: Von Neumann Architecture

## Outline

① Von Neumann Architecture

② Marvin Machine

## Von Neumann Architecture

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The CPU has two special registers

1. A program counter to track the next instruction to execute
2. An instruction register to store the next instruction for execution

Marvin Machine

## Marvin Machine

Marvin simulates a computer that has sixteen 16-bit registers and 65,536 32-bit words of main memory

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## Marvin Machine

Marvin simulates a computer that has sixteen 16-bit registers and 65,536 32-bit words of main memory

In addition to the sixteen registers, Marvin has a 16-bit program counter `pc` and a 32-bit instruction register `ir`

A Marvin program (ie, a `.marv` file) is assembled and loaded into memory starting at location 0

Marvin supports 32 instructions, each of which accepts between 0 and 3 inputs (aka arguments)



## Marvin Machine · Instruction Set

### System instructions

halt	00000000 00000000 00000000 00000000	stops the machine
read rX	00000001 00000000 00000000 0000XXXX	sets $rX = N$ , where $N \in [-2^{15}, 2^{15} - 1]$ read from standard input
write rX	00000010 00000000 00000000 0000XXXX	writes $rX$ to standard output
nop	00000011 00000000 00000000 00000000	does nothing

## System instructions

halt	00000000 00000000 00000000 00000000	stops the machine
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nop	00000011 00000000 00000000 00000000	does nothing

## Arithmetic instructions

neg rX rY	00001001 00000000 00000000 XXXXYYYY	sets $rX = -rY$
add rX rY rZ	00001010 00000000 0000XXXX YYYYYZZZ	sets $rX = rY + rZ$
sub rX rY rZ	00001011 00000000 0000XXXX YYYYYZZZ	sets $rX = rY - rZ$
mul rX rY rZ	00001100 00000000 0000XXXX YYYYYZZZ	sets $rX = rY * rZ$
div rX rY rZ	00001101 00000000 0000XXXX YYYYYZZZ	sets $rX = rY // rZ$
mod rX rY rZ	00001110 00000000 0000XXXX YYYYYZZZ	sets $rX = rY \% rZ$



## Jump instructions

jumpn N	00001111 00000000 NNNNNNNN NNNNNNNN	jumps to instruction N
jumpr rX	00010000 00000000 00000000 0000XXXX	jumps to rX
jeqzn rX N	00010001 0000XXXX NNNNNNNN NNNNNNNN	jumps to instruction N if rX == 0
jnezn rX N	00010010 0000XXXX NNNNNNNN NNNNNNNN	jumps to instruction N if rX != 0
jgen rX rY N	00010011 XXXXYYYY NNNNNNNN NNNNNNNN	jumps to instruction N if rX >= rY
jlen rX rY N	00010110 XXXXYYYY NNNNNNNN NNNNNNNN	jumps to instruction N if rX <= rY
jeqn rX rY N	00010100 XXXXYYYY NNNNNNNN NNNNNNNN	jumps to instruction N if rX == rY
jnen rX rY N	00010101 XXXXYYYY NNNNNNNN NNNNNNNN	jumps to instruction N if rX != rY
jgtn rX rY N	00010111 XXXXYYYY NNNNNNNN NNNNNNNN	jumps to instruction N if rX > rY
jltN rX rY N	00011000 XXXXYYYY NNNNNNNN NNNNNNNN	jumps to instruction N if rX < rY
calln rX N	00011001 0000XXXX NNNNNNNN NNNNNNNN	sets rX = pc + 1 and jumps to instruction N



## Instructions for setting register data

set0 rX	00000100	00000000	00000000	0000XXXX	sets rX = 0
set1 rX	00000101	00000000	00000000	0000XXXX	sets rX = 1
setn rX N	00000110	0000XXXX	NNNNNNNN	NNNNNNNN	sets rX = N, where $N \in [-2^{15}, 2^{15} - 1]$
addn rX N	00000111	0000XXXX	NNNNNNNN	NNNNNNNN	sets rX = rX + N, where $N \in [-2^{15}, 2^{15} - 1]$
copy rX rY	00001000	00000000	00000000	XXXXYYYY	sets rX = rY

## Instructions for setting register data

set0 rX	00000100 00000000 00000000 0000XXXX	sets rX = 0
set1 rX	00000101 00000000 00000000 0000XXXX	sets rX = 1
setn rX N	00000110 0000XXXX NNNNNNNN NNNNNNNN	sets rX = N, where $N \in [-2^{15}, 2^{15} - 1]$
addn rX N	00000111 0000XXXX NNNNNNNN NNNNNNNN	sets rX = rX + N, where $N \in [-2^{15}, 2^{15} - 1]$
copy rX rY	00001000 00000000 00000000 XXXXYYYY	sets rX = rY

## Instructions for interacting with memory

pushr rX rY	00011010 00000000 00000000 XXXXYYYY	sets mem[rY++] = rX
popr rX rY	00011011 00000000 00000000 XXXXYYYY	sets rX = mem[--rY]
loadn rX rY N	00011100 XXXXYYYY NNNNNNNN NNNNNNNN	sets rX = mem[rY + N], where $N \in [-2^{15}, 2^{15} - 1]$
storen rX rY N	00011101 XXXXYYYY NNNNNNNN NNNNNNNN	sets mem[rY + N] = rX, where $N \in [-2^{15}, 2^{15} - 1]$
loadr rX rY	00011110 00000000 00000000 XXXXYYYY	sets rX = mem[rY]
storer rX rY	00011111 00000000 00000000 XXXXYYYY	sets mem[rY] = rX



SumOfSquares.marv

Standard input	$a$ (int) and $b$ (int)
Standard output	$a^2 + b^2$

## Marvin Machine · Marvin Programs

SumOfSquares.marv

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>\_ ~/workspace/ipp

\$ \_

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$ python3 marvin.py -v data/SumOfSquares.marv
```

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0: 00000001 00000000 00000000 00000000
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2: 00001100 00000000 00000010 00000000
3: 00001100 00000000 00000011 00010001
4: 00001010 00000000 00000100 00100011
5: 00000010 00000000 00000000 00000100
6: 00000000 00000000 00000000 00000000
```

```
0: read    r0
1: read    r1
2: mul     r2 r0 r0
3: mul     r3 r1 r1
4: add     r4 r2 r3
5: write   r4
6: halt
```

-

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6

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3: mul     r3 r1 r1
4: add     r4 r2 r3
5: write   r4
6: halt
```

6

8

# Marvin Machine · Marvin Programs

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Standard output	$a^2 + b^2$

>\_ ~/workspace/ipp

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$ python3 marvin.py -v data/SumOfSquares.marv
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1: 00000001 00000000 00000000 00000001
2: 00001100 00000000 00000010 00000000
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4: 00001010 00000000 00000100 00100011
5: 00000010 00000000 00000000 00000100
6: 00000000 00000000 00000000 00000000
```

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0: read    r0
1: read    r1
2: mul     r2 r0 r0
3: mul     r3 r1 r1
4: add     r4 r2 r3
5: write   r4
6: halt
```

```
6
8
100
$ _
```



## Marvin Machine · Marvin Programs

</> SumOfSquares.marv

```
# Accepts a (int) and b (int) from standard input and writes to standard output the value of  
# a^2 + b^2.
```

```
0  read    r0          # read a  
1  read    r1          # read b  
2  mul     r2 r0 r0    # c = a * a  
3  mul     r3 r1 r1    # d = b * b  
4  add     r4 r2 r3    # e = c + d  
5  write   r4          # write e  
6  halt                    # halt the machine
```



## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
```

## Registers

pc	
ir	
r0	
r1	
r2	
r3	
r4	

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
-
```

## Registers

pc	0	
ir	00000001 00000000 00000000 00000000	read r0
r0		
r1		
r2		
r3		
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
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65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
```

## Registers

pc	0	
ir	00000001 00000000 00000000 00000000	read r0
r0		
r1		
r2		
r3		
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
-
```

## Registers

pc	1	
ir	00000001 00000000 00000000 00000001	read r1
r0	6	
r1		
r2		
r3		
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
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7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
```

## Registers

pc	1	
ir	00000001 00000000 00000000 00000001	read r1
r0	6	
r1		
r2		
r3		
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
```

## Registers

pc	2	
ir	00001100 00000000 00000010 00000000	mul r2 r0 r0
r0	6	
r1	8	
r2		
r3		
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
```

## Registers

pc	3	
ir	00001100 00000000 00000011 00010001	mul r3 r1 r1
r0	6	
r1	8	
r2	36	
r3		
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
```

## Registers

pc	4	
ir	00001010 00000000 00000100 00100011	add r4 r2 r3
r0	6	
r1	8	
r2	36	
r3	64	
r4		

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
```

## Registers

pc	5	
ir	00000010 00000000 00000000 00000100	write r4
r0	6	
r1	8	
r2	36	
r3	64	
r4	100	

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
6	00000000 00000000 00000000 00000000	halt
7	...	
8	...	
...	...	
65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
100
```

## Registers

pc	6	
ir	00000000 00000000 00000000 00000000	halt
r0	6	
r1	8	
r2	36	
r3	64	
r4	100	

## Memory

0	00000001 00000000 00000000 00000000	read r0
1	00000001 00000000 00000000 00000001	read r1
2	00001100 00000000 00000010 00000000	mul r2 r0 r0
3	00001100 00000000 00000011 00010001	mul r3 r1 r1
4	00001010 00000000 00000100 00100011	add r4 r2 r3
5	00000010 00000000 00000000 00000100	write r4
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7	...	
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65535	...	

## Terminal

```
>_
$ python3 marvin.py data/SumOfSquares.marv
6
8
100
$ -
```

## Registers

pc	
ir	
r0	
r1	
r2	
r3	
r4	



Countdown.marv

Standard input

$n$  (int)

Standard output

a countdown from  $n$  to 0

Countdown.marv

Standard input	$n$ (int)
Standard output	a countdown from $n$ to 0

>\_ ~/workspace/ipp

\$ \_

Countdown.marv

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\$ python3 marvin.py data/Countdown.marv

Countdown.marv

Standard input	$n$ (int)
Standard output	a countdown from $n$ to 0

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\$ python3 marvin.py data/Countdown.marv

-

Countdown.marv

Standard input	$n$ (int)
Standard output	a countdown from $n$ to 0

>\_ ~/workspace/ipp

```
$ python3 marvin.py data/Countdown.marv
```

```
5
```

Countdown.marv

Standard input	$n$ (int)
Standard output	a countdown from $n$ to 0

>\_ ~/workspace/ipp

```
$ python3 marvin.py data/Countdown.marv
```

```
5
5
4
3
2
1
0
$ _
```



## Marvin Machine · Marvin Programs

</> Countdown.marv

```
# Accepts n (int) from standard input and writes a countdown from n to 0 to standard output.
```

```
0  read    r0      # read n
1  set0    r1      # zero = 0
2  jltn    r0 r1 6  # if n < zero jump to 6
3  write   r0      # write n
4  addn    r0 -1   # n = n - 1
5  jumpn   2      # jump to 2
6  halt    # halt the machine
```