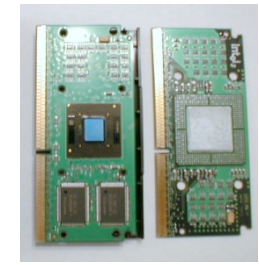
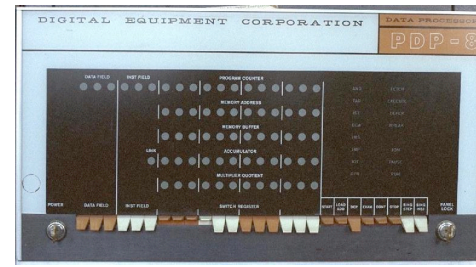
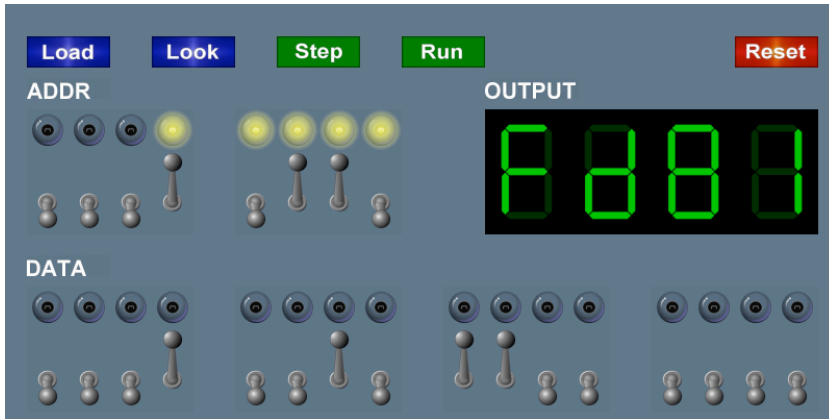


5. The TOY Machine

An imaginary machine similar to:

- Ancient computers.
- Today's microprocessors.



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2

Why Study TOY?

Machine language programming.

- How do Java programs relate to computer?
- Key to understanding Java references.
- Still situations today where it is really necessary.

multimedia, computer games, scientific computing, SSE, AVX

Computer architecture.

- How does it work?
- How is a computer put together?

TOY machine. Optimized for **simplicity**, not cost or performance.

Inside the Box

Switches. Input data and programs.

Lights. View data.

Memory.

- Stores data and programs.
- 256 16-bit "words."
- Special word for stdin / stdout.

Program counter (PC).

- An extra 8-bit register.
- Keeps track of next instruction to be executed.

Registers.

- Fastest form of storage.
- Scratch space during computation.
- 16 16-bit registers.
- Register 0 is always 0.

Arithmetic-logic unit (ALU). Manipulate data stored in registers.

Standard input, standard output.

Interact with outside world.

Data and Programs Are Encoded in Binary

Each bit consists of two states:

- 1 or 0; true or false.
- Switch is on or off; wire has high voltage or low voltage.

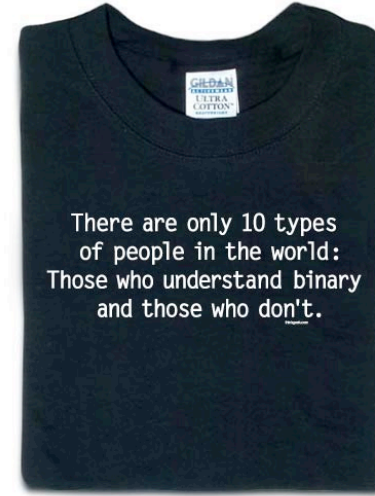
Everything stored in a computer is a sequence of bits.

- **Data and programs.**
- Text, documents, pictures, sounds, movies, executables, ...



$$\begin{aligned}
 M &= 77_{10} = 01001101_2 = 4D_{16} \\
 O &= 79_{10} = 01001111_2 = 4F_{16} \\
 M &= 77_{10} = 01001101_2 = 4D_{16}
 \end{aligned}$$

Binary People



<http://www.thinkgeek.com/tshirts/frustrations/5aa9/zoom/>

Binary Encoding

How to represent integers?

- Use binary encoding.
- Ex: $6375_{10} = 0001100011100111_2$

Dec	Bin	Dec	Bin
0	0000	8	1000
1	0001	9	1001
2	0010	10	1010
3	0011	11	1011
4	0100	12	1100
5	0101	13	1101
6	0110	14	1110
7	0111	15	1111

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1

$$\begin{aligned}
 6375_{10} &= +2^{12} +2^{11} && +2^7 +2^6 +2^5 && +2^2 +2^1 +2^0 \\
 &= 4096 +2048 && +128 +64 +32 && +4 +2 +1
 \end{aligned}$$

Hexadecimal Encoding

How to represent integers?

- Use hexadecimal encoding.
- Binary code, four bits at a time.
- Ex: $6375_{10} = 0001100011100111_2 = 18E7_{16}$

Dec	Bin	Hex	Dec	Bin	Hex
0	0000	0	8	1000	8
1	0001	1	9	1001	9
2	0010	2	10	1010	A
3	0011	3	11	1011	B
4	0100	4	12	1100	C
5	0101	5	13	1101	D
6	0110	6	14	1110	E
7	0111	7	15	1111	F

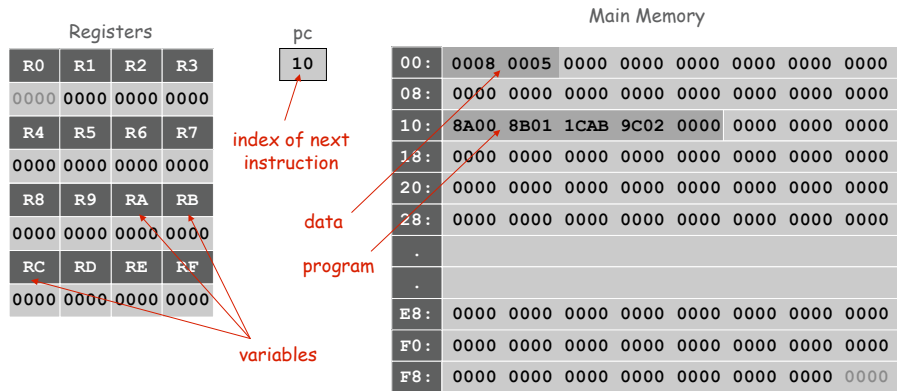
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1
1				8				E				7			

$$\begin{aligned}
 6375_{10} &= 1 \times 16^3 + 8 \times 16^2 + 14 \times 16^1 + 7 \times 16^0 \\
 &= 4096 + 2048 + 224 + 7
 \end{aligned}$$

Machine "Core" Dump

Machine contents at a particular place and time.

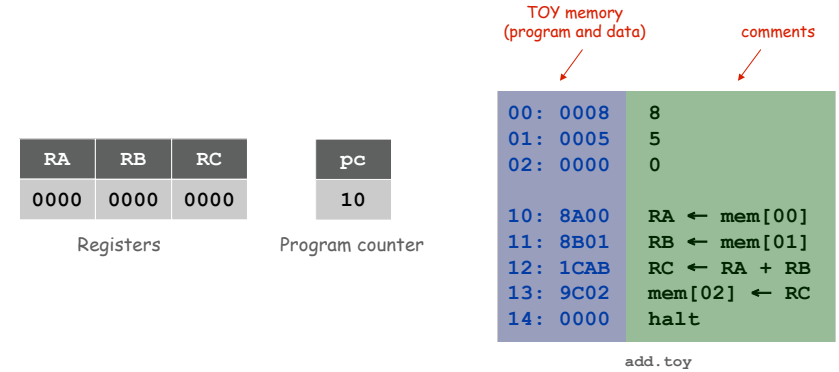
- Record of what program has done.
- Completely determines what machine will do.



9

A Sample Program

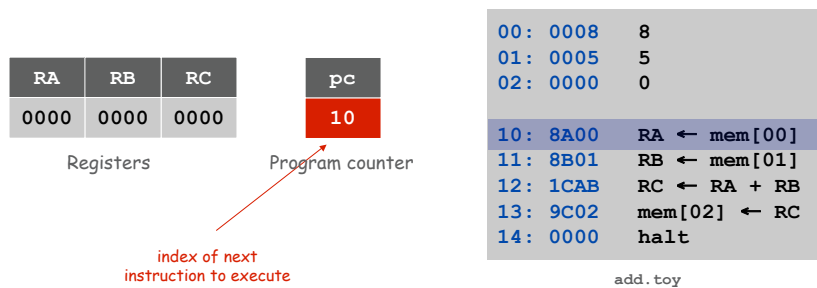
A sample program. Adds $0008 + 0005 = 000D$.



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A Sample Program

Program counter. The pc is initially 10, so the machine interprets 8A00 as an instruction.

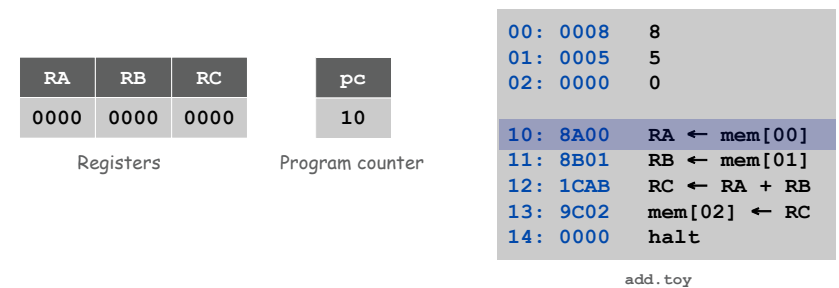


11

Load

Load. [opcode 8]

- Loads the contents of some memory location into a register.
- 8A00 means load the contents of memory cell 00 into register A.

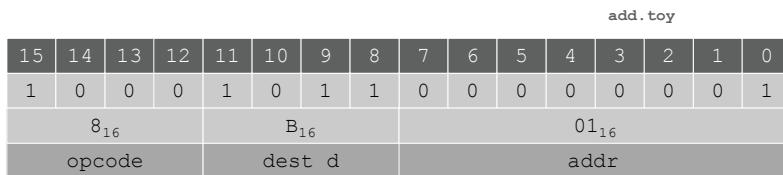
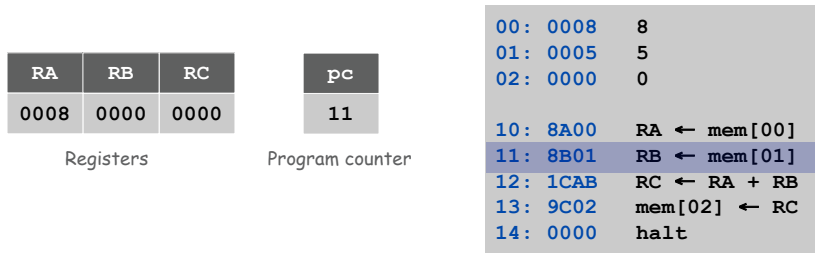


12

Load

Load. [opcode 8]

- Loads the contents of some memory location into a register.
- 8B01 means load the contents of memory cell 01 into register B.

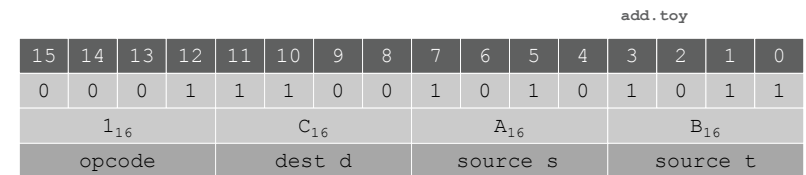
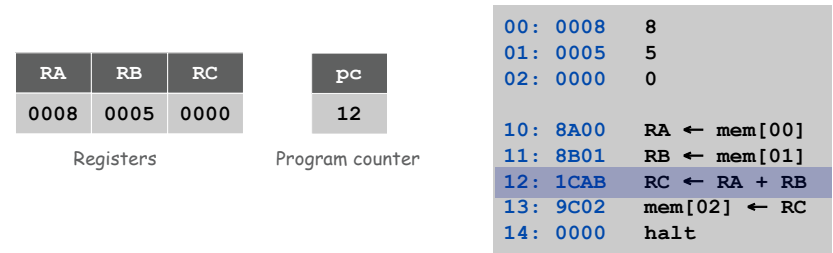


13

Add

Add. [opcode 1]

- Add contents of two registers and store sum in a third.
- 1CAB means add the contents of registers A and B and put the result into register C.

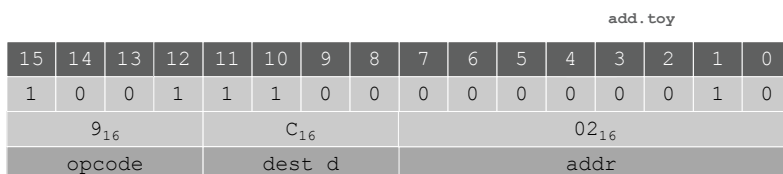
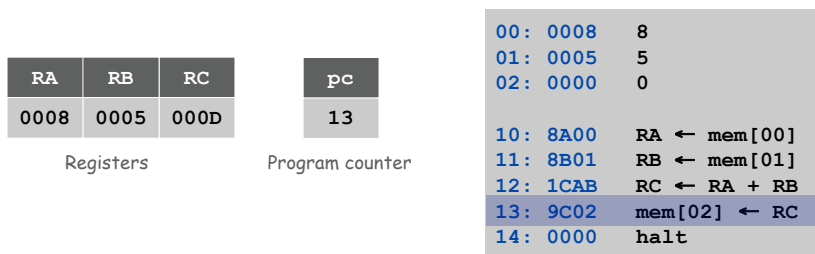


14

Store

Store. [opcode 9]

- Stores the contents of some register into a memory cell.
- 9C02 means store the contents of register C into memory cell 02.

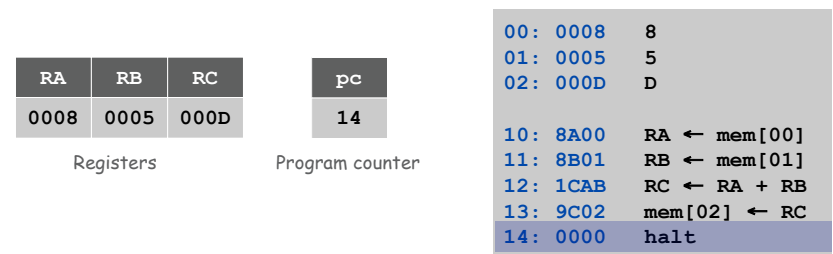


15

Halt

Halt. [opcode 0]

- Stop the machine.



add.toy

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Program and Data

Program. Sequence of 16-bit integers, interpreted one way.

Data. Sequence of 16-bit integers, interpreted other way.

Program counter (pc). Holds memory address of the "next instruction" and determines which integers get interpreted as instructions.

16 instruction types. Changes contents of registers, memory, and pc in specified, well-defined ways.

Instructions	
→ 0:	halt
→ 1:	add
2:	subtract
3:	and
4:	xor
5:	shift left
6:	shift right
7:	load address
→ 8:	load
→ 9:	store
A:	load indirect
B:	store indirect
C:	branch zero
D:	branch positive
E:	jump register
F:	jump and link

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TOY Instruction Set Architecture

TOY instruction set architecture (ISA).

- Interface that specifies behavior of machine.
- 16 register, 256 words of main memory, 16-bit words.
- 16 instructions.

Each instruction consists of 16 bits.

- Bits 12-15 encode one of 16 instruction types or opcodes.
- Bits 8-11 encode destination register *d*.
- Bits 0-7 encode:

[Format 1] source registers *s* and *t*

[Format 2] 8-bit memory address or constant

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	0	1	1	1	0	1	0	0	0	0	0	0	1	0	0
Format 1	opcode				dest <i>d</i>			source <i>s</i>				source <i>t</i>				
Format 2	opcode				dest <i>d</i>			addr								

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Interfacing with the TOY Machine

To enter a program or data:

- Set 8 memory address switches.
- Set 16 data switches.
- Press **Load**: data written into addressed word of memory.

To view the results of a program:

- Set 8 memory address switches.
- Press **Look**: contents of addressed word appears in lights.



19

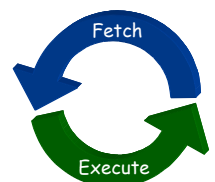
Using the TOY Machine: Run

To run the program:

- Set 8 memory address switches to address of first instruction.
- Press **Look** to set *pc* to first instruction.
- Press **Run** button to repeat fetch-execute cycle until halt opcode.

Fetch-execute cycle.

- **Fetch**: get instruction from memory.
- **Execute**: update *pc* move data to or from memory and registers, perform calculations.



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Flow control.

- To harness the power of TOY, need loops and conditionals.
- Manipulate `pc` to control program flow.

Branch if zero. [opcode C]

- Changes `pc` depending on whether value of some register is **zero**.
- Used to implement: `for`, `while`, `if-else`.

Branch if positive. [opcode D]

- Changes `pc` depending on whether value of some register is **positive**.
- Used to implement: `for`, `while`, `if-else`.

Multiply. Given integers `a` and `b`, compute $c = a \times b$.

TOY multiplication. No direct support in TOY hardware.

Brute-force multiplication algorithm:

- Initialize `c` to 0.
- Add `b` to `c`, `a` times.

```
int a = 3;
int b = 9;
int c = 0;

while (a != 0) {
    c = c + b;
    a = a - 1;
}
```

brute force multiply in Java

Issues ignored. Slow, overflow, negative numbers.

Multiply

```
0A: 0003  3 ← inputs
0B: 0009  9
0C: 0000  0 ← output

0D: 0000  0 ← constants
0E: 0001  1

10: 8A0A  RA ← mem[0A]      a
11: 8B0B  RB ← mem[0B]      b
12: 8C0D  RC ← mem[0D]      c = 0

13: 810E  R1 ← mem[0E]      always 1

14: CA18  if (RA == 0) pc ← 18
15: 1CCB  RC ← RC + RB
16: 2AA1  RA ← RA - R1
17: C014  pc ← 14           loop
18: 9C0C  mem[0C] ← RC
19: 0000  halt
```

multiply.toy

Step-By-Step Trace

	<u>R1</u>	<u>RA</u>	<u>RB</u>	<u>RC</u>
10: 8A0A RA ← mem[0A]		0003		
11: 8B0B RB ← mem[0B]			0009	
12: 8C0D RC ← mem[0D]				0000
13: 810E R1 ← mem[0E]	0001			
14: CA18 if (RA == 0) pc ← 18				
15: 1CCB RC ← RC + RB				0009
16: 2AA1 RA ← RA - R1		0002		
17: C014 pc ← 14				
14: CA18 if (RA == 0) pc ← 18				
15: 1CCB RC ← RC + RB				0012
16: 2AA1 RA ← RA - R1		0001		
17: C014 pc ← 14				
14: CA18 if (RA == 0) pc ← 18				
15: 1CCB RC ← RC + RB				001B
16: 2AA1 RA ← RA - R1		0000		
17: C014 pc ← 14				
14: CA18 if (RA == 0) pc ← 18				
18: 9C0C mem[0C] ← RC				
19: 0000 halt				

multiply.toy

A Little History

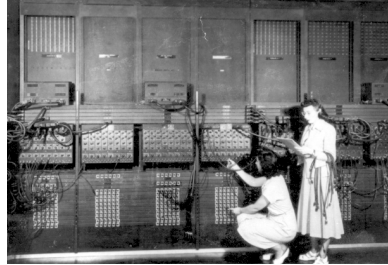
Electronic Numerical Integrator and Calculator (ENIAC).

- First widely known general purpose electronic computer.
- Conditional jumps, programmable.
- Programming: change switches and cable connections.
- Data: enter numbers using punch cards.

30 tons
30 x 50 x 8.5 ft
17,468 vacuum tubes
300 multiply/sec



John Mauchly (left) and J. Presper Eckert (right)
http://cs.swau.edu/~durkin/articles/history_computing.html



ENIAC, Ester Gerston (left), Gloria Gordon (right)
US Army photo: <http://ftp.arl.mil/ftp/historic-computers>

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Harvard vs. Princeton

Harvard architecture.

- Separate program and data memories.
- Can't load game from disk (data) and execute (program).
- Used in some microcontrollers.



Von Neumann architecture.

- Program and data stored in same memory.
- Used in almost all computers.



Q. What's the difference between Harvard and Princeton?

A. At Princeton, data and programs are the same.

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Basic Characteristics of TOY Machine

TOY is a general-purpose computer.

- Sufficient power to perform **any** computation.
- Limited only by amount of memory and time.

Stored-program computer. [von Neumann memo, 1944]

- Data and program encoded in binary.
- Data and program stored in **same** memory.
- Can change program without rewiring.

Outgrowth of Alan Turing's work. (stay tuned)

All modern computers are general-purpose computers and have same (von Neumann) architecture.



John von Neumann



Maurice Wilkes (left)
EDSAC (right)

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