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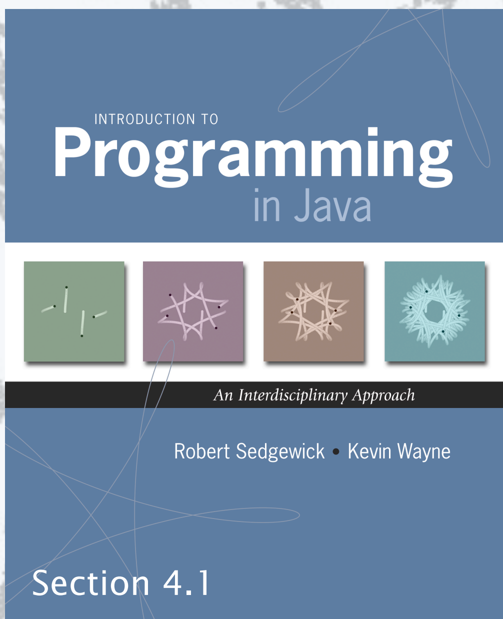

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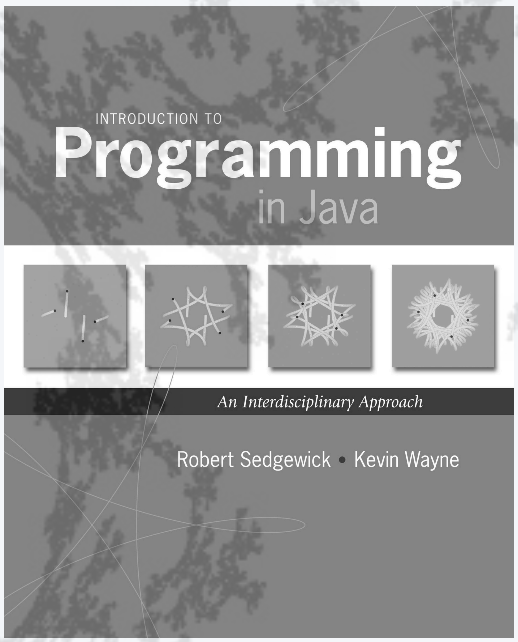
11. A Computing Machine



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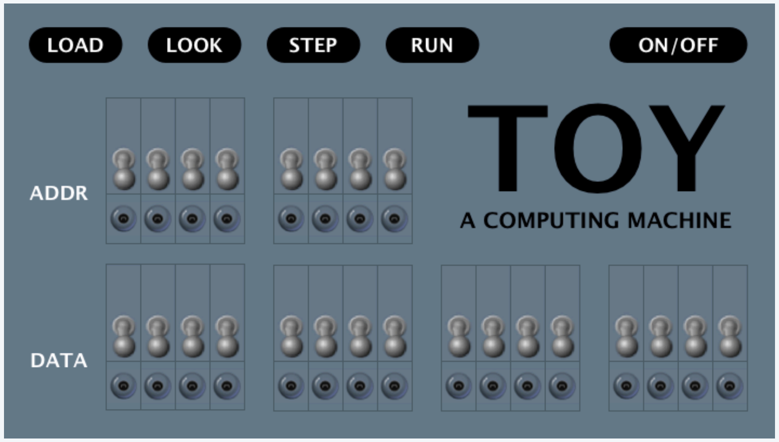
11. A Computing Machine

- **Overview**
- Data types
- Instructions
- Operating the machine
- Machine language programming

What is TOY?

An imaginary machine similar to:

- Ancient computers.
- Today's smartphone processors.
- Countless other devices designed and built over the past 50 years.



Smartphone processor, 2010s

PDP-8, 1970s

Reasons to study TOY

Prepare to learn about computer architecture

- How does your computer's processor work?
- What are its basic components?
- How do they interact?

Learn about machine-language programming.

- How do Java programs relate to computer?
- Key to understanding Java references.
- Still necessary in modern applications.

multimedia, computer games, embedded devices, scientific computing,...

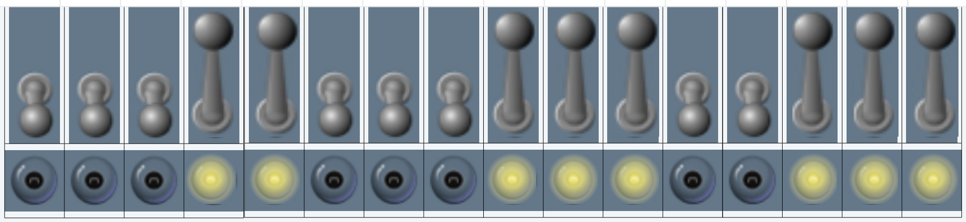
Learn fundamental abstractions that have informed processor design for decades.

Bits and words

Everything in TOY is encoded with a sequence of *bits* (value 0 or 1).

- Why? Easy to represent two states (on and off) in real world.
- Bits are organized in 16-bit sequences called *words.*

0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1



More convenient for humans: *hexadecimal notation* (base 16)

- 4 *hex digits* in each word.
- Convert to and from binary 4 bits at a time.

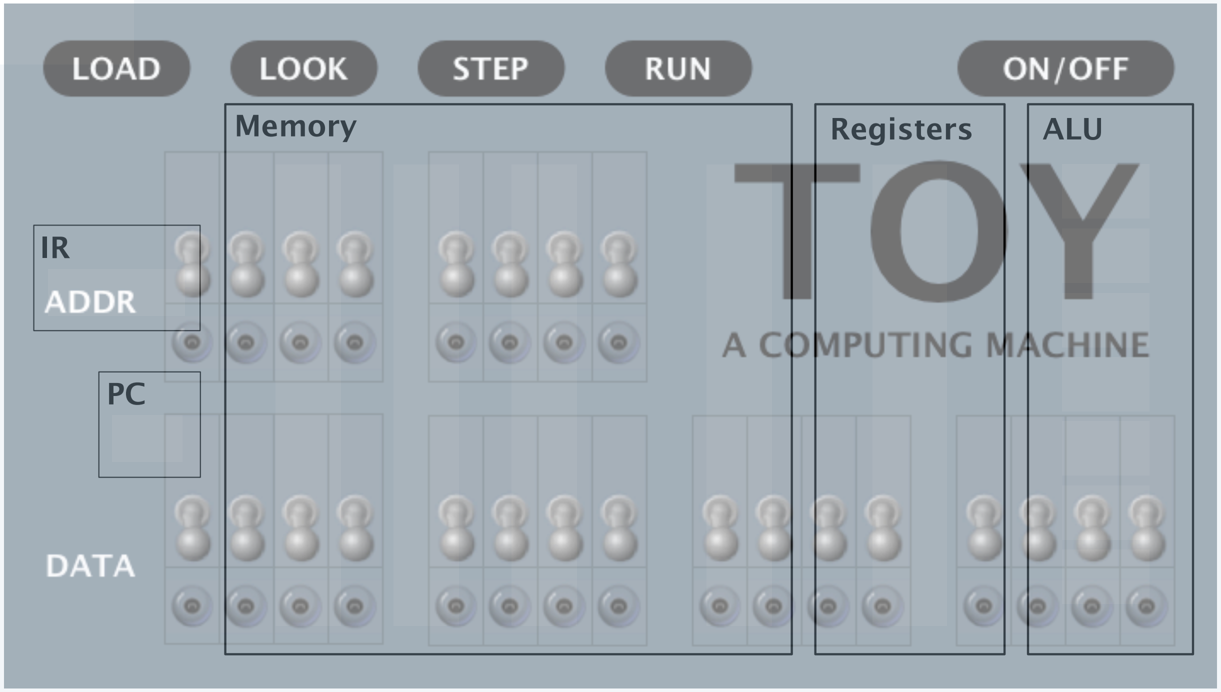
0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1
1				8				E				7			

binary	*hex*
0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7
1000	8
1001	9
1010	A
1011	B
1100	C
1101	D
1110	E
1111	F

Inside the box

Components of TOY machine

- Memory
- Registers
- Arithmetic and logic unit (ALU)
- PC and IR



Memory

Holds data and instructions

- 256 words
- 16 bits in each word.
- Connected to registers.
- Words are *addressable*.

Use *hexadecimal* for addresses

- Number words from 00 to FF.
- *Think in hexadecimal*.

Memory

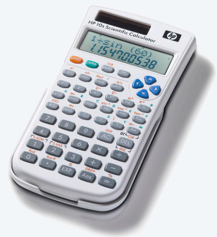
00	0 0 0 0	10	8 A 0 1	20	7 1 0 1			F0	F 0 F 0
01	F F F E	11	8 B 0 2	21	8 A F F			F1	0 5 0 5
02	0 0 0 D	12	1 C A B	22	7 6 8 0			F2	0 0 0 D
03	0 0 0 3	13	9 C 0 3	23	7 B 0 0			F3	1 0 0 0
04	0 0 0 1	14	0 0 0 1	24	C A 2 B			F4	0 1 0 1
05	0 0 0 0	15	0 0 1 0	25	8 C F F			F5	0 0 1 0
06	0 0 0 0	16	0 1 0 0	26	1 5 6 B			F6	0 0 0 1
07	0 0 0 0	17	1 0 0 0	27	B C 0 5	. . .		F7	0 0 1 0
08	0 0 0 0	18	0 1 0 0	28	2 A A 1			F8	0 1 0 0
09	0 0 0 0	19	0 0 1 0	29	2 B B 1			F9	1 0 0 0
0A	0 0 0 0	1A	0 0 0 1	2A	C 0 2 4			FA	0 1 0 0
0B	0 0 0 0	1B	0 0 1 0	2B	0 0 0 0			FB	0 0 1 0
0C	0 0 0 0	1C	0 1 0 0	2C	0 0 0 0			FC	0 0 0 1
0D	0 0 0 0	1D	1 0 0 0	2D	0 0 0 0			FD	0 0 1 0
0E	0 0 0 0	1E	0 1 0 0	2E	0 0 0 0			FE	0 1 0 0
0F	0 0 0 0	1F	0 0 1 0	2F	0 0 0 0			FF	0 1 0 0

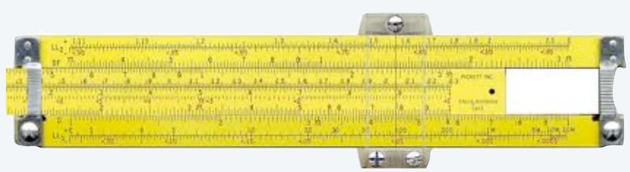
Table of 256 words *completely specifies* contents of memory.

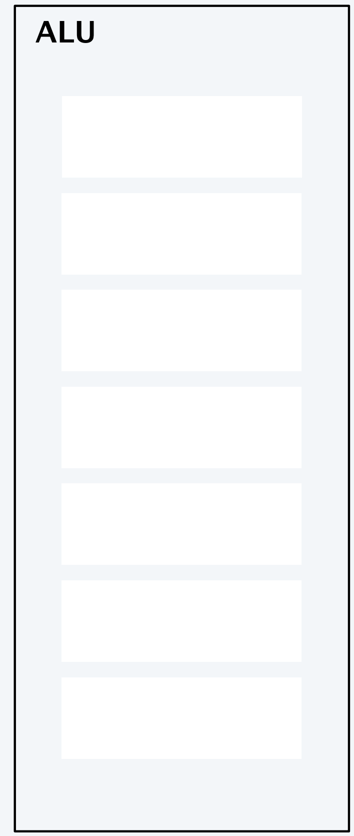
Arithmetic and logic unit (ALU)

ALU.

- TOY's computational engine.
- A *calculator*, not a computer.
- Hardware that implements *all* data-type operations.
- How? Stay tuned for computer architecture lectures.







Registers

Registers

- 16 words, addressable in hex from 0 to F (use names R0 through RF)
- Scratch space for calculations and data movement.
- Connected to memory and ALU
- *By convention,* R0 *is always* 0. ← often simplifies code (stay tuned)

In our code, we often also keep 0001 in R1.

Q. Why not just connect memory directly to ALU?

A. Too many different memory names (addresses).

Q. Why not just connect memory locations to one another?

A. Too many different connections.

Table of 16 words *completely specifies* contents of registers.

Registers

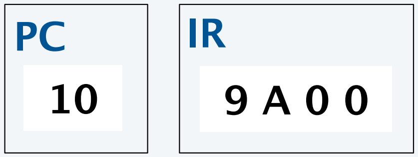
R0	0000
R1	0005
R2	0008
R3	000D
R4	0001
R5	0000
R6	FACE
R7	0000
R8	F001
R9	0000
RA	0000
RB	0000
RC	0000
RD	0000
RE	0000
RF	0000

Program counter and instruction register

TOY operates by executing a sequence of instructions.

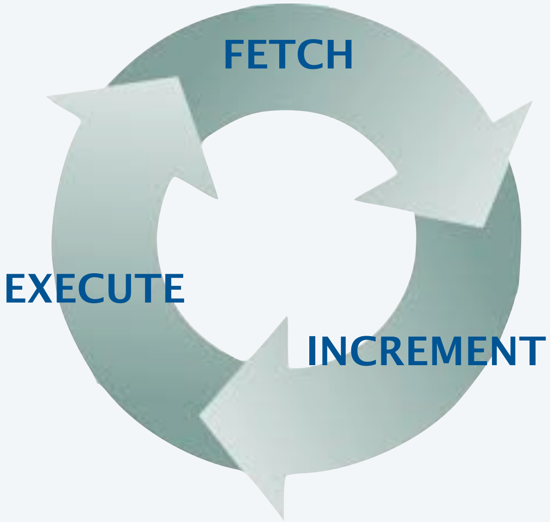
Critical abstractions in making this happen

- Program Counter (PC). Memory address of next instruction.
- Instruction Register (IR). Instruction being executed.



Fetch-increment-execute cycle

- Fetch: Get instruction from memory into IR.
- Increment: Update PC to point to *next* instruction.
- Execute: Move data to or from memory, change PC, or perform calculations, as specified by IR.

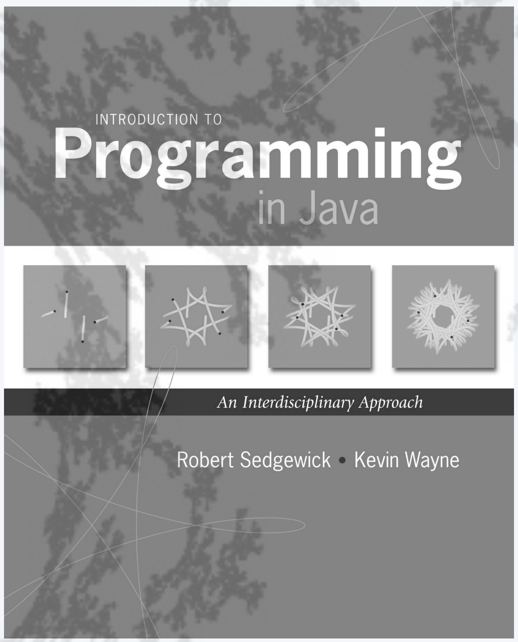


The state of the machine

Contents of memory, registers, and PC at a particular time

- Provide a record of what a program has done.
- Completely determines what the machine will do.

ALU and IR hold intermediate states of computation



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11. A Computing Machine

- **Overview**
- Data types
- Instructions
- Operating the machine
- Machine language programming

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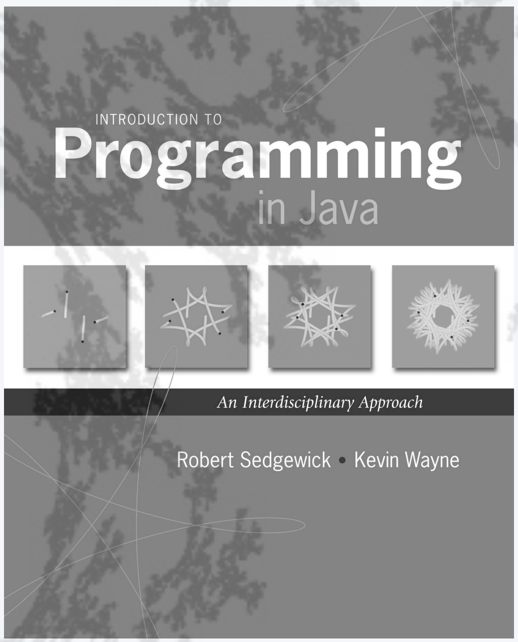

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TOY data type

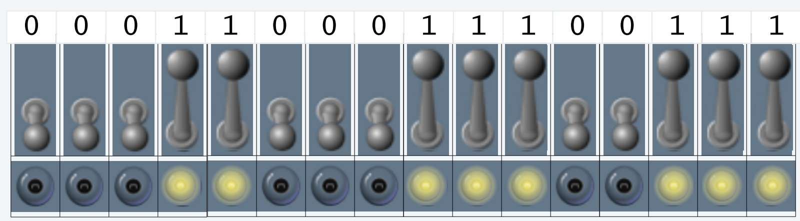
A data type is a set of values and a set of operations on those values.

TOY's data type is 16-bit 2s complement integers.

Two kinds of operations
- Arithmetic.
- Bitwise.

All other types of data must be implemented with *software*
- 32-bit and 64-bit integers.
- 32-bit and 64-bit floating point values.
- Characters and strings.
- ...

All values are represented in 16-bit words.



TOY data type (original design): Unsigned integers

Values. 0 to $2^{16}-1$, encoded in binary (or, equivalently, hex).

Example. 6375_{10}.

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
binary	0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1
				2^{12}	$+2^{11}$				$+2^7$	$+2^6$	$+2^5$			$+2^2$	$+2^1$	$+2^0$

hex	1	8	E	7
	1×16^3	$+ 8 \times 16^2$	$+ 14 \times 16$	$+ 7$
	4096	+ 2048	+ 224	+ 7

Operations.

- Add.
- Subtract.
- Test if 0.

Example. 18E7 + 18E7 = 31CE

	0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1
+	0	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1
=	0	0	1	1	0	0	0	1	1	1	0	0	1	1	1	0

Warning. TOY ignores overflow.

TOY data type (better design): 2s complement

Values. -2^{15} to $2^{15}-1$, encoded in *16-bit 2s complement*.

includes negative integers!

Operations.

- Add.
- Subtract.
- Test if positive, negative, or 0.

16 bit 2s complement

- 16-bit binary representation of x for positive x.
- 16-bit binary representation of $2^{16} - |x|$ for negative x.

Useful properties

- Leading bit (bit 15) signifies sign.
- 0000000000000000 represents zero.
- Add/subtract is *the same* as for unsigned.

decimal	*hex*	*binary*
+32,767	7FFF	0111111111111111
+32,766	7FFE	0111111111111110
+32,765	7FFD	0111111111111101
...		
+3	0003	
+2	0002	
+1	0001	
0	0000	
−1	FFFF	
−2	FFFE	
−3	FFFD	
...		
−32,766	8002	1000000000000010
−32,767	8001	1000000000000001
−32,768	8000	1000000000000000

slight annoyance: one extra negative value

2s complement: conversion

To convert from decimal to 2s complement

- If greater than +32,767 or less than –32,768 report error.
- Convert to 16-bit binary.
- If not negative, done.
- If negative, *flip all bits and add 1*.

Examples

$+13_{10}$	0000000000001011	000D
-13_{10}	1111111111110101	FFF5
$+256_{10}$	0000000100000000	0100
-256_{10}	1111111100000000	FF00

To convert from 2s complement to decimal

- If sign bit is 1, *flip all bits and add 1* and output minus sign.
- Convert to decimal.

Examples

0001	0000000000000001	1_{10}
FFFF	1111111111111111	-1_{10}
FF0D	1111111100001101	-243_{10}
00F3	0000000011110011	$+243_{10}$

To add/subtract

- Use same rules as for unsigned binary.
- (Still) ignore overflow.

Example

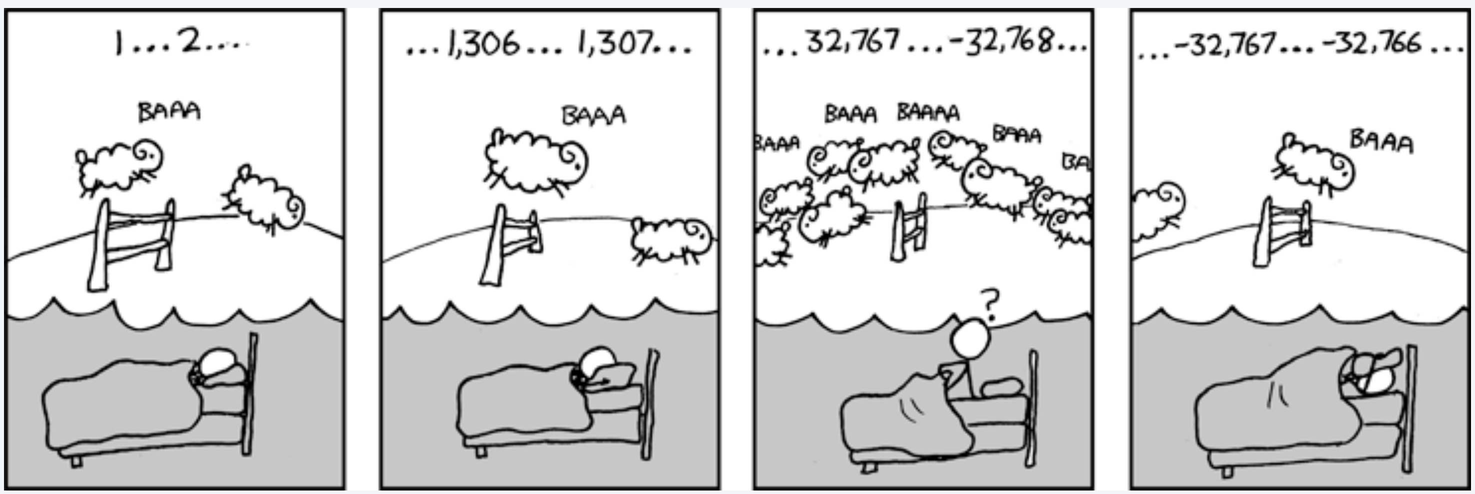
-256_{10}	1111111100000000	FF00
$+13_{10}$	+0000000000001011	+000D
$= -243_{10}$	=1111111100001101	=FF0D

Overflow in 2s complement

$32{,}767_{10} = 2^{15} - 1$	0111111111111111	7FFF
+1	+ 0000000000000001	+ 0001
	= 1000000000000000	= 8000

largest (positive) number: $32{,}767_{10} = 2^{15} - 1$

$= -2^{15} = -32{,}768_{10}$ ← smallest (negative) number



http://xkcd.com/571/

TOY data type: Bitwise operations

Operations
- Bitwise AND.
- Bitwise XOR.
- Shift left.
- Shift right.

	0	1	0	1	1	0	0	1	0	1	0	0	1	0	0	0
AND	0	0	0	1	1	1	1	1	0	0	0	0	0	1	0	1
=	0	0	0	1	1	0	0	1	0	0	0	0	0	0	0	0

x	*y*	*x* AND *y*
0	0	0
0	1	0
1	0	0
1	1	1

	0	1	0	1	1	0	0	1	0	1	0	0	1	0	0	0
XOR	0	0	0	1	1	1	1	1	0	0	0	0	0	1	0	1
=	0	1	0	0	0	1	1	0	0	1	0	0	1	1	0	1

x	*y*	*x* XOR *y*
0	0	0
0	1	1
1	0	1
1	1	0

	0	0	0	0	1	1	1	0	0	0	0	0	1	0	0	1
Shift left 3	0	1	1	1	0	0	0	0	0	1	0	0	1	0	0	0

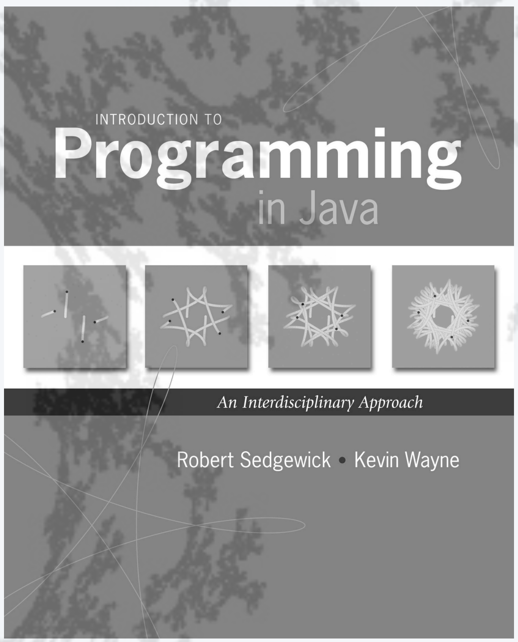
← fill with 0s

	0	0	0	0	1	1	1	0	0	0	0	0	1	0	0	1
Shift right 3	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	1

fill with 0s

Special note: Shift left/right operations also implement multiply/divide by powers of 2 for integers.

shift right fills with 1s if leading bit is 1



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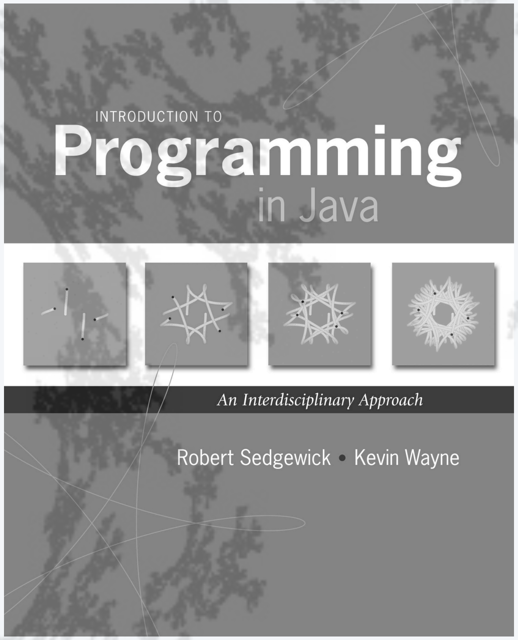

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TOY instructions

ANY 16-bit (4 hex digit) value defines a TOY instruction.

First hex digit specifies which instruction.

Each instruction changes machine state in well-defined ways.

category	*opcodes*	*implements*	*changes*
operations	**1 2 3 4 5 6**	data-type operations	registers
data movement	**7 8 9 A B**	data moves between registers and memory	registers, memory
flow of control	**0 C D E F**	conditionals, loops, and functions	PC

opcode	*instruction*
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 if zero
D	branch if positive
E	jump register
F	jump and link

Encoding instructions

ANY 16-bit (4 hex digit) value defines a TOY instruction.

Two different instruction formats

- Type 1: Opcode and 3 registers.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
opcode				*destination* Rd				*source* Rs				*source* Rt			

- Type 2: Opcode, 1 register, and 1 memory address.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
opcode				*destination* Rd				*address* ADDR							

Examples

1 C A B	*add* RA *to* RB *and put result in* RC
8 B 0 1	*load contents of memory location* 01 *into* RB

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

A TOY program

Add two integers

- Load operands from memory into registers.
- Add the registers.
- Put result in memory.

Load into RA data from `mem[01]`	RA ← mem[01]
Load into RB data from `mem[02]`	RB ← mem[02]
Add RA and RB and put result into RC	RC ← RA + RB
Store RC into `mem[03]`	mem[03] ← RC
Halt	halt

PC → 10

Memory

Address	Contents
00	
01	0 0 0 8
02	0 0 0 5
03	0 0 0 D
04	
...	
10	8 A 0 1
11	8 B 0 2
12	1 C A B
13	9 C 0 3
14	0 0 0 0
...	

Registers

Register	Contents
...	
A	0 0 0 8
B	0 0 0 5
C	0 0 0 D
...	

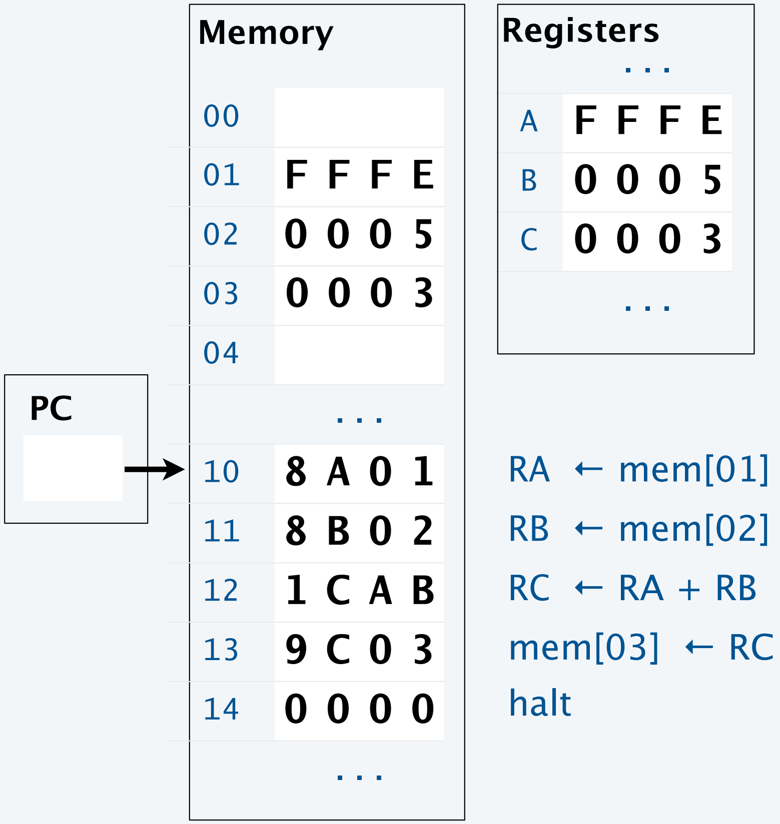
Q. How can you tell whether a word is an instruction?

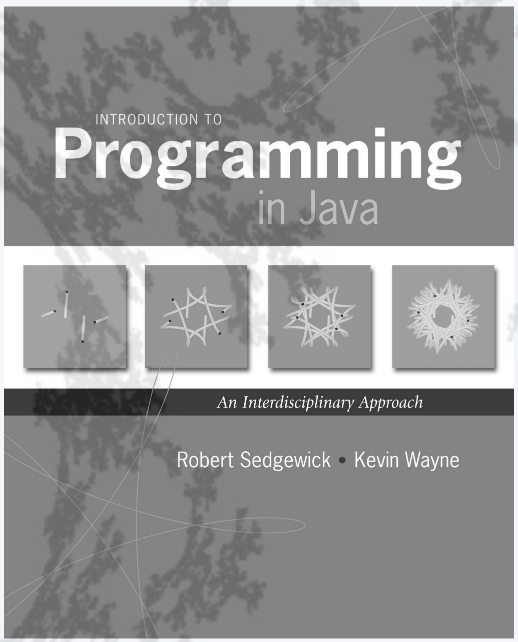
A. If the PC has its address, it *is* an instruction!

Same program with different data

Add two integers

- Load operands from memory into registers.
- Add the registers.
- Put result in memory.





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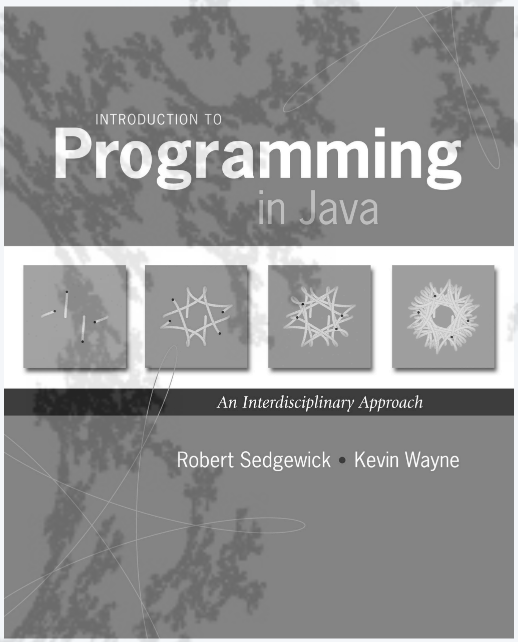

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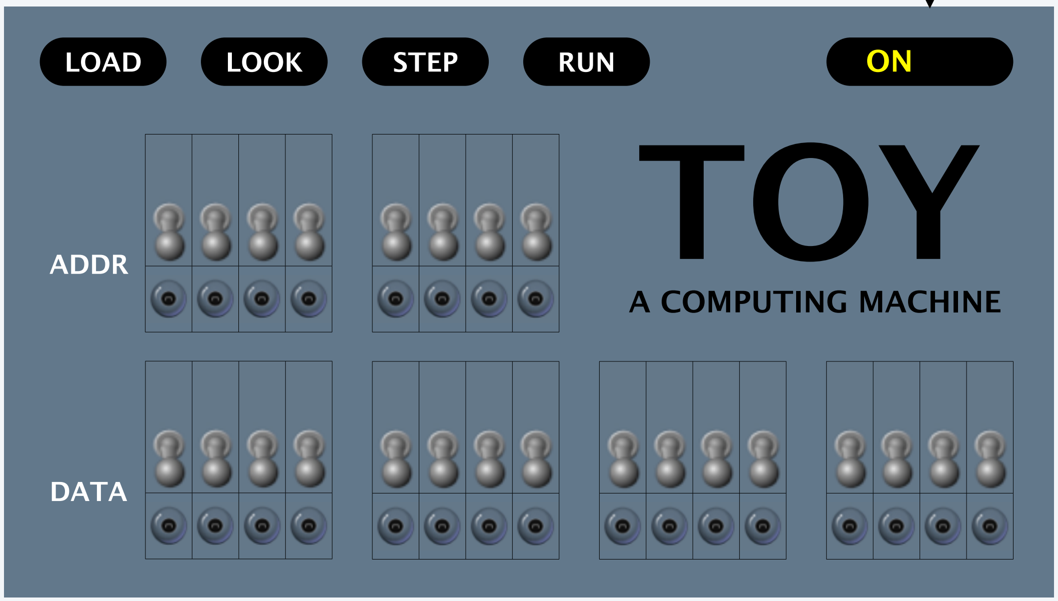
Outside the box

User interface

- Switches.
- Lights.
- Control Buttons.

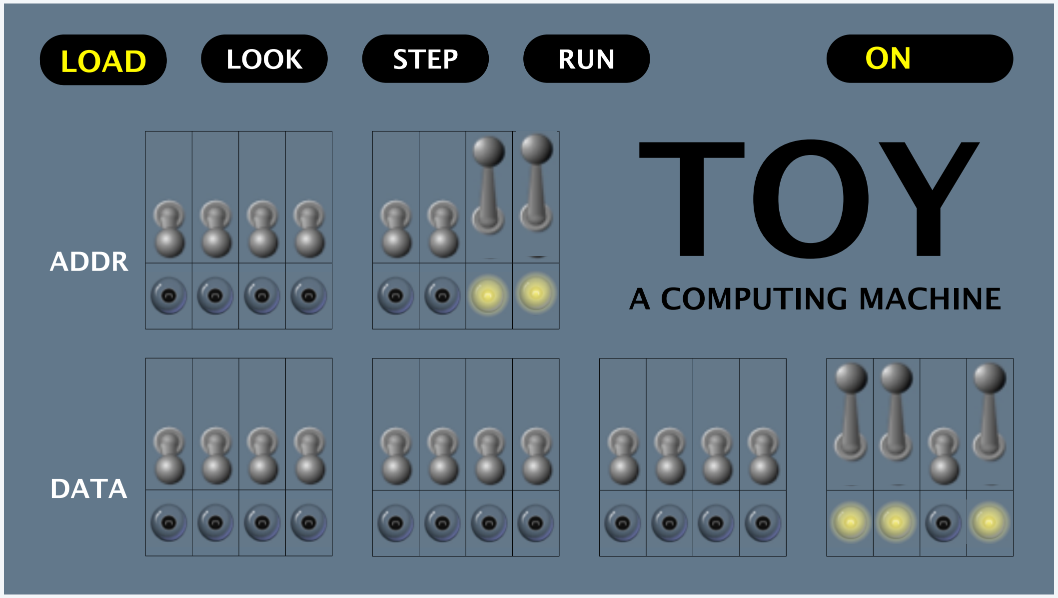
First step: Turn on the machine!

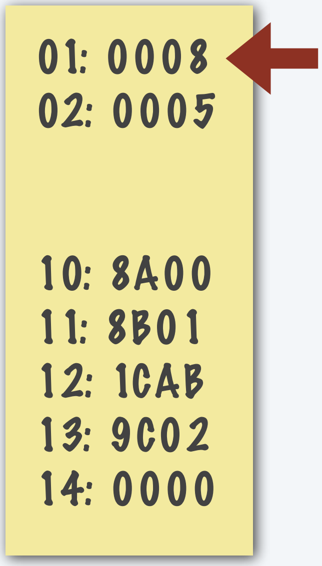


Loading data into memory

To load data

- Set 8 memory address switches.
- Set 16 data switches to data encoding.
- Press LOAD to load data from switches into addressed memory word.

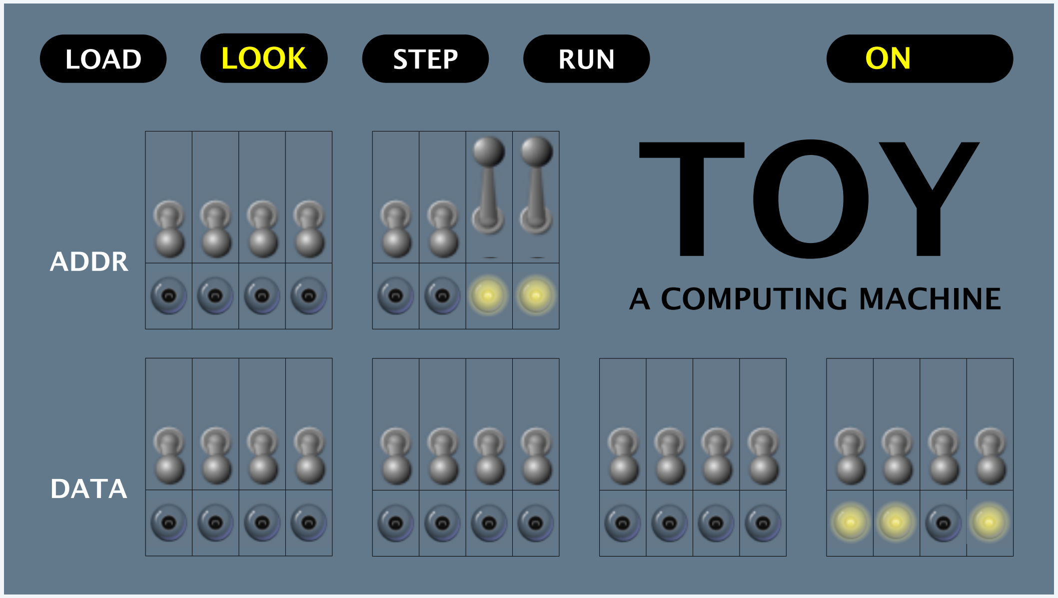


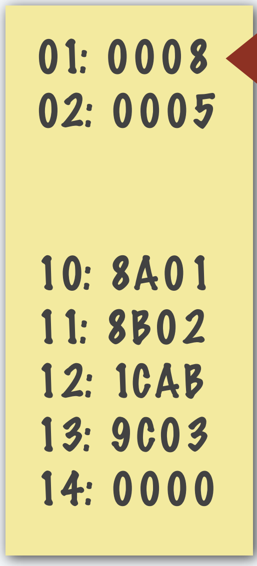


Looking at what's in the memory

To double check that you loaded the data correctly

- Set 8 memory address switches.
- Press LOOK to examine the addressed memory word.

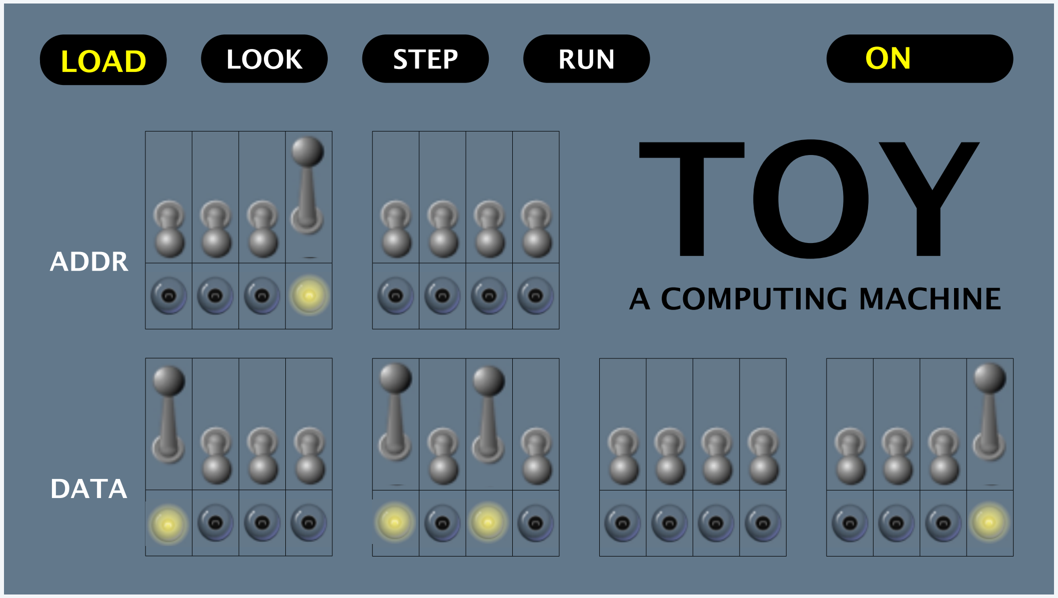


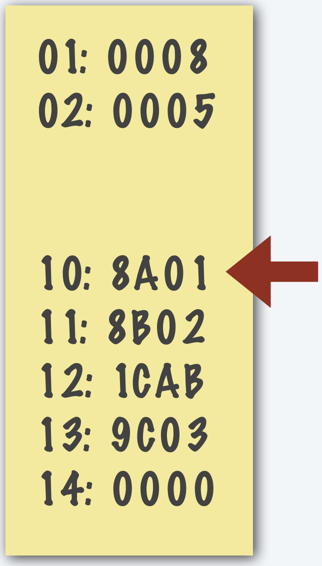


Loading instructions into memory

Use the *same* procedure as for data

- Set 8 memory address switches.
- Set 16 data switches to *instruction* encoding.
- Press LOAD to load *instruction* from switches into addressed memory word.





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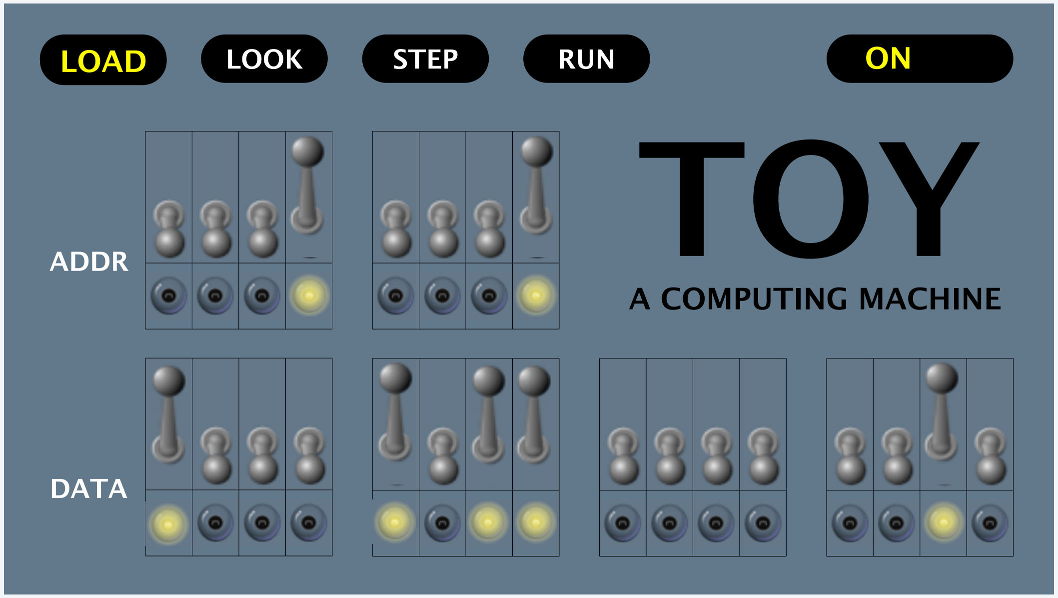

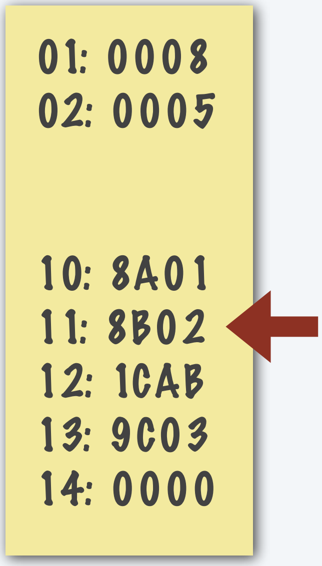

Loading instructions into memory

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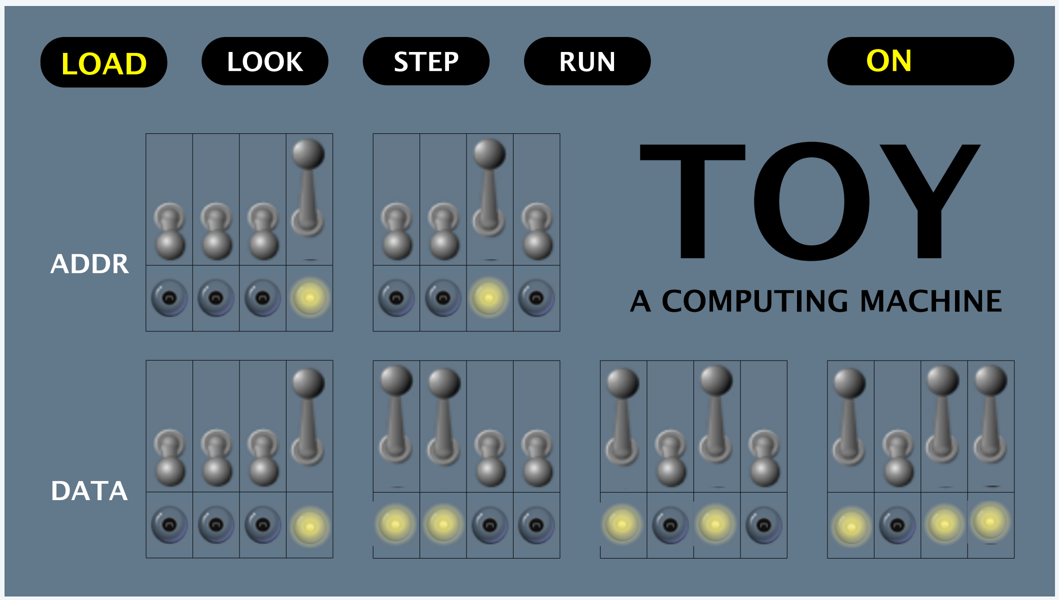


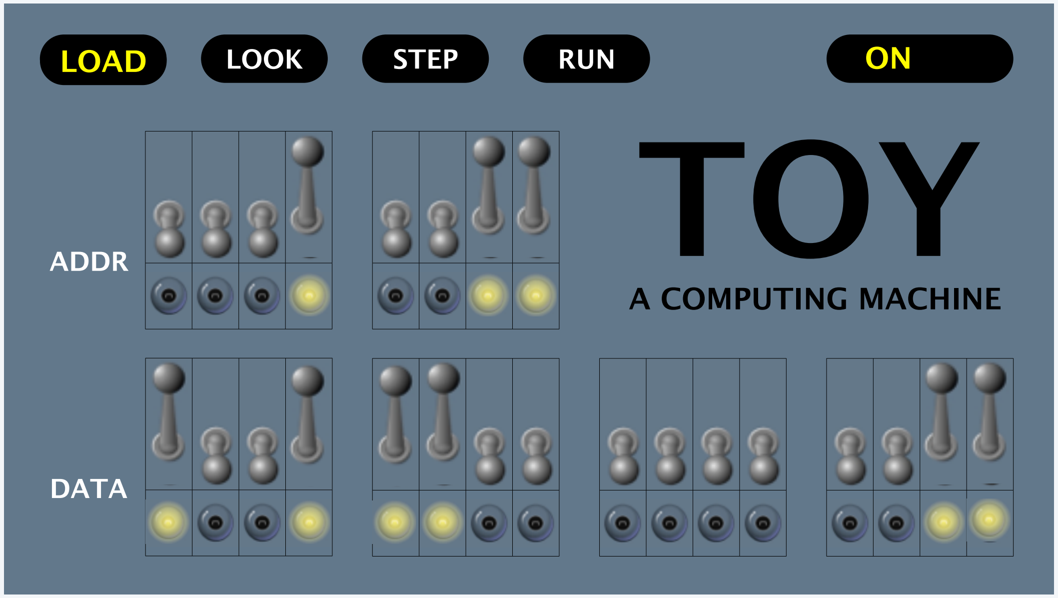
01: 0008
02: 0005

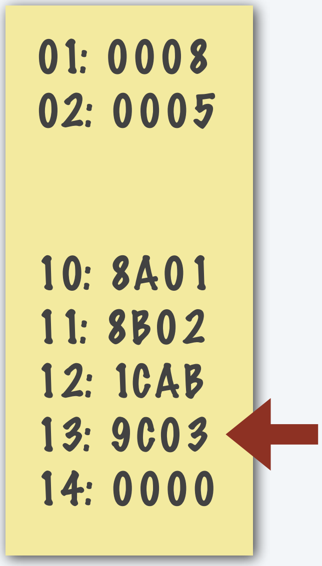
10: 8A01
11: 8B02
12: 1CAB
13: 9C03
14: 0000

Loading instructions into memory

Use the *same* procedure as for data

- Set 8 memory address switches.
- Set 16 data switches to *instruction* encoding.
- Press LOAD to load *instruction* from switches into addressed memory word.

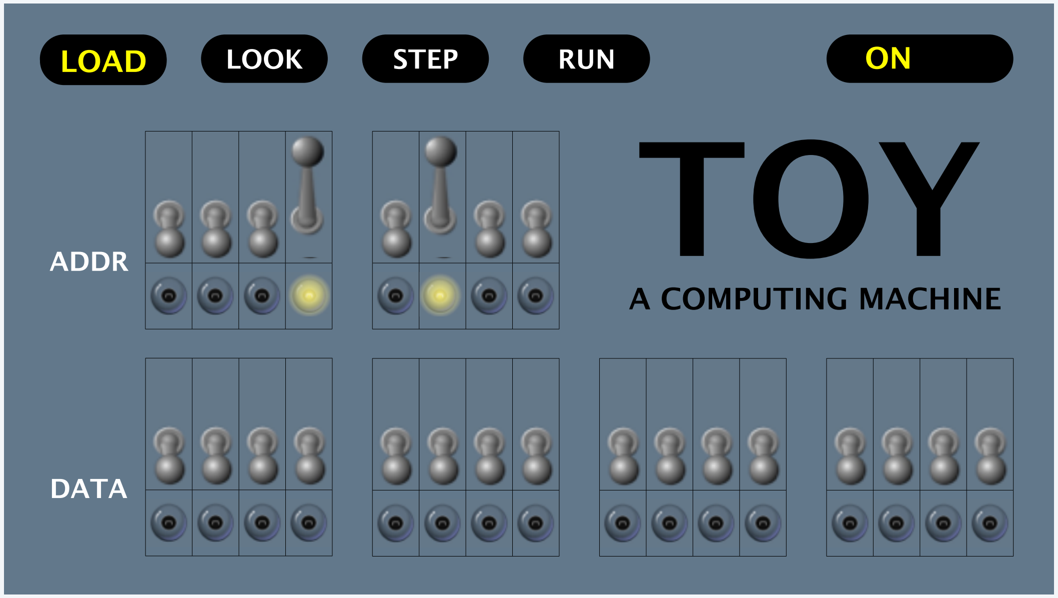


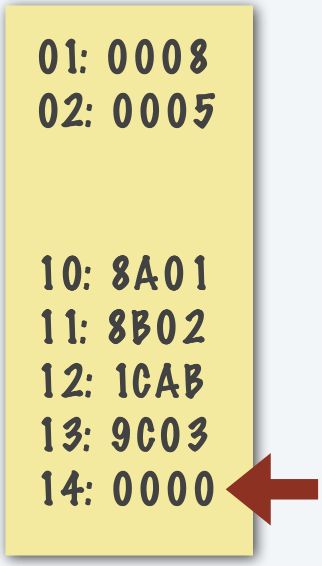


Loading instructions into memory

Use the *same* procedure as for data

- Set 8 memory address switches.
- Set 16 data switches to *instruction* encoding.
- Press LOAD to load *instruction* from switches into addressed memory word.



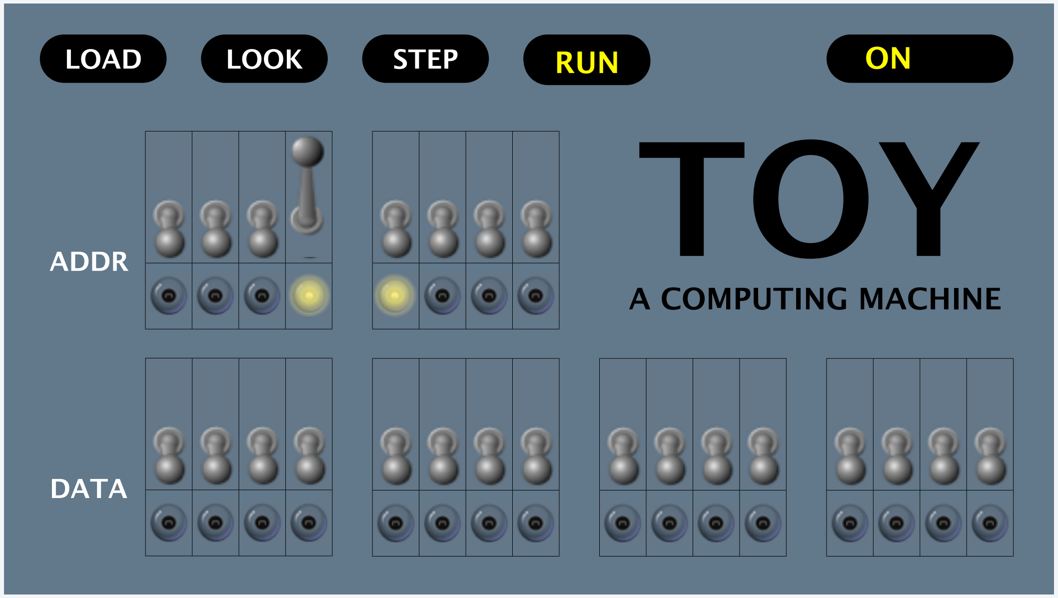


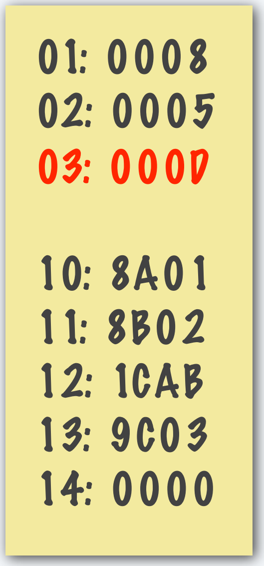
Running a program

To run a program, set the address switches to the address of first instruction and press RUN.

[data lights may flash, but all go off when HALT instruction is reached]

To see the output, set the address switches to the address of expected result and press LOOK.



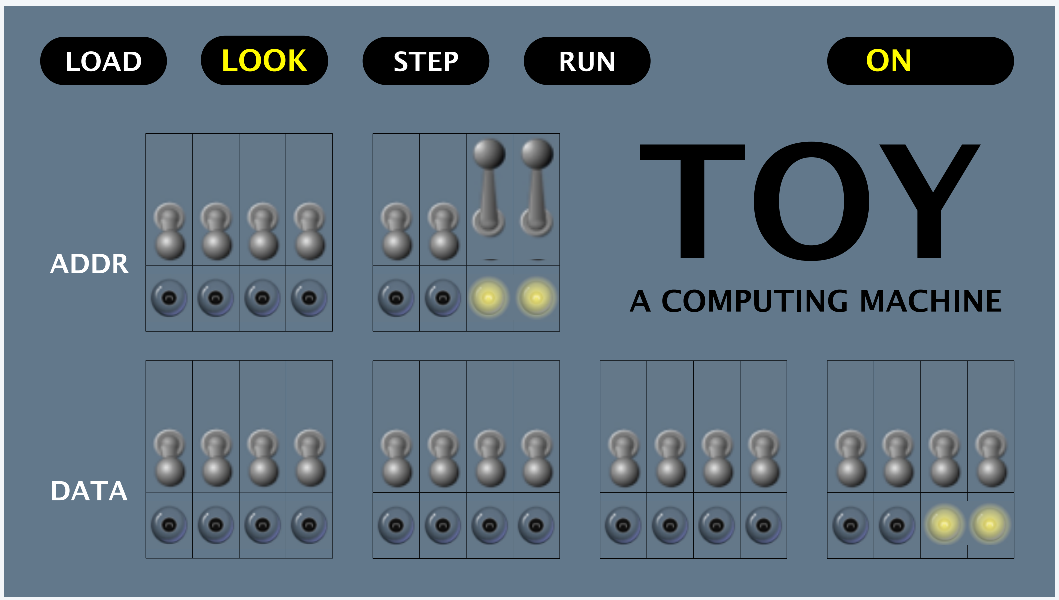


Same program with different data

Load different data: Set address and data switches and press LOAD.

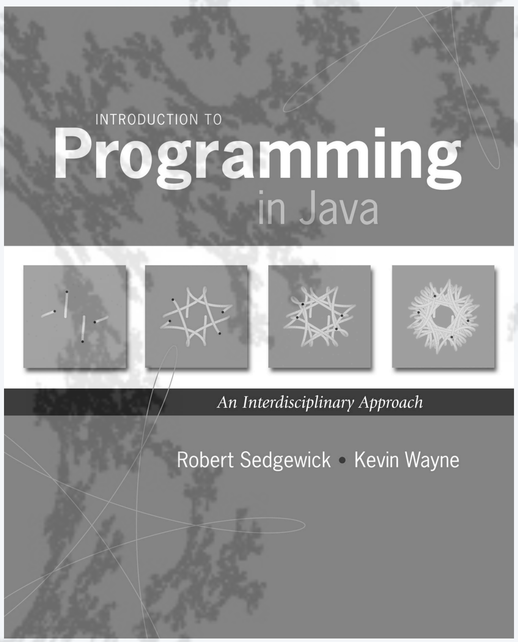
Run the program: Set address switches to the address of first instruction and press RUN.

Look at the output: Set address switches to the address of expected result and press LOOK.



01: FFFE
02: 0005
03: 0003

10: 8A01
11: 8B02
12: 1CAB
13: 9C03
14: 0000



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11. A Computing Machine

- Overview
- Data types
- Instructions
- **Operating the machine**
- Machine language programming

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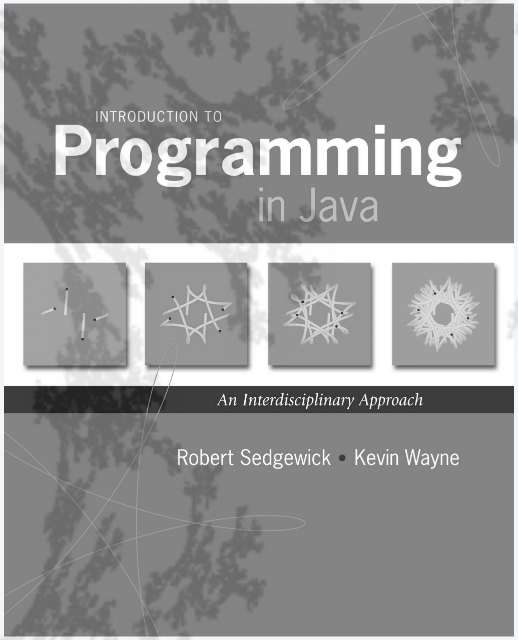

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11. A Computing Machine

- Overview
- Data types
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Machine language programming

TOY instructions support the same basic programming constructs that you learned in Java.

- Primitive data types.
- Assignment statements.
- Conditionals and loops.
- Standard input and output (this section).
- Arrays (this section).

and can support advanced constructs, as well.

- Functions and libraries.
- Objects.

Conditionals and loops

To control the flow of instruction execution
- Test a register's value.
- Change the PC, depending on the value.

opcode	*instruction*
C	branch if zero
D	branch if positive

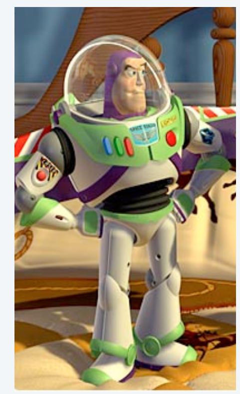
Example: Absolute value of RA

10	**DA12**	If RA > 0 set PC to 12 (skip 11)
11	**2A0A**	Subtract RA from 0 (R0) and put result into RA
12	**...**	

Example: Typical `while` loop (assumes R1 is 0001)

10	**CA15**	If RA = 0 set PC to 15
11	**...**	
12	**...**	
13	**2AA1**	Decrement RA by 1
14	**C010**	Set PC to 10
15	**...**	

```
while (a != 0) {
  ...
  ...
    a--;
}
```



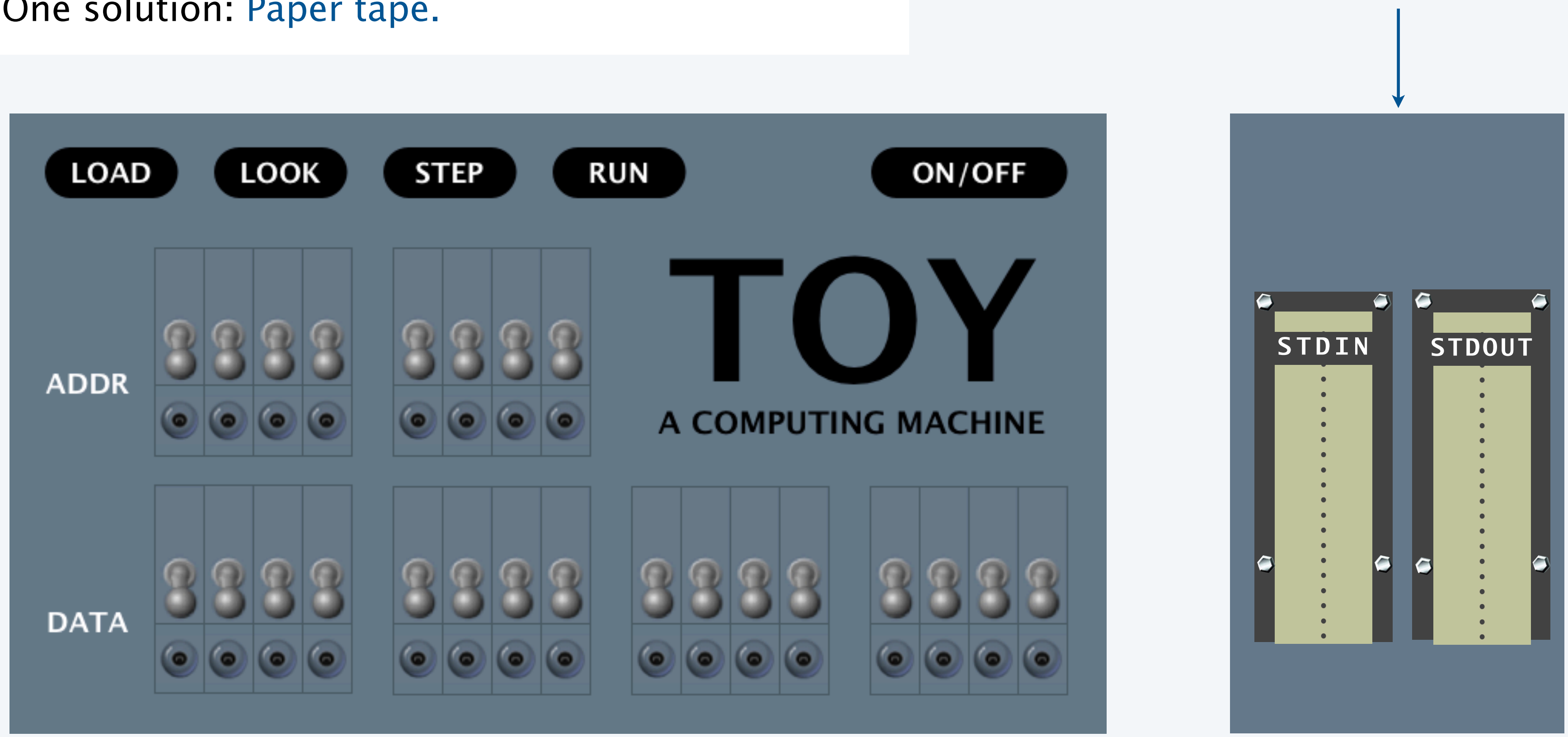
To infinity and beyond!

Standard input and output

An immediate problem

- We can't be using switches and lights all the time!
- One solution: Paper tape.

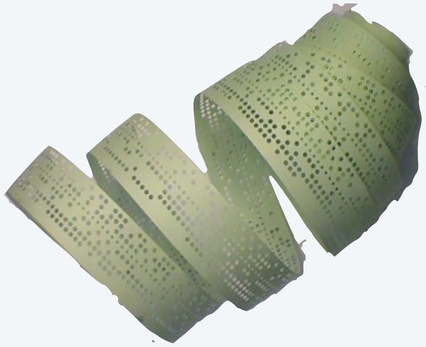
Need to bolt new I/O devices to the side of the machine.

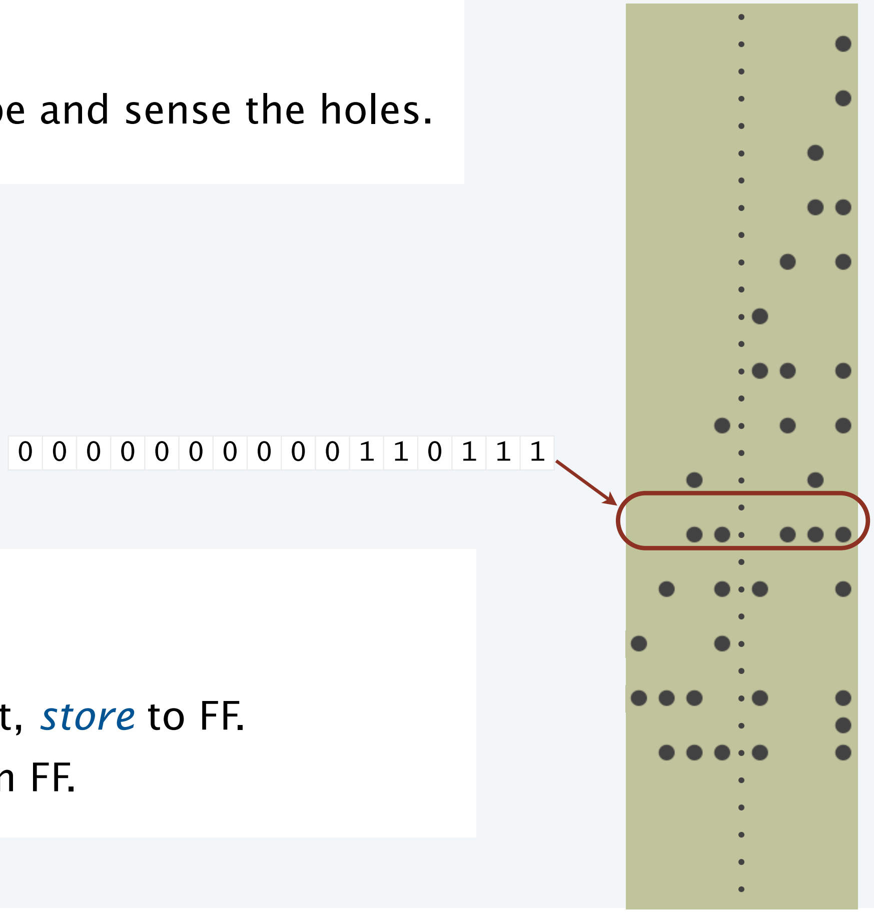


Standard input and output

Punched paper tape

- Encode 16-bit words in two 8-bit rows.
- To *write* a word, *punch a hole* for each 1.
- To *read* a word, shine a light behind the tape and sense the holes.





TOY mechanism

- Connect hardware to memory location FF.
- To *write* the contents of a register to stdout, *store* to FF.
- To *read* from stdin into a register, *load* from FF.

Flow control and standard output example: Fibonacci numbers

N	F_N
0	0
1	1
2	1
3	2
4	3
5	5
6	8
7	13
8	21
9	34
10	55

Memory

00	0 0 0 A	
01	0 0 0 1	
02		
	. . .	
10 (PC →)	8 1 0 1	R1 ← 1
11	8 C 0 1	RC ← 1
12	2 B B B	RB ← 0
13	8 A 0 0	RA ← mem[00]
14	C A 1 A	if (RA == 0) PC ← 1A
15	9 C F F	write RC to stdout
16	1 C B C	RC ← RB + RC
17	2 B C B	RB ← RC - RB
18	2 A A 1	RA ← RA - 1
19	C 0 1 4	PC ← 14
1A	0 0 0 0	halt
	. . .	

Register trace

C	1	1	2	3	5	8	13	21	34	55	89
B	0	1	1	2	3	5	8	13	21	34	55
A	A	9	8	7	6	5	4	3	2	1	0

```
int c = 1;
int b = 0;
int a = N;
while (a != 0) {
   StdOut.print(c);
   c = b + c;
   b = c - b;
   a--;
}
```

STDOUT

Arrays

To implement an array

- Keep items in an array contiguous starting at mem address `a`.
- Access `a[i]` at mem[a+i].

To access an array element, use *indirection*

- Keep array address in a register.
- Add index
- Indirect load/store uses contents of a register.

opcode	*instruction*
7	load address
A	load indirect
B	store indirect

Array of length 11

80	0 0 0 0
81	0 0 0 1
82	0 0 0 1
83	0 0 0 2
84	0 0 0 3
85	0 0 0 5
86	0 0 0 8
87	0 0 0 D
88	0 0 1 5
89	0 0 2 2
8A	0 0 3 7

Example: Indirect store

12	**7680**	Load the address 80 into R6	array starts at mem location 80
13	**7B00**	Set RB to 0	b is the index
...			
16	**156B**	R5 ← R6 + RB	compute address of a[b]
17	**BC05**	mem[R5] ← RC	a[b] ← c
18	**1BB1**	RB ← RB + 1	increment b
...			

Arrays example: Read an array from standard input

To implement an array

- Keep items in an array contiguous starting at mem location a.
- Access a[i] at mem[a+i].

PC → 10

10	7 1 0 1	R1 ← 1
11	8 A F F	RA ← N
12	7 6 8 0	R6 ← 80
13	7 B 0 0	RB ← 0
14	C A 1 B	if (RA == 0) PC ← 1B
15	8 C F F	read RC from stdin
16	1 5 6 B	R5 ← R6 + RB
17	B C 0 5	mem[R5] ← RC
18	1 B B 1	RB ← RB + 1
19	2 A A 1	RA ← RA - 1
1A	C 0 1 4	PC ← 14
1B		[begin array processing code]

...

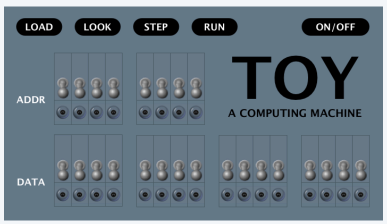
```
int a = StdIn.read();
arr = new int[];
int b = 0;
while (a != 0) {
  int c = StdIn.read();

  arr[b] = c;
  b++;
  a--;
}
```

Stay tuned.
Full trace in next lecture.

TOY vs. your laptop

Two different computing machines

- Both implement basic data types, conditionals, loops, and other low-level constructs.
- Both can have arrays, functions, and other high-level constructs.
- Both have infinite input and output streams.



any program you might want to write

objects

functions and libraries ← uses opcodes E and F [see booksite]

graphics, sound, and image I/O

arrays

conditionals and loops

Math | text I/O

primitive data types | assignment statements

Q. Is 256 words enough to do anything useful?

A. Yes! (Stay tuned for next lecture.)

OK, we definitely want a faster version with more memory when we can afford it...

TOY reference card

opcode	*operation*	*format*	*pseudo-code*
0	HALT	1	`HALT`
1	add	1	`R[d] ← R[s] + R[t]`
2	subtract	1	`R[d] ← R[s] - R[t]`
3	and	1	`R[d] ← R[s] & R[t]`
4	xor	1	`R[d] ← R[s] ^ R[t]`
5	shift left	1	`R[d] ← R[s] << R[t]`
6	shift right	1	`R[d] ← R[s] >> R[t]`
7	load addr	2	`R[d] ← ADDR`
8	load	2	`R[d] ← mem[ADDR]`
9	store	2	`mem[ADDR] ← R[d]`
A	load indirect	1	`R[d] ← mem[R[t]]`
B	store indirect	1	`mem[R[t]] ← R[d]`
C	branch zero	2	`if (R[d] == 0) PC ← ADDR`
D	branch positive	2	`if (R[d] > 0) PC ← ADDR`
E	jump register	2	`PC ← R[d]`
F	jump and link	2	`R[d] ← PC; PC ← ADDR`

Format 1

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
opcode				*destination* d				*source* s				*source* t			

Format 2

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
opcode				*destination* d				*address* ADDR							

ZERO R0 is always 0.

STANDARD INPUT Load from FF.

STANDARD OUTPUT Store to FF.

TEQ 1 on TOY

Q. What is the interpretation of

1A75 as a TOY instruction?

1A75 as a 2s complement integer value?

0FFF as a TOY instruction?

0FFF as a 2s complement integer value?

8888 as a TOY instruction?

8888 as a 2s complement integer value? (Answer in base 16).

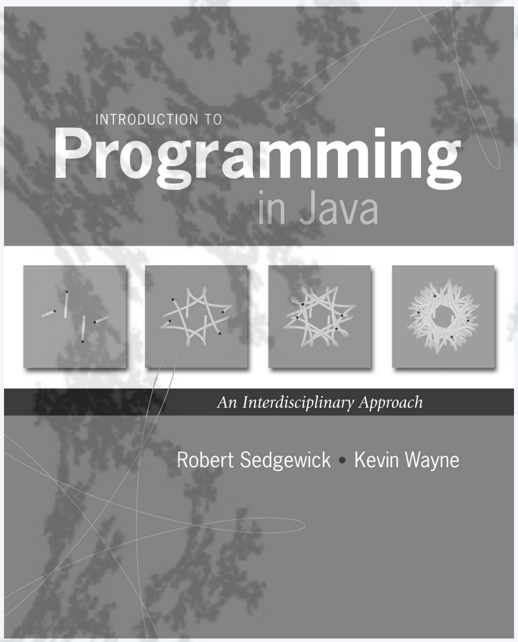
TEQ 2 on TOY

Q. How does one flip all the bits in a TOY register ?

TEQ 3 on TOY

Q. What does the following TOY program leave in R2 ?

10	**7 C 0 A**	RC ← 10_{10}
11	**7 1 0 1**	R1 ← 1
12	**7 2 0 1**	R2 ← 1
13	**1 2 2 2**	R2 ← R2 + R2
14	**2 C C 1**	RC ← RC - 1
15	**D C 1 3**	if (RC > 0) PC ← 13
16	**0 0 0 0**	HALT



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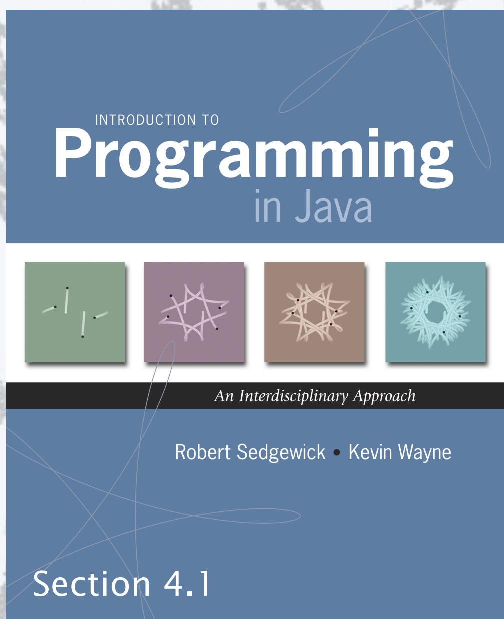

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11. A Computing Machine