

Virtual Machine - op codes

Name	Code	Format	Action	Example	Equivalent
hlt	1		Halt program	hlt	sys.exit(0)
ldc	2	rv	Load constant	ldc R0 99	R0 = 99
ldr	3	rr	Load register	ldr R0 R1	R0 = memory[R1]
сру	4	rr	Copy register	cpy R0 R1	R0 = R1
str	5	rr	Store register	str R0 R1	memory[R1] = R0
add	6	rr	Add	add R0 R1	R0 = R0 + R1
sub	7	rr	Subtract	sub R0 R1	R0 = R0 - R1
beq	8	rv	Branch if equal	beq R0 99	if (R0==0) PC = 99
bne	9	rv	Branch if not equal	bne R0 99	if (R0!=0) PC = 99
prr	10	r-	Print register	prr R0	print(R0)
prm	11	r-	Print memory	prm R0	print(memory[R0])

```
architecture.pv
NUM REG = 4 # number of registers
RAM LEN = 256 # number of words in RAM
OPS = {
    "hlt": {"code": 0x1, "fmt": "--"}, # Halt program
    "ldc": {"code": 0x2, "fmt": "rv"}, # Load value
    "ldr": {"code": 0x3, "fmt": "rr"}, # Load register
    "cpy": {"code": 0x4, "fmt": "rr"}, # Copy register
    "str": {"code": 0x5, "fmt": "rr"}, # Store register
    "add": {"code": 0x6, "fmt": "rr"}, # Add
    "sub": {"code": 0x7, "fmt": "rr"}, # Subtract
    "beg": {"code": 0x8, "fmt": "rv"}, # Branch if equal
    "bne": {"code": 0x9, "fmt": "rv"}, # Branch if not equal
    "prr": {"code": 0xA, "fmt": "r-"}, # Print register
    "prm": {"code": 0xB, "fmt": "r-"}, # Print memory
}
OP_MASK = 0xFF # select a single byte
OP_SHIFT = 8 # shift up by one byte
OP WIDTH = 6 # op width in characters when printing
```

```
For loop
                 # Count up to 3.
                 # - R0: loop index.
                 # - R1: loop limit.
                 1dc R0 0
                 1dc R1 3
                 100p:
                prr R0
                 1dc R2 1
                 add R0 R2
                 cpy R2 R1
                 sub R2 R0
                 bne R2 @loop
                 hlt
                          Y
     ldc R0 0
                        0/-/-/-
     ldc R1 3
                        0/3/-/-
 1
 2
     prr R0
                      print 0
                                     print 1
                                                     print 2
     ldc R2 1
                       0/3/1/-
                                       1/3/1/-
                                                      2/3/1/-
     add R0 R2
                                       2/3/1/-
                       1/3/1/-
                                                      3/3/1/-
     cpy R2 R1
                       1/3/3/-
                                       2/3/3/-
                                                      3/3/3/-
     sub R2 R0
                       1/3/2/-
                                       2/3/1/-
                                                      3/3/0/-
 7
     bne R2 2
                      jump 2
                                     jump 2
                                                     no jump
     hlt
                                                     halt
 8
```