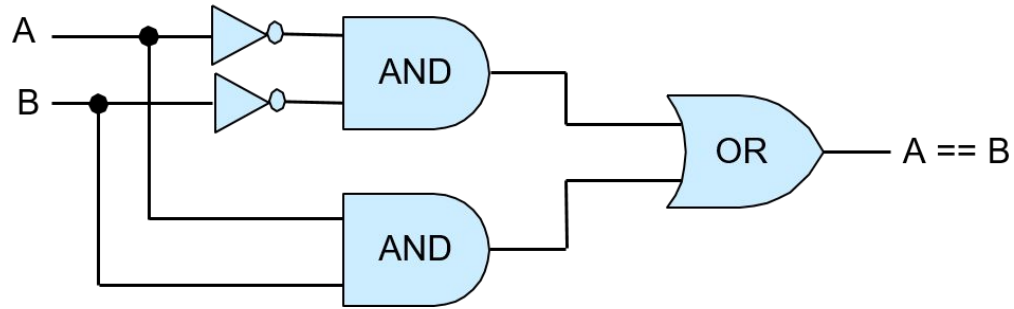


(Checks if two signals (bytes) are equal)

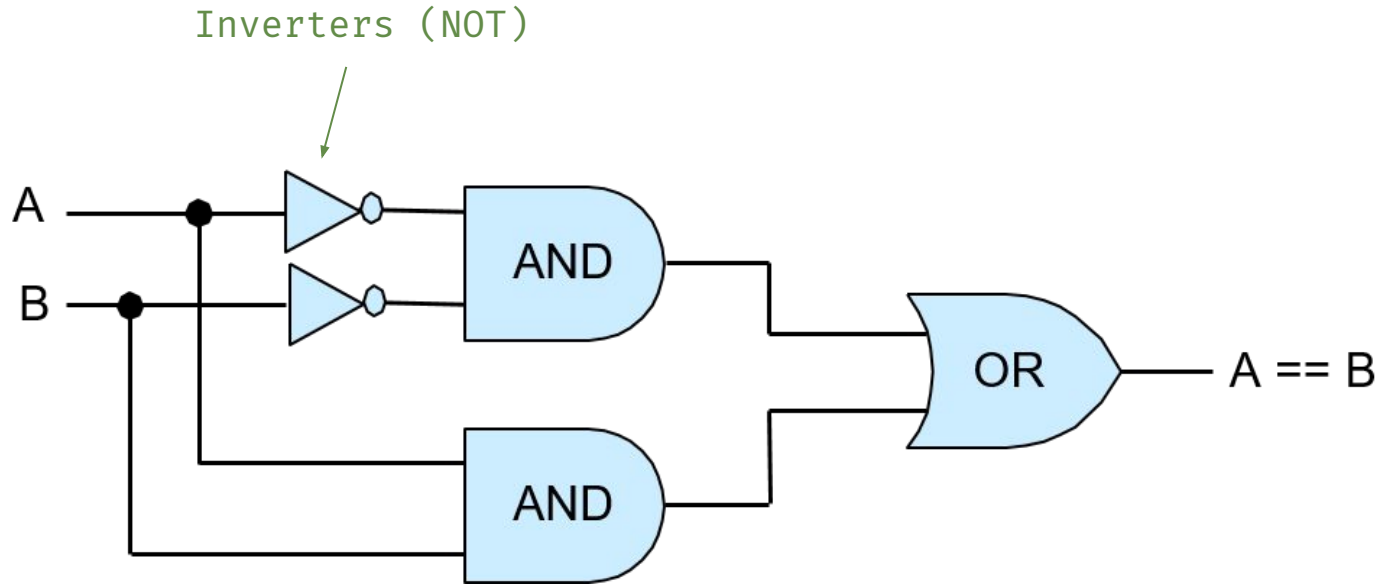
# To Tell the Truth

We describe digital circuits through their outcomes using a tool called a “truth table.”

A	B	OUTPUT
0	0	1
1	0	0
0	1	0
1	1	1



A		B	OUTPUT
0	0	1	
1	0	0	
0	1	0	
1	1	1	



**(NOT A AND NOT B) OR (A AND B)**

# Boo!(lean) Algebra

Based in 3 operations:

- AND
  - OR
  - NOT
- (Really, there are more; that would just make things confusing right now)

They express boolean outcomes,  
but *not exactly* **true/false**

“truthiness” is subjective, based on desired outcome.

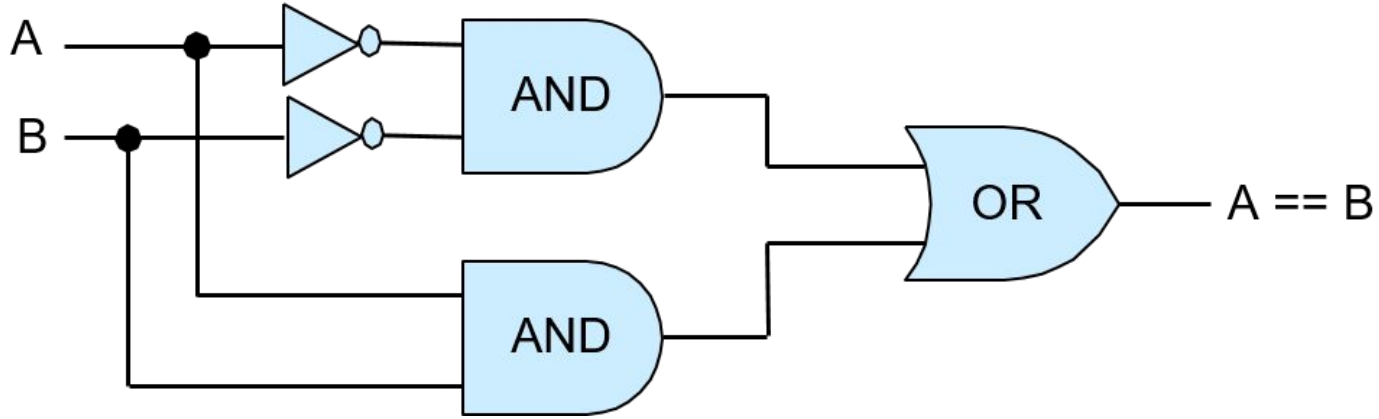
# Boo! (lean) Algebra

Expression	Reading	Example	Outcome
$A \wedge B$	A AND B	0 AND 0	0
		0 AND 1	0
		1 AND 0	0
		1 AND 1	1
$A \vee B$	A OR B	0 OR 0	0
		0 OR 1	1
		1 OR 0	1
		1 OR 1	1

# Boo! (lean) Algebra

Expression	Reading	Example	Outcome
$\neg A$	NOT A	0	1
		1	0





$$(\neg A \wedge \neg B) \vee (A \wedge B)$$

**(NOT A AND NOT B) OR (A AND B)**

A		B	OUTPUT
0		0	1

A		B	OUTPUT
0		0	1
1		0	0

A		B	OUTPUT
0	0	1	
1	0	0	
0	1	0	

A	B	OUTPUT
0	0	1
1	0	0
0	1	0
1	1	1

# Boolean to Assembly

English	Algebraic	Assembly
AND	$\wedge$	AND
OR	$\vee$	ORR
NOT	$\neg$	NOT*

\* Not exactly for ARMv6; some ISAs have it, but you have one provided to you, so you can use NOT

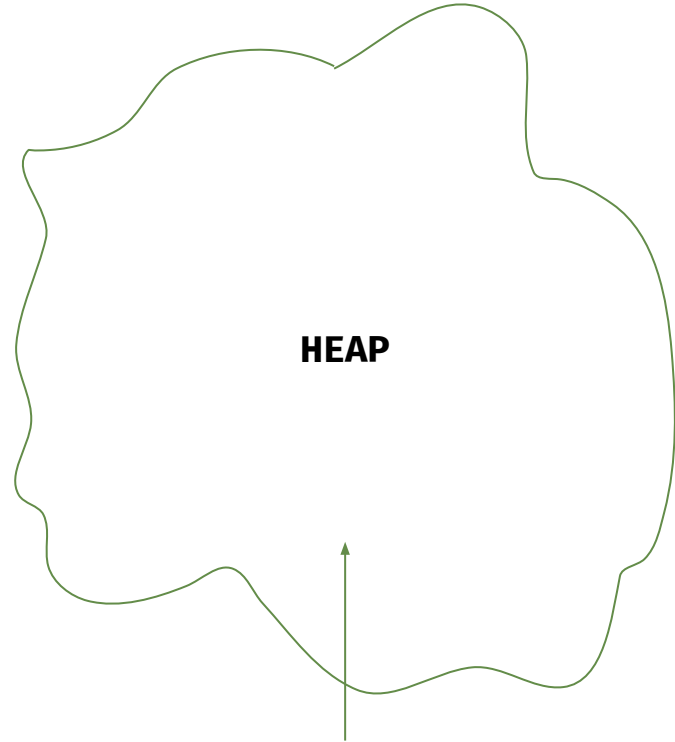
# Boolean to Assembly

Assembly	Usage
AND	AND R0, R1
ORR	ORR R0, R1
NOT	NOT R0

# Stack and Heap

STACK
0xdef45ea5
0x134a48fd
0x6785efae

↑  
Lawful good



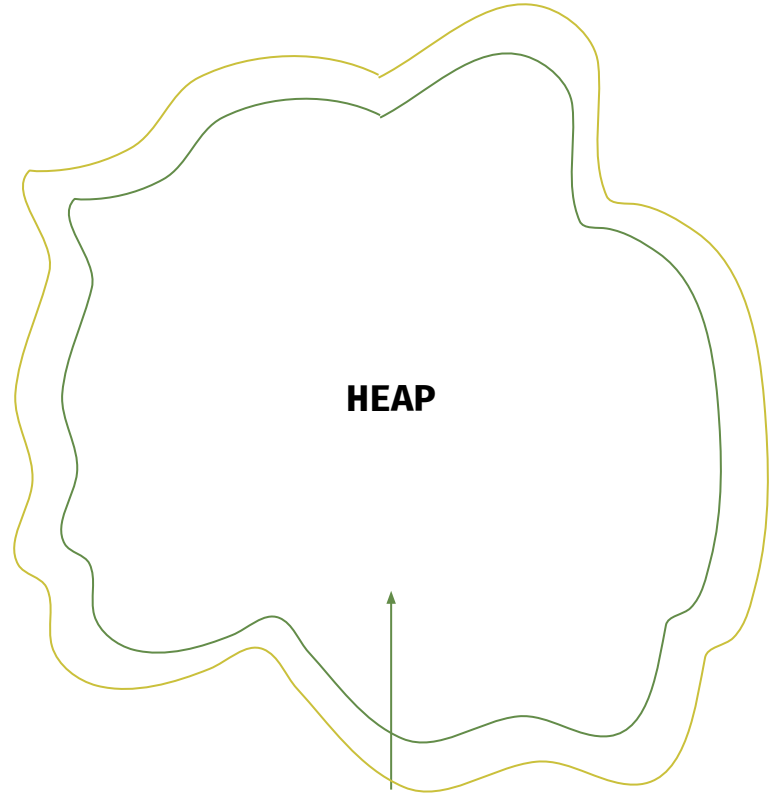
Chaotic neutral



# Stack and Heap

STACK
0xdef45ea5
0x134a48fd
0x6785efae

↑  
Lawful good

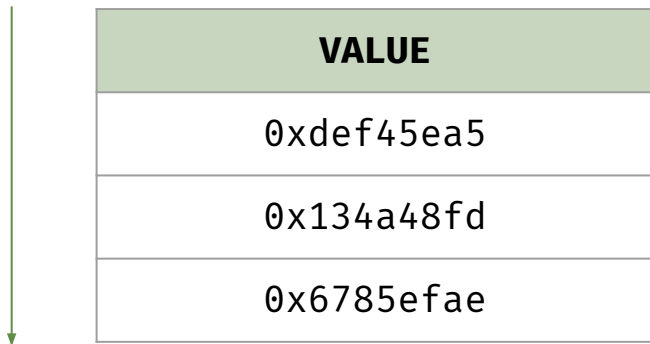


Chaotic neutral

# Brief introduction to the “stack”

There exists another quasi-temporary spot for memory which can get us out of a tricky jam: the *stack*.

LIFO  
Last In, First Ot



The diagram illustrates a stack structure. On the left, a vertical green arrow points downwards, indicating the direction of growth. To the right of the arrow is a table with a header row labeled 'VALUE' and three data rows containing hexadecimal values. The text '“grows down”' is positioned below the arrow.

VALUE
0xdef45ea5
0x134a48fd
0x6785efae

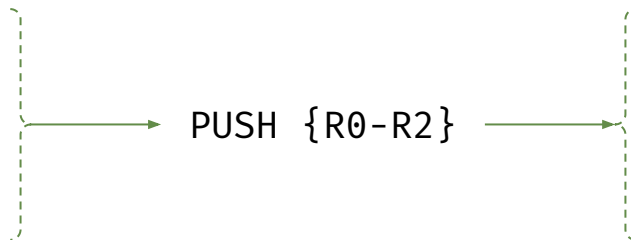
“grows down”

# Brief introduction to the “stack”

## PUSH

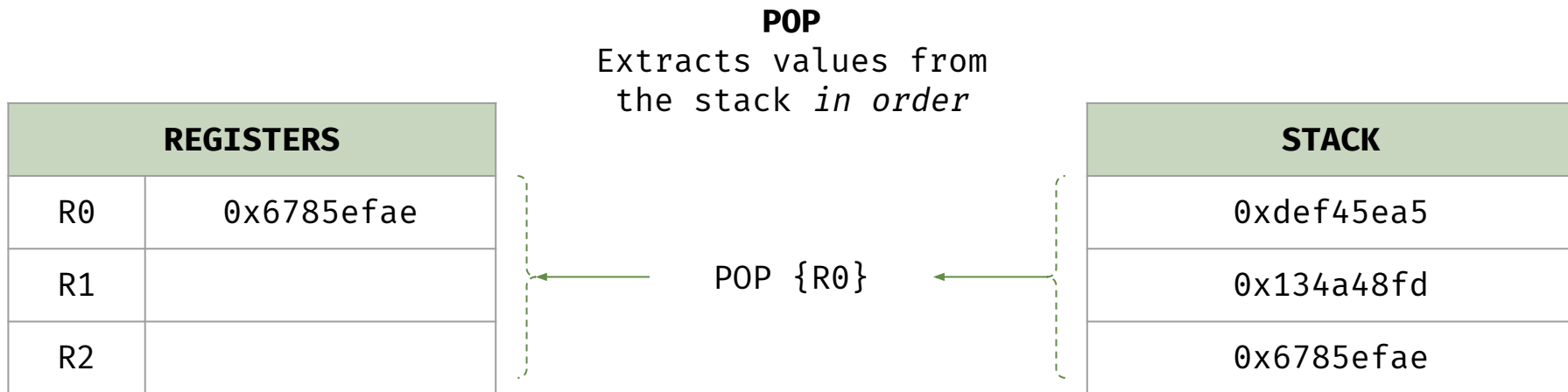
Places a value in the  
stack *in order*

REGISTERS	
R0	0xdef45ea5
R1	0x134a48fd
R2	0x6785efae



STACK
0xdef45ea5
0x134a48fd
0x6785efae

# Brief introduction to the “stack”

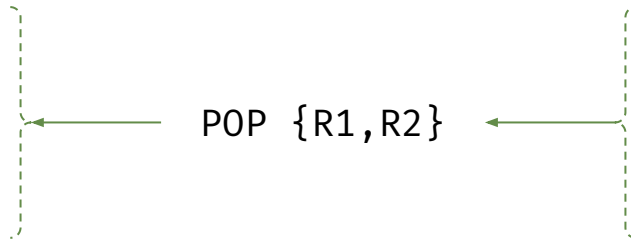


# Brief introduction to the “stack”

## POP

Extracts values from  
the stack *in order*

REGISTERS	
R0	0x6785efae
R1	0x134a48fd
R2	0xdef45ea5



STACK
0xdef45ea5
0x134a48fd
0x6785efae

# Brief introduction to the “stack”

PUSH       $\{R_M, R_D, \dots\}$

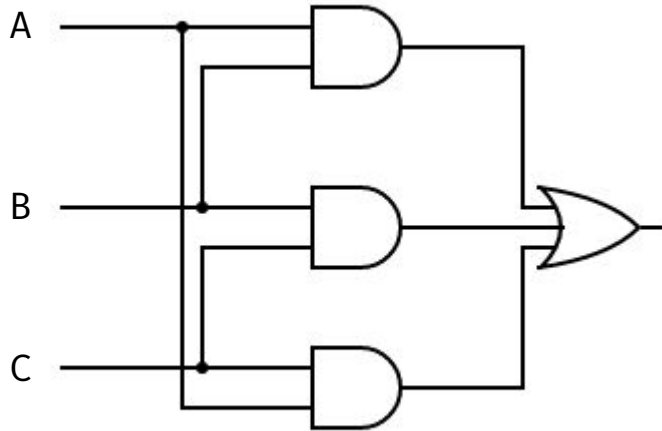
POP       $\{R_M, R_D, \dots\}$

PUSH       $\{R_M - R_D\}$

POP       $\{R_M - R_D\}$

# Return of the Math Test

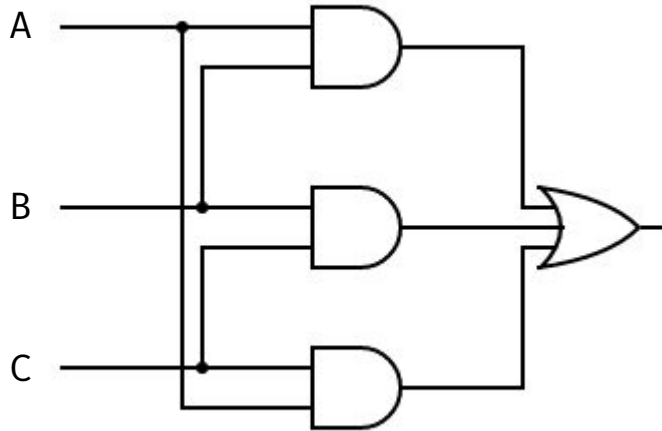
$$(A \wedge B) \vee (A \wedge C) \vee (B \wedge C)$$



A	B	C	OUTPUT
0	0	0	0
0	0	1	0
0	1	0	0
1	0	0	0
0	1	1	1
1	1	0	1
1	1	1	1

# Return of the Math Test

$$(A \wedge B) \vee (A \wedge C) \vee (B \wedge C)$$



A	B	C	OUTPUT
0	0	0	0
0	0	1	0
0	1	0	0
1	0	0	0
0	1	1	1
1	1	0	1
1	1	1	1