**Score: \_\_\_\_\_**

**MA2 – A Machine Language Machine**

**Activities**

COMP256 – Computing Abstractions

Dickinson College

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**Name:**

**Introduction:**

Today’s class introduced the idea of machine language programming as a level of abstraction above microprogramming. Writing microinstructions forced us to pay attention to bits of information that were either irrelevant to the task we were performing (e.g. the memory address when performing an addition) or were implementation details that would be better hidden from us (e.g. the switch positions). Machine language instructions hide those irrelevant and implementation details, allowing us to focus on the relevant information (e.g. just the memory address and registers when moving data). The activities below will give you some experience and practice with machine basic language programs. Then next class we’ll expand on that to see how these programs can do more complex operations such as branching and looping.

You will need to use the Knob & Switch Machine language reference for many of the questions in today’s activities, so it is included here for convenience:

Table

Description automatically generated with medium confidence

The Knob & Switch that can execute machine language programs can be found here:

* <https://dickinson-comp256.github.io/Knob-And-Switch-Computer/machine.html>

🔑 1. Briefly explain the role of each of the following components of the K&S.

a. The Control Unit

b. The Program Counter (PC)

c. The Instruction Register (IR)

d. The Instruction Interpretation Unit

🔑 2. Use the K&S Machine Language Reference to figure out what each of the following machine language instructions does. Describe what the instruction does using the *convenient shorthand notation* from today’s class. Be sure to give specific values for the registers and memory addresses.

a. 1000 0010 0 10 10110

b. 1010 0010 00 11 00 10

🔑 3. Use the K&S Machine Language Reference to give the binary machine language instruction that will accomplish each of the following operations.

a. Copy the value in memory address 13 into register 3.

b. Copy the value in register 2 into register 0.

c. Add the value in register 2 to the value in register 1 and put the result into register 2.

🔑 4. Explain in a few sentences of your own words how machine language instructions are a higher-level abstraction that is built on top of microinstructions. As we have been doing with abstractions, be sure to clearly identify the information that is relevant to the user of the abstraction and the information that the abstraction hides from its user.

🔑 5. Write a machine language program to perform the following operation:

* Subtract the value in memory address 12 from the value in memory address 10 and put the result in memory address 15.

Fill in the columns in the table below for your program. For the “Operation or Value” column, use the shorthand notation from class to describe what operation is to be performed. Then in the “Machine Language Instruction” column, give the binary value of the machine language instruction that performs the operation.

Be sure to enter your program into the K&S and test that it works. Your program should work with any values that you place in locations 10 and 12. Finally, don’t forget the HALT instruction.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  | **Memory Address** | **Operation /  Value** | **Machine Language Instruction** |  |
|  | 00000 (0) |  |  |  |
|  | 00001 (1) |  |  |  |
|  | 00010 (2) |  |  |  |
|  | 00011 (3) |  |  |  |
|  | 00100 (4) |  |  |  |
|  | 00101 (5) |  |  |  |
|  | 00110 (6) |  |  |  |
|  | 00111 (7) |  |  |  |
|  | 01000 (8) |  |  |  |
|  | 01001 (9) |  |  |  |
|  | 01010 (10) | -2984 |  |  |
|  | 01011 (11) |  |  |  |
|  | 01100 (12) | 10482 |  |  |
|  | 01101 (13) |  |  |  |
|  | 01110 (14) |  |  |  |
|  | 01111 (15) |  |  |  |
|  |  |  |  |  |

🔑 6. Write a machine language program to perform the following operation:

* Set memory address 13 to be 5 times what it is when the program starts.

Fill in the columns in the table below for your program. For the “Operation or Value” column, use the shorthand notation from class to describe what operation is to be performed. Then in the “Machine Language Instruction” column, give the binary value of the machine language instruction that performs the operation.

There are a number of ways to solve this problem. For an extra challenge try to solve it using just 5 ML instructions.

Be sure to enter your program into the K&S and test that it works. Your programs should work with any value that you place at address 13. Finally, don’t forget the HALT instruction.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  | **Memory Address** | **Operation /  Value** | **Machine Language Instruction** |  |
|  | 00000 (0) |  |  |  |
|  | 00001 (1) |  |  |  |
|  | 00010 (2) |  |  |  |
|  | 00011 (3) |  |  |  |
|  | 00100 (4) |  |  |  |
|  | 00101 (5) |  |  |  |
|  | 00110 (6) |  |  |  |
|  | 00111 (7) |  |  |  |
|  | 01000 (8) |  |  |  |
|  | 01001 (9) |  |  |  |
|  | 01010 (10) |  |  |  |
|  | 01011 (11) |  |  |  |
|  | 01100 (12) |  |  |  |
|  | 01101 (13) | 100 |  |  |
|  | 01110 (14) |  |  |  |
|  | 01111 (15) |  |  |  |
|  |  |  |  |  |

🏆 7. In many programming languages (e.g. C/C++/Python, but notably not Java) the value 010 (0000….00002) is interpreted as having the logical value FALSE. Conversely, any non-zero value is interpreted to have the logical value TRUE. Thus, in languages like these a statement such as the following would actually make sense:

int x = 7;

if (x):

<code>

In the above snippet the <code> would execute because x is non-zero which is interpreted as TRUE, and thus in turn the condition of the if is TRUE. However, if x were zero the <code> would not be executed. If you’d like you can play with this code in C using the repl.it:

* <https://repl.it/@braughtg/IntTruthValues>

These interpretations of TRUE and FALSE also extend to the logical operations in these languages (e.g. &&, ||). So, for example:

int x=7

int y=0

if (x || y):

<code1>

if (x && y):

<code2>

a. In the above snippet will <code1> execute? Briefly explain your answer.

b. In the above snippet will <code2> execute? Briefly explain your answer.

c. Which of <code1> and/or <code2> will execute if y=5?

If you’d like you can play with the above code in C using the repl.it:

* <https://repl.it/@braughtg/IntLogicalOperations#main.c>

🏆 8. Now, we saw in activities A09 that the | and & operations in the K&S computer were *bitwise operations*. That is, they compute the AND or the OR of the corresponding bits of the A and B inputs to the ALU. Usually when we are programming we want the logical operations (e.g. || and &&) not the bitwise operations (& and |). This question explores the similarities and differences between the bitwise and logical operators when applied to integer values as explained in the previous question.

a. Given any two integer values in R0 and R1 the bitwise operation R2 ← R0 | R1 will also compute the logical OR (||) of the values in R0 and R1. Briefly explain why the bitwise OR operation also computes logical OR when applied to integers.

b. Unlike with logical OR, given two integer values in R0 and R1 the bitwise operation   
R2 ← R0 & R1 will not necessarily compute the logical AND (&&) of the values in R0 and R1. Give a counter example (i.e. give binary values for R0 and R1) that shows that the bitwise AND operation does not always compute the logical AND operation.

🏆 9. The bitwise operators have a number of practical uses. One of the most common is to separate or combine parts of bit strings. This can be particularly useful with things like the RGB color model that we learned about. For this problem imagine we are using a RGB color model with 4 bits per color, so 12 bits total.

a. If we have variables R and G that have just the red and green components of the color as shown below:

R = 0101 0000 0000

G = 0000 0111 0000

The bitwise OR operation (|) provides a way to combine these colors. To see how, complete the computation shown below:

0101 0000 0000

| 0000 0111 0000

b. The bitwise AND operation (&) provides a way to separate (a.k.a. *mask*) colors. Imagine we have the color C as shown below:

C = 0101 0111 1011

Show how the bitwise AND operation can be used to mask out the green component of this color. Hint: Find a value that when bitwise ANDed with C gives a new color where the green component is 0000. Show your solution as a computation similar to part a but using &.

Optional: To help me improve and scope these activities for future semesters please consider providing the following feedback.

a. Approximately how much time did you spend on this activity outside of class time?

b. Please comment on any particular challenges you faced in completing this activity.