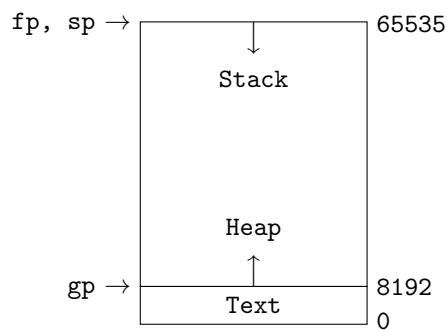


Marvin is a hypothetical computer with sixteen 32-bit registers and 16K 32-bit words of main memory (aka RAM). In addition to the sixteen registers, Marvin has a program counter **pc** and an instruction register **ir**.

Registers: Marvin specifies the following conventions for its sixteen registers:

- **r0 – r2 (a0 – a2)** are argument registers.
- **r3 – r10** are general purpose registers.
- **r11 (ra)** is reserved to store the return address of the calling subroutine (aka function).
- **r12 (rv)** is reserved to store the return value of a subroutine.
- **r13 (fp)**, called the frame pointer is reserved to store the base address of the most recent frame on the stack. It is initialized to 65,535 when the computer boots.
- **r14 (sp)**, called the stack pointer, is reserved to store the address of the top of the stack. It is initialized to 65,535 when the computer boots.
- **r15 (gp)**, called the global pointer, is reserved for to store the address of the top of the heap. It is initialized to 8,192 when the computer boots.

Main Memory: Marvin's main memory is divided into a text segment, a stack segment, and a heap segment, as shown below:

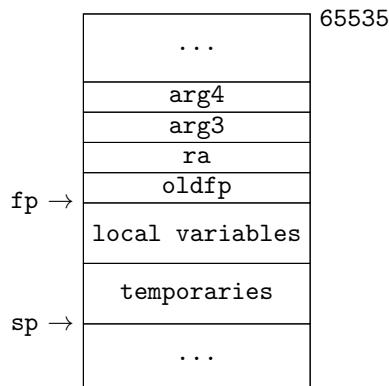


The text segment extends from address 0 to address 8192. A Marvin program, which is a **.marv** file, is assembled and loaded into this segment starting at address 0.

The dynamic stack segment starts at address 65535 and grows downwards. This is where a subroutine's arguments, its local variables, and temporaries are stored.

The dynamic heap segment starts at address 8192 and grows upwards. This is where dynamically created objects are stored.

When a subroutine is called, a stack frame must be created for it on the stack, and it must be organized as shown below:



Instructions: Marvin supports 53 instructions, each of which accepts between 0 and 3 arguments (aka inputs). Each category of instruction begins with a designated nibble (first four bits) followed by an operation specifier nibble.

System instructions (starting with the nibble 0000):

Opcode	32-bit Machine Code	Description
halt	00000000 00000000 00000000 00000000	stops the machine
readi rX	00000001 00000000 00000000 0000XXXX	sets $rX = N$, where $N \in [-2^{31}, 2^{31} - 1]$ read from stdin
readf rX	00000011 00000000 00000000 0000XXXX	sets $rX = N$, where N is a float read from stdin
readc rX	00000101 00000000 00000000 0000XXXX	sets $rX = N$, where N is a character read from stdin
writei rX	00000010 00000000 00000000 0000XXXX	writes integer rX to stdout
writef rX	00000100 00000000 00000000 0000XXXX	writes float rX to stdout
writec rX	00000110 00000000 00000000 0000XXXX	writes character rX to stdout
seed rX	00000111 00000000 00000000 0000XXXX	seeds the random number generator with rX
rand rX rY rZ	00001000 00000000 0000XXXX YYYYZZZZ	sets rX to a random number in the range $[rY, rZ]$
time rX	00001001 00000000 00000000 0000XXXX	sets rX to the time midnight
date rX	00001010 00000000 00000000 0000XXXX	sets rX to the current date
nop	00001111 00000000 00000000 00000000	does nothing

Arithmetic instructions (starting with the nibble 0001):

Opcode	32-bit Machine Code	Description
add rX rY rZ	00010000 00000000 0000XXXX YYYYZZZZ	sets $rX = rY + rZ$ for integers
sub rX rY rZ	00010001 00000000 0000XXXX YYYYZZZZ	sets $rX = rY - rZ$ for integers
mul rX rY rZ	00010010 00000000 0000XXXX YYYYZZZZ	sets $rX = rY * rZ$ for integers
div rX rY rZ	00010011 00000000 0000XXXX YYYYZZZZ	sets $rX = rY // rZ$ for integers
mod rX rY rZ	00010100 00000000 0000XXXX YYYYZZZZ	sets $rX = rY \% rZ$ for integers
neg rX rY	00010101 00000000 00000000 XXXXYYYY	sets $rX = -rY$ for integers
fadd rX rY rZ	00010110 00000000 0000XXXX YYYYZZZZ	sets $rX = rY + rZ$ for floating point numbers
fsub rX rY rZ	00010111 00000000 0000XXXX YYYYZZZZ	sets $rX = rY - rZ$ for floating point numbers
fmul rX rY rZ	00011000 00000000 0000XXXX YYYYZZZZ	sets $rX = rY * rZ$ for floating point numbers
fdiv rX rY rZ	00011001 00000000 0000XXXX YYYYZZZZ	sets $rX = rY // rZ$ for floating point numbers
fneg rX rY	00011010 00000000 00000000 XXXXYYYY	sets $rX = -rY$ for floating point numbers

Marvin Machine Specification

Bitwise instructions (starting with the nibble 0010):

Opcode	32-bit Machine Code	Description
and rX rY rZ	00100000 00000000 0000XXXX YYYYYZZZ	bitwise ANDs rY by rZ, placing the result in rX
or rX rY rZ	00100001 00000000 0000XXXX YYYYYZZZ	bitwise ORs rY by rZ, placing the result in rX
xor rX rY rZ	00100010 00000000 0000XXXX YYYYYZZZ	bitwise XORs rY by rZ, placing the result in rX
not rX rY rZ	00100011 00000000 0000XXXX YYYYYZZZ	bitwise NOTs rY by rZ, placing the result in rX
lshl rX rY	00100100 00000000 00000000 XXXXXXXY	logical shifts rY rZ bits to the left
lshr rX rY	00100101 00000000 00000000 XXXXXXXY	logical shifts rX rY bits to the right
ashl rX rY	00100110 00000000 00000000 XXXXXXXY	arithmetic shifts integer rX rY bits to the left
ashr rX rY	00100111 00000000 00000000 XXXXXXXY	arithmetic shifts integer rX rY bits to the right

Jump instructions (starting with the nibble 0011):

Opcode	32-bit Machine Code	Description
jumpn N	00110000 00000000 NNNNNNNN NNNNNNNN	jumps to instruction N
jumpr rX	00110001 00000000 00000000 0000XXXX	jumps to instruction rX
jeqzn rX N	00110010 0000XXXX NNNNNNNN NNNNNNNN	jumps to instruction N if rX == 0
jnezn rX N	00110011 0000XXXX NNNNNNNN NNNNNNNN	jumps to instruction N if rX != 0
jgen rX rY N	00110100 XXXXXXXY NNNNNNNN NNNNNNNN	jumps to instruction N if rX >= rY
jlen rX rY N	00110101 XXXXXXXY NNNNNNNN NNNNNNNN	jumps to instruction N if rX <= rY
jeqn rX rY N	00110110 XXXXXXXY NNNNNNNN NNNNNNNN	jumps to instruction N if rX == rY
jnen rX rY N	00110111 XXXXXXXY NNNNNNNN NNNNNNNN	jumps to instruction N if rX != rY
jgtn rX rY N	00111000 XXXXXXXY NNNNNNNN NNNNNNNN	jumps to instruction N if rX > rY
jltn rX rY N	00111001 XXXXXXXY NNNNNNNN NNNNNNNN	jumps to instruction N if rX < rY
calln rX N	00111010 0000XXXX NNNNNNNN NNNNNNNN	sets rX = pc + 1 and jumps to instruction N

Instructions for setting register data (starting with the nibble 0100):

Opcode	32-bit Machine Code	Description
seti rX N	01000000 0000XXXX NNNNNNNN NNNNNNNN	sets rX = N, where N ∈ [−2 ¹⁵ , 2 ¹⁵ − 1]
addi rX N	01000001 0000XXXX NNNNNNNN NNNNNNNN	sets rX = rX + N, where N ∈ [−2 ¹⁵ , 2 ¹⁵ − 1]
setf rX F	01000010 0000XXXX FFFFFFFF FFFFFFFF	sets rX = F, where F is a floating point number
addf rX F	01000011 0000XXXX FFFFFFFF FFFFFFFF	sets rX = rX + F, where F is a floating point number
copy rX rY	01000100 00000000 00000000 XXXXXXXY	sets rX = rY

Marvin Machine Specification

Instructions for interacting with the stack (starting with the nibble 0101):

Opcode	32-bit Machine Code	Description
pushrb rX rY	01010000 00000000 00000000 XXXXXXXY	sets $\text{mem}[\text{rY}--] = \text{rX}$
poprb rX rY	01010001 00000000 00000000 XXXXXXXY	sets $\text{rX} = \text{mem}[++\text{rY}]$
pushrs rX rY	01010010 00000000 00000000 XXXXXXXY	sets $\text{mem}[\text{rY}--] = \text{rX}$
poprs rX rY	01010011 00000000 00000000 XXXXXXXY	sets $\text{rX} = \text{mem}[++\text{rY}]$
pushrw rX rY	01010100 00000000 00000000 XXXXXXXY	sets $\text{mem}[\text{rY}--] = \text{rX}$
poprw rX rY	01010101 00000000 00000000 XXXXXXXY	sets $\text{rX} = \text{mem}[++\text{rY}]$

Instructions for interacting with memory (starting with the nibble 0110):

Opcode	32-bit Machine Code	Description
loadnb rX rY N	01100000 XXXXXXXY NNNNNNNN NNNNNNNN	sets $\text{rX} = \text{mem}[\text{rY} + \text{N}]$, where $\text{N} \in [-2^{15}, 2^{15} - 1]$
storenb rX rY N	01100001 XXXXXXXY NNNNNNNN NNNNNNNN	sets $\text{mem}[\text{rY} + \text{N}] = \text{rX}$, where $\text{N} \in [-2^{15}, 2^{15} - 1]$
loadrb rX rY	01100010 00000000 00000000 XXXXXXXY	sets $\text{rX} = \text{mem}[\text{rY}]$
storerb rX rY	01100011 00000000 00000000 XXXXXXXY	sets $\text{mem}[\text{rY}] = \text{rX}$
loadns rX rY N	01100100 XXXXXXXY NNNNNNNN NNNNNNNN	sets $\text{rX} = \text{mem}[\text{rY} + \text{N}]$, where $\text{N} \in [-2^{15}, 2^{15} - 1]$
storens rX rY N	01100101 XXXXXXXY NNNNNNNN NNNNNNNN	sets $\text{mem}[\text{rY} + \text{N}] = \text{rX}$, where $\text{N} \in [-2^{15}, 2^{15} - 1]$
loadrs rX rY	01100110 00000000 00000000 XXXXXXXY	sets $\text{rX} = \text{mem}[\text{rY}]$
storers rX rY	01100111 00000000 00000000 XXXXXXXY	sets $\text{mem}[\text{rY}] = \text{rX}$
loadnw rX rY N	01101000 XXXXXXXY NNNNNNNN NNNNNNNN	sets $\text{rX} = \text{mem}[\text{rY} + \text{N}]$, where $\text{N} \in [-2^{15}, 2^{15} - 1]$
storenw rX rY N	01101001 XXXXXXXY NNNNNNNN NNNNNNNN	sets $\text{mem}[\text{rY} + \text{N}] = \text{rX}$, where $\text{N} \in [-2^{15}, 2^{15} - 1]$
loadrw rX rY	01101010 00000000 00000000 XXXXXXXY	sets $\text{rX} = \text{mem}[\text{rY}]$
storerw rX rY	01101011 00000000 00000000 XXXXXXXY	sets $\text{mem}[\text{rY}] = \text{rX}$

Marvin Emulator: The Python program `marvin.py` serves as an emulator for the Marvin machine. Here is the usage syntax for the program:

```

× ~/workspace/marvin
$ python3 marvin.py -h
usage: marvin [-h] [-v] [-d] filename

This program serves as an emulator for a register-based machine called Marvin (named
after the paranoid android character, Marvin, from The Hitchhiker's Guide to the
Galaxy by Douglas Adams). The design of the machine was inspired by that of the
Harvey Mudd Miniature Machine (HMMM) developed at Harvey Mudd College. The program
accepts a .marv file as input, assembles and simulates the instructions within, and
prints any output to stdout. Any input to the .marv program is via stdin. If the
optional -v argument is specified, the emulator prints the assembled instructions
to stdout before simulating them.

positional arguments:
  filename      input .marv file

options:

```

```
-h, --help      show this help message and exit
-v, --verbose   enable verbose output
-d, --debug     enable debug mode
$ -
```

Here is a sample Marvin program called `Countdown.marv` that accepts n (int) from standard input and writes to standard output a countdown from n to 0.

```
x Countdown.marv
# Accepts n (int) from standard input and writes a countdown from n to 0 to standard
# output.

0    read      r0          # read n
1    set0      r1          # zero = 0
2    jltn      r0 r1 6    # if n < zero jump to 6
3    write     r0          # write n
4    addn      r0 -1       # n = n - 1
5    jumpn    2            # jump to 2
6    halt      # halt the machine
```

Here is the output from running `Countdown.marv` using `marvin.py`, which is an emulator for the Marvin machine.

```
x ~/workspace/marvin
$ python3 marvin.py -v Countdown.marv
 0: 00000001 00000000 00000000 00000000
 1: 00000100 00000000 00000000 00000001
 2: 00011000 00000001 00000000 00000110
 3: 00000010 00000000 00000000 00000000
 4: 00000111 00000000 10000000 00000001
 5: 00001111 00000000 00000000 00000010
 6: 00000000 00000000 00000000 00000000
                                         0: read      r0
                                         1: set0      r1
                                         2: jltn      r0 r1 6
                                         3: write     r0
                                         4: addn      r0 -1
                                         5: jumpn    2
                                         6: halt

5
5
4
3
2
1
0
$ -
```