Machine Language

Building a Modern Computer From First Principles

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Where we are at:

- **H.L. Language & Operating Sys.** (Chapters 10 - 11)
- **Compiler**
- **Virtual Machine** (Chapters 7 - 8)
- **Assembler** (Chapter 6)
- **Computer Architecture** (Chapters 4 - 5)
- **Gate Logic** (Chapters 1 - 3)
- **Machine Language** (Chapters 4 - 5)
- **Hardware Platform**
- **Chips & Logic Gates**
- **Electrical Engineering**
- **Physics**

Abstract design:
- **Human Thought** (Chapters 9, 12)

Software hierarchy:
- **Assembly Language**
Machine language

Abstraction - implementation duality:

- Machine language (= instruction set) can be viewed as a programmer-oriented abstraction of the hardware platform.
- The hardware platform can be viewed as a physical means for realizing the machine language abstraction.

Another duality:

- Binary version
- Symbolic version

Loose definition:

- Machine language = an agreed-upon formalism for manipulating a memory using a processor and a set of registers.
- Same spirit but different syntax across different hardware platforms.
Binary and symbolic notation

Evolution:
- Physical coding
- Symbolic documentation
- Symbolic coding
- Translation and execution
- Requires a *translator.*

1010 0001 0010 1011
ADD R1, R2, R3

Jacquard loom
(1801)

Augusta Ada King,
Countess of Lovelace
(1815-1852)
Lecture plan

- Machine languages at a glance

- The Hack machine language:
  - Symbolic version
  - Binary version

- Perspective

(The assembler will be covered in lecture 6).
Typical machine language commands (a small sample)

// In what follows R1, R2, R3 are registers, PC is program counter, and addr is some value.

ADD R1, R2, R3  // R1 ← R2 + R3
ADDI R1, R2, addr  // R1 ← R2 + addr
AND R1, R1, R2  // R1 ← R1 and R2 (bit-wise)
JMP addr  // PC ← addr
JEQ R1, R2, addr  // IF R1 == R2 THEN PC ← addr ELSE PC++
LOAD R1, addr  // R1 ← RAM[addr]
STORE R1, addr  // RAM[addr] ← R1
NOP  // Do nothing

// Etc. - some 50-300 command variants
The Hack computer

A 16-bit machine consisting of the following elements:

Data memory: RAM - an addressable sequence of registers

Instruction memory: ROM - an addressable sequence of registers

Registers: D, A, M, where M stands for RAM[A]

Processing: ALU, capable of computing various functions

Program counter: PC, holding an address

Control: The ROM is loaded with a sequence of 16-bit instructions, one per memory location, beginning at address 0. Fetch-execute cycle: later

Instruction set: Two instructions: A-instruction, C-instruction.
The A-instruction

\[ \text{@value} \quad // \quad A \leftarrow \text{value} \]

Where \text{value} is either a number or a symbol referring to some number.

**Used for:**

- Entering a constant value \((A = \text{value})\)

- Selecting a RAM location \((\text{register} = \text{RAM}[A])\)

- Selecting a ROM location \((\text{PC} = A)\)

**Coding example:**

\[
\begin{align*}
@17 & \quad // \quad A = 17 \\
D & = A \quad // \quad D = 17
\end{align*}
\]

\[
\begin{align*}
@17 & \quad // \quad A = 17 \\
D & = M \quad // \quad D = \text{RAM}[17]
\end{align*}
\]

\[
\begin{align*}
@17 & \quad // \quad A = 17 \\
\text{JMP} & \quad // \quad \text{fetch the instruction} \\
& \quad // \quad \text{stored in ROM[17]}
\end{align*}
\]

Later
The C-instruction (first approximation)

\[
\begin{align*}
\text{dest} &= x + y \\
\text{dest} &= x - y \\
\text{dest} &= x \\
\text{dest} &= 0 \\
\text{dest} &= 1 \\
\text{dest} &= -1
\end{align*}
\]

Exercise: Implement the following tasks using Hack commands:

- Set D to A-1
- Set both A and D to A + 1
- Set D to 19
- Set both A and D to A + D
- Set RAM[5034] to D - 1
- Set RAM[53] to 171
- Add 1 to RAM[7], and store the result in D.

\[
\begin{align*}
x &= \{A, D, M\} \\
y &= \{A, D, M, 1\} \\
\text{dest} &= \{A, D, M, MD, A, AM, AD, AMD, null\}
\end{align*}
\]
**The C-instruction** (first approximation)

<table>
<thead>
<tr>
<th>dest $= x + y$</th>
</tr>
</thead>
<tbody>
<tr>
<td>dest $= x - y$</td>
</tr>
<tr>
<td>dest $= x$</td>
</tr>
<tr>
<td>dest $= 0$</td>
</tr>
<tr>
<td>dest $= 1$</td>
</tr>
<tr>
<td>dest $= -1$</td>
</tr>
</tbody>
</table>

Exercise: Implement the following tasks using Hack commands:

- sum $= 0$
- j $= j + 1$
- q $= \text{sum} + 12 - j$
- arr[3] $= -1$
- arr[j] $= 0$
- arr[j] $= 17$
- etc.

$x = \{A, D, M\}$

$y = \{A, D, M, 1\}$

dest $= \{A, D, M, MD, A, AM, AD, AMD, \text{null}\}$

Symbol table:

<table>
<thead>
<tr>
<th>j</th>
<th>3012</th>
</tr>
</thead>
<tbody>
<tr>
<td>sum</td>
<td>4500</td>
</tr>
<tr>
<td>q</td>
<td>3812</td>
</tr>
<tr>
<td>arr</td>
<td>20561</td>
</tr>
</tbody>
</table>

(All symbols and values are arbitrary examples)
In the Hack architecture:

- **ROM** = instruction memory
- **Program** = sequence of 16-bit numbers, starting at **ROM[0]**
- **Current instruction** = **ROM[PC]**
- **To select instruction** \( n \) **from the ROM**, we set \( A \) to \( n \), using the instruction \( @n \)
Exercise: Implement the following tasks using Hack commands:

- goto 50
- if D==0 goto 112
- if D<9 goto 507
- if RAM[12] > 0 goto 50
- if sum>0 goto END
- if x[i]<=0 goto NEXT.

Hack commands:

A-command: @value  // set A to value

C-command: dest = comp; jump  // dest = and ;jump  // are optional

Where:

\[ \text{comp} = 0, 1, -1, D, A, !D, !A, -D, -A, D+1, \]
\[ D|A, M, !M, -M, M+1, M-1, D+M, D-M, \]
\[ M-D, D&M, D|M \]

\[ \text{dest} = M, D, MD, A, AM, AD, AMD, \text{or null} \]
\[ \text{jump} = JGT, JEQ, JGE, JLT, JNE, JLE, JMP, \text{or null} \]

In the command dest = comp; jump, the jump materializes if (comp jump 0) is true. For example, in D=D+1,JLT, we jump if D+1 < 0.

Symbol table:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>sum</td>
<td>2200</td>
</tr>
<tr>
<td>x</td>
<td>4000</td>
</tr>
<tr>
<td>i</td>
<td>6151</td>
</tr>
<tr>
<td>END</td>
<td>50</td>
</tr>
<tr>
<td>NEXT</td>
<td>120</td>
</tr>
</tbody>
</table>

(All symbols and values in are arbitrary examples)

Hack convention:

- True is represented by -1
- False is represented by 0
IF logic – Hack style

**High level:**

```plaintext
if condition {
    code block 1
} else {
    code block 2
} code block 3
```

**Hack convention:**

- True is represented by -1
- False is represented by 0

**Hack:**

```plaintext
D \leftarrow \text{not condition}
@IF\_TRUE
D;JEQ
code block 2
@END
0;JMP
(IF\_TRUE)
code block 1
(END)
code block 3
```
WHILE logic – Hack style

High level:

while condition {
    code block 1
}
Code block 2

Hack:

(LOOP)
    D ← not condition
@END
    D; JEQ
    code block 1
@LOOP
    0; JMP
(END)
    code block 2

Hack convention:

- True is represented by -1
- False is represented by 0
In the Hack architecture, the A register addresses both the RAM and the ROM, simultaneously. Therefore:

- Command pairs like @addr followed by D=M;someJumpDirective make no sense.
- Best practice: in well-written Hack programs, a C-instruction should contain
  - either a reference to M, or
  - a jump directive, but not both.
Complete program example

C language code:

```
// Adds 1+...+100.
int i = 1;
int sum = 0;
while (i <= 100) {
    sum += i;
    i++;
}
```

Hack assembly code:

```
// Adds 1+...+100.
@i    // i refers to some RAM location
M=1   // i=1
@sum  // sum refers to some RAM location
M=0   // sum=0
(LOOP)
    @i
    D=M   // D = i
    @100
    D=D-A  // D = i - 100
    @END
    D;JGT // If (i-100) > 0 goto END
    @i
    D=M   // D = i
    @sum
    M=D+M  // sum += i
    @i
    M=M+1  // i++
    @LOOP
    0;JMP  // Got LOOP
(END)
    @END
    0;JMP  // Infinite loop
```

Hack assembly convention:

- Variables: lower-case
- Labels: upper-case
- Commands: upper-case

Demo CPU emulator
Symbols in Hack assembly programs

Symbols created by Hack programmers and code generators:

- **Label symbols**: Used to label destinations of goto commands. Declared by the pseudo command *(xxx)*. This directive defines the symbol *xxx* to refer to the instruction memory location holding the next command in the program (within the program, *xxx* is called “label”)

- **Variable symbols**: Any user-defined symbol *xxx* appearing in an assembly program that is not defined elsewhere using the *(xxx)* directive is treated as a variable, and is “automatically” assigned a unique RAM address, starting at RAM address 16

  By convention, Hack programmers use lower-case and upper-case letters for variable names and labels, respectively.

Predefined symbols:

- **I/O pointers**: The symbols SCREEN and KBD are “automatically” predefined to refer to RAM addresses 16384 and 24576, respectively (base addresses of the Hack platform’s screen and keyboard memory maps)

- **Virtual registers**: covered in future lectures.

- **VM control registers**: covered in future lectures.

Q: Who does all the “automatic” assignments of symbols to RAM addresses?

A: The assembler, which is the program that translates symbolic Hack programs into binary Hack program. As part of the translation process, the symbols are resolved to RAM addresses. (more about this in future lectures)
Perspective

- Hack is a simple machine language

- User friendly syntax: \texttt{D=D+A} instead of \texttt{ADD D, D, A}

- Hack is a "\(\frac{1}{2}\)-address machine": any operation that needs to operate on the RAM must be specified using two commands: an \texttt{A}-command to address the RAM, and a subsequent \texttt{C}-command to operate on it

- A Macro-language can be easily developed

- A Hack assembler is needed and will be discussed and developed later in the course.