Today’s topics

Machine Architecture
More Low-level Programming

Upcoming
Language Translation (G.I. Chapter 9)

Reading
Great Ideas, Chapters 8

Programming Loops

- Now use new instructions to do the equivalent of while
- We noted that syntax for if and while were same
  - Assembler code surprisingly similar for these two
  - Major addition is the update
  - Also need to jump back to beginning of loop
- Demonstrate with code equivalent to:

```java
limit = 0;
sum = 0;
x = a.getInt();
while (limit < x)
{
    sum = (sum + x);
x = a.getInt();
}
b.setInt(sum);
```

Another looping example

- Calculate N! (N factorial) but do it with a loop this time
- Code is equivalent to the following Java:

```java
n = a.getInt();
i = 1;
fact = 1;
while (i < n+1)
{
    fact = (fact * i);
i = (i + 1);
}
b.setInt(fact);
```

summer.as

```
0  copy ax, #C0
1  copy limit, ax
2  copy ax, #C0
3  copy sum, ax
4  in ax
5  copy x, ax
6  #L0 copy ax, limit
7  cmp ax, x
8  jnb #L1
9  copy ax, sum
10 add ax, x
11 copy sum, ax
12 in ax
13 copy x, ax
14 jmp #L0
15 #L1 copy ax, sum
16 out ax
```

Notes:
- #L0=6
- #L1=15
**fact.as**

```
1  in    ax
2  copy n, ax
3  copy ax, #C1
4  copy i, ax
5  copy fact, ax
6  #L0 copy ax, n
7  add ax, #C1
8  copy E0, ax
9  copy ax, i
10 jmp #L1
11  jnb #L1
12 copy ax, fact
13 mult ax, i
14 copy fact, ax
15 copy ax, i
16 add ax, #cl
17 copy i, ax
18 jmp #L0
19 #L1 copy ax, fact
20 out ax
21 halt
```

**Notes:**
- #L0=6
- #L1=19

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**Assembler Programming Notes**

- Note that previous program added the `mul` instruction
  - Most hardware has standard arithmetic support
  - Historically not the case
- The best way to follow such a program is by tracing
  - See trace for `fact.as` program on web page
- Writing assembler programs from scratch
  - Not that hard
  - Can get quite used to working at this level
  - Was done for efficiency reasons
    - Could do better than automatic translation (e.g., compiler)
  - However, remember 15 lines of code a day
    - This figure is language independent!
    - Compilers have gotten better than the average programmer

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**Handling List or Arrays**

- Need extra hardware to do this well
  - Have registers that point to the list/array
  - Increment these registers to step through list/array
- Can be done with our limited hardware
  - Involves having the program modify itself
  - Not hard to write
  - Errors in such self-modifying code very hard to find!
- Additional Features Desired (minimal upgrade)
  - Need for more registers
  - Handling function/method calls
    - Need to “remember” where you came from
    - Jump to statement after that when done

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**Modern Hardware**

- Memory Size
  - PC's often have gigabyte of memory now
  - What does this do to the size of the instruction?
- Lots of Registers
  - It is not unusual to have 32 accumulators
  - What does this do to the size of the instruction?
- Memory Hierarchy
  1. Registers
  2. Cache Memory
  3. Main Memory
  4. Disk (virtual memory)
  5. Offline storage (tapes, CDROMs, DVDs, etc.)