

CprE 281: Digital Logic

Instructor: Alexander Stoytchev

<http://www.ece.iastate.edu/~alexs/classes/>

Register Machines

CprE 281: Digital Logic
Iowa State University, Ames, IA
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Administrative Stuff

- **Final Project (7% of your grade)**
- **This is due next week (during your lab)**
- **What to submit**
 - **instructions are posted on the class web page**

Administrative Stuff

- **Homework 12 is due on Monday**
- **Last homework for the semester!**

Reading Material for Today

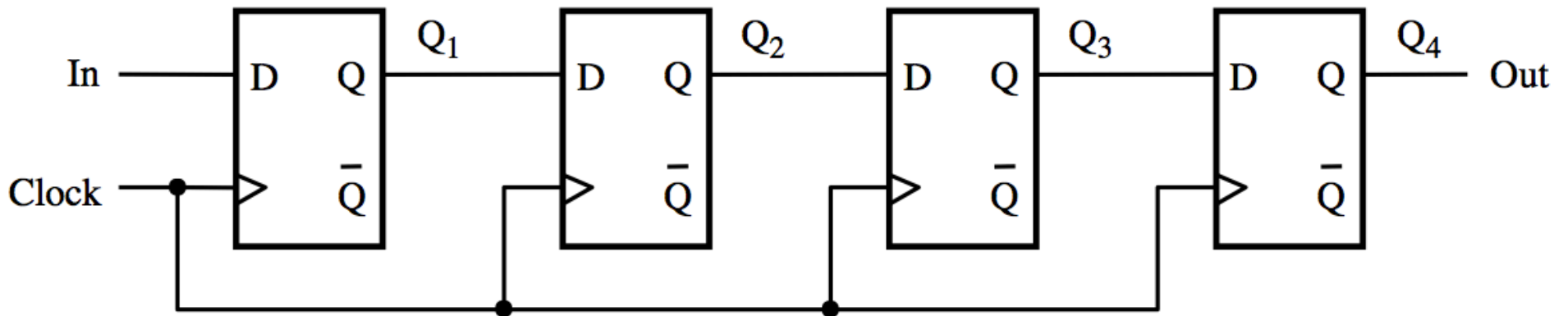
- **“The Seven Secrets of Computer Power Revealed” by Daniel Dennett.**
- **This is Chapter 24 in his latest book “Intuition Pumps and Other Tools for Thinking”, 2013**

Reading Material for Today

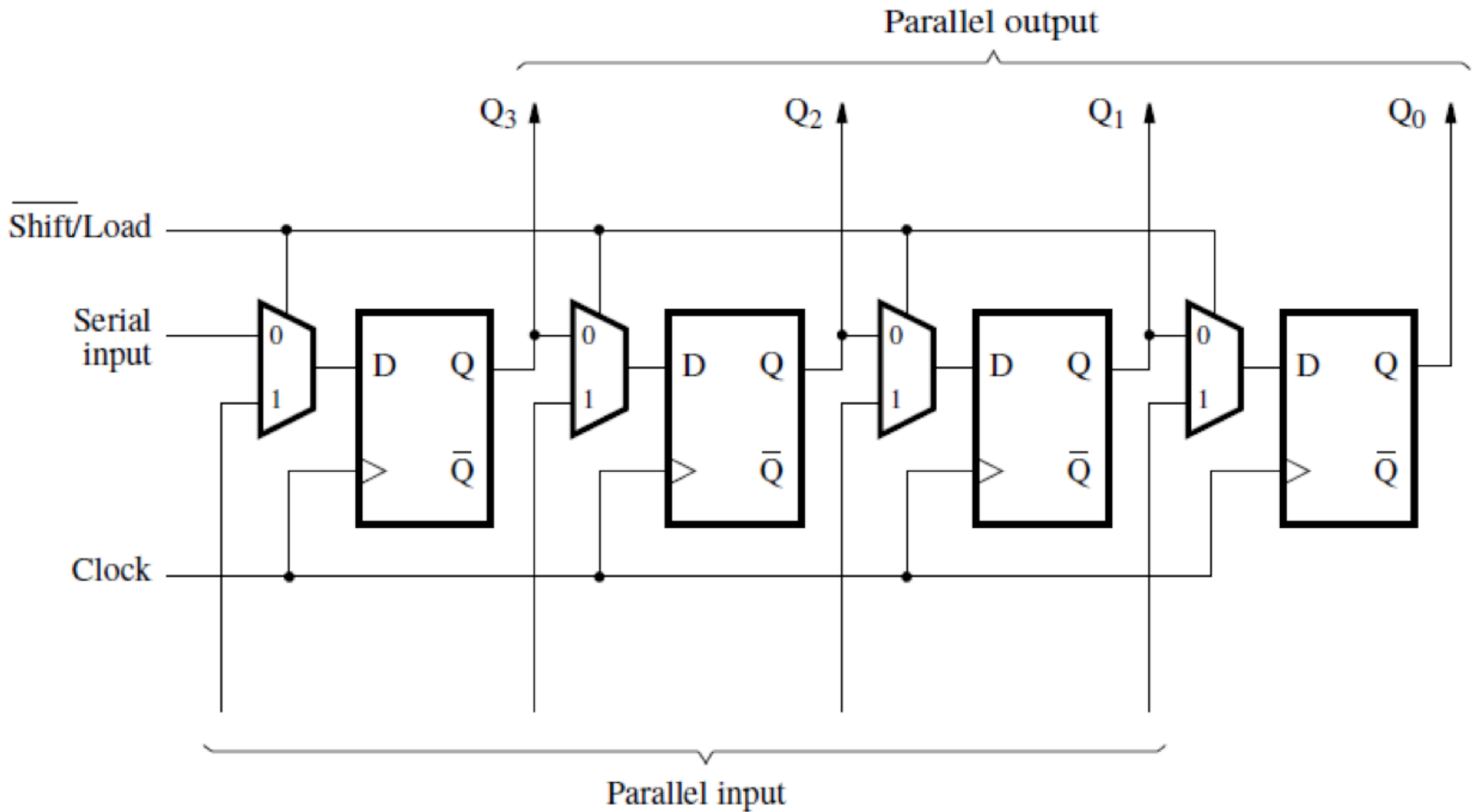
- **“The Seven Secrets of Computer Power Revealed” by Daniel Dennett.**
- **This is Chapter 24 in his latest book “Intuition Pumps and Other Tools for Thinking”, 2013**
- **Chapter 24 in reverse is: 42!**

What is a register?

What is a register?

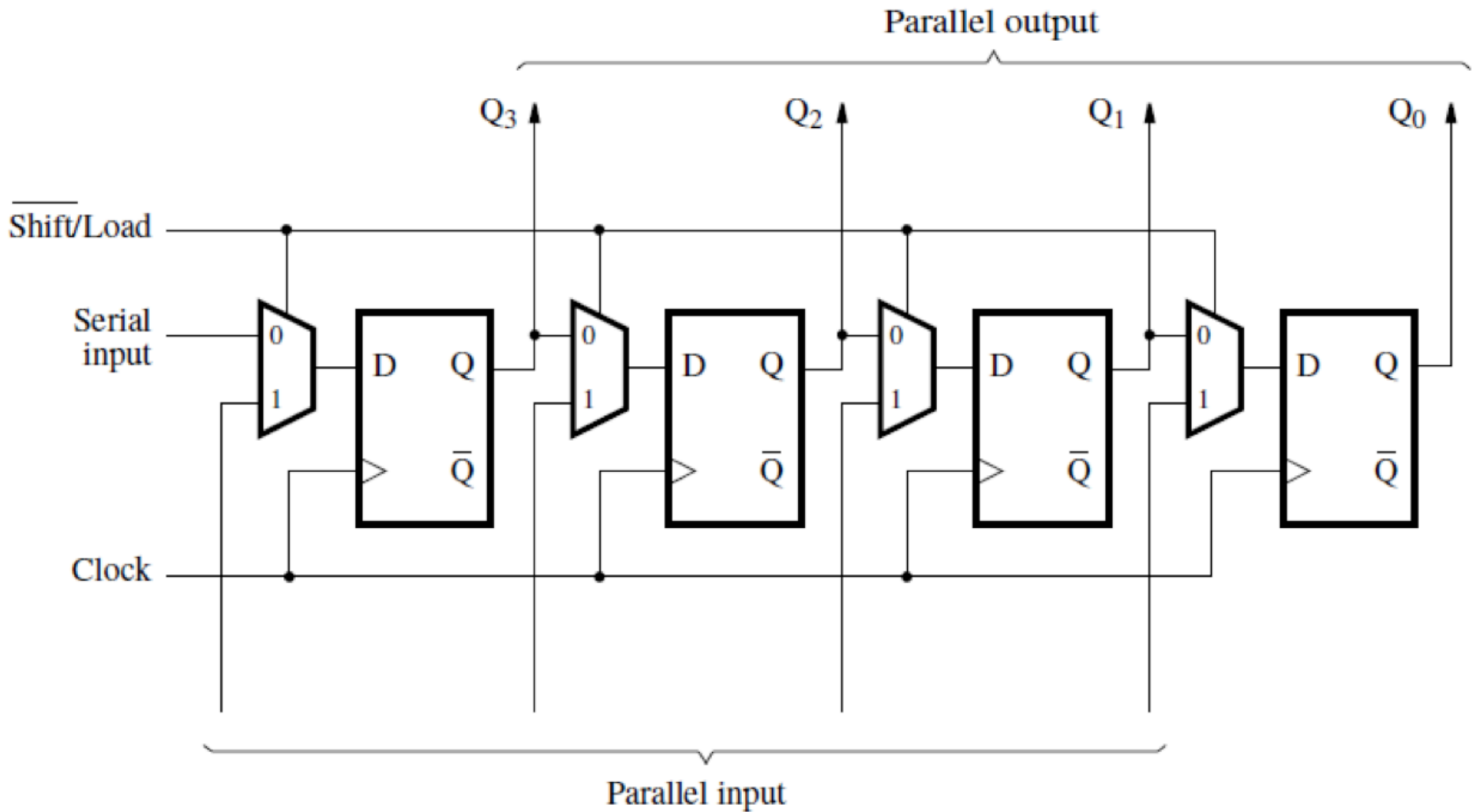


What is a register?



[Figure 5.18 from the textbook]

What can be stored in this register?



[Figure 5.18 from the textbook]

We Need a Simpler Abstraction

What is a register?

What is a register?



What can be stored in this register?



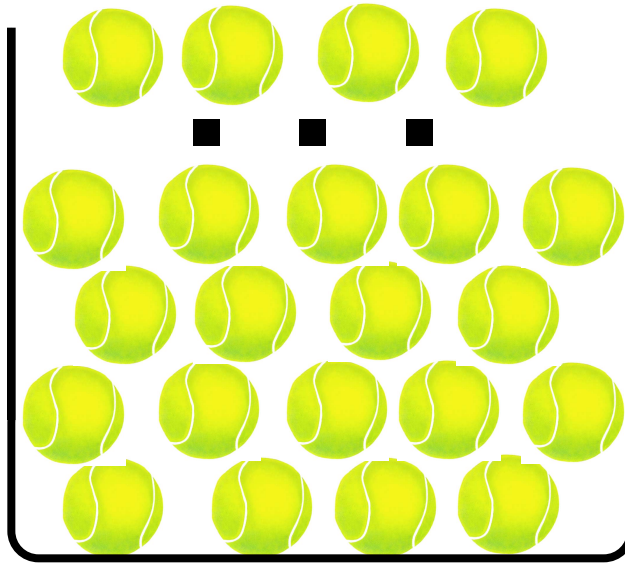
What can be stored in this register?



How many balls can be stored?



How many balls can be stored?



Infinitely Many

What is a register machine?

What is a register machine?



What is a register machine?



The registers are numbered

What is a register machine?



The registers are numbered and each could store a different number of balls.

Things to Notice

- **There could be many registers, not just three, as long as they are finitely many.**
- **The address of each register is an integer.**
- **Each register stores an integer number of balls.**
- **Storing 3.14 balls in a register is not possible.**

**In addition to the registers
there is also a processing unit**

In addition to the registers there is also a processing unit

- **It operates on the registers by changing their contents**
- **The operations are ordered sequentially and given a number (just like line numbers in BASIC)**
- **There are only three possible operations**
 - **Increment a register and go to another step**
 - **Decrement a register and go to another step**
 - **End**

Two Basic Operations

(that can be performed on a register)

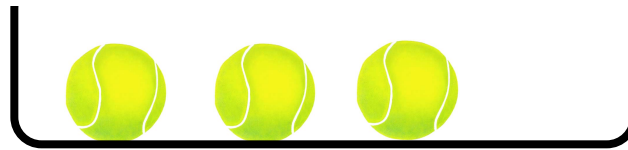
- **Increment the contents of a register by 1**
- **Decrement the contents of a register by 1**
- **In both cases the address of the register must be given**

Incrementing a Register



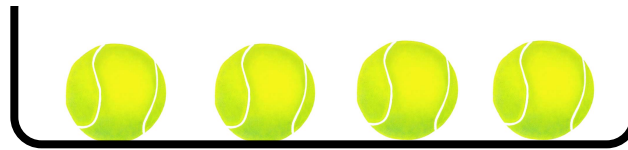
Register 5

Incrementing a Register



Register 5

Incrementing a Register



Register 5

Decrementing a Register



Register 3

Decrementing a Register



Register 3

Decrementing a Register



Register 3

Decrementing a Register



Register 3

Decrementing a Register

This is our if statement



Register 3

Sample Program:

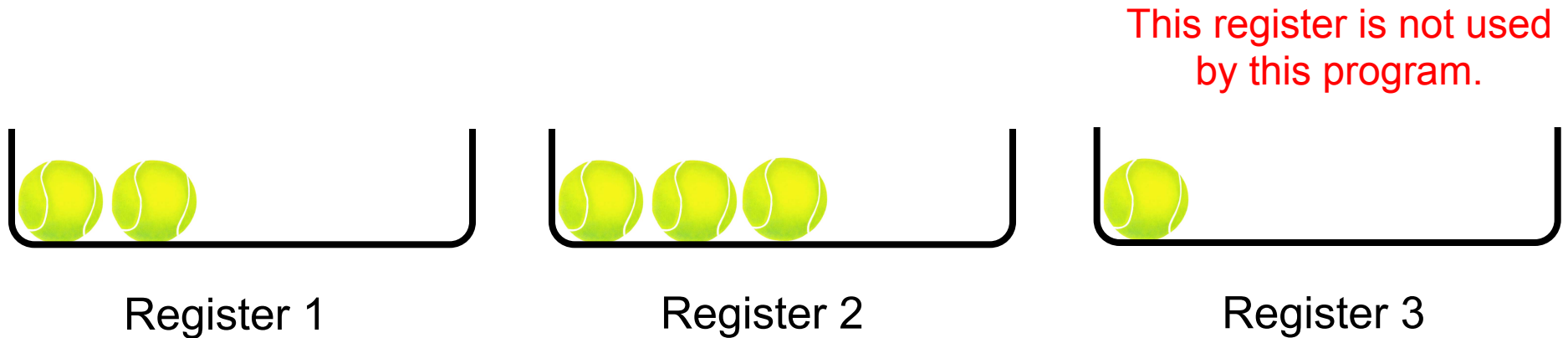
Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Sample Program:

Add the contents of register 1 to the contents of register 2



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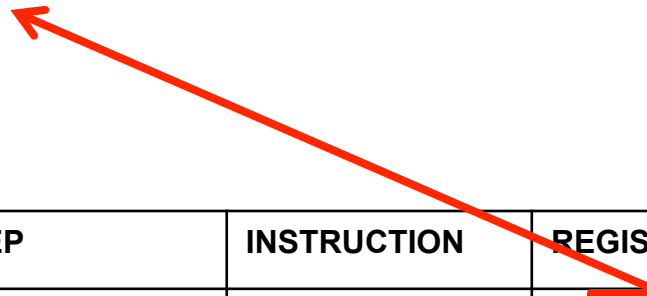
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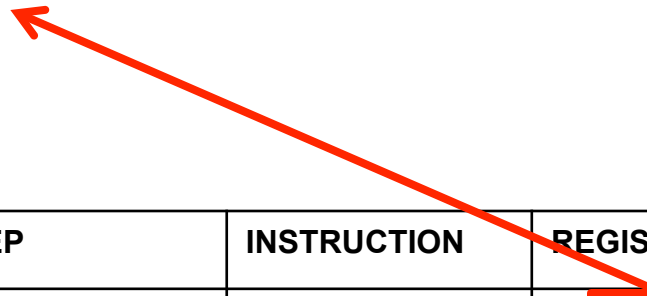


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Sample Program:

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⇒

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A red arrow points to the first row of the table. A red arrow also points from the circled '2' in the 'GO TO STEP' column of the first row to the '2.' in the 'STEP' column of the second row.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
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STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points from the 'REGISTER' column of step 2 to Register 2 in the diagram above. Another red arrow points to the left of step 2 in the table.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

→

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STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points from the right side of the table to the first row. A red arrow points from the left side of the table to the second row. A red circle highlights the number '1' in the 'GO TO STEP' column of the second row.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Sample Program:

Add the contents of register 1 to the contents of register 2



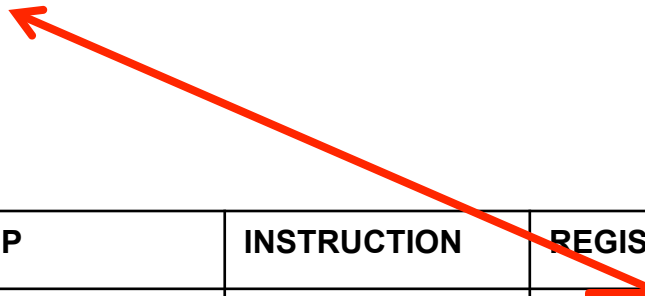
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1.	Deb	1	2	3
2.	Inc	2	1	
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1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

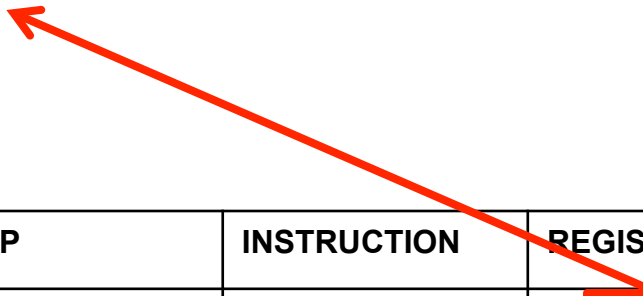


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1.	Deb	1	2	3
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STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
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STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
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1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points from the 'REGISTER' column of step 2 to Register 2 in the diagram above. Another red arrow points to the first cell of the table.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points from the 'REGISTER' column of step 2 to Register 2 in the diagram above. Another red arrow points to the left of the first row of the table.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points to the first column of the table.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points from the right side of the table to the first row. A red arrow points from the left side of the table to the second row. The number '1' in the 'GO TO STEP' column of the second row is circled in red.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Sample Program:

Add the contents of register 1 to the contents of register 2



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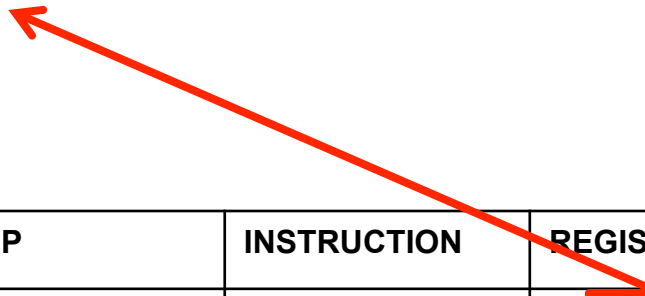
STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
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Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
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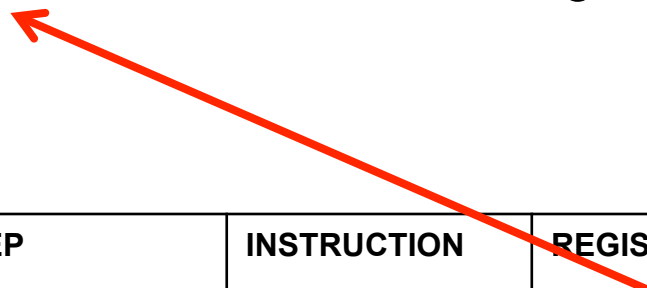


Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
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Sample Program:

Add the contents of register 1 to the contents of register 2



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1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

A red arrow points to the first step (1.) from the left. A red arrow points from the circled '3' in the [BRANCH TO STEP] column of step 1 to the '3.' in the STEP column of step 3.

Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			



Sample Program:

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Same program, different initial conditions

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Some Questions

- **Where do the balls that are deleted go?**
- **Where do the balls that are added come from?**

Same program, different initial conditions

Add the contents of register 1 to the contents of register 2



STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	1	2	3
2.	Inc	2	1	
3.	End			

Another Program:

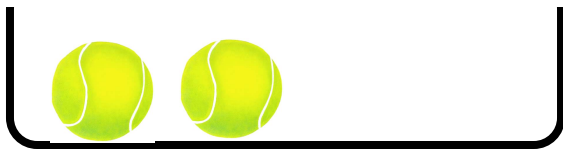
Move the contents of register 2 to register 3



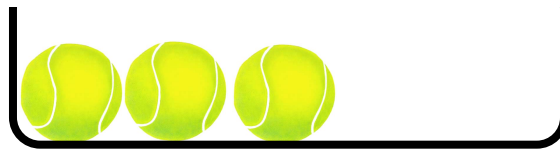
STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	3	1	2
2.	Deb	2	3	4
3.	Inc	3	2	
4.	End			

Yet Another Program:

Copy the contents of register 1 to register 3



Register 1



Register 2



Register 3

STEP	INSTRUCTION	REGISTER	GO TO STEP	[BRANCH TO STEP]
1.	Deb	3	1	2
2.	Deb	2	2	3
3.	Deb	1	4	6
4.	Inc	3	5	
5.	Inc	2	3	
6.	Deb	2	7	8
7.	Inc	1	6	
8.	End			

RodRego

You can download a register machine emulator from:

<http://sites.tufts.edu/rodrego/>

It works on both Macs and PCs. It's pretty cool.

This web link is also in the book chapter.

What are the seven secrets?

Secret #1

Competence Without Comprehension - the register machine can do perfect arithmetic without having to comprehend what it is doing

Secret #2

What a number in a register stands for depends on the program that we have composed.

Secret #3

Since the number in a register machine can stand for anything, this means that the register machine can, in principle, be designed to “notice” anything, to “discriminate any pattern or feature that can be associated with a number – or a number of numbers.

Secret #4

Since a number can stand for anything, a number can stand for an instruction or an address.

Secret #5

All possible programs can be given a unique number as a name, which can then be treated as a list of instructions to be executed by a Universal machine.

Secret #6

All the improvements in computers since Turing invented his imaginary paper-tape machine are simply ways of making them faster.

Secret #7

There are no more secrets.

What about real computers?

- Do they really work in this way?

Questions?

THE END