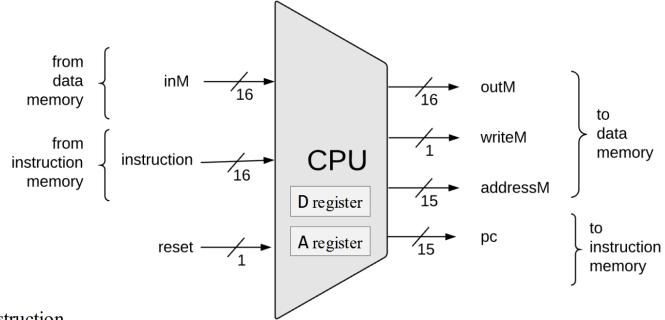
Agenda

CPU review and design

- Understanding CPU inputs/outputs
- Connecting machine code to control signals

NOTE: With slides from nand2tetris.org

Review CPU: Abstraction



Instruction examples:

```
// D = RAM[5] + 1
@5
DM=M+1
...
// goto 200
@200
@3 JMP
...
```

1. Executes the current instruction:

If it's an A-instruction (@xxx), sets the A register to xxx

Else (C-instruction):

- Computes the ALU function specified by the instruction (on the values of A, D, inM)
- Puts the ALU output in A, D, outM, as specified by the instruction
- If the instruction writes to M, sets addressM to A and asserts writeM

CPU State:

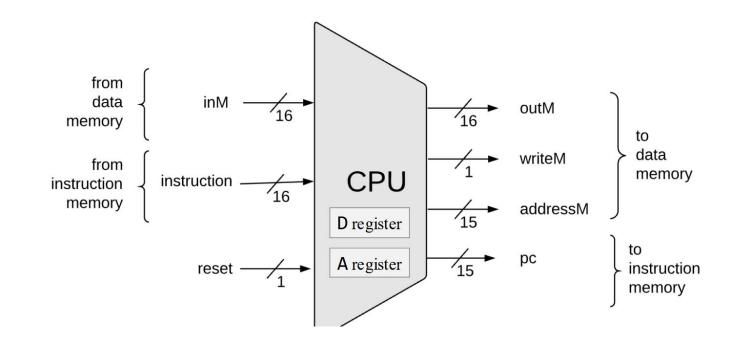
- D = 0x13
- A = 0x4
- PC = 0x3

Inputs:

- inM = 0x34
- instruction: @9
- reset = 0

Outputs/New State:

- outM =
- writeM =
- address =
- D =
- A =
- PC =



TODO: Change the value of A to 8 (not 0x4)

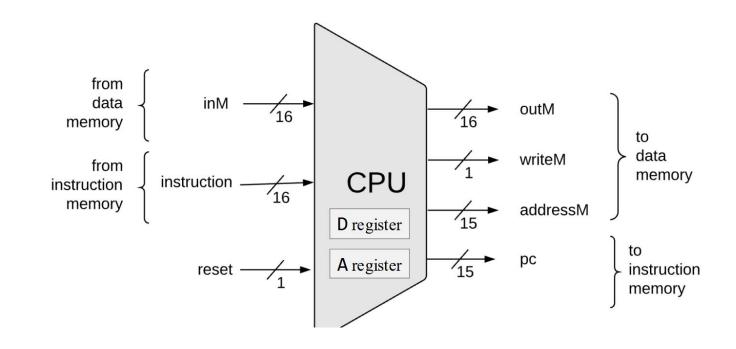
CPU State:

- D = 0x13
- A = 0x4
- PC = 0x3

Inputs:

- inM = 0x34
- instruction: D;JMP
- reset = 0

- outM =
- writeM =
- address =
- D =
- A =
- PC =



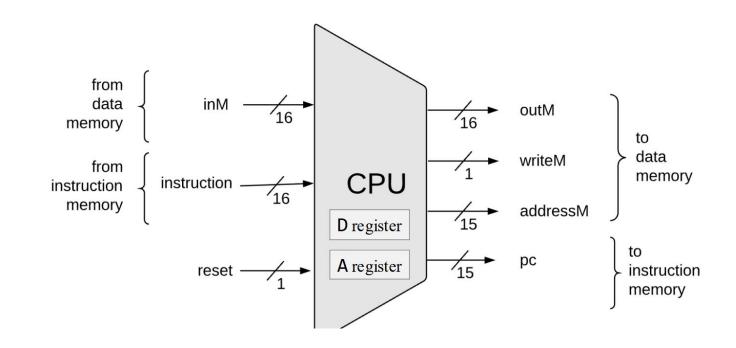
CPU State:

- D = 0x13
- A = 0x4
- PC = 0x3

Inputs:

- inM = 0x34
- instruction: D=M
- reset = 0

- outM =
- writeM =
- address =
- D =
- A =
- PC =



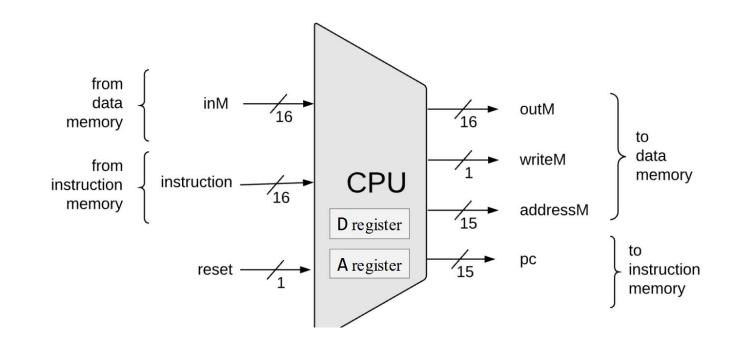
CPU State:

- D = 0x13
- A = 0x4
- PC = 0x3

Inputs:

- inM = 0x34
- instruction: M=M+1
- reset = 0

- outM =
- writeM =
- address =
- D =
- A =
- PC =



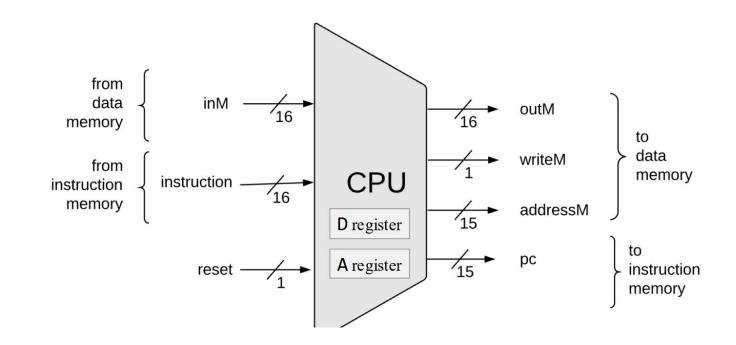
CPU State:

- D = 0x13
- A = 0x4
- PC = 0x3

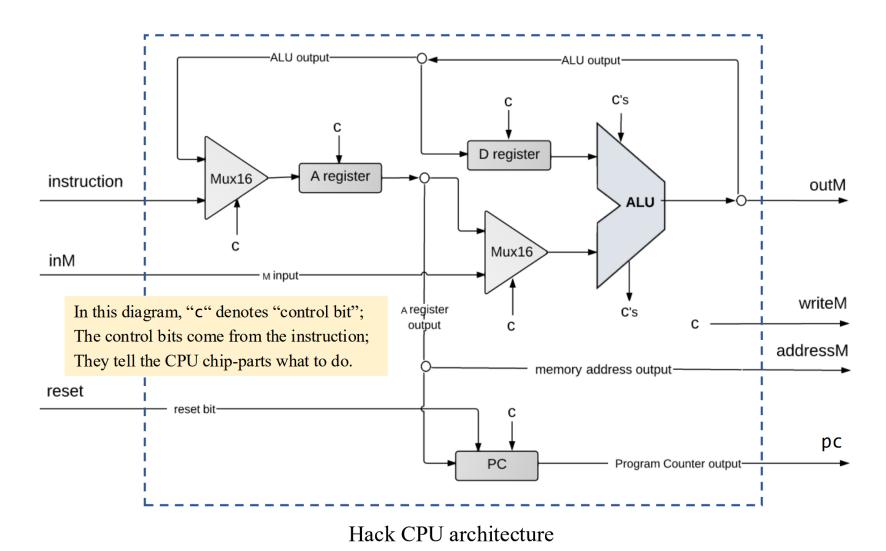
Inputs:

- inM = 0x34
- instruction: D=A
- reset = 0

- outM =
- writeM =
- address =
- D =
- A =
- PC =



Recall: Hack CPU architecture









1	1	1	1	1	1	0	1	1	1	0	0	1	0	0	0

|--|