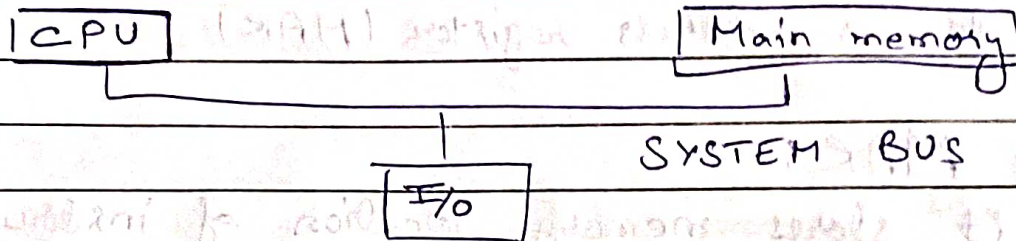


Computer Organisation

ALU → arithmetic & logic
CU → generates central & timing signals.
registers:—



Basic Terminology:

CU → a control unit handles all instruction or processor control system and generates control and timing signals.

It directs all i/p or o/p flow, fetches the data for instruction & controlling how data moves around the system.

ALU:

part of CPU that handles all the calculation.

REGISTERS:

~~It is~~

1) ACCUMULATOR:

it stores results of calculation made by ALU.

ii) PROGRAM COUNTER (PC)

→ it keep track of the memory location of next instruction to be dealt with.

→ PC then passes next address to Memory address register (MAR)

iii) MAR:

it stores memory location of instructions that need to be fetched from memory or stored memory.

iii) MVR:

it stores the instruction fetched from memory or any data that is to be transferred to and stored in memory.

iv) IR or CIR

(Instruction or Current instruction register)

it stores the most recently fetched instruction while it is waiting to be coded and executed.

BUSES:

Data is transmitted from one part of the computer to another connectivity connecting all the major internal components to the CPU & memory by means of buses.

i) Address bus

- it carries the address of data which b/w memory & processor.
- Unidirectional bus.

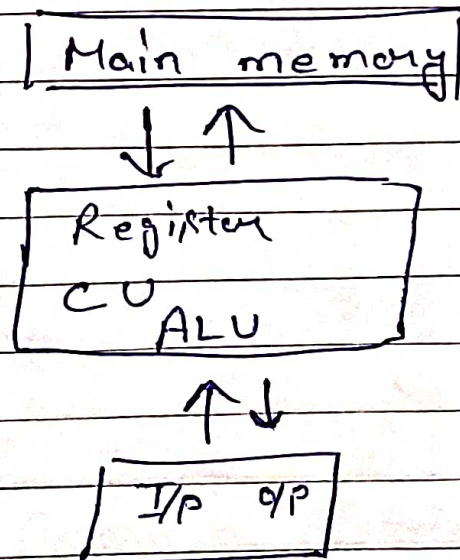
ii) Data bus

- it carries the data among the memory unit, the i/p o/p devices & the processor.
- bidirectional

iii) Control bus

- carries control commands.
- Bidirectional.

VON Neumann architecture



CHARACTER CODES

BCD

↳ binary coded decimal

→ when using binary numbers for higher decimal nos., it becomes long chain of zero & one

→ To avoid this diff BCD codes are used to represent decimal nos.

→ 8421 BCD code is very common method to represent decimal no.

→ other BCD codes are 5421, 5311 etc.

→ in BCD code each decimal no. is represented by 4 bit code.

Q) (539) in BCD

↓
5 3 9
(0101 0011 1001)
BCD

Q) (764)

(0111 0110 0100) = (764)₁₀
BCD

ASCII

↳ American Standard code for Information interchange

→ it is character encoding standard for electronic communication.

→ it represent text in computers, Telecommunication equipment and other devices.

~~100~~ a → 97, z → 122

→ it uses 7 bit to represent a character.

EBCDIC

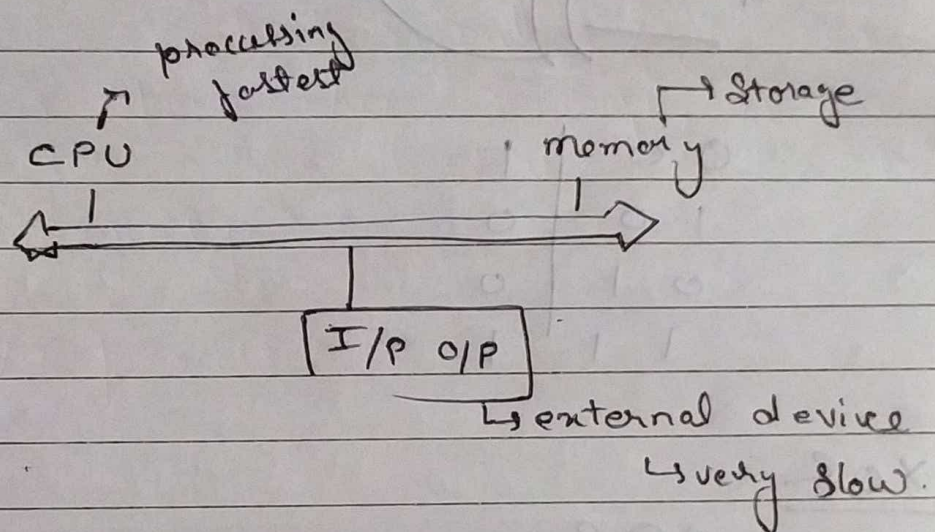
↳ extended binary code decimal interchange code

→ 128 bit character encoding.

→ A → 11000001 → 153

SYSTEM BUS

- Bus is a communication channel used w/ different model to provide communication.
- The bus used to provide communication b/w CPU, memory & I/P o/p component is called SYSTEM BUS



Advantage of System bus!

- i) Shared transmission media

disadvantage:

- i) only 1 transmission at a time

* Address line:

- these lines are used to carry the address towards memory & i/p o/p
- Unidirectional

→ based on the no. of lines we can determine the capacity of memory system.

eg. 8085 contains 16 address lines hence memory capacity is 2^{16} or 64K

8086 contains 20 address lines, memory capacity is 2^{20}

* DATA Lines:

→ these lines are used to carry the binary sequence b/w CPU and memory and I/O

→ Bidirectional

→ Based on no. of data lines we can determine the word length of processor

Based on word length we can determine performance of a processor.

eg 8085 contains 8 data lines, so the word length of processor is 8 bit.

8086 → 16 data lines, so word length = 16 bit

* CONTROL LINES:

→ used to carry control signal & timing signal.

→ Control Signal indicates types of operation

→ timing signal used to Synchronise memory
 & i/p o/p signal operation with
 processor clock.

→ When there are Common bus,
 common control signal & common
 address space b/w memory, i/p o/p,
 processor then there is the possibility
 of ambiguity.

i) I/P O/P processor

	Common bus	Common Control Signal	Common address Space
I/P O/P processor	X	✓	✓
Isolated I/O	✓	X	✓
Memory periphery I/O	✓	✓	X

→ introducing additional bus is expensive
 operation so, this configuration is
 used in high performance computing.

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Date:

(memory load)

2) isolate i/p o/p:

Different
control signal

→ Memory based

MEMRD (Load)

→ MEMWR (store)
(mem. write)

→ I/O

→ IORD (IN)

based → IOWR (OUT)

→ 8082, 8086 contains isolated I/O configuration