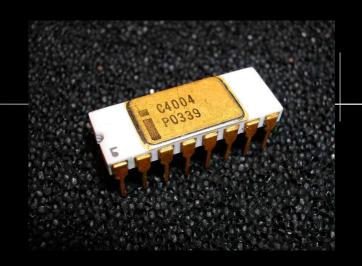
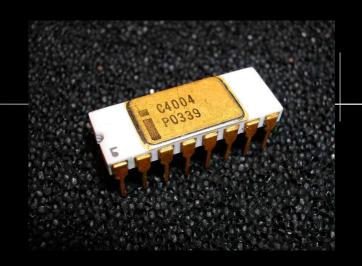
Microprocessors

Wis0027@vsb.cz



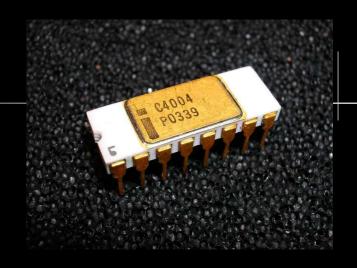
- Microprocessor =
 - Processor

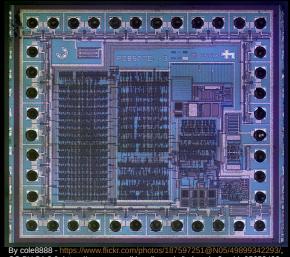


C4004 20339

- Microprocessor =
 - Processor
 - On a microchip

- Microprocessor =
 - Processor
 - On a microchip (A single integrated circuit)

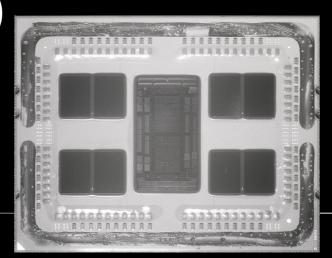




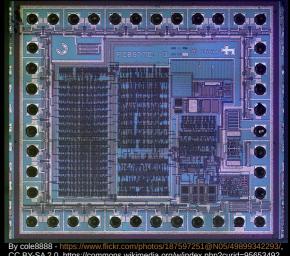
- Microprocessor =
 - Processor
 - On a microchip

(A single integrated circuit)

(or multiple)







- Stuff in binary
 - -10111011100011101010111001000010

- Stuff in binary
 - -10111011100011101010111001000010
 - Digital

- Stuff in binary
 - -10111011100011101010111001000010
 - Digital
 - Why?
 - Easy to distinguish

C4004 P0339

- Stuff in binary
 - -10111011100011101010111001000010
 - Digital
 - Why?
 - Easy to distinguish
 - Off/On ~0V/XV

Input/Output



- Input/Output
 - Into memory



- Input/Output
 - Into memory
- Logic

- Input/Output
 - Into memory
- Logic
 - Combinational

- Input/Output
 - Into memory
- Logic
 - Combinational
 - Sequential → clock

Operations

- Operations
 - Arithmetic

- Operations
 - Arithmetic (+, -, *, /,...)

- Operations
 - Arithmetic (+, -, *, /,...)
 - Logic

Operations

- Arithmetic (+, -, *, /,...)
- Logic (>, <, =,...)

Operations

- Arithmetic (+, -, *, /,...)
- Logic (>, <, =,...)
- Control (input, output,...)

- Operations
 - Arithmetic (+, -, *, /,...)
 - Logic (>, <, =,...)
 - Control (input, output,...)
- Process instructions

$$3x^2 + 6x - 15 = 0$$

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• Find a common divisor (3)

$$3x^2 + 6x - 15 = 0$$

- Find a common divisor (3)
- Divide members by it $x^2 + 2x 5 = 0$

$$x^2 + 2x - 5 = 0$$

$$3x^2 + 6x - 15 = 0$$

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$$x^2 + 2x - 5 = 0$$

Calculate the discriminant D so that

$$D = \sqrt{b^2 - 4ac}$$
 Where $ax^2 + bx + c = 0$

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D = 24

• If $D \ge 0$, solve for x1, x2

$$x_1 = \frac{-b + \sqrt{D}}{2a} \quad x_2 = \frac{-b - \sqrt{D}}{2a}$$

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$$x_1 = \frac{-b + \sqrt{D}}{2a}$$
 $x_2 = \frac{-b - \sqrt{D}}{2a}$ $x_1 = \sqrt{6} - 1$ $x_2 = -\sqrt{6} - 1$

$$x_2 = \frac{-b - \sqrt{D}}{2a}$$

$$x_1 = \sqrt{6} - 1$$

$$x_2 = -\sqrt{6} - 1$$

$$3x^2 + 6x - 15 = 0$$

• For our microprocessor?

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...

$$3x^2 + 6x - 15 = 0$$

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 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



0

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
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 @3, Load @1, Mult @1, Sub @3, ...



3

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



12

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



-180

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



-180

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



6

$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



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$$3x^2 + 6x - 15 = 0$$

- For our microprocessor?
 - Stupid, good at math
- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...



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Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...

- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...
- Load @= 0, Mult # = 1, Mult @ = 2, Store @ = 3, Sub @ = 4,...

- Load @0, Mult #4, Mult @2, Store
 @3, Load @1, Mult @1, Sub @3, ...
- Load @= 0, Mult # = 1, Mult @ = 2, Store @ = 3, Sub @ = 4,...
- 0 0 1 4 2 2 3 3 0 1 2 1 4 3,...

- 0 0 1 4 2 2 3 3 0 1 2 1 4 3,...
 - Numbers

- 0 0 1 4 2 2 3 3 0 1 2 1 4 3,...
 - Numbers
 - Can be stored in memory

- 0 0 1 4 2 2 3 3 0 1 2 1 4 3,...
 - Numbers
 - Can be stored in memory
- Program counter

- 0 0 1 4 2 2 3 3 0 1 2 1 4 3,...
 - Numbers
 - Can be stored in memory
- Program counter



- 0 0 1 4 2 2 3 3 0 1 2 1 4 3,...
 - Numbers
 - Can be stored in memory
- Program counter
 - Incremented, Jump, Branch



Fetch instruction

- Fetch instruction
- Decode it

- Fetch instruction
- Decode it
- Execute it

- Fetch instruction
- Decode it
- Execute it

Control unit

- Fetch instruction
- Decode it
- Execute it

ALU

Control unit

Pipelining

- Pipelining
- Branch Prediction

- Pipelining
- Branch Prediction
- Architecture

- Pipelining
- Branch Prediction
- Architecture
- Multi-threading, Multi-core

- Pipelining
- Branch Prediction
- Architecture
- Multi-threading, Multi-core
- Caching

The end

Questions?

The end