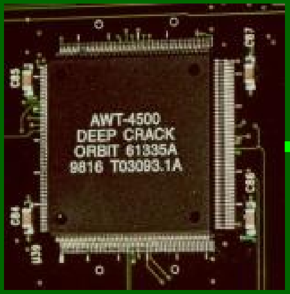
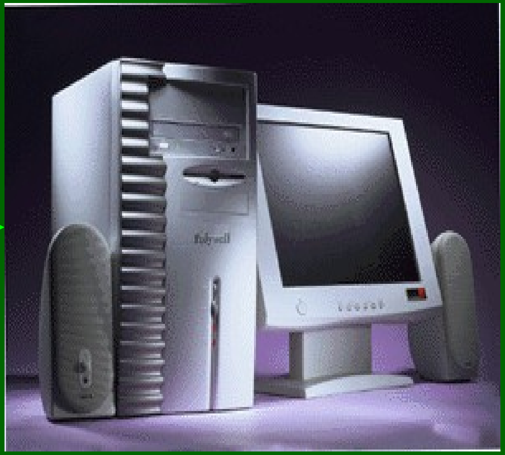
The Von Neumann Architecture

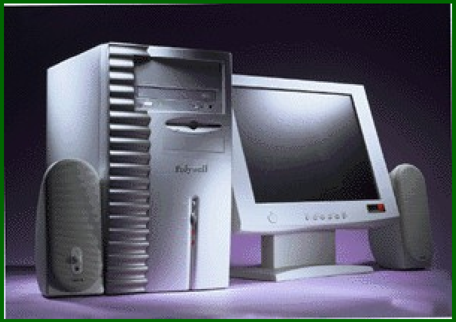
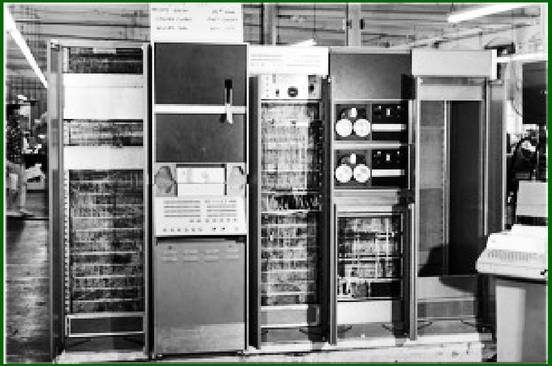


Von Neumann Architecture



Designing Computers

- All computers more or less based on the same basic design, the Von Neumann Architecture!

The Von Neumann Architecture

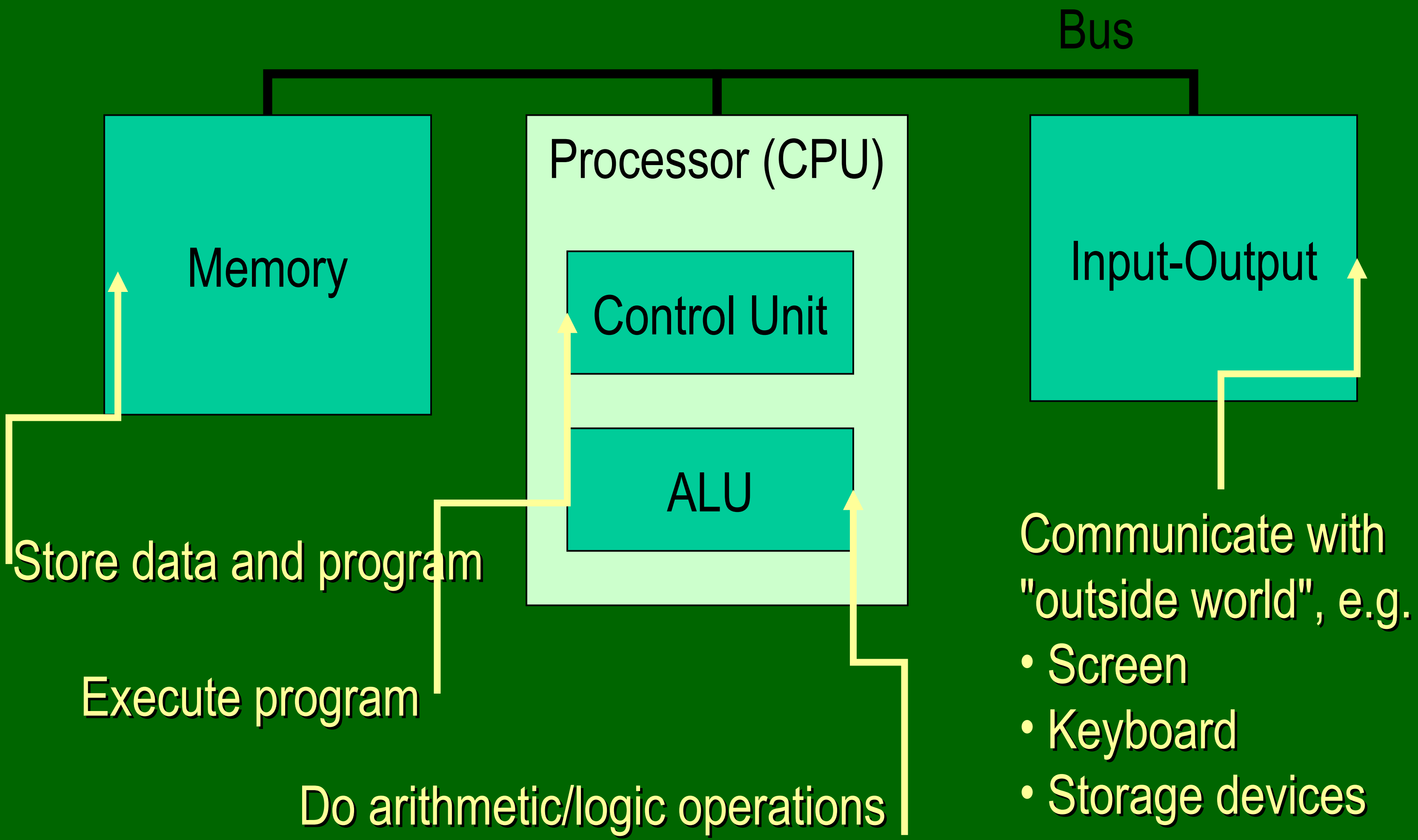
- Model for designing and building computers, based on the following three characteristics:

1) The computer consists of four main sub-systems:
   - Memory
   - ALU (Arithmetic/Logic Unit)
   - Control Unit
   - Input/Output System (I/O)

1) Program is stored in memory during execution.

2) Program instructions are executed sequentially.

The Von Neumann Architecture



Store data and program

Execute program

Do arithmetic/logic operations requested by program

Communicate with "outside world", e.g.
- Screen
- Keyboard
- Storage devices
- ...

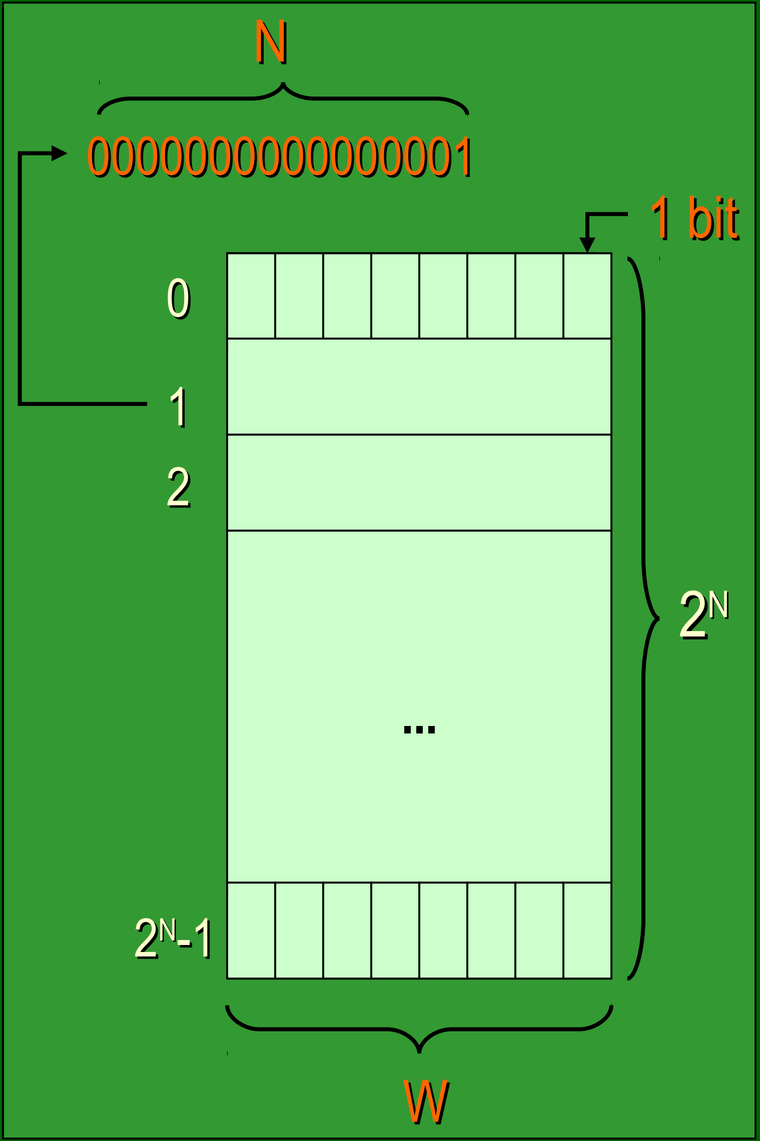
Memory Subsystem

- Memory, also called RAM (Random Access Memory),
  - Consists of many memory cells (storage units) of a fixed size. Each cell has an address associated with it: 0, 1, …
  - All accesses to memory are to a specified address. A cell is the minimum unit of access (fetch/store a complete cell).
  - The time it takes to fetch/store a cell is the same for all cells.
- When the computer is running, both
  - Program
  - Data (variables)

are stored in the memory.

RAM

- Need to distinguish between
  - the address of a memory cell and the content of a memory cell
- Memory width (W):
  - How many bits is each memory cell, typically one byte (=8 bits)
- Address width (N):
  - How many bits used to represent each address, determines the maximum memory size = address space
  - If address width is N-bits, then address space is 2^N $(0,1,...,2^N-1)$



Memory Size / Speed

- Typical memory in a personal computer (PC):
  - 64MB - 256MB
- Memory sizes:

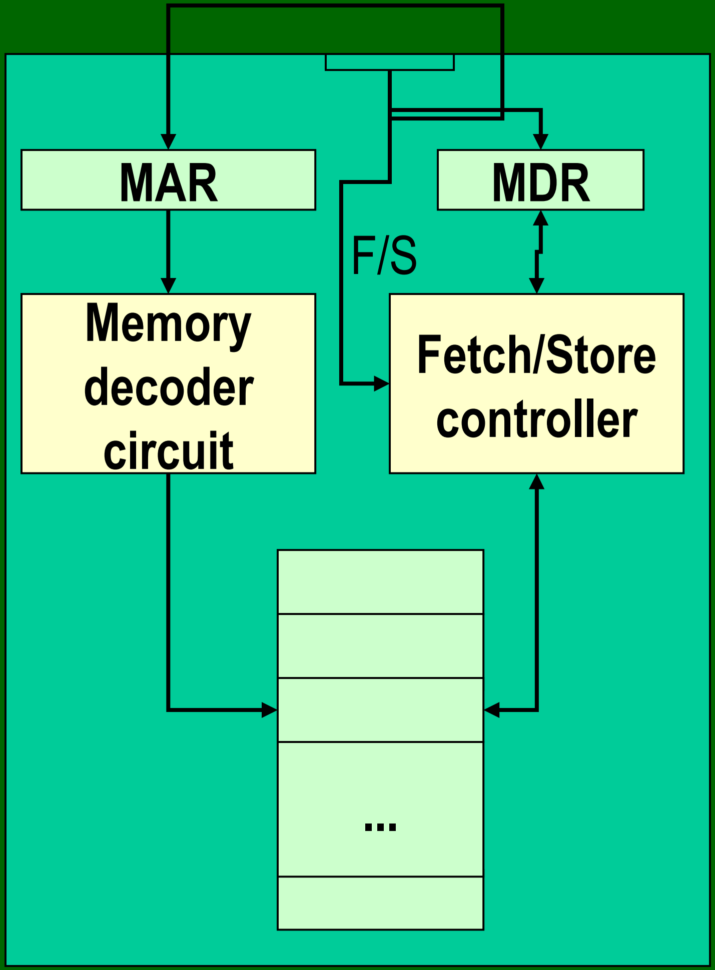
– Kilobyte (KB)	= 2^{10} =	1,024 bytes	~	1 thousand
– Megabyte(MB)	= 2^{20} =	1,048,576 bytes	~	1 million
– Gigabyte (GB)	= 2^{30} =	1,073,741,824 bytes	~	1 billion

- Memory Access Time (read from/ write to memory)
  - 50-75 nanoseconds (1 nsec. = 0.000000001 sec.)
- RAM is
  - volatile (can only store when power is on)
  - relatively expensive

Operations on Memory

- Fetch (address):
  - Fetch a copy of the content of memory cell with the specified address.
  - Non-destructive, copies value in memory cell.
- Store (address, value):
  - Store the specified value into the memory cell specified by address.
  - Destructive, overwrites the previous value of the memory cell.
- The memory system is interfaced via:
  - Memory Address Register (MAR)
  - Memory Data Register (MDR)
  - Fetch/Store signal

Structure of the Memory Subsystem



- Fetch(address)
  - Load address into MAR.
  - Decode the address in MAR.
  - Copy the content of memory cell with specified address into MDR.
- Store(address, value)
  - Load the address into MAR.
  - Load the value into MDR.
  - Decode the address in MAR
  - Copy the content of MDR into memory cell with the specified address.

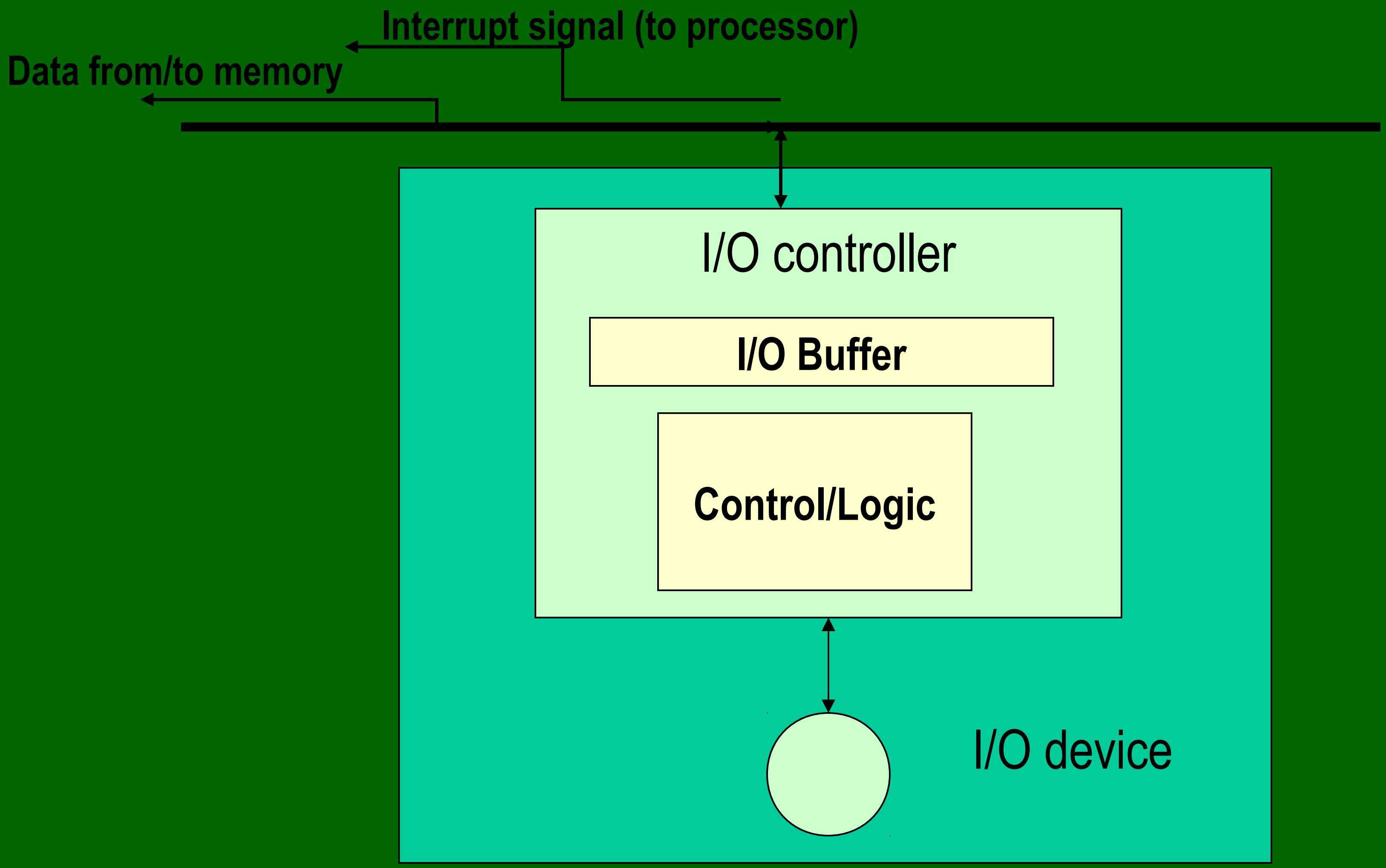
Input/Output Subsystem

- Handles devices that allow the computer system to:
  - Communicate and interact with the outside world
    - Screen, keyboard, printer, ...
  - Store information (mass-storage)
    - Hard-drives, floppies, CD, tapes, …
- Mass-Storage Device Access Methods:
  - Direct Access Storage Devices (DASDs)
    - Hard-drives, floppy-disks, CD-ROMs, ...
  - Sequential Access Storage Devices (SASDs)
    - Tapes (for example, used as backup devices)

I/O Controllers

- Speed of I/O devices is slow compared to RAM
  - RAM ~ 50 nsec.
  - Hard-Drive ~ 10msec. = (10,000,000 nsec)
- Solution:
  - I/O Controller, a special purpose processor:
    - Has a small memory buffer, and a control logic to control I/O device (e.g. move disk arm).
    - Sends an interrupt signal to CPU when done read/write.
  - Data transferred between RAM and memory buffer.
  - Processor free to do something else while I/O controller reads/writes data from/to device into I/O buffer.

Structure of the I/O Subsystem

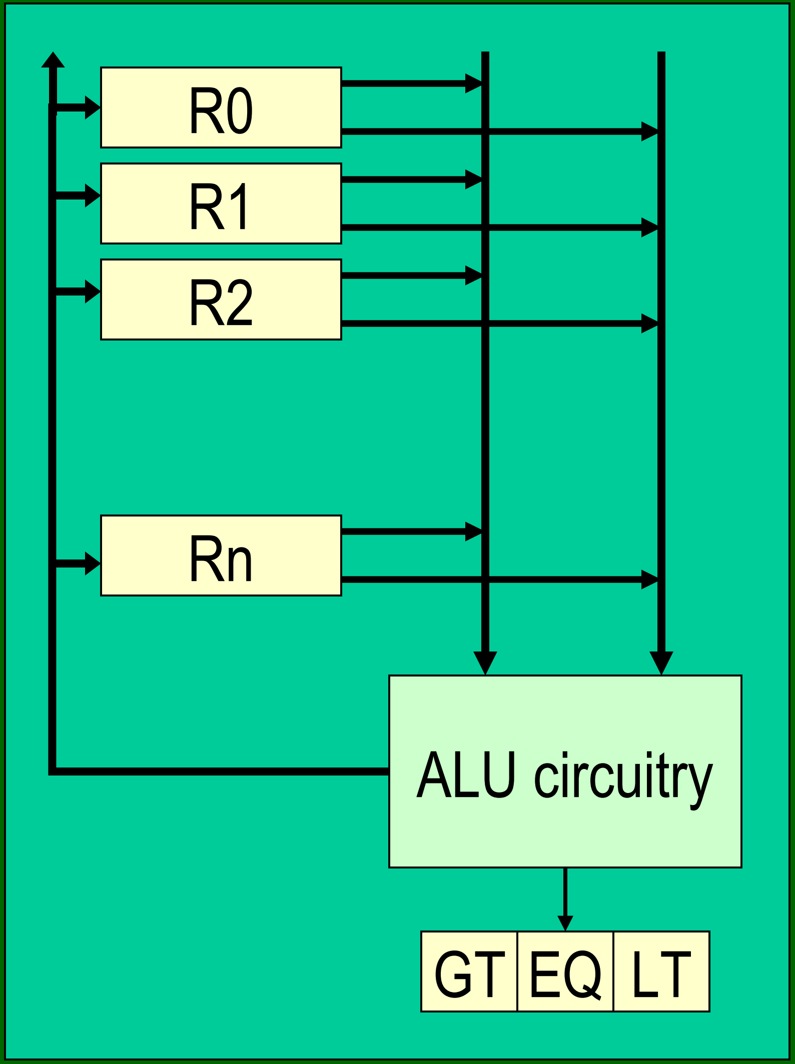


The ALU Subsystem

- The ALU (Arithmetic/Logic Unit) performs
  - mathematical operations (+, -, x, /, …)
  - logic operations (=, <, >, and, or, not, ...)
- In today's computers integrated into the CPU
- Consists of:
  - Circuits to do the arithmetic/logic operations.
  - Registers (fast storage units) to store intermediate computational results.
  - Bus that connects the two.

Structure of the ALU

- Registers:
  - Very fast local memory cells, that store operands of operations and intermediate results.
  - CCR (condition code register), a special purpose register that stores the result of <, = , > operations
- ALU circuitry:
  - Contains an array of circuits to do mathematical/logic operations.
- Bus:
  - Data path interconnecting the registers to the ALU circuitry.



The Control Unit

- Program is stored in memory
  - as machine language instructions, in binary
- The task of the control unit is to execute programs by repeatedly:
  - Fetch from memory the next instruction to be executed.
  - Decode it, that is, determine what is to be done.
  - Execute it by issuing the appropriate signals to the ALU, memory, and I/O subsystems.
  - Continues until the HALT instruction

Machine Language Instructions

- A machine language instruction consists of:
  - Operation code, telling which operation to perform
  - Address field(s), telling the memory addresses of the values on which the operation works.
- Example: ADD X, Y (Add content of memory locations X and Y, and store back in memory location Y).
- Assume: opcode for ADD is 9, and addresses X=99, Y=100

Opcode (8 bits)	Address 1 (16 bits)	Address 2 (16 bits)
00001001	0000000001100011	0000000001100100

Instruction Set Design

- Two different approaches:
  - Reduced Instruction Set Computers (RISC)
    - Instruction set as small and simple as possible.
    - Minimizes amount of circuitry --> faster computers
  - Complex Instruction Set Computers (CISC)
    - More instructions, many very complex
    - Each instruction can do more work, but require more circuitry.

Typical Machine Instructions

- Notation:
  - We use X, Y, Z to denote RAM cells
  - Assume only one register R (for simplicity)
  - Use English-like descriptions (should be binary)
- Data Transfer Instructions

– LOAD X	Load content of memory location X to R
– STORE X	Load content of R to memory location X
– MOVE X, Y	Copy content of memory location X to loc. Y (not absolutely necessary)

Machine Instructions (cont.)

- Arithmetic
  - ADD X, Y, Z   CON(Z) = CON(X) + CON(Y)
  - ADD X, Y   CON(Y) = CON(X) + CON(Y)
  - ADD X   R = CON(X) + R
  - similar instructions for other operators, e.g. SUBTR,OR, ...
- Compare
  - COMPARE X, Y

    Compare the content of memory cell X to the content of memory cell Y and set the condition codes (CCR) accordingly.
  - E.g. If CON(X) = R then set EQ=1, GT=0, LT=0

Machine Instructions (cont.)

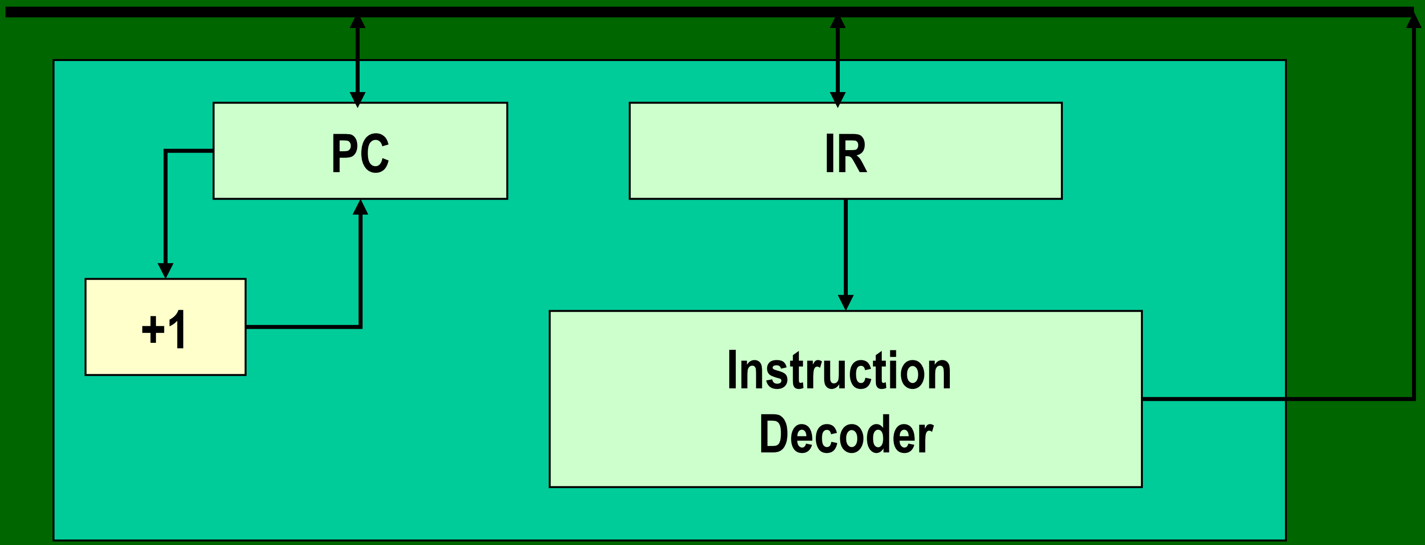
- Branch
  - JUMP X — Load next instruction from memory loc. X
  - JUMPGT X — Load next instruction from memory loc. X only if GT flag in CCR is set, otherwise load statement from next sequence loc. as usual.
    - JUMPEQ, JUMPLT, JUMPGE, JUMPLE,JUMPNEQ
- Control
  - HALT — Stop program execution.

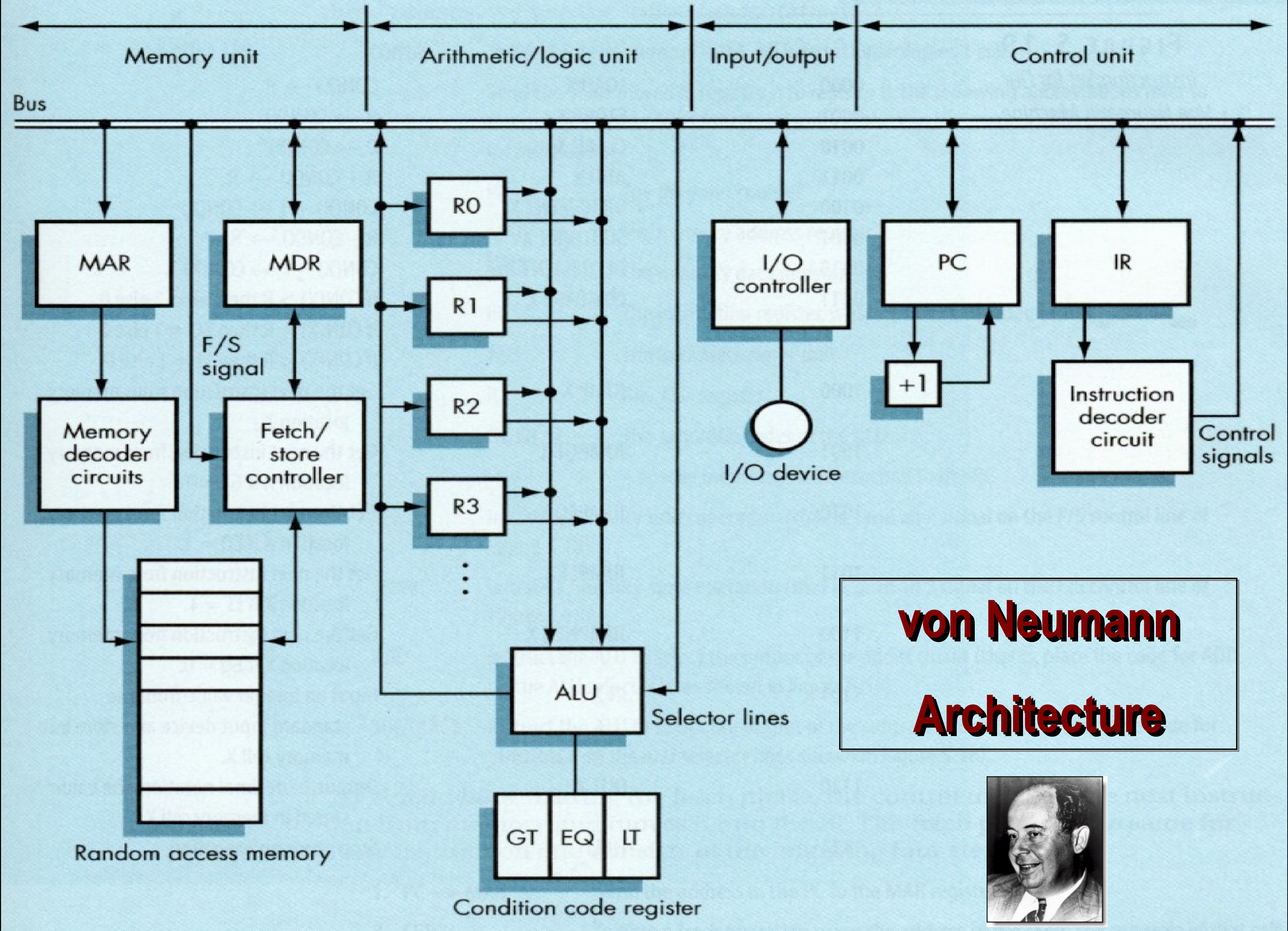
Example

- Pseudo-code: Set A to B + C
- Assuming variable:
  - A stored in memory cell 100, B stored in memory cell 150, C stored in memory cell 151
- Machine language (really in binary)
  - LOAD 150
  - ADD 151
  - STORE 100
  - or
  - (ADD 150, 151, 100)

Structure of the Control Unit

- PC (Program Counter):
  - stores the address of next instruction to fetch
- IR (Instruction Register):
  - stores the instruction fetched from memory
- Instruction Decoder:
  - Decodes instruction and activates necessary circuitry





von Neumann Architecture

How does this all work together?

- Program Execution:
  - PC is set to the address where the first program instruction is stored in memory.
  - Repeat until HALT instruction or fatal error

    Fetch instruction

    Decode instruction

    Execute instruction

  End of loop

Program Execution (cont.)

- Fetch phase
  - PC --> MAR (put address in PC into MAR)
  - Fetch signal (signal memory to fetch value into MDR)
  - MDR --> IR (move value to Instruction Register)
  - PC + 1 --> PC (Increase address in program counter)
- Decode Phase
  - IR -> Instruction decoder (decode instruction in IR)
  - Instruction decoder will then generate the signals to activate the circuitry to carry out the instruction

Program Execution (cont.)

- Execute Phase
  - Differs from one instruction to the next.
- Example:
  - LOAD X (load value in addr. X into register)
    - IR_address -> MAR
    - Fetch signal
    - MDR --> R
  - ADD X
    - left as an exercise

Instruction Set for Our Von Neumann Machine

Opcode	Operation	Meaning
0000	LOAD X	CON(X) --> R
0001	STORE X	R --> CON(X)
0010	CLEAR X	0 --> CON(X)
0011	ADD X	R + CON(X) --> R
0100	INCREMENT X	CON(X) + 1 --> CON(X)
0101	SUBTRACT X	R - CON(X) --> R
0101	DECREMENT X	CON(X) - 1 --> CON(X)
	COMPARE X	If CON(X) > R then GT = 1 else 0
0111		If CON(X) = R then EQ = 1 else 0
		If CON(X) < R then LT = 1 else 0
1000	JUMP X	Get next instruction from memory location X
1001	JUMPGT X	Get next instruction from memory loc. X if GT=1
...	JUMPxx X	xx = LT / EQ / NEQ
1101	IN X	Input an integer value and store in X
1110	OUT X	Output, in decimal notation, content of mem. loc. X
1111	HALT	Stop program execution