



• A LOOK INSIDE THE PROCESSOR

- Processor's internal design
- Determines
 - Location of CPU parts and their interconnection
 - How CPU connects with other parts of computer
 - Number of transistors in a CPU
 - More transistors mean more powerful CPU
 - Hundreds of millions of transistors
 - Bit size
 - Number of bits the CPU can move or process at once
- 37-hit processor, 6/1-hit processor

A LOOK INSIDE THE PROCESSOR

- Architecture
 - Main difference between CPUs
 - Every processor is differentiated by its design
 - Architectures of processors can be so different that they cannot run the same software
 - E.g. IBM PCs vs. Apple Computers
 - OS and programs must be written to run on each processor's specific architecture

MICROCOMPUTER PROCESSORS

- Intel
 - Leading manufacturer of processors
 - Intel 4004 was worlds first microprocessor
 - First IBM PC powered by Intel 8086
 - Current processors
 - Core i3
 - Core i5
 - Core i7
 - Core i9



MICROCOMPUTER PROCESSORS

- Advanced Micro Devices (AMD)
 - Main competitor to Intel
 - Originally produced budget products



MICROCOMPUTER PROCESSORS

- IBM
 - Historically manufactured mainframes
 - Partnered with Apple to develop G5
 - Advertised as "fastest Desktop Processor ever"
 - First consumer 64 bit chip
 - Finding Nemo created on G5 Desktop Computers

COMPARING PROCESSORS

- Speed of processor
- Size of cache
- Number of registers
- Bit size
- Speed of Front side bus

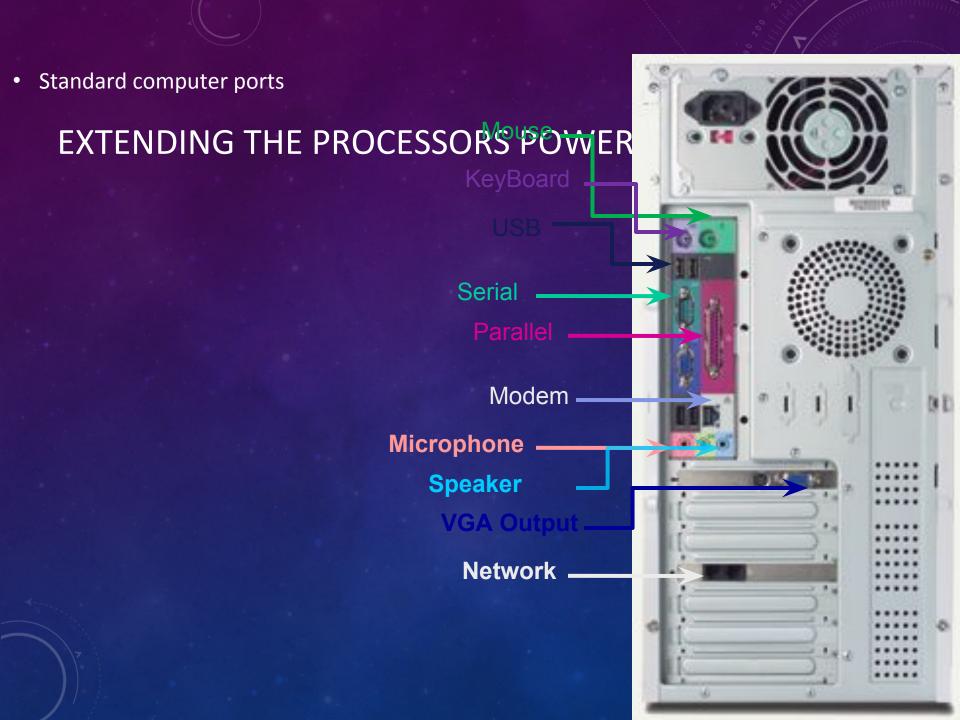
Specification	AMD Athlon 64 FX	Intel Pentium IV	PowerMac G5
Number of Registers	16	16	80
Word Size	64 bits	64 bits	64 bits
System Bus Speed	1.6 GHz	800 MHz	1 GHz
L1 cache	128 KB	na	na
L2 cache	1024 KB	512	512

ADVANCED PROCESSOR TOPICS

- CISC processors
 - Complex Instruction Set Computing
 - Large instruction sets; ~200-300 instructions
 - In IBM-compatible PCs
- RISC processors
 - Reduced Instruction Set Computing
 - Smaller instruction sets
 - May process data faster
 - PowerPC (used in G4) and G5

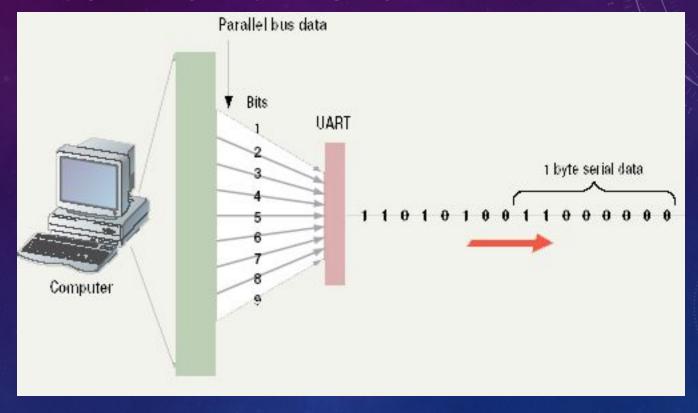
ADVANCED PROCESSOR TOPICS

- Parallel Processing
 - Multiple processors in a system
 - Greater Flow of Data
 - More tasks done in less time
 - Symmetric Multiple Processing
 - Number of processors is a power of 2
 - Systems are easier to design
 - Massively Parallel Processing
 - Thousands of processors
 - Mainframes and super computers

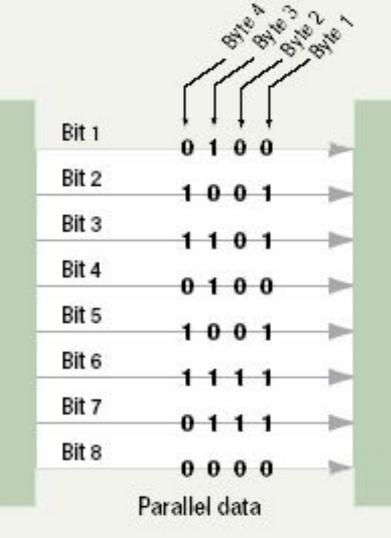


- Serial and parallel ports
 - Connect to printers or modems
 - Parallel ports move bits simultaneously
 - Made of 8 32 wires
 - Internal busses are parallel
 - Serial ports move one bit
 - Lower data flow than parallel
 - Requires control wires
 - UART converts from serial to parallel

SERIAL COMMUNICATIONS



PARALLEL COMMUNICATIONS



- SCSI
 - Small Computer System Interface
 - Extends the bus outside the computer
 - Supports dozens of devices
 - External devices daisy chain

- USB
 - Universal Serial Bus
 - Most popular external bus
 - Supports up to 127 devices
 - Hot swappable
 - Easy to use

- FireWire
 - IEEE 1384
 - Cameras and video equipment
 - Hot swappable
 - Port is very expensive

- Expansion slots and boards
 - Allows users to configure the machine
 - Slots allow the addition of new devices
 - Devices are stored on cards
 - Computer must be off before inserting



- PC Cards
 - Expansion bus for laptops
 - PCMCIA
 - Hot swappable
 - Small card size
 - Three types, I, II and III
 - Type I usually contain memory
 - Type II used for network adapters
 - Type III houses tiny hard drives
 - Type II is most common

- Plug and play
 - New hardware detected automatically
 - Prompts to install drivers
 - Non-technical users can install devices