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Task : 2

a-Discuss the difference between harvard and von neumann (table)

| | Harvard | Von neuman |
|---|---|---|
| Memory Organization | The Harvard architecture uses physically separate memory spaces for instructions and data. It has separate instruction memory (known as the Instruction Memory Unit or IMU) and data memory (known as the Data Memory Unit or DMU). This allows simultaneous access to instructions and data. | The Von Neumann architecture uses a unified memory space for both instructions and data. Instructions and data are stored together in a single memory unit, and they are accessed sequentially. |
| Data and Instruction Access | In the Harvard architecture, instructions and data can be fetched simultaneously from their respective memory units. This enables parallel fetching and execution of instructions, which can improve performance. | In the Von Neumann architecture, instructions and data share the same memory space. They are fetched sequentially, which means that fetching an instruction and accessing data cannot happen simultaneously. |
| Instruction Fetch and Execution | The Harvard architecture allows separate instruction fetch and data access paths, which can result in faster instruction execution. Instruction fetching can happen independently of data access, enabling efficient pipelining and reducing instruction fetch stalls. | In the Von Neumann architecture, the instruction fetch and data access share the same bus and memory, leading to potential bottlenecks. Instruction fetching and execution occur sequentially, which can limit the potential for parallelism. |
| Program and Data Memory Size | Since data and instruction memories are separate, the Harvard architecture can support different memory sizes for instructions and data. This can be advantageous in applications where the sizes of instruction and data memories differ significantly. | In the Von Neumann architecture, instruction and data memory share the same memory unit, so the total memory size is fixed and shared between instructions and data. |
| Program and Data Memory Protection | The separation of instruction and data memories in the Harvard architecture can provide inherent memory protection. It allows fine-grained control over the access permissions of instruction and data memory, enhancing system security. | The Von Neumann architecture does not have built-in memory protection between instructions and data. Protecting memory access requires additional mechanisms, such as memory management units (MMUs) or virtual memory. |

b. Discuss the difference between RISC and CISC (table)

| | RISC | CISC |
|-----------------------|--|--|
| Instruction Set | Simple and fixed instruction set | Large and variable instruction set |
| Instruction Format | Uniform and regular | Variable and irregular |
| Operand Addressing | Limited addressing modes | Rich and varied addressing modes |
| Instruction Execution | Simple instructions, executed in one clock cycle | Complex instructions, executed in multiple clock cycles |
| Pipelining | Well-suited for pipelining | More challenging for pipelining |
| Memory Access | Load/store architecture | Memory-to-memory operations |
| Complexity | Emphasizes simplicity and efficiency | Emphasizes instruction complexity and functionality |
| Code Size | Longer code due to simpler instructions | Shorter code due to complex instructions |
| Power Efficiency | Typically more power-efficient | Typically less power-efficient |
| Performance | High performance in pipelined implementations | Optimized for instruction-level parallelism and complex operations |

c-Discuss the difference between HSE & HSI & PLL (table)

| | HSE | HSI | PLL |
|-------------------|--|---|--|
| Source | External crystal oscillator or clock input | Internal RC oscillator | Internal RC oscillator or external clock input |
| Accuracy | Higher accuracy | Moderate accuracy | Dependent on the accuracy of the input clock |
| Frequency Range | Typically higher (e.g., 4MHz - 26MHz) | Typically lower (e.g., 8MHz) | Dependent on external clock input or input frequency |
| System Clock | Can be used as the system clock source | Can be used as the system clock source | Can generate the system clock through multiplication |
| Power Consumption | Generally higher | Generally lower | Generally higher due to increased system clock frequency |
| Usage | Recommended for high-frequency operations | Suitable for general-purpose applications | Used to generate higher system clock frequencies |

