



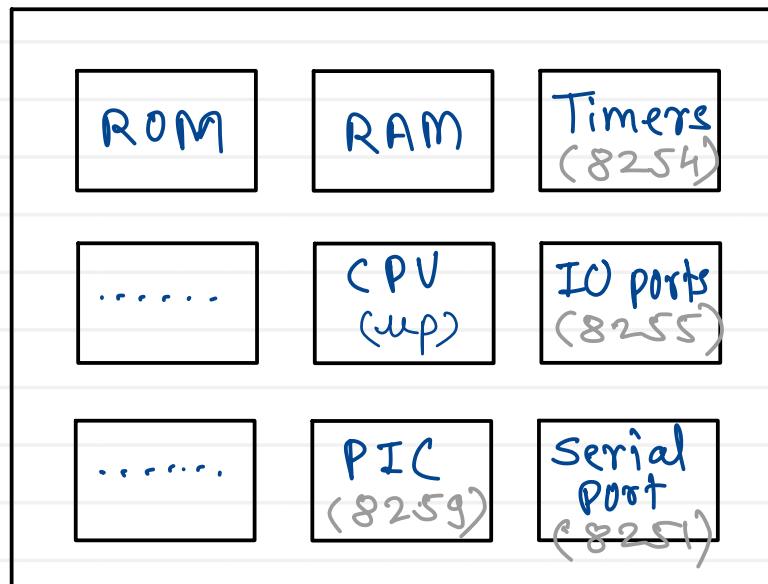
**Sunbeam Institute of Information Technology  
Pune and Karad**

**Module - Micro controller Programming and Interfacing**

Trainer - Devendra Dhande  
Email – [devendra.dhande@sunbeaminfo.com](mailto:devendra.dhande@sunbeaminfo.com)

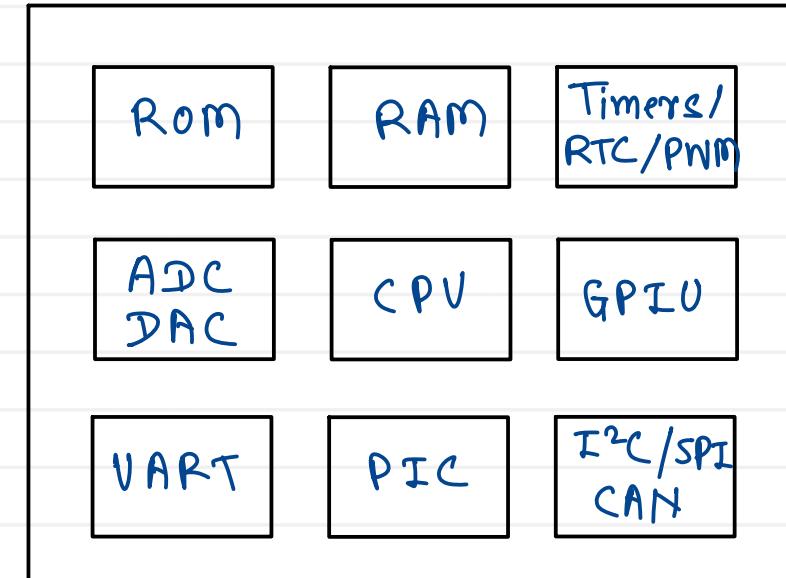
# Micro processor vs Micro controller

$CPV + RAM + ROM + \dots \dots$   
↓  
 $MP = ALU + Registers + EV + BIU$   
+  
Cache + MMU



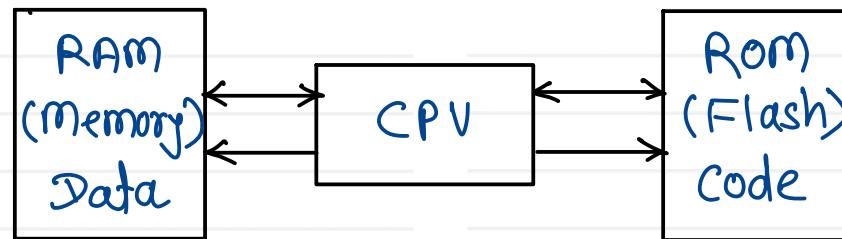
Motherboard

$UC = CPV + RAM + ROM + \text{Peripherals}$   
↓  
ALU + Registers

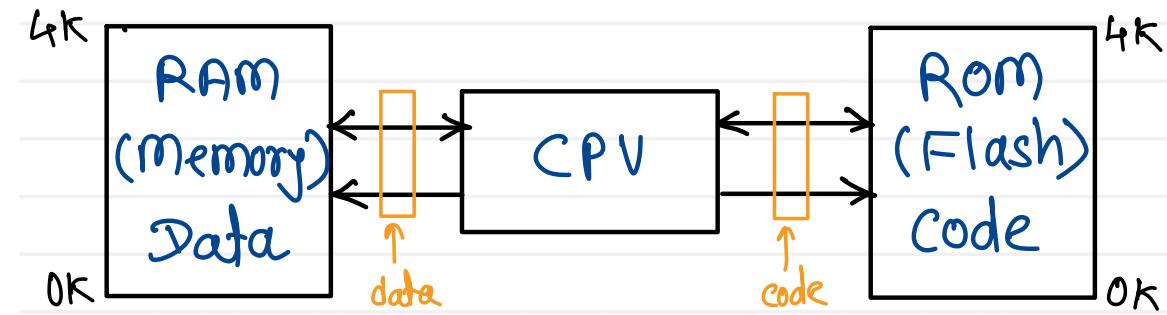
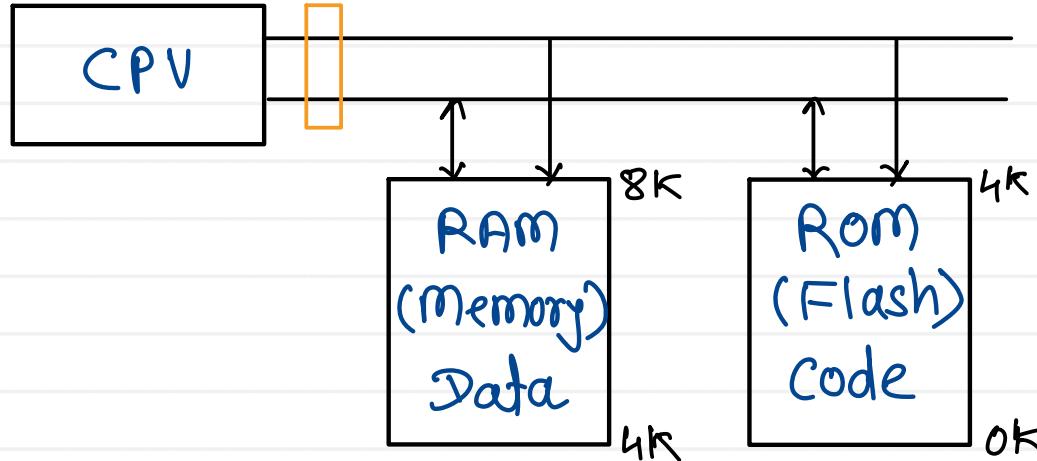


Single Chip (SOC)

# Von Neumann vs Harvard



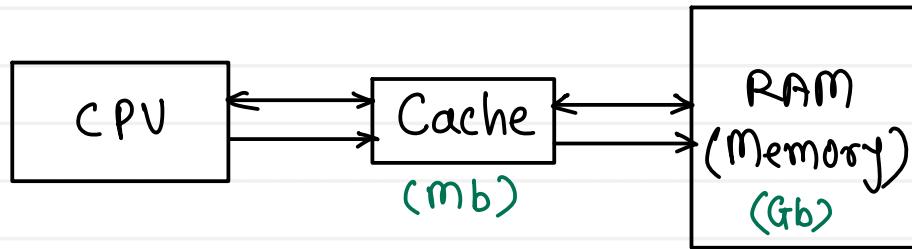
(code+data) Unified cache



super harvard : read only data is kept in ROM/  
flash along with code.

Modified harvard : everything is same as harvard  
only address space is single like  
von neumann.

# Cache memory

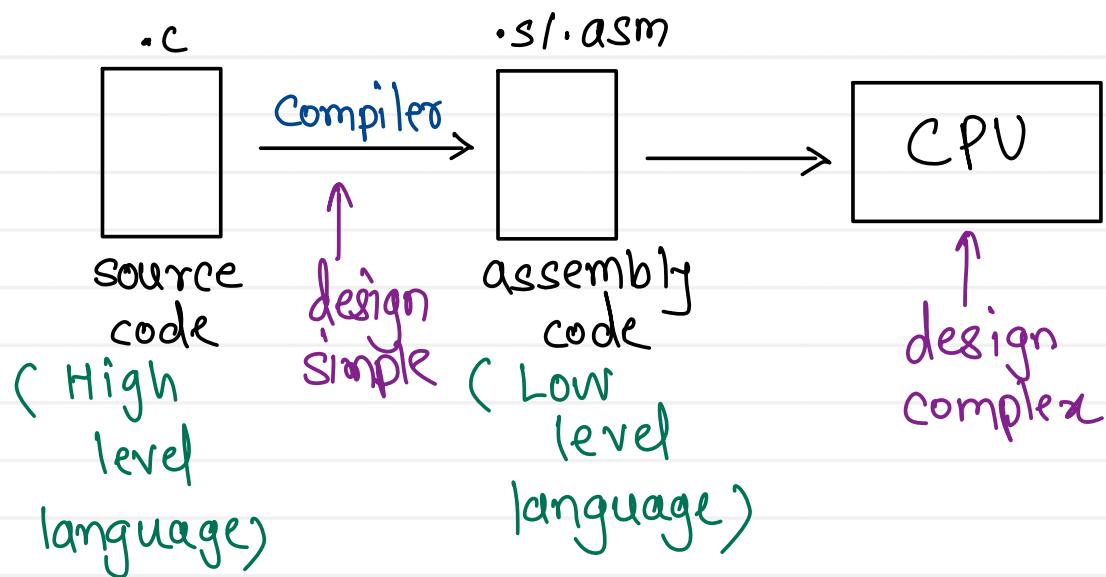


- to avoid speed mismatch of memory of CPU, cache memories are used in between them.
- Cache memories are always faster than RAM.
- Associative data access
  - key - address
  - value - data

- older data is overwritten by new data when cache memory will get full.
- it will hold recently accessed data.

Cache hit : (faster)  
data is found in cache memory

Cache miss : (slower)  
data is not found in cache memory



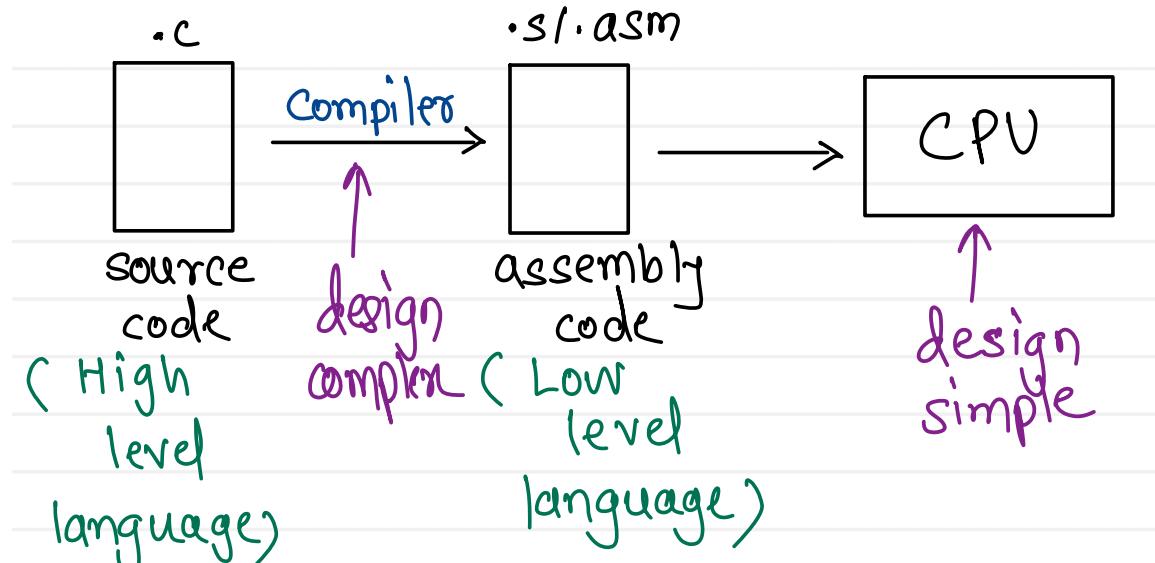
if else  
loops  
switch  
functions

MOV, CMP  
B, BL....  
JUMP  
LD/ST

CALL, MUL  
(macro instruction)

need multiple  
CPU cycles

(micro instruction)  
need single  
CPU cycle

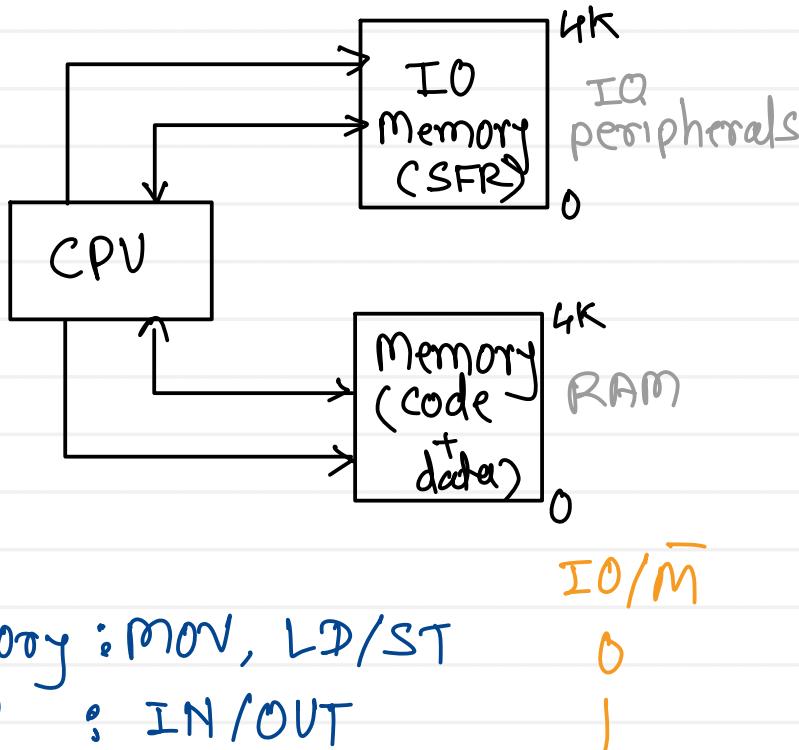


if else  
loops  
switch  
functions

MOV, CMP  
B, BL....  
JUMP  
LD/ST

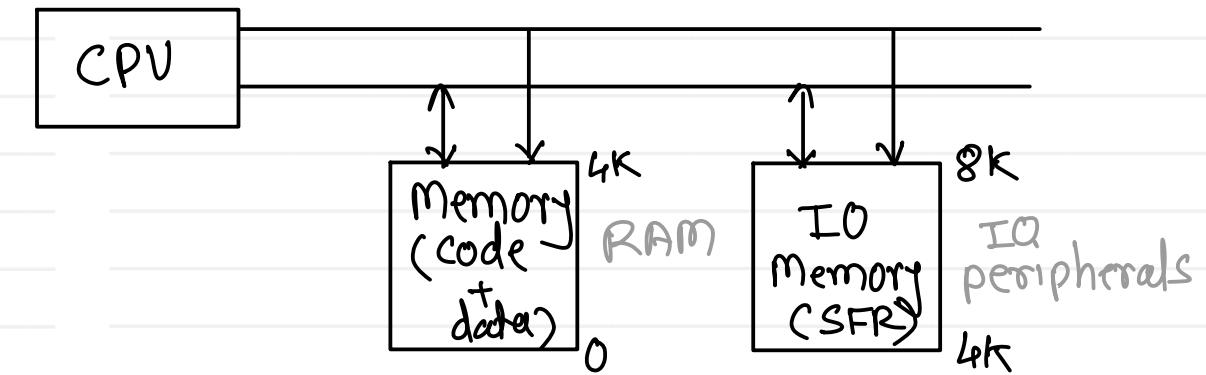
(micro instructions)  
need single CPU cycle

# IO mapped IO vs Memory mapped IO

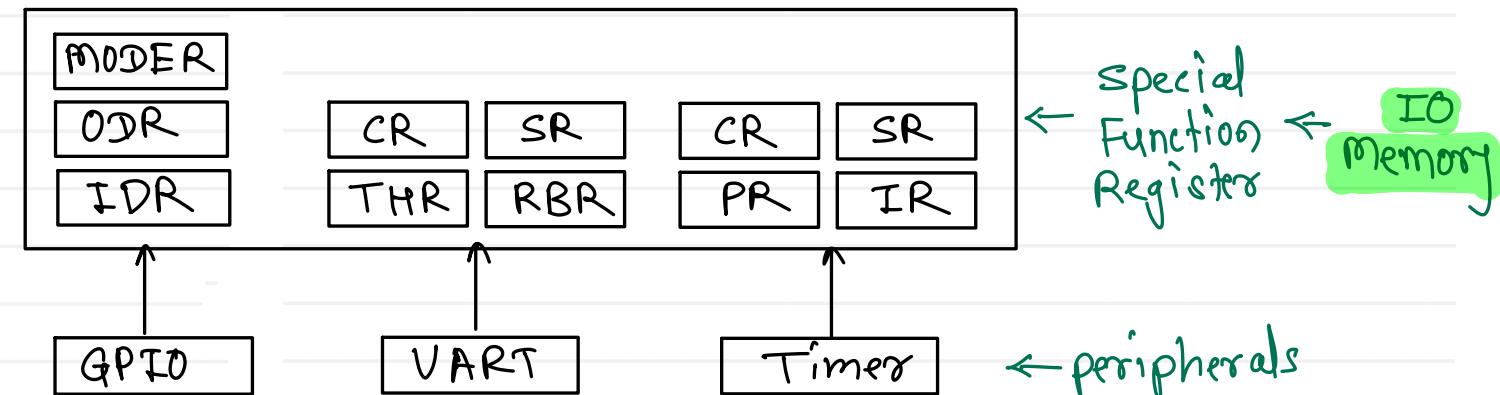


Memory : MOV, LD/ST

IO : IN/OUT



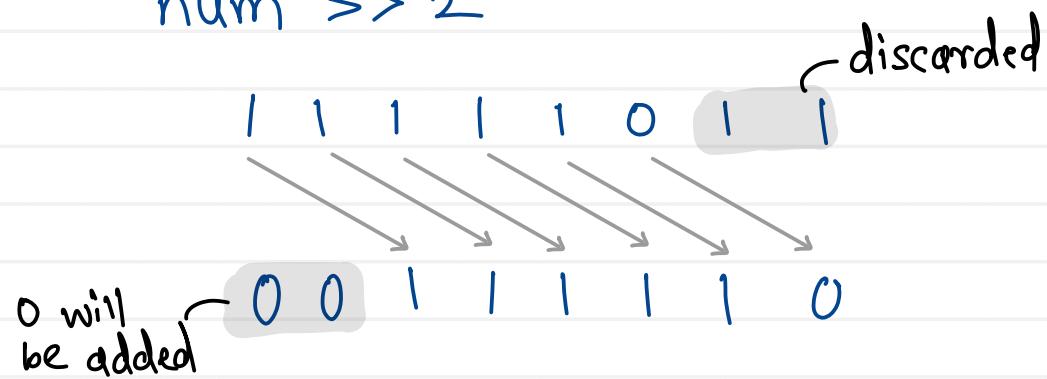
Memory / IO = MOV, LD/ST



unsigned char num = -5;

-5 : 1111 1011

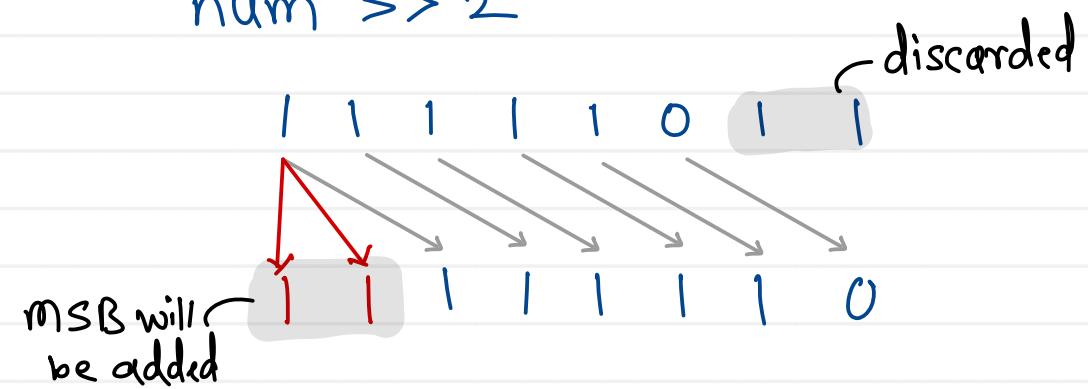
num >> 2



signed char num = -5;

-5 : 1111 1011

num >> 2



num = -5

$$\begin{array}{r} 11111011 \\ \text{\$} 10000000 \\ \hline 10000000 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 01000000 \\ \hline 01000000 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 00100000 \\ \hline 00100000 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 00010000 \\ \hline 00010000 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 00001000 \\ \hline 00001000 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 00000100 \\ \hline 00000000 \\ (\text{zero}) \rightarrow 0 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 00000010 \\ \hline 00000010 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$

$$\begin{array}{r} 11111011 \\ \text{\$} 00000001 \\ \hline 00000001 \\ (\text{nonzero}) \rightarrow 1 \end{array}$$



Thank you!!!

Devendra Dhande

[devendra.dhande@sunbeaminfo.com](mailto:devendra.dhande@sunbeaminfo.com)