Calculator

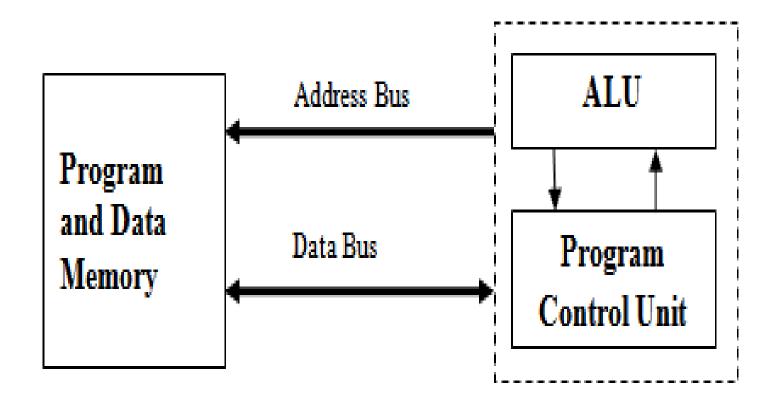
- Data processing device that carries out logic and arithmetic operations.
- Accepts data from a small keyboard, performs the arithmetic and logical calculation and show the result on LCD or LED.
- Programs are stored in ROM, data stored in RAM.

Features

- Interface easily with keyboards and displays.
- Handle decimal digits as units.
- Execute the standard program stored in ROM
- Mathematical functions
- Low cost, small size and low power consumption.

Von-Neumann Architecture

- Known as "stored program concept" and was developed by John Von Neumann.
- Computer could get instruction by reading them from memory and a program could be set or altered by setting the values of a portion of memory.



Von-Neumann Architecture

- Uses a single memory to hold both the instruction and data.
- Such machines are also known as stored program computer.
- ALU is capable of performing arithmetic and logical operations on binary data.

- The memory of the Neumann's machine consists of 1000 storage location called words, each capable of storing 40 bits.
- Each number is represented by sign bit and 39-bit value.
- Control unit provides the timing and control signals to all the operations.

- The storage location of the control unit and ALU are called register.
- 1. Memory Address Register (MAR): located in the CPU, connected to the address lines. Specifies the address in memory.
- 2. Memory Buffer Register (MBR): Located in the CPU, connected to the data lines. Acts as an interface between the CPU and memory.

- Instruction Register (IR): When the instruction is fetched from the memory, it is loaded in the instruction register.
- Program Control (PC): Contains the address of next byte to be fetched from the memory. The main purpose is to sequence the execution of the program.

- The contents of the program counter are copied to the memory address register before an instruction is fetched from memory.
- When the instruction is fetched, the control unit updates the program counter to point to the next instruction which is to be fetched.

- The Accumulator (AC) and the Multiplier-Quotient (MQ) are employed to temporarily hold the operands and result of ALU operations.
- E.g., the result of multiplying the two 40-bit numbers is 80-bit number, the most significant 40 bit are stored in AC and the least significant in MQ.

Harvard Architecture



Harvard Architecture

- Consists of separate memory for program and data.
- Each memory has its own address and data buses.
- Both the instruction and data can be fetched from memory concurrently.

- Consists of separate data and address buses for program and data memory.
- Hence it requires separate block of RAM chip.
- The data memory address bus carries the memory address of data whereas program memory address bus carries the memory address of the instruction.

 Similarly, program memory data bus carries the instruction and data memory data bus carries the data required to perform the operations.

Microprocessor

 A μP is a programmable, clock driven electronic device, designed with registers, flipflops & timing elements that reads binary instruction from a storage device called memory, accept binary data as input and process data according to those instruction and provide the results as output.

- It has a set of instructions, designed to manipulate data and communicate.
- It can be programmed to perform specific task by selecting necessary instruction from its set.
- It reads one instruction at a time, matches it with instruction set and performs the data manipulation as indicated by the instruction.

- Thus μP can fetch instruction from memory, decode and execute them, perform arithmetic and logical operations, accept data from input and send results to the output device.
- The CPU of computer consists of an ALU, CU and memory.

- If all these components can be organized on a single silicon chip by means of LSI, VLSI technology, then such structure is called μP.
- So the microprocessor is CPU in a single chip.