

# Microprocessor or Microcontroller?



# A Little History

What is a computer?

- One that computes; specifically: programmable electronic device that can store, retrieve and process data (from Merriam-Webster Dictionary)
- A computer is a machine that manipulates data according to a list of instructions (from Wikipedia)

Classifications of Computers:

- Personal computers
- Mainframes
- Supercomputers
- Dedicated controllers – Embedded controllers

# MAINFRAMES

- Massive amounts of memory
- Use large data words – 64 bits or greater
- Mostly used for military defense and large business data processing
- Examples: IBM 4381; Honeywell DPS8



## Personal Computers

- Any general-purpose computer
  - Intended to be operated directly by an end user
- Range from small microcomputers that work with 4-bit words to PCs working with 32-bit words or more
- They contain a **Processor** – called different names
  - Microprocessor – built using Very-Large-Scale Integration technology; the entire circuit is on a single chip
  - Central Processing Unit (CPU)
  - Microprocessor Unit (MPU) – similar to CPU



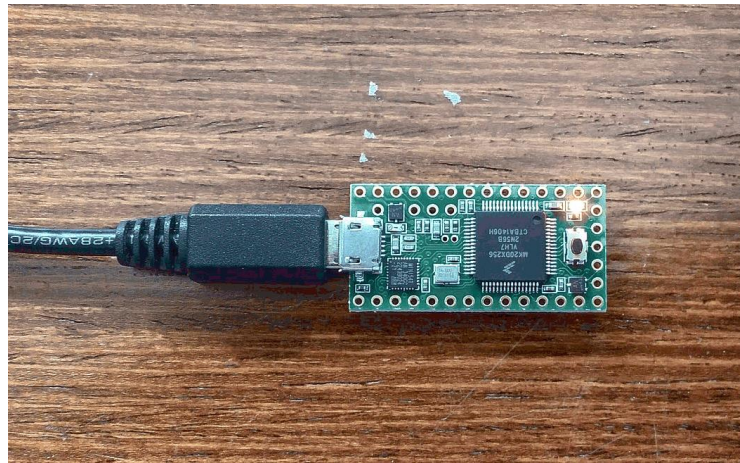
# Supercomputers

- Fastest and most powerful mainframes
  - Contain multiple central processors (CPU)
  - Used for scientific applications and number crunching
    - Now have petaflops performance – **F**loating-point **O**perations **P**er **S**econd (FLOPS)
    - Used to measure the speed of the computer
- Examples of special-purpose supercomputers:
  - Belle, Deep Blue, and Hydra, for playing chess
  - GRAPE, for astrophysics and molecular dynamics
  - Deep Crack, for breaking the DES cipher
  - MDGRAPE3, for protein structure computation



# Microcontrollers – Embedded Systems

- An embedded system is a special-purpose computer system designed to perform one or a few dedicated functions often with real-time
- An integrated device which consists of multiple devices
  - Microprocessor(MPU)
  - Memory
  - I/O (Input/Output) ports
- Often has its own dedicated software



# **A little about Microprocessor-based Systems ....**

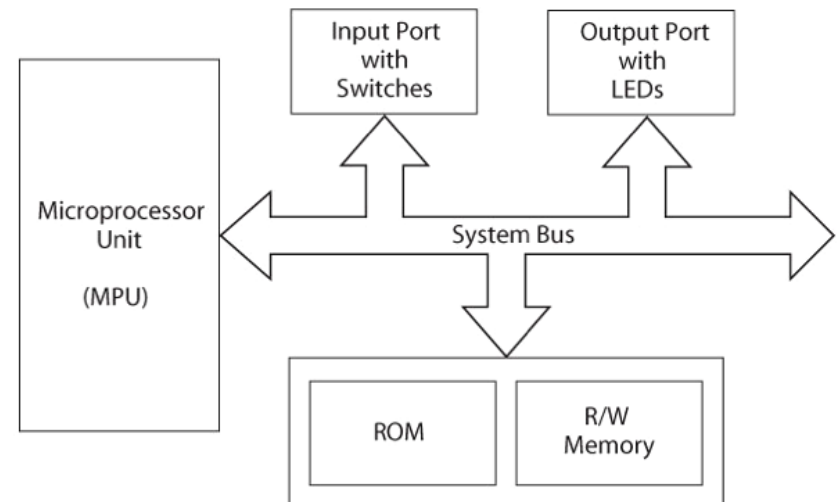
# Evolution

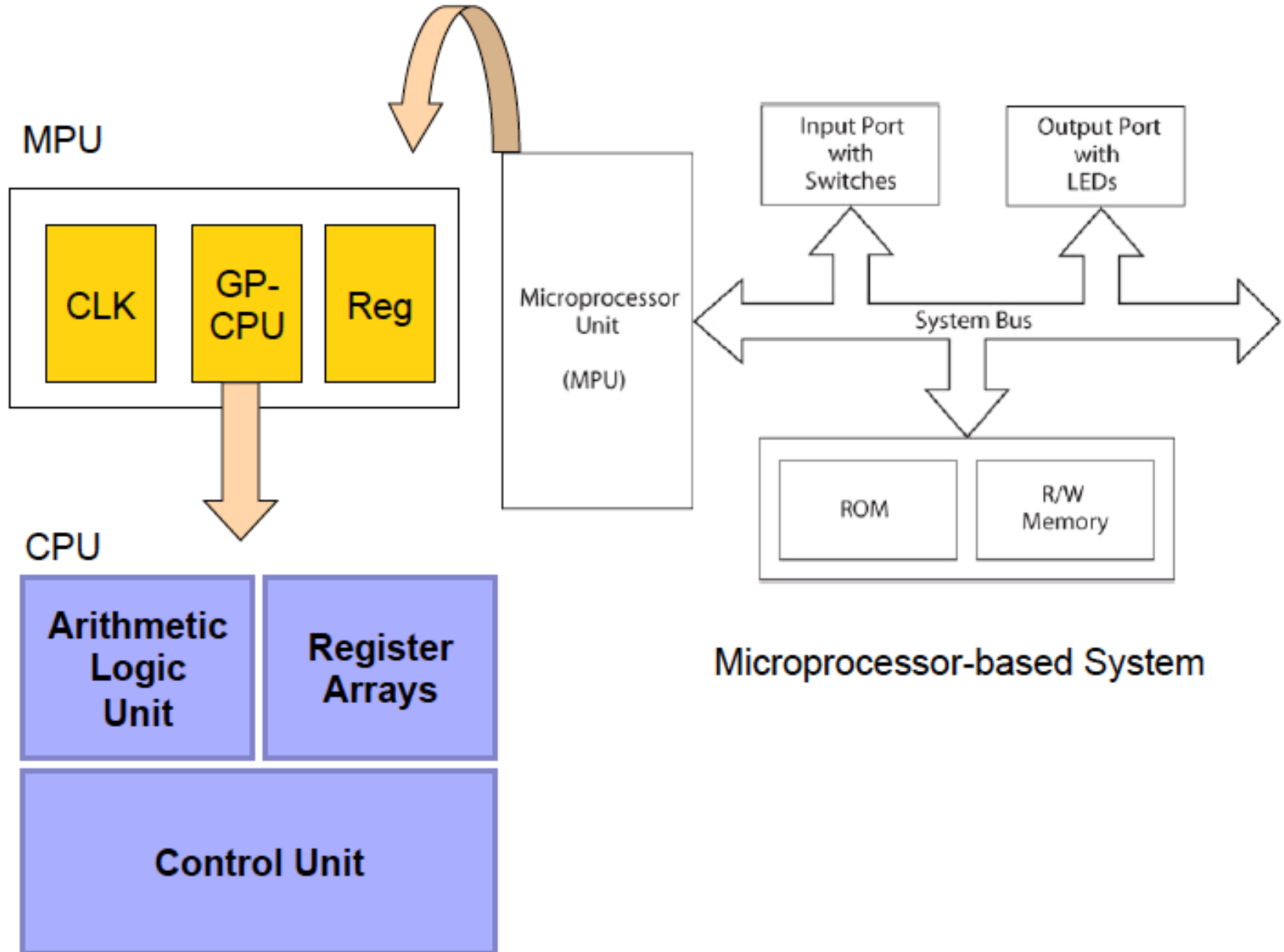
- First came transistors
- Integrated circuits
  - SSI (Small-Scale Integration) to ULSI
  - Very Large Scale Integration circuits (VLSI)
- 1 – Microprocessors (MPU)
  - Microcomputers (with CPU being a microprocessor)
  - Components: Memory, CPU, Peripherals (I/O)
- 2 – Microcontroller (MCU)
  - Microcomputers (with CPU being a microprocessor)
  - Many special function peripheral are integrated on a single circuit
  - Types: General Purpose or Embedded System (with special functionalities)



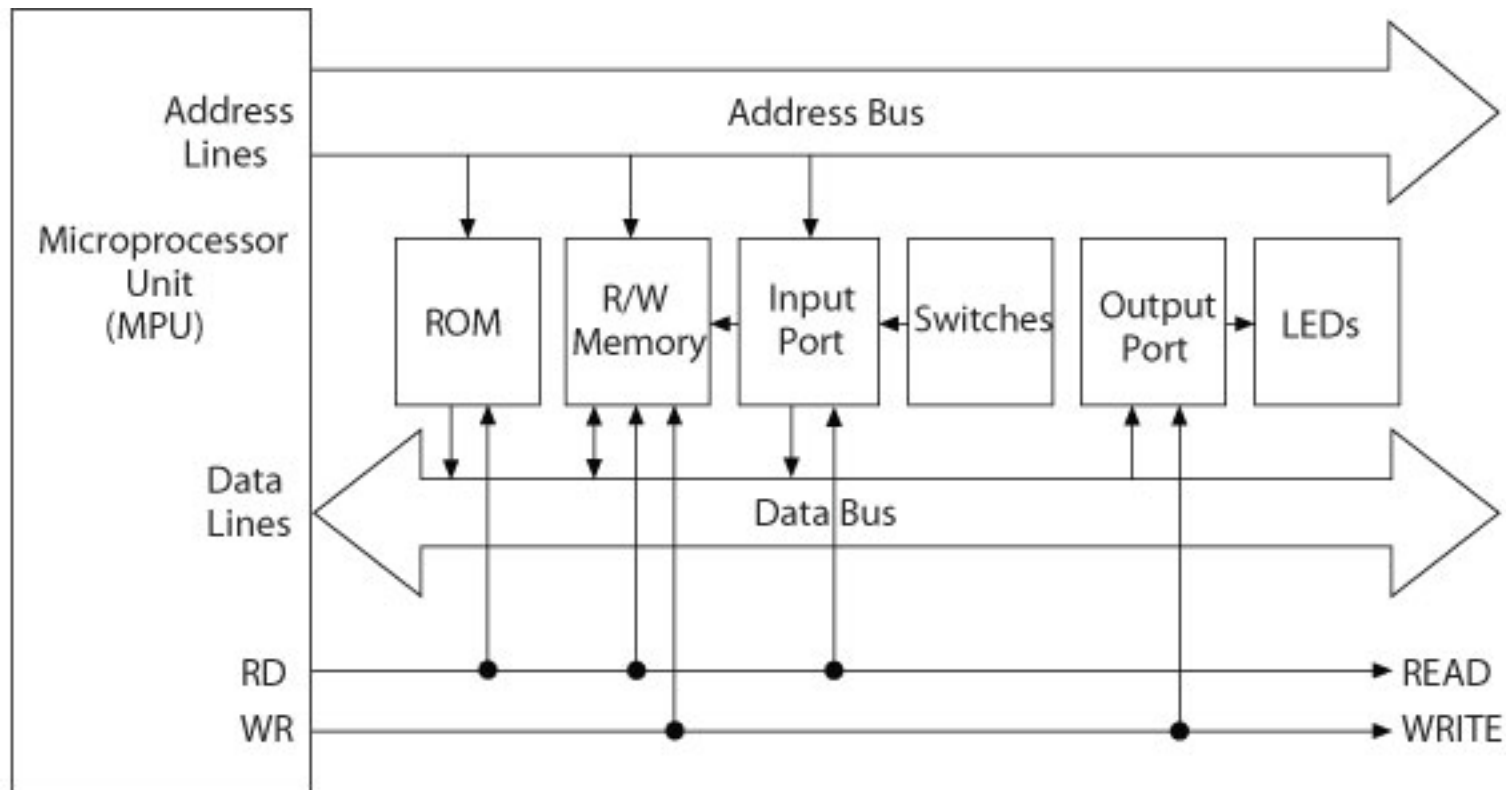
# Microprocessor-Based Systems

- Central Processing Unit (CPU)
- Memory
- Input/Output (I/O) circuitry
- Buses
  - Address bus
  - Data bus
  - Control bus





# Microprocessor-Based System with Buses: Address, Data and Control



# Microprocessor-Based Systems

## Microprocessor

- The microprocessor (MPU) is a computing and logic device that executes binary instructions in a sequence stored in memory
- Characteristics:
  - General purpose central processing unit (CPU)
  - Binary
  - Register-based
  - Clock-driven
  - Programmable



# The Evolution of CPUs

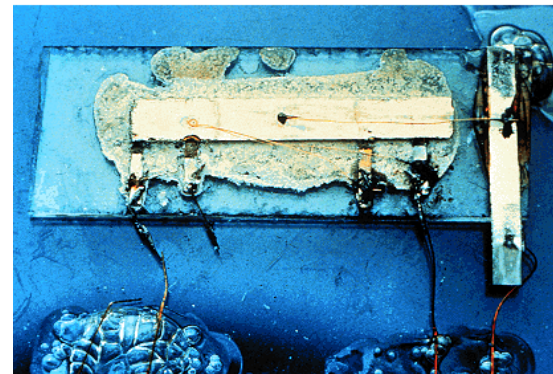


# Transistors

- Vacuum Tube: A device to control, modify, and amplify electronic signals
- Then came Transistors
  - Designed by John Bardeen, Will Shockley, and walter Brattain – scientists at the Bell Telephone Laboratories in Murray Hill, New Jersey, 1947
- In 1960, Jack Kilby and Robert Noyce designed the first integrated circuit (IC)
- Fairchild company manufactured logic gates

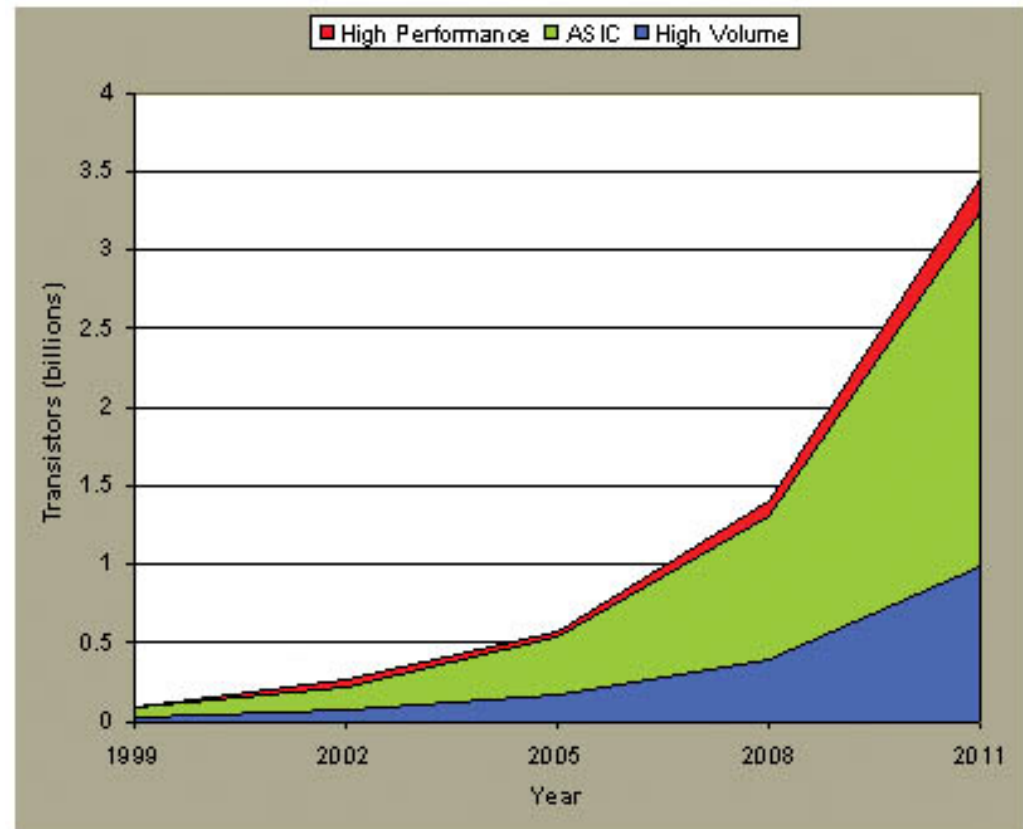
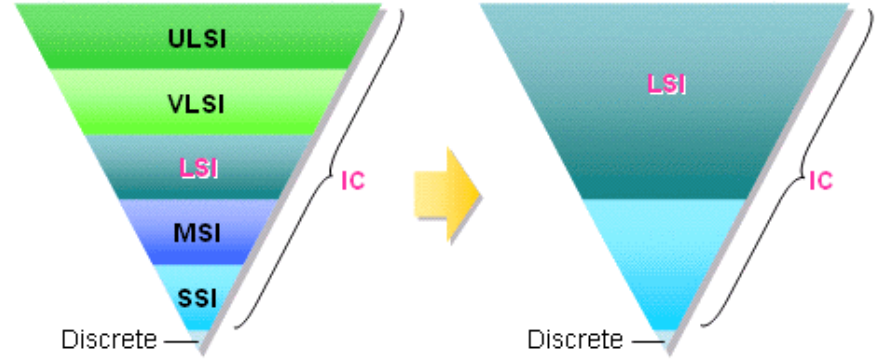


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# Integrated Circuits

- Advances in manufacturing allowed packing more transistors on a single chip
- Transistors and Integrated Circuits from SSI (Small-Scale Integration) to ULSI
- Birth of a microprocessor and its revolutionary impact



# Microprocessors

- Noyce and Gordon Moore started Intel
- Intel designed the first calculator
- Intel designed the first programmable calculator
- Intel designed the first microprocessor in 1971
  - Model 4004
  - 4-bit; 2300 transistors, 640 bytes of memory, 108 KHz clock speed

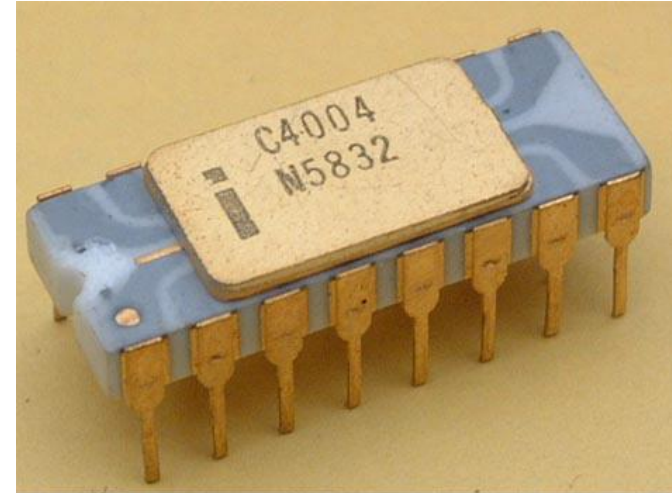
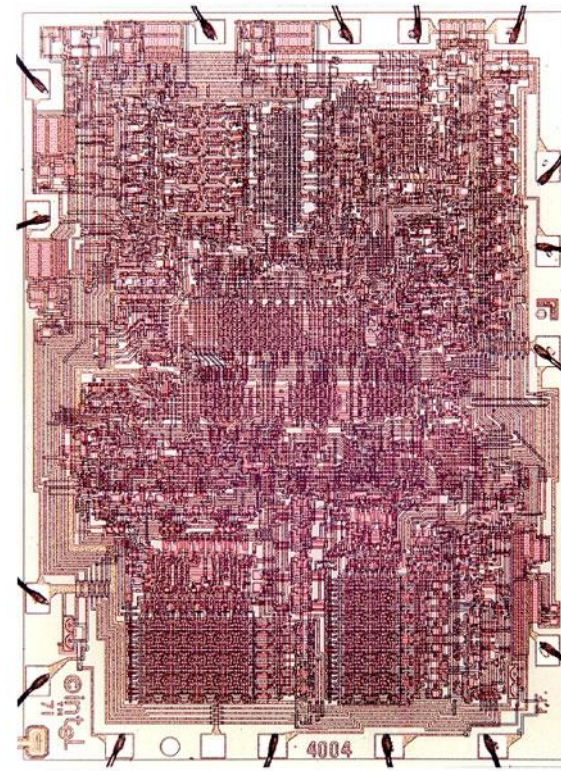


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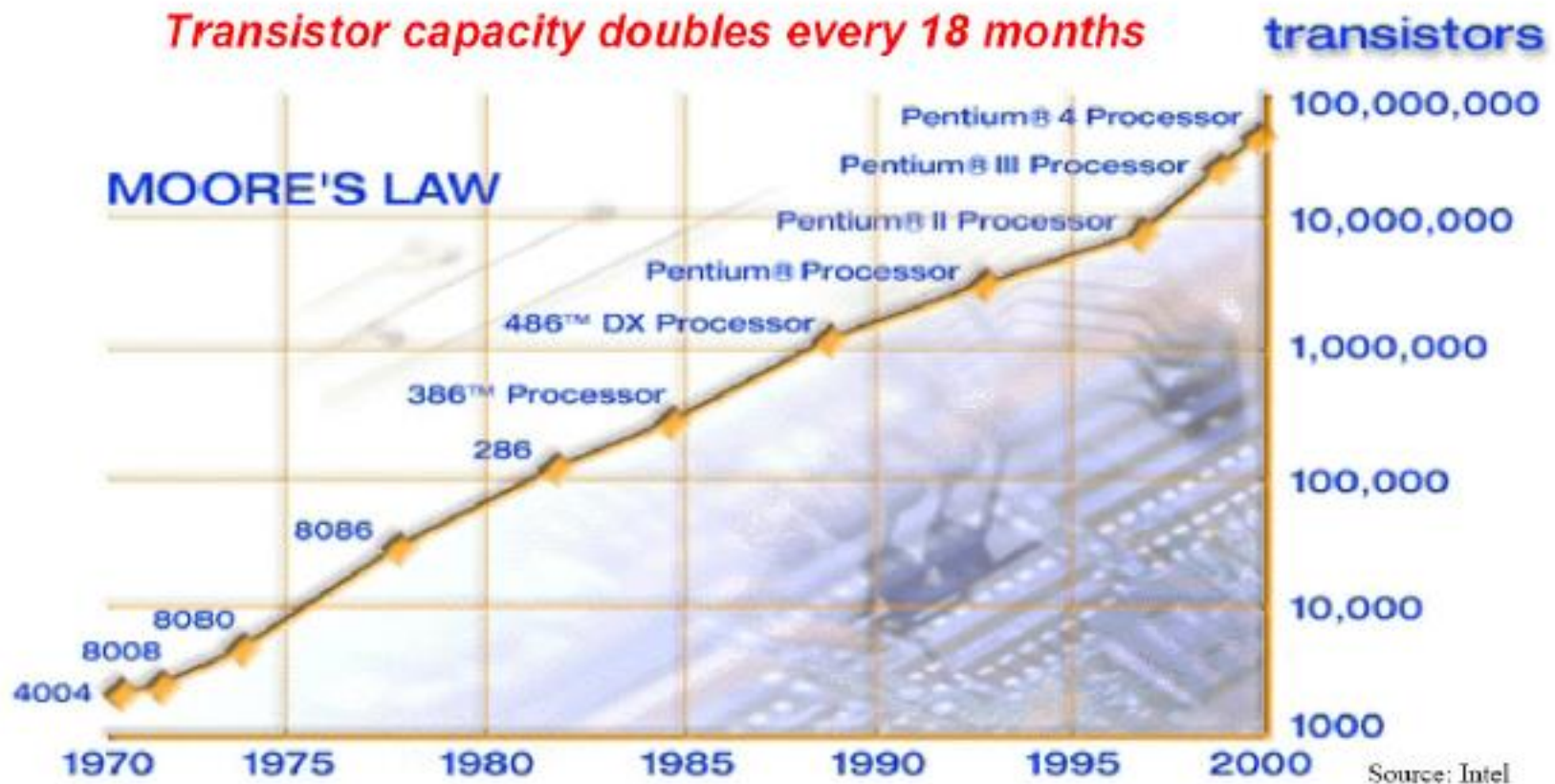




# First Processors

- Intel released the 8086, a 16-bit microprocessor, in 1978
- Motorola followed with the MC68000 as their 16-bit processor
  - The 16-bit processor works with 16 bit words rather than 8 bit words
  - Instructions executed faster
  - Provide single instructions for more complex instructions such as multiply and divide
- 16-bit processors evolved into 32-bit processors
- Intel released the 80386
- Motorola released the MC 68020

# Evolution of CPUs



In 1965, Gordon Moore, co-founder of Intel, indicated that the number of transistors per square inch on integrated circuits had doubled every year since the integrated circuit was invented. Moore predicted that this trend would continue for the foreseeable future.

# Evolution of CPUs

- Intel®Core™i7
  - Intel®Core™i7-5960X Processor Extreme Edition
  - 20M Cache, up to 3.50 GHz
  - 8 Cores, 16 Threads
  - 64-bit Instruction Set

# Microprocessor-based Systems

## Memory Types

### ◆ R/W: Read/Write Memory; also called RAM

- It is volatile (losses information as a power is removed)
- Write means the processor can store information
- Read means the processor can retrieve information from the memory
- Acts like a Blackboard!

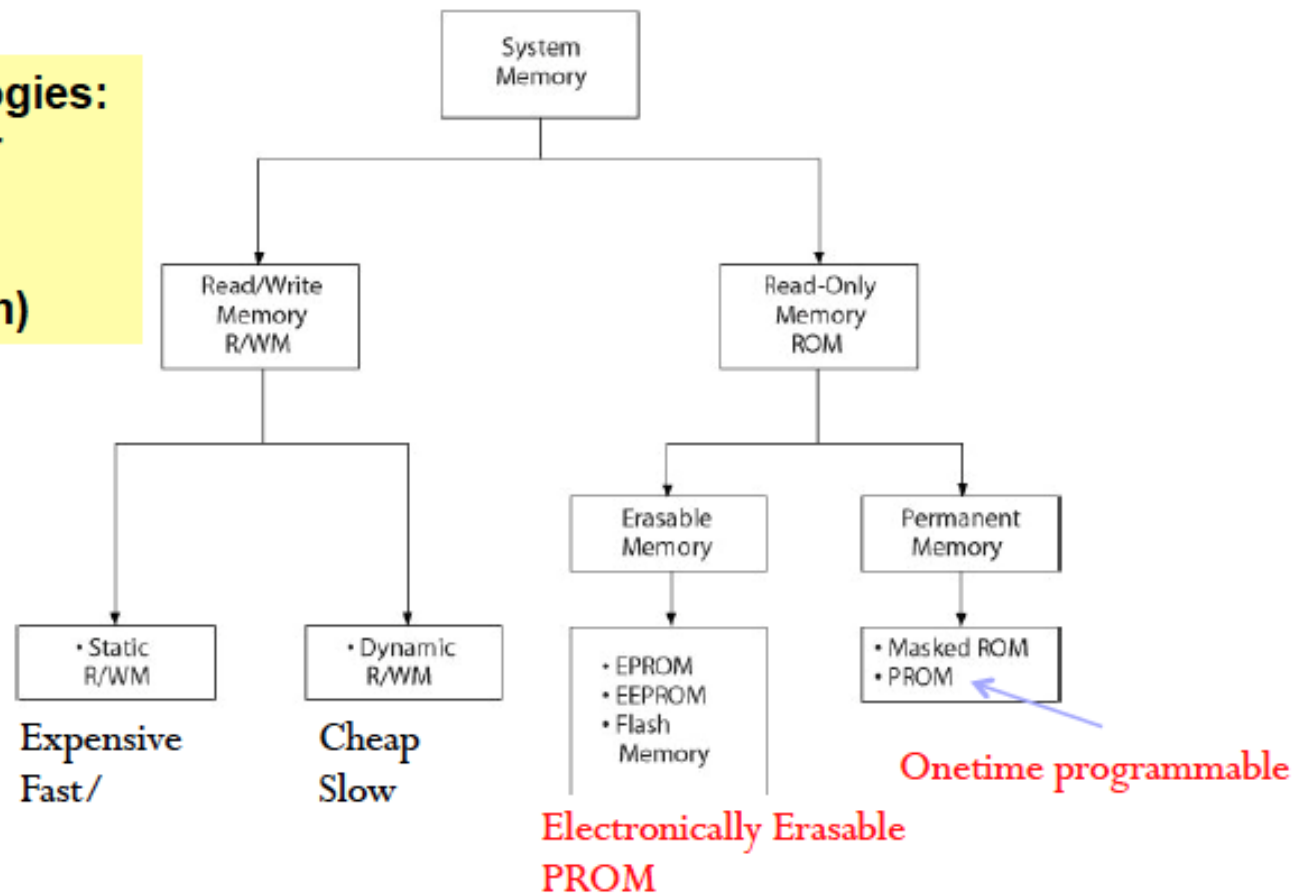
### ◆ ROM: Read-Only Memory

- It is typically non-volatile (permanent) – can be erasable
- It is similar to a page from your textbook

# Microprocessor-Based Systems

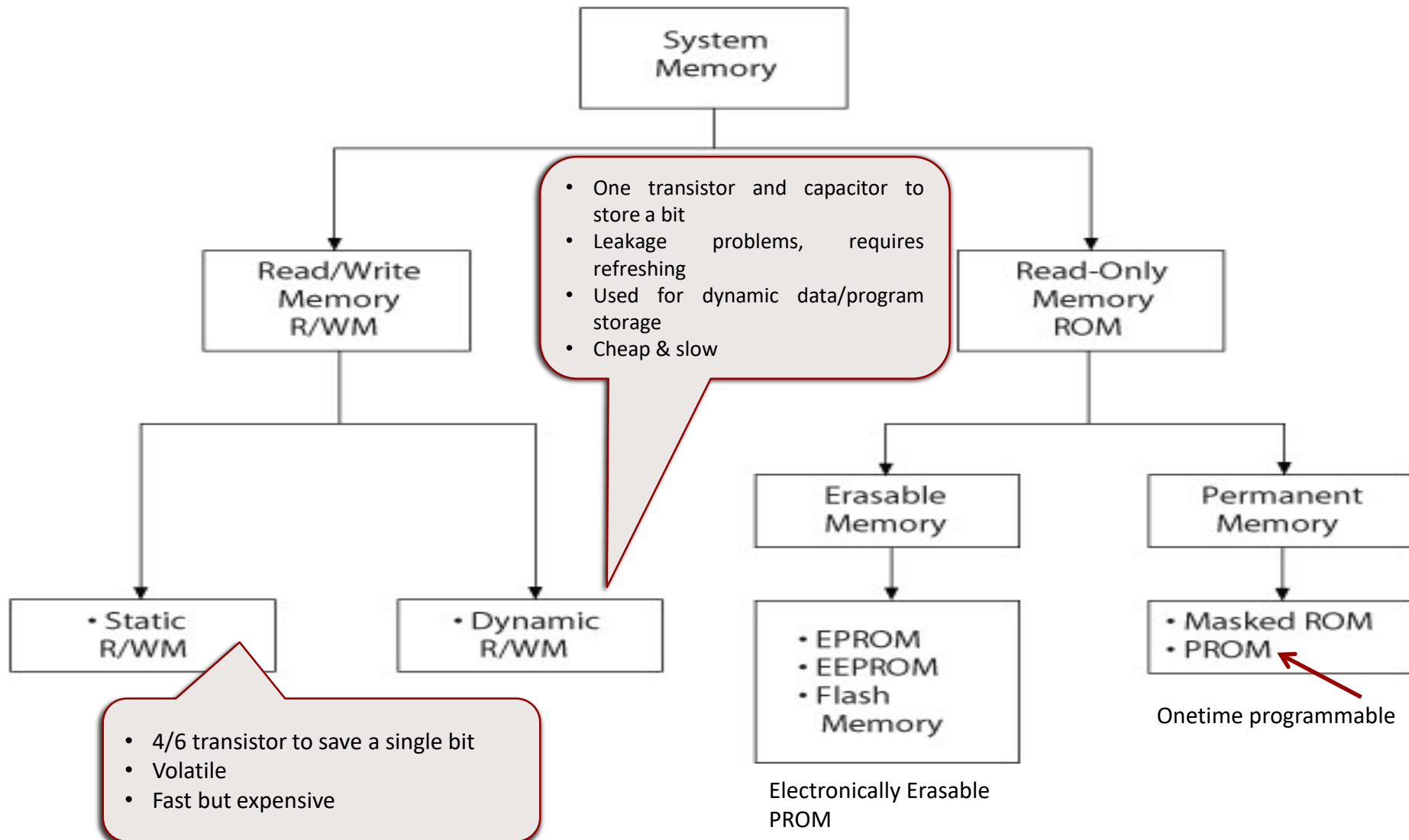
## Memory Classification

**Basic Technologies:**  
Semiconductor  
Magnetic  
Optical  
(or combination)



# Microprocessor-Based Systems

## ➤ Memory Classification



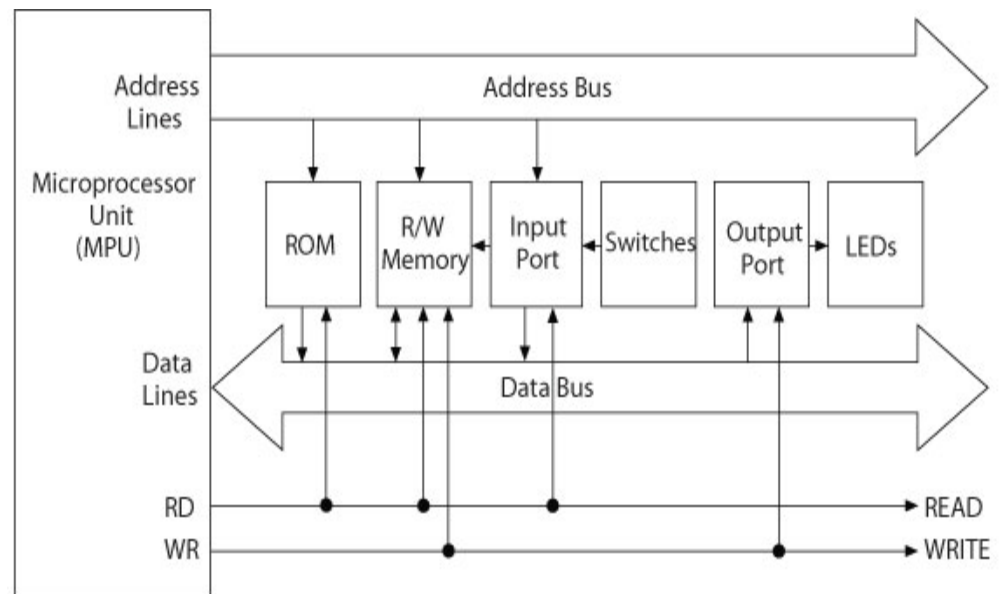
# Erased ROMs

- Masked Programmable ROM
  - Programmed by the manufacturer
- Programmable ROM (PROM)
  - Can be programmed in the field via the programmer
- Erasable Programmable ROM (EPROM)
  - Uses ultraviolet light to erase (through a quartz window)
  - OTP refers to One-Time Programmable
- Electrically Erasable Programmable ROM (EEPROM)
  - Each program location can be individually erased
  - Expensive
  - Requires programmer
- FLASH
  - Can be programmed in-circuit (in-system)
  - Easy to erase (no programmer)
  - Only one section can be erased/written at a time (typically 64 bytes at a time)

# Microprocessor-based Systems

## I/O Ports

- ◆ The way the computer communicates with the outside world devices
- ◆ I/O ports are connected to Peripherals
  - ◆ Peripherals are I/O devices
    - Input devices
    - Output devices
  - ◆ Examples
    - Printers and modems
    - Keyboard and mouse
    - Scanner
    - Universal Serial Bus (USB)





# Microprocessor-based Systems

## BUS

- The three components – MPU, memory, and I/O, are connected by a BUS

### ◆ Address Bus

- ◆ Consists of 16, 20, 24, or 32 parallel lines (wires) – unidirectional
- ◆ These lines contain the address of the memory location to read or written

### ◆ Control Bus

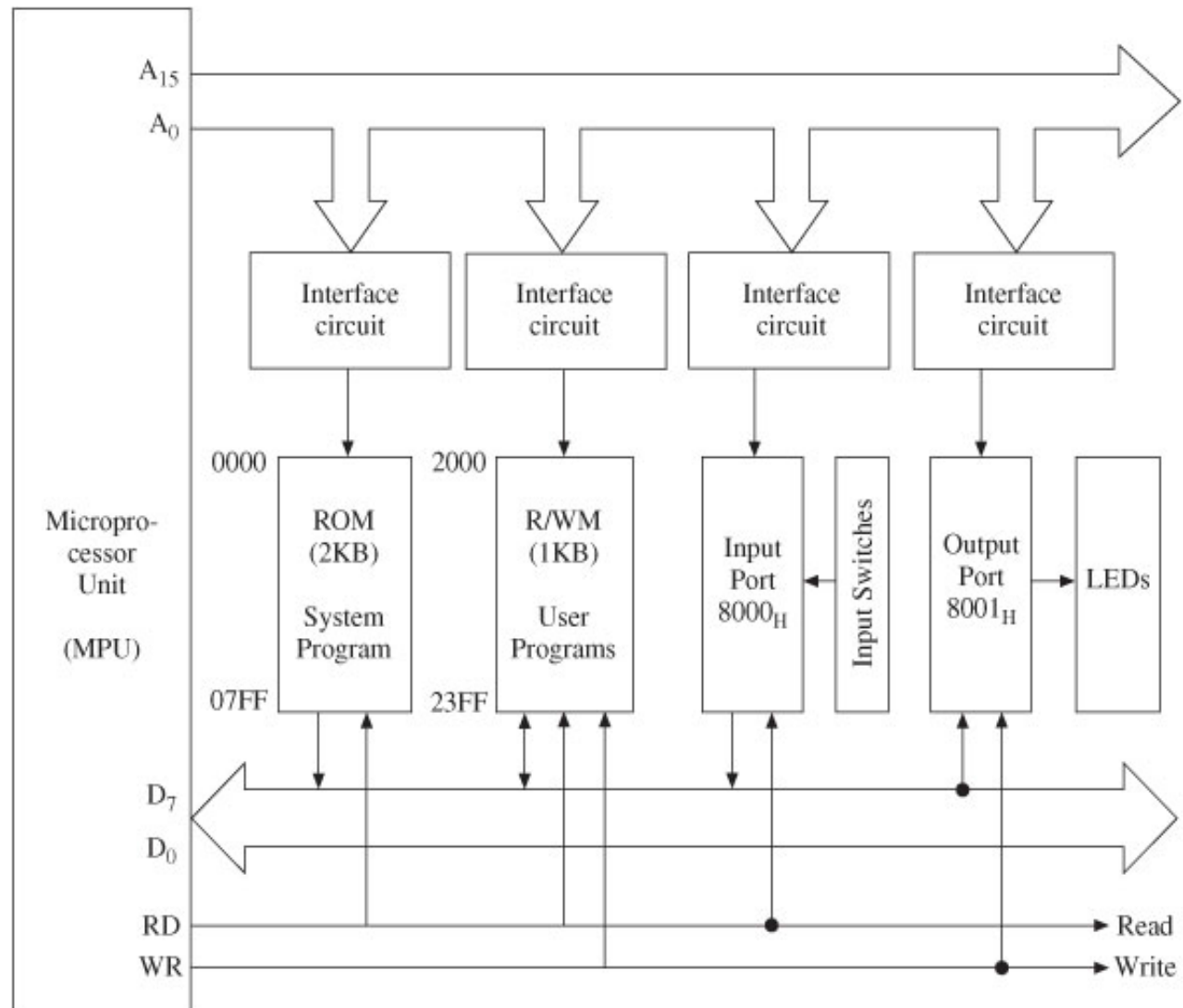
- ◆ Consists of 4 to 10 (or more) parallel signal lines
- ◆ CPU sends signals along these lines to memory and to I/O ports
  - ◆ Examples: Memory Read, Memory Write, I/O Read, I/O Write

### ◆ Data Bus

- ◆ Consists of 8, 16, or 32 parallel lines
- ◆ Bi-directional
- ◆ Only one device at a time can have its outputs enabled
- ◆ This requires the devices to have three-state output

# Expanded Microprocessor-Based System

- Note the direction of the busses.
- What is the width of the address bus?
- What is the value of the Address bus to access the first register of the R/WM?



Remember:  $111\ 1111\ 1111 = 2^{11} = 2K$

**Now what about  
Microcontrollers???**

# First Microcontrollers

- IBM started using Intel processors in its PC
  - Intel started its 8042 and 8048 (8-bit microcontroller) – using in printers
- Apple Macintosh used Motorola 68000
- In 1980 Intel abandoned microcontroller business
- By 1989, Microchip was a major player in designing microcontrollers
  - PIC: Peripheral Interface Controller

# Embedded Controllers

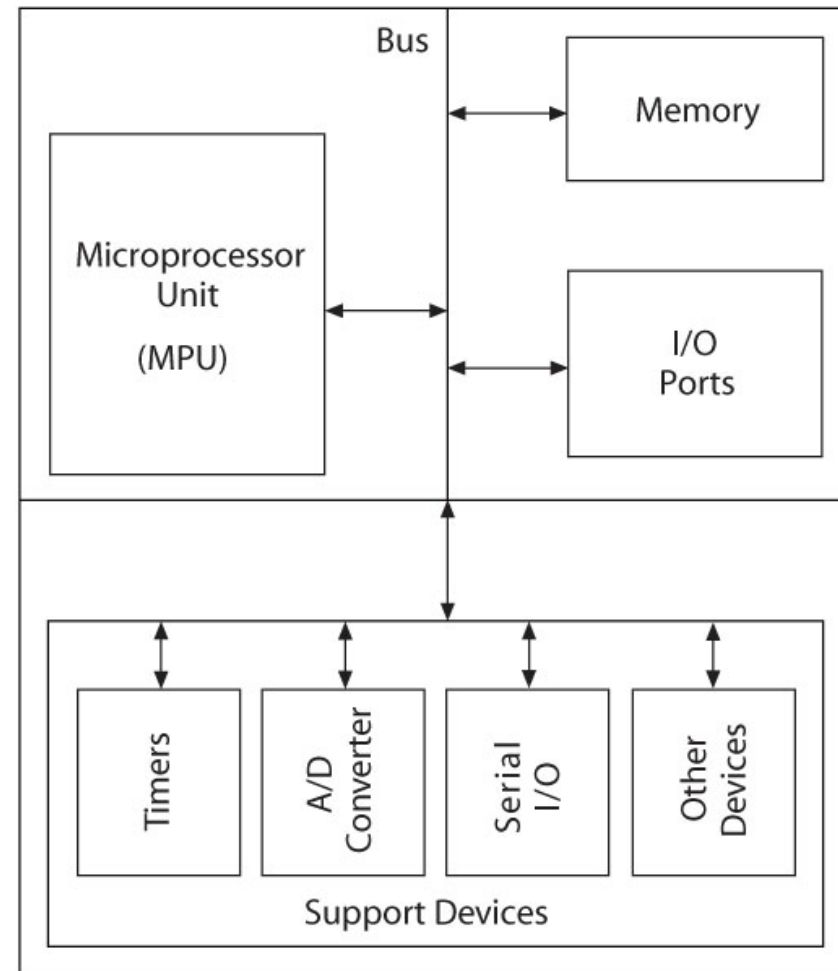
## Software Characteristics

- No operating systems
- Execute a single program, tailored exactly to the controller hardware
- Assembly language (vs. High-level language)
  - Not transportable, machine specific
  - Programmer needs to know CPU architecture
  - Speed
  - Program size
  - Uniqueness

# Microcontroller Unit (MCU)

## Block Diagram

- An integrated electronic computing and logic device that includes three major components on a single chip
  - Microprocessor
  - Memory
  - I/O ports
- Includes support devices
  - Timers
  - A/D converter
  - Serial I/O
  - Parallel Slave Port
- All components connected by common communication lines called the system bus



# MCU Architecture

- RISC (Harvard)
  - Reduced instruction set computer
  - Simple operations
  - Simple addressing modes
  - Longer compiled program but faster to execute
  - Uses pipelining
- CISC (Von Neuman)
  - Complex instruction set computer
  - More complex instructions (closer to high-level language support)

Bench marks: How to compare MCUs together

MIPS: Million Instructions / second (Useful when the compilers are the same)

# Main 8-bit Controllers

- Microchip -PIC® Microcontrollers
  - RISC architecture (reduced instruction set computer)
  - Has sold over 2 billion as of 2002
  - Cost effective and rich in peripherals
- Motorola – now Freescale
  - CISC architecture
  - Has hundreds of instructions
  - Examples: 68HC05, 68HC08, 68HC11
- Intel – now Marvell
  - CISC architecture
  - Has hundreds of instructions
  - Examples: 8051, 8052
  - Many different manufacturerers: Philips, Dallas/MAXIM Semiconductor, etc.
- Atmel
  - RISC architecture (reduced instruction set computer)
  - Cost effective and rich in peripherals
  - AVR



# Software: From Machine to High-Level Languages



(1 of 3)

- Machine Language: binary instructions
  - All programs are converted into the machine language of a processor for execution
  - Difficult to decipher and write
  - Prone to cause many errors in writing

## High-Level Language

Assembly Language

Machine Language

# Software: From Machine to High-Level Languages



(2 of 3)

- Assembly Language: machine instructions represented in mnemonics
  - Has one-to-one correspondence with machine instructions
  - Efficient in execution and use of memory; machine-specific and not easy to troubleshoot

## High-Level Language

Assembly Language

Machine Language

# Software: From Machine to High-Level Languages



(3 of 3)

- High-Level Languages: Such as BASIC, C, and C++
  - Written in statements of spoken languages (such as English)
    - Machine independent
    - Easy to write and troubleshoot
    - Requires large memory and less efficient in execution

## High-Level Language

Assembly Language

Machine Language



# Data Format (8-bit)

(1 of 4)

- Unsigned Byte: All eight bits (Bit0 to Bit7) represent the magnitude of a number
  - Range 0 to FF in Hex and 0 to 255 in decimal

**Unsigned**

Signed



# Data Format (8-bit)

(2 of 4)

- Signed Byte: Seven bits (Bit0 to Bit6) represent the magnitude of a number
  - The eighth bit (Bit7) represents the sign of the number. The number is positive when Bit7 is zero and negative when Bit7 is one.
  - Positive Numbers: 0 to 7F (0 to 127)
  - Negative Numbers: 80 to FF (-1 to -128)
  - All negative numbers are represented in **2's compliment**

Unsigned

Signed



# Data Format (8-bit)

(3 of 4)

- Binary Coded Decimal Numbers (BCD)
  - 8 bits of a number divided into groups of four, and each group represents a decimal digit from 0 to 9
  - Four-bit combinations from A through F in Hex are invalid in BCD
  - Example: **0010 0101** represents the binary coding of the decimal number 25d which is different in value from **25H**



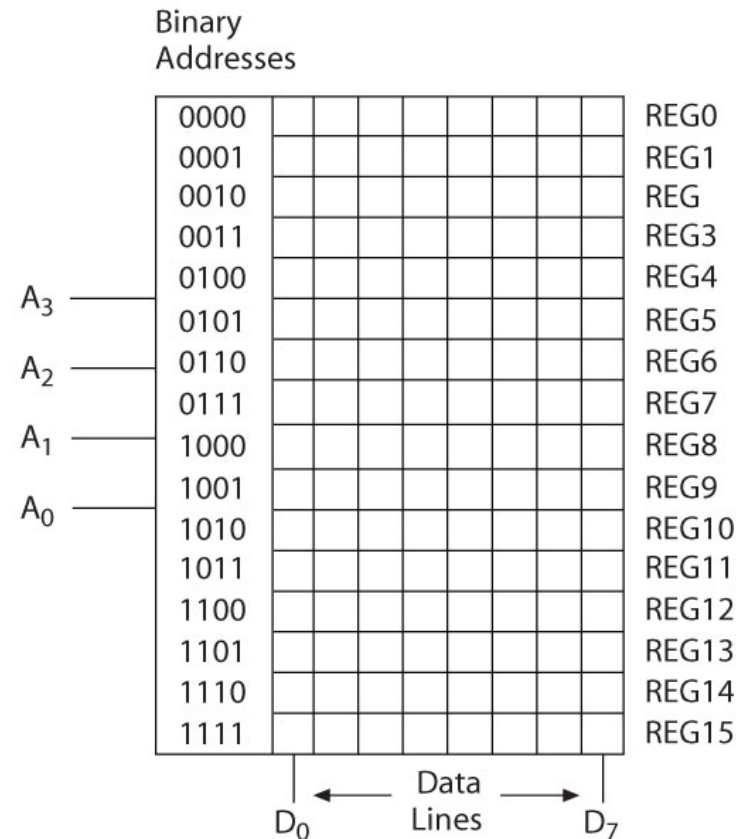
# Data Format (8-bit)

(4 of 4)

- American Standard Code for Information Interchange (ASCII)
  - Seven-bit alphanumeric code with 128 combinations (00 to FF)
  - Represents English alphabet, decimal digits from 0 to 9, symbols, and commands

# Storing Bits in Memory

- We can store in different memory types
  - EEPROM, FLASH, RAM, etc.
- In an 8-bit RAM
  - Each byte is stored in a single memory register
  - Each word is stored in two memory locations (registers)
  - DATA 0x1234
    - 0x12 → REG11 (High-order byte)
      - 0001 0010
    - 0x34 → REG10 (Low-order byte)
      - 0011 0100



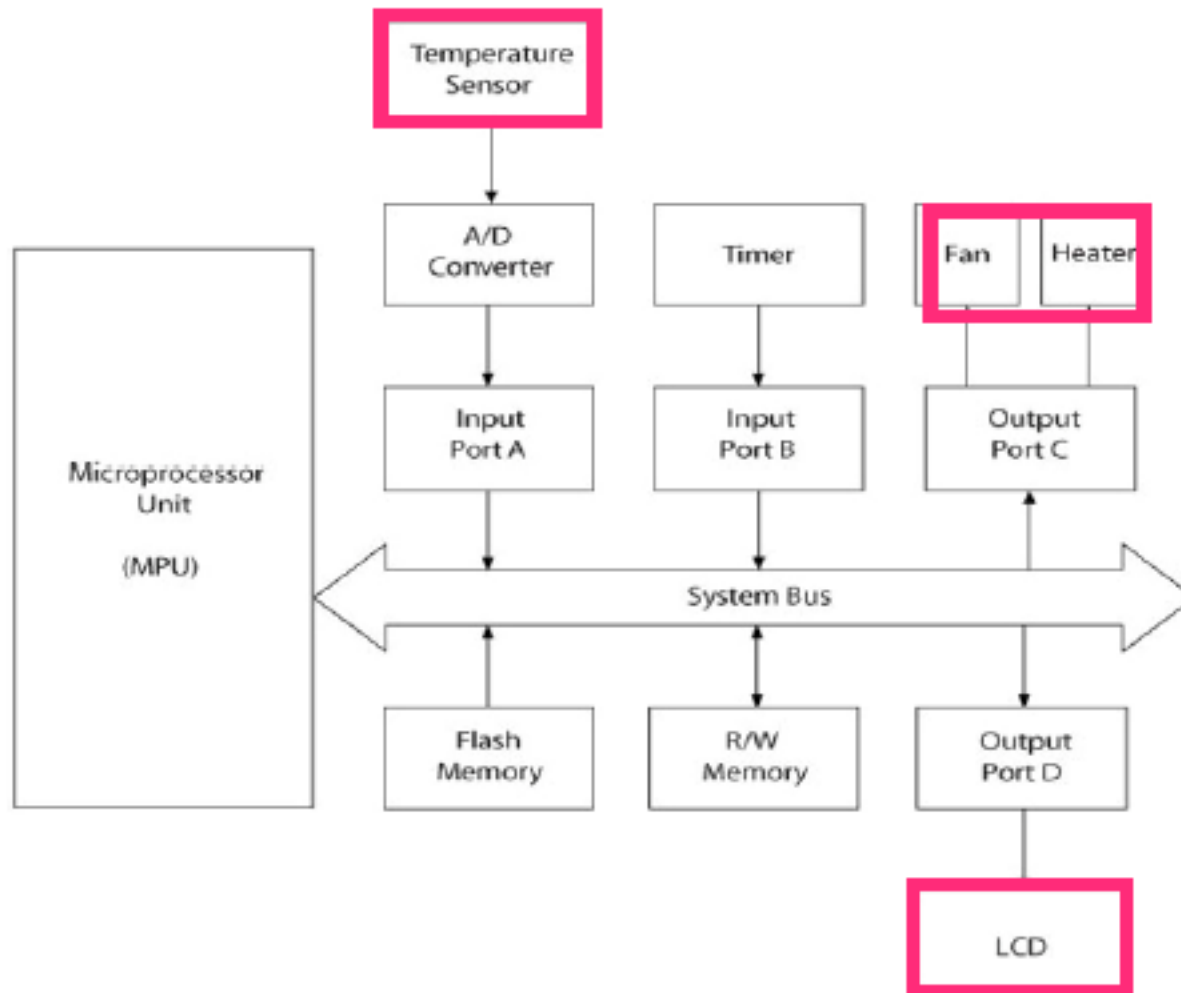
**Remember: -8 -> 111 1000 (in two's complement)**



# Design Examples .....

## Microcontrollers vs. Microprocessors

# MPU-Based Time and Temperature System



# MCU-Based Time and Temperature System

