

# **Overview of Computer Architecture**

Processors and Execution

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### Computer Science

### **Definition (Computer Science)**

The systematic study (science) of algorithms

### Definition (Algorithms)

an ordered set of unambigous, executable steps that defines a terminating process

# Computing



# **Computer Architecture**



# Sinclair Spectrum



# Commodore 64





# **Archimedes**

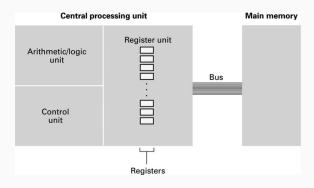




### Start

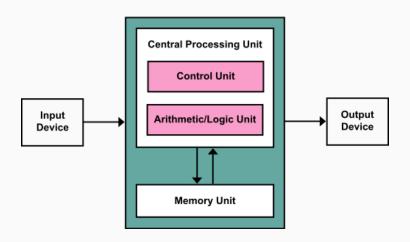


# **Computer Architecture**



# RAM as an array of bytes

Content:	FF	00	57	92	ВЗ	8A	 10	46	DC
Address:	000 000 000	000 000 001	000 000 002	000 000 003	000 000 004	000 000 005	 134 217 725	134 217 726	134 217 727



# Register

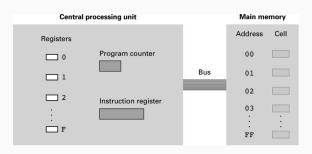
### **Program Counter**

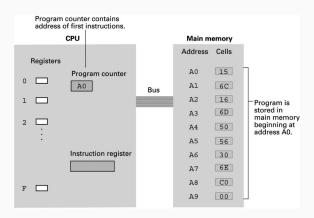
### Program Counter

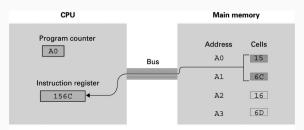
- Address to memory to fetch instruction to execute
- Start position

### Instruction Register

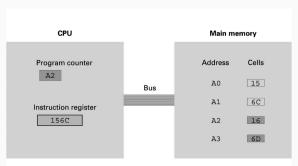
Stores instruction



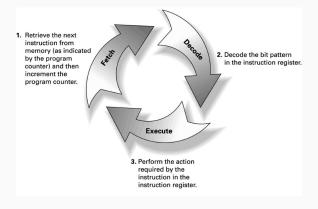




a. At the beginning of the fetch step the instruction starting at address A0 is retrieved from memory and placed in the instruction register.

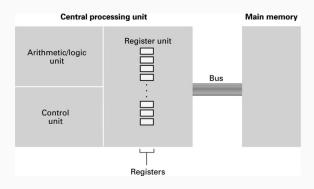


b. Then the program counter is incremented so that it points to the next instruction.



### **Processors**

# **Computer Architecture**



### State Machine

