

Computer Components

- Processor
- Motherboard
- GPU
- RAM
- Hard drive
- Power supply
- Heat sink (if not included)
- DVD/CD drive

Optional

- Extra cooling
- Network card
- Sound card

Machine Instructions

- Instructions that processor executes
- Micro operations

Characteristics

Machine instructions are executed by the processor. The collection of instructions is referred to as the collection set.

Elements

- Opcode
- Specifies the operation to be performed, specified by a binary code.
- Operand
- Result operand reference
- Next instruction reference

Instruction Representation

16 bit instruction, 4 bits = opcode, next 12 (6, 6) used for 2 operands.

Assembly language looks as such: `ADD.B D2, D3`

An assembler takes this assembly language code and transforms it into machine code that can be executed on the processor.

Assembly language is hardware dependent. A different assembly language for each processor.

Instructions in assembly can make reference to specific registers in the processor.

Definition: > A symbolic representation of the machine language of a specific processor, > augmented by additional type of statements

Compiler translates high-level language into machine code. Executable code is generated by the assembler, that the processor can execute.

Linker

A utility program that combines one or more files containing object code from separately compiled program modules into a single file.

Assembly Language Elements

Label - Mnemonic -

Dr Dianabasi Nkantah email: ab0480@coventry.ac.uk tel: 02477658361

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BBC documentary

(Just watch the imitation game)

Charles Babbage

Difference and analytical engine

Generations of computers

- 1st: Vacuum tube
- 2nd: Transistors
- 3rd: Integrated circuit

1st Generation

ENIAC

von Neumann consultation with ENIAC. He was born in Hungary. Was a mathematician.

EDVAC

Most notably attributed to von Neumann

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2nd Generation

Introduction of transistors into the building of processors. Not until late 1950s that fully transistorized computers were commercially available.

3rd Generation

Single, self contained transistor. Also on the circuit board are resistors and capacitors.

Interrupts

Interrupts are a mechanism by which a normal sequence of events can be prevented. There are multiple types of interrupts, that are caused by different situations. - Program Interrupts - This could be caused by an overflow error, or a division by zero - Timer - Generated by internal processor timer - Used in a pre-emptive multi-tasking - I/O - From an I/O controller - Hardware failure - I.e a memory parity error

The interrupt cycle is added to the instruction cycle, and the processor checks for interrupt, indicated when there is an interrupt signal. If there is an interrupt pending, the processor suspends the execution of the current program, and saves the context. Then set PC to start address of the interrupt handler routine. Then it processes the interrupt before restoring the context and continuing the interrupted program.

Multiple Interrupts

Discrete interrupts are processed in the sequence as they occur. Whilst one interrupt is being handled, the rest are left pending. The processor will ignore further interrupts until the current interrupt has been handled.

Define priorities, this allows interrupts to be assigned a priority, meaning a low-priority interrupt can be interrupted by a high-priority interrupt.

Computer

CPU

- Register (memory unit within the cpu)
- MBR (Memory buffer register)
- MAR (Memory address register)
- IR (Instruction register)
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- ALU (+-/*%)
- Internal CPU Interconnection
- Control unit (Decides which operation should be applied)

I/O

System Bus

Memory

Main memory - RAM (volatile memory) Secondary storage - (HD) Instructions and data all stored in memory

von Neumann

ALU and control resides in between main memory and the I/O devices. Good diagram on the slideshow on moodle.

Microelectronics

Logic Circuit Design

Gates are made up of transistors. Combination of gates can be used to solve mathematical operations.

Computer Architecture and Networks

Exercise 2a: Number Systems

1) *Convert the following binary numbers to decimal:*

a. $1101 = 13$

b. $01101001 = 105$

c. $1101001110.101 = 846.625$

2) *Convert the following decimal numbers to binary:*

a. $67 = 01000011$

b. $381 = 1011111101$

c. $40.375 = 0101000.011$

3) *Convert the following decimal numbers to 8-bit binary values:*

a. $48 = 00110000$

b. $103 = 01100111$

c. $165 = 10100101$

4) *Convert the following hexadecimal numbers to binary:*

a. $63F = 0110\ 0011\ 1111$

b. $BEEF = 1011\ 1110\ 1110\ 1111$

c. $F00D = 1111\ 0000\ 0000\ 1101$

5) *Convert the following binary numbers to hexadecimal:*

a. $1001\ 0011 = 93$

b. $1010\ 0010\ 1110\ 0101 = A2E5$

c. $1100\ 1001\ 1101\ 1000\ 01 = C9D81$

6) *Convert the following hexadecimal numbers to decimal:*

a. $A7E = 1010\ 0111\ 1110 = 2686$

b. $95BF = 1001\ 0101\ 1011\ 1111 = 38335$

c. $50B = 0101\ 0000\ 1011 = 1291$

7) *Convert the following decimal numbers to hexadecimal:*

a. $46 = 0010\ 1110 = 2E$

b. $139 = 1000\ 1011 = 8B$

c. $2014 = 0111\ 1101\ 1110 = 7DE$

8) *Convert the following octal numbers to binary:*

a. $627 = 110\ 010\ 111$

b. $4550 = 100\ 101\ 101\ 000$

c. $2771 = 010\ 111\ 111\ 001$

9) *Convert the following binary numbers to octal:*

a. $101\ 011\ 001 = 531$

b. $111\ 100\ 000 = 740$

c. $001\ 100\ 101\ 011 = 1453$

10) *Convert the following octal numbers to decimal:*

a. $45 = 100\ 101 = 37$

b. $731 = 111\ 011\ 001 = 473$

c. $173 = 001\ 111\ 011 = 123$

11) *Convert the following decimal numbers to octal:*

a. $68 = 001\ 000\ 100 = 104$

b. $99 = 001\ 100\ 011 = 113$

c. $145 = 010\ 010\ 001 = 221$

12) *Convert each of the following decimal numbers to BCD:*

a. $8 = 1000$

b. $39 = 0011\ 1001$

c. $526 = 0101\ 0010\ 0110$

13) *Convert each of the following BCD numbers to decimal:*

a. $1001 = 9$

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14) *Perform the following arithmetic operations:*

a. $1101(\text{bs2}) + 1011(\text{bs2}) = 11000$

b. $00101100(\text{bs2}) + 00010001(\text{bs2}) = 00111101$

c. $11010(\text{bs2}) - 10111(\text{bs2}) = 00011$

-> PROBLEM d. $1110(\text{bs2}) - 11(\text{bs2}) = 111$

d. $37(\text{bs16}) + 29(\text{bs16}) = 0011\ 0111 + 0010\ 1001 = 60(\text{bs16})$

e. $A0(\text{bs16}) + 6B(\text{bs16}) = 1010\ 0000 + 0110\ 1011 = 0001\ 0000\ 1011 = 10B$

f. $C8(\text{bs16}) - 3A(\text{bs16}) = 1100\ 1000 - 0011\ 1010 = 1000\ 1110 = 8E$

g. $FD(\text{bs16}) - 88(\text{bs16}) = 1111\ 1101 - 1000\ 1000 = 0111\ 0101 = 75$

$11111101\ 01111000 \text{ ——— } 101110101$

Report on three peripherals

The Wacom Bamboo Pen and Touch Tablet

Oculus Rift

Introduction

The Oculus Rift is part of the next wave of gaming. The device is placed over a users eyes, cover their face partially, and allows a world to be brought to life. The player feels like part of a world that spans 360degrees around them, they can look around, move their head around and the worlds react accordingly.

Historical Development

Current Status

The Oculus have currently released two iterations of the rift, Development Kit One, and Development Kit Two (shortened to DK1, and DK2). ###Analysis of employed technologies### The current iteration of the Oculus Rift also uses an infra-red sensor, which is placed accordingly to capture the rifts movements accurately.

RAM

RAM can be divided into two technologies, DRAM and SRAM. DRAM is Dynamic Ram. This type of RAM is made with cells that store data as charges on capacitors. The presence or absence of a charge is interpreted as binary. It requires periodic charge refreshing to maintain the correct data. The term dynamic is applied due to the charge tending to leak away, even with constant power being supplied.

SRAM is Static RAM. They use the same logic components as a processor. Binary values are stored using the traditional flip-flop logic gate configurations, it holds its data as long as power is supplied. It is a more expensive type of RAM, and is faster.

Revision

Useful Slides

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Function Units from Logic Gates

Decoders

Manager call 7 assistants. 2 options:

a: Seven individual lines

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