Computer Architecture

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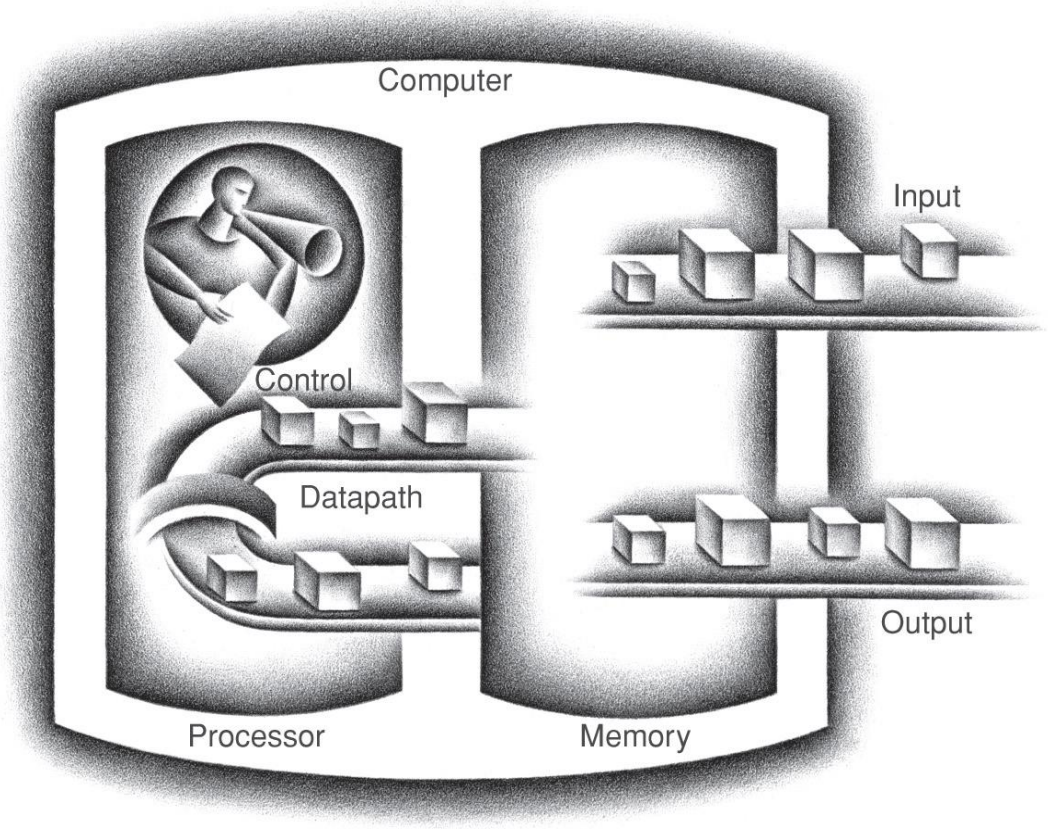
Chapter 2: Computer Functions and Interconnection

1. Computer Components
2. Computer Functions
3. Inter-connection Structures

[with materials from *Computer Organization and Architecture, 10th Edition*, William Stallings, ©2016, Pearson]

Computer Organization

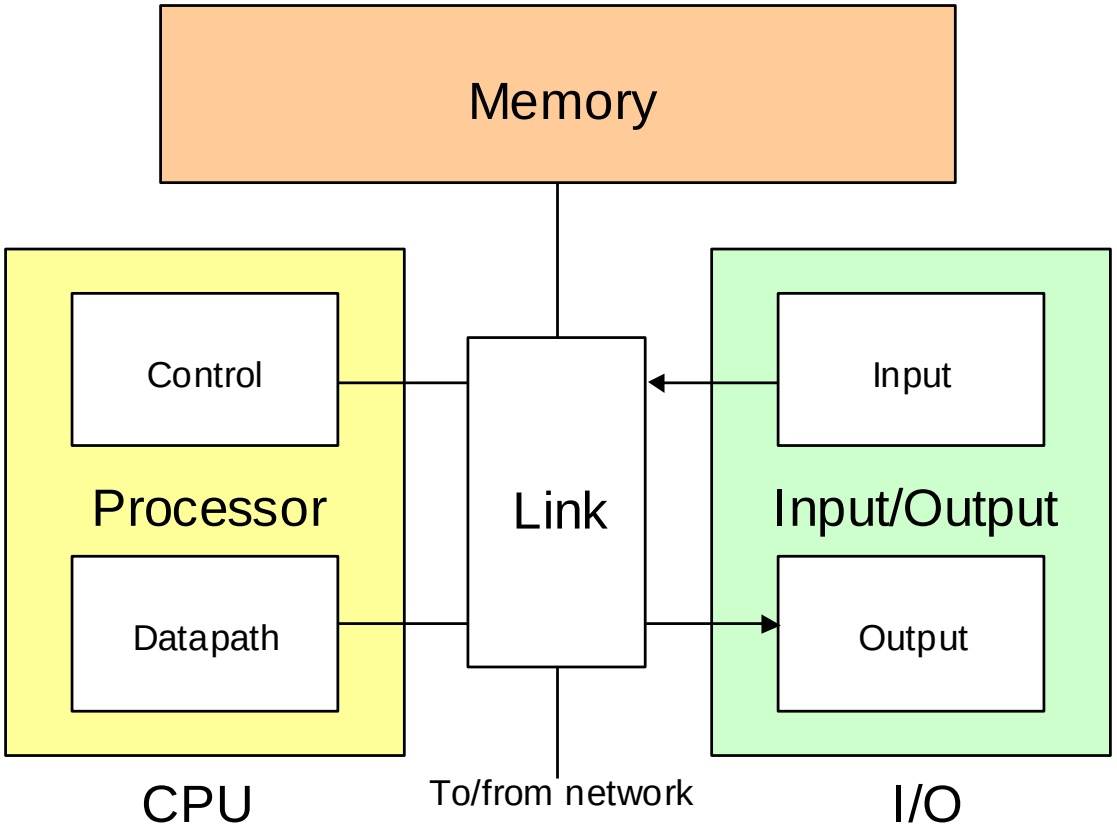
- From Chap.1: classic components of a computer



- Computer
  - Input data
  - Execute stored programs
  - Output result

1. Computer Components

- More detailed computer organization



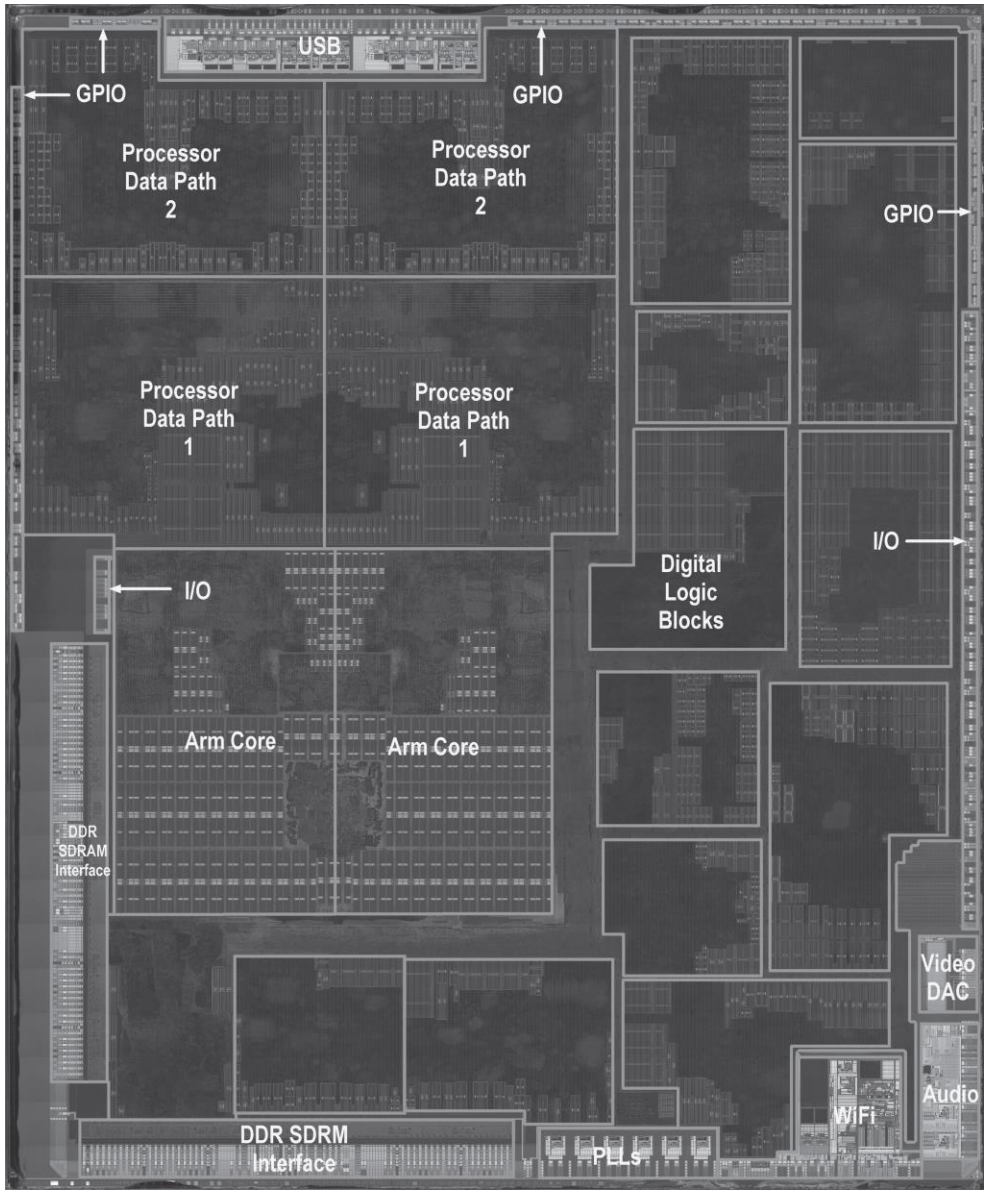
Computer organization with system link

CPU (Central Processing Unit)

- Control Unit
  - Fetch instruction from memory.
  - Interpret instruction.
  - Control other components to execute instruction.
- Datapath: performs arithmetic operations to process data.
- Register file (chapter 3): small and fast data storage for instruction execution.
- Some other dedicated components

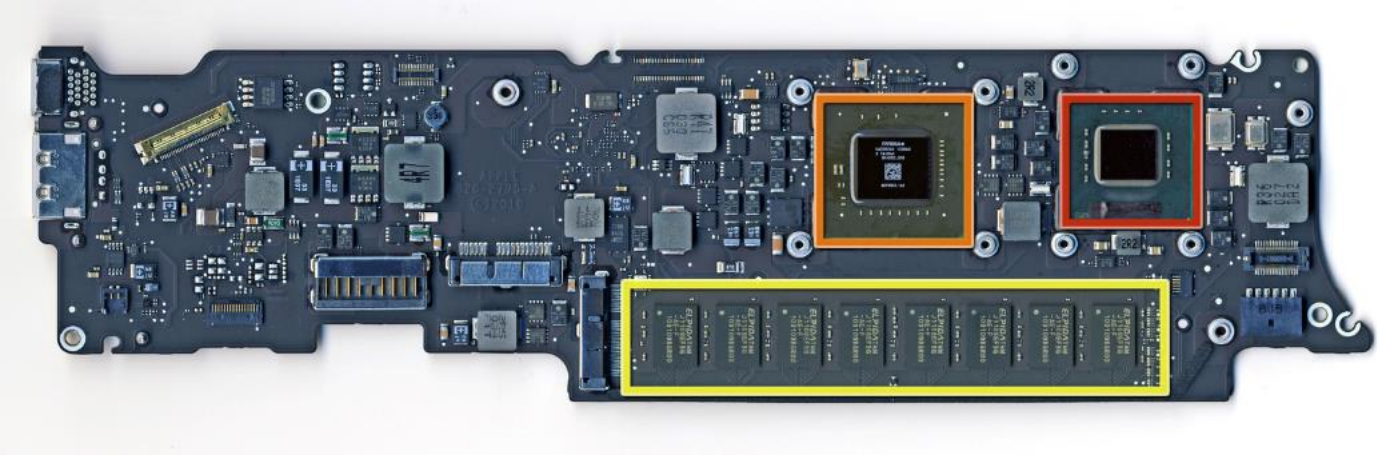
CPU

- Example: Apple A5



Memory

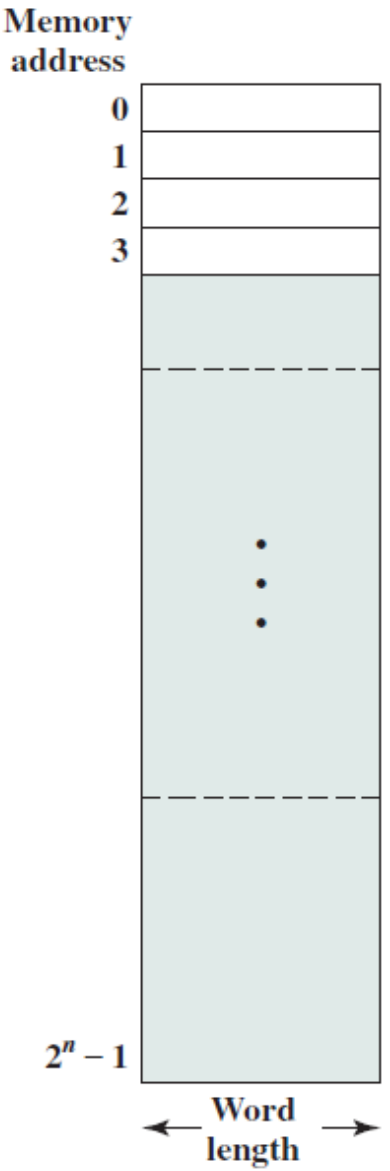
- Store instructions of the running programs.
- Store data that are currently in use.



Futher reading: memory technologies

Memory

- Logical organization
  - Array of memory cells
  - Each cell holds one byte of data
  - Each cell is assigned an unique adress
  - Data value can be changed, address is fixed
- Data are stored on memory cells
  - 8-bit integer requires 1 cell
  - 32-bit integer requires 4 cells
  - Array requires consecutive cells according tc its size.
  - …

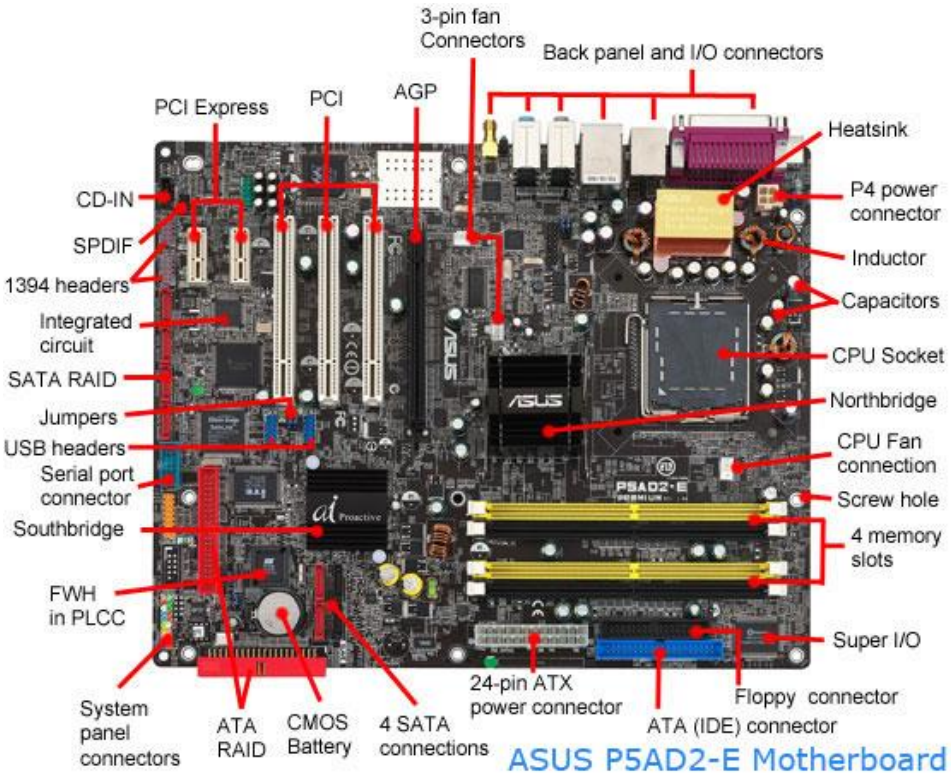


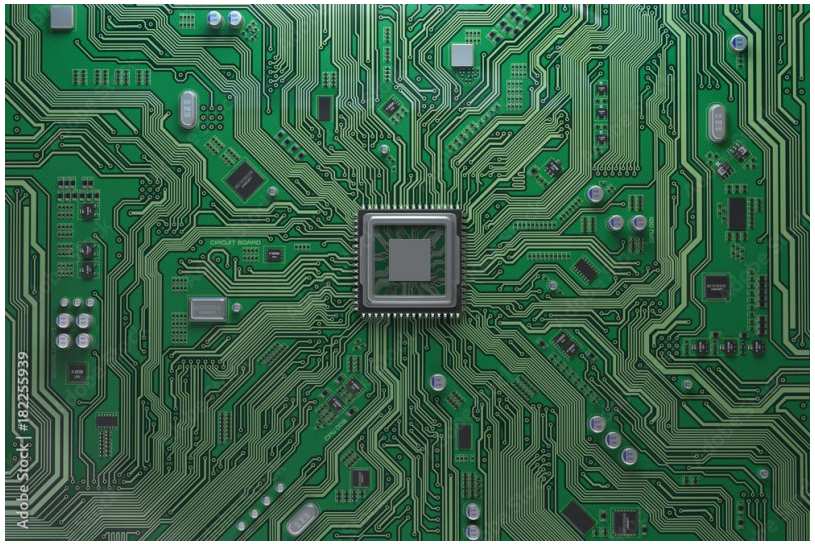
Input/output

- Interfacing computer with physical world/environment.
- Types of I/O device
  - Input: mouse, keyboard, webcam…
  - Output: display, printer, speaker…
  - Storage: HDD, SSD, optical, USB drives…
  - Communication: WiFi, Ethernet, Bluetooth modules…

Link: System interconnection

- The fabric to connect all components
- Huge number of connection, requires very good design so that all components function properly





2. Computer functions

- Executing program
- Interrupt
- Input/Output

2.1 Executing program

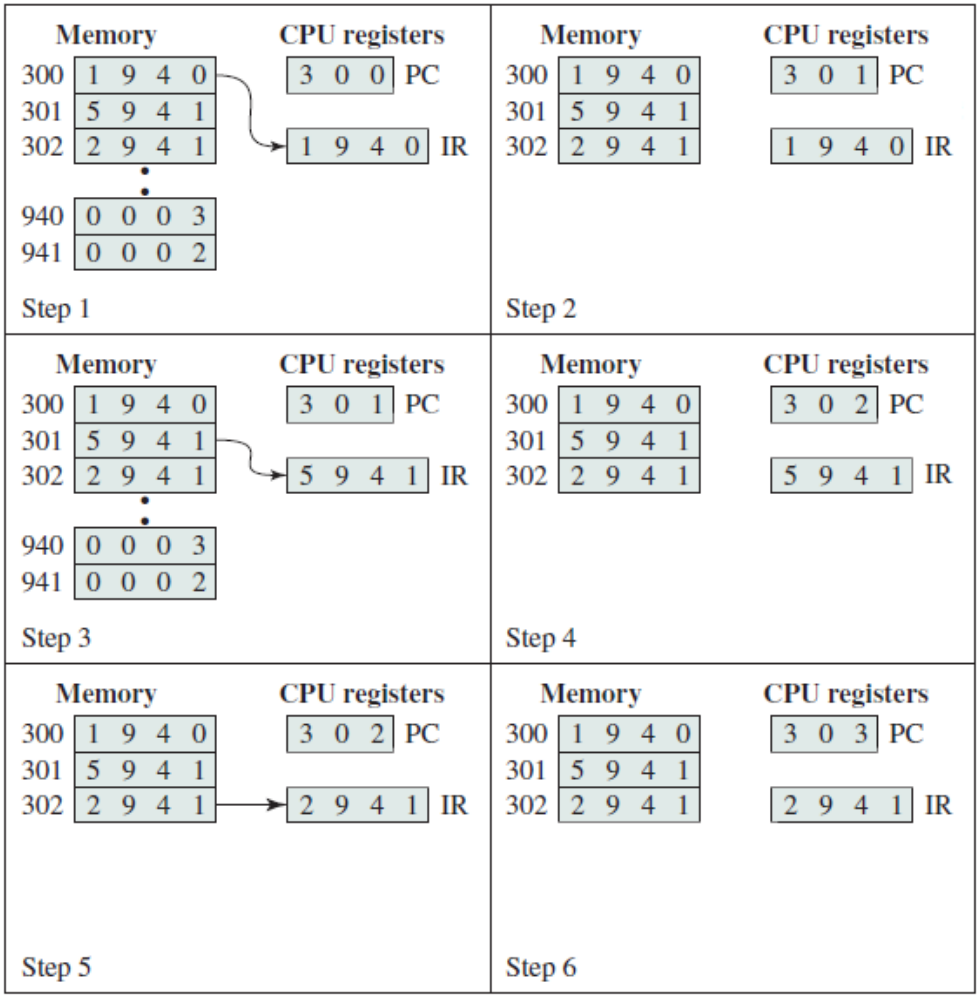
- ➔ the most basic function of computers.
- Program: a set of instructions.
- Computers execute instructions sequentially.
- Instruction cycle:
  - Instruction fetch: control unit fetches an instruction from memory
  - Instruction execution:
    - control unit decodes instruction,
    - then “tells” datapath and other components to perform the required action.
    - More details in Chapter 5.

Instruction fetch

- Importance
  - To get the correct instruction.
  - To execute all instructions in a program sequentially.
- At the beginning of each instruction cycle the processor fetches an instruction from memory.
- The program counter (PC) holds the address of the instruction to be fetched.
- The processor increases PC after each instruction fetch so that PC points to the next instruction in sequence.
- The fetched instruction is loaded into the instruction register (IR).

Instruction fetch

- Automatic increment of PC in fetch cycle

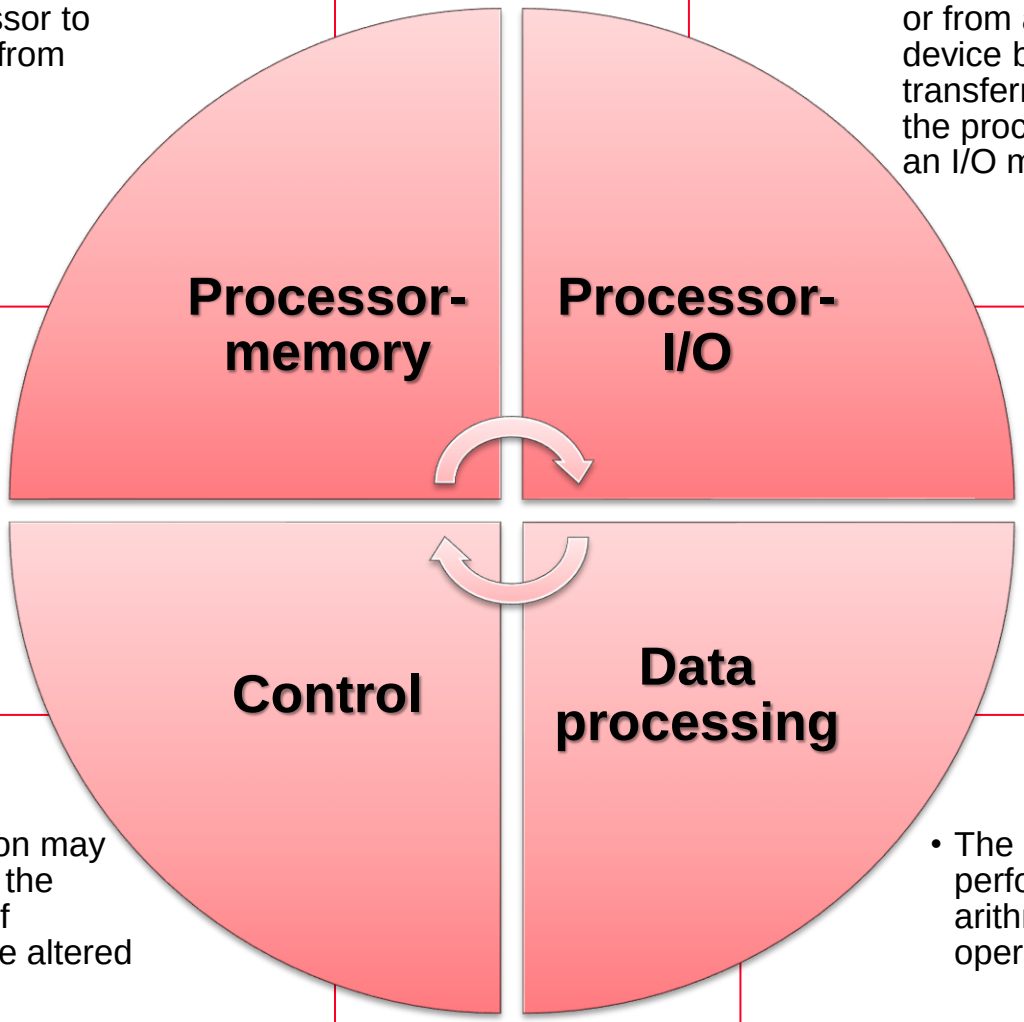


Elaboration: How to support branching?

Instruction execution

- Instruction (fetched and stored in IR) is decoded to get
  - The operation that the processor needs to do
  - The location to get input data (source operands)
  - The location to store output data (destination operand)
- Operand address calculation: calculate the address of operands
- Operand fetch: fetch source operands
- Data operation: perform the action on source operands and get result
- Operand store: store result into destination operand

Types of operation



- Data transferred from processor to memory or from memory to processor

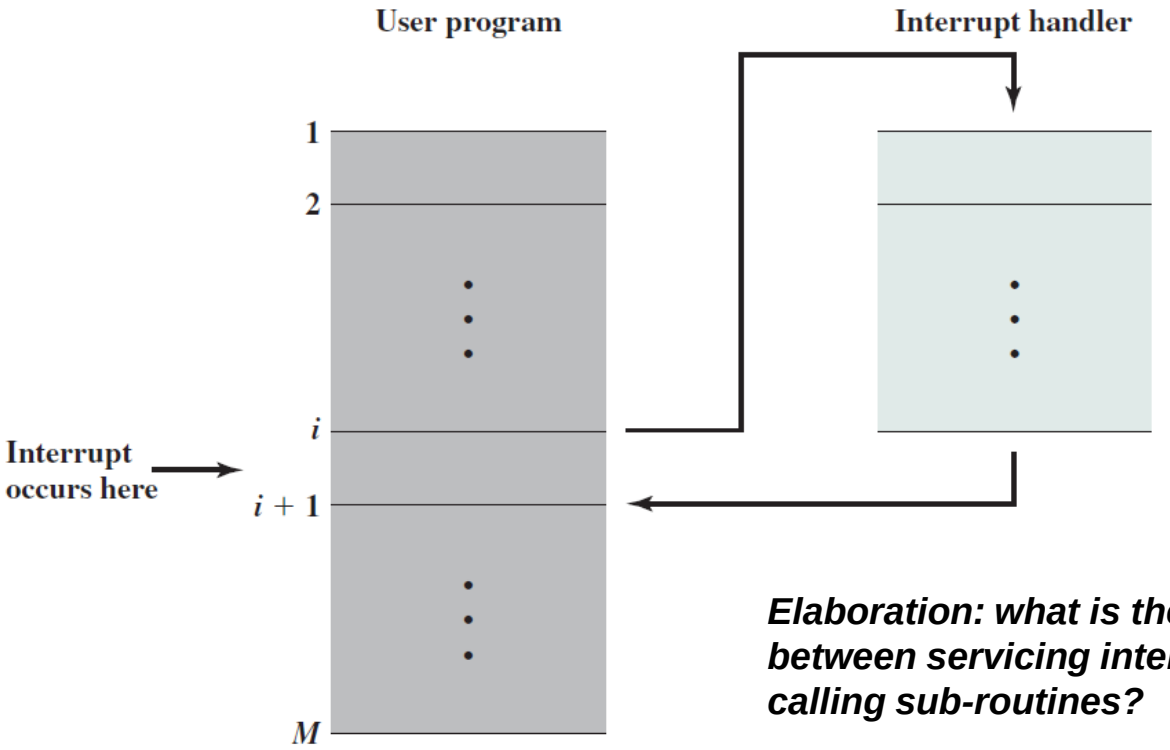
- Data transferred to or from a peripheral device by transferring between the processor and an I/O module

- An instruction may specify that the sequence of execution be altered

- The processor may perform some arithmetic or logic operation on data

2.2 Interrupt

- The mechanism to allow other components (memory, I/O) interrupt the normal processing of processor.
- Servicing interrupt: processor temporarily switch from the current program to execute a different (rather short) program, before continuing the original program.



Elaboration: what is the difference between servicing interrupt and calling sub-routines?

Sources of interrupt

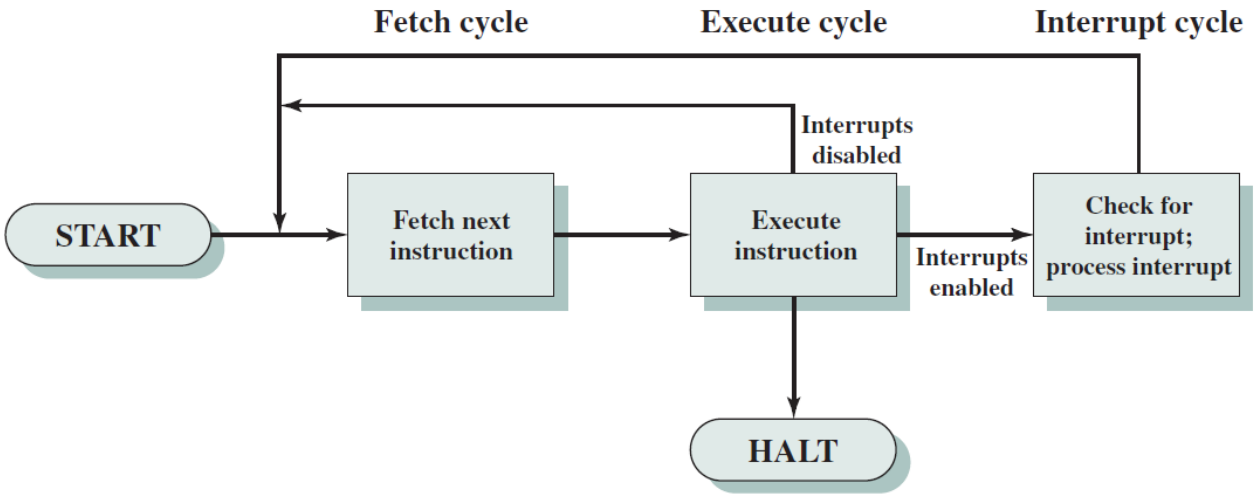
- Typical sources of interrupt:
  - Software/program: occurs during instruction execution upon some special condition such as division by 0, arithmetic overflow… Can also be called exception.
  - Timer: generated by system timer inside processor, to provide timing service, such as for operating system task scheduler service.
  - I/O: generated by I/O modules, to request service from processor or acknowledge the completion of an operation.
  - Hardware failure: generated when error happens with hardware.
- Example: detecting keyboard events (key up/key down)
  - Method 1: CPU checks keyboard status frequently
  - Method 2: keyboard issue interrupt to notify CPU upon key up/down
  - Which is better regarding CPU usage?

Interrupt handler/Interrupt service routine (ISR)

- Special programs to be executed to service interrupts.
- Usually a part of operating system or system software.
- Typical operation:
  - Determine the nature of interrupt: source and reason of interrupt.
  - Perform corresponding operation.
  - Return control to the interrupted program.
- Structure:
  - Interrupt handler ends with a special instruction, to restore context and value of PC, so that CPU can continue the interrupted program properly.

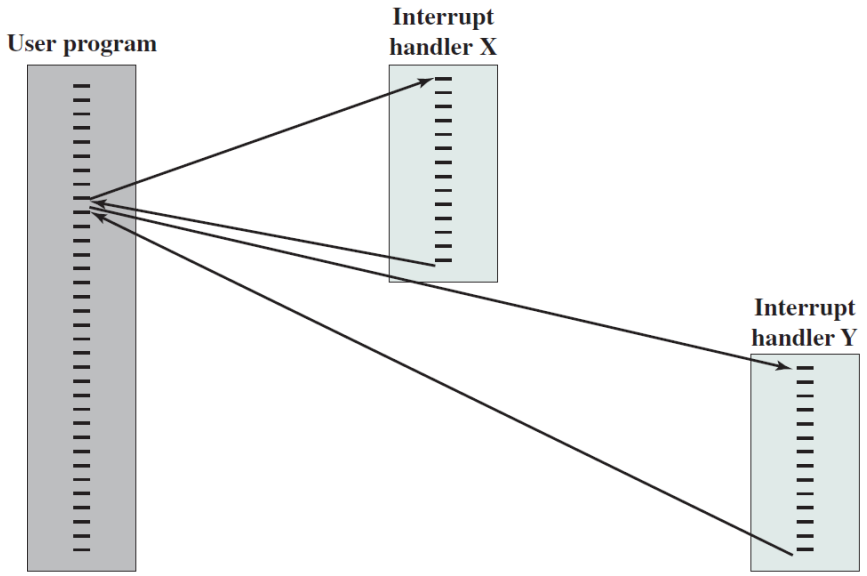
Servicing interrupts: instruction and interrupt cycle

- Interrupt is checked at the end of each instruction cycle
- Interrupt cycle if interrupt occurred:
  - CPU saves context of current program (current value of PC).
  - Address of interrupt handler is loaded to PC.
  - CPU continues with new instruction cycles, with new PC. Interrupt handler will be executed instead of original program.
  - At the end of interrupt handler, context will be restored including PC value. CPU return to the interrupted program.

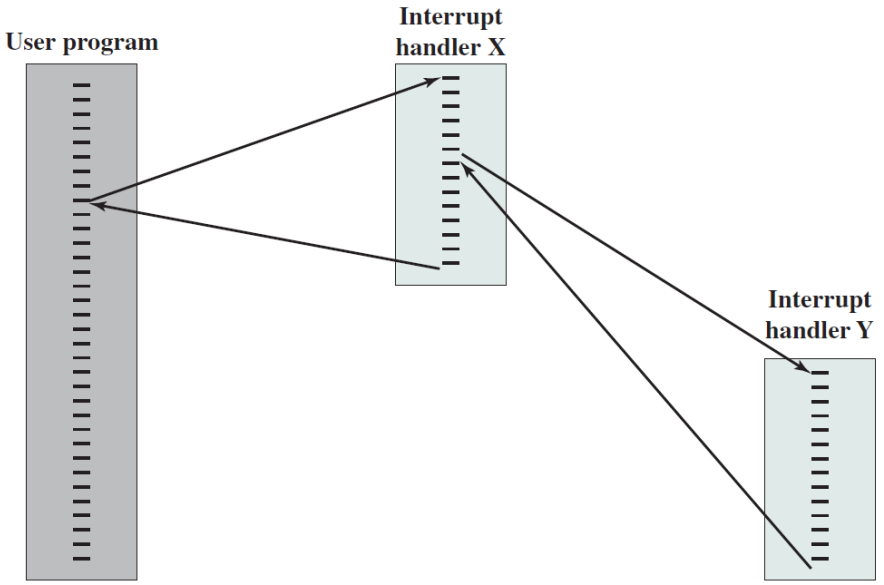


Multiple interrupt procesing

- Number of interrupt sources is (always) high.
- Interrupts can occur at the same time or overlap.
- Sequential vs nested interrupt processing
  - Usually priority-based.
  - More details in chapter 7.



(a) Sequential interrupt processing



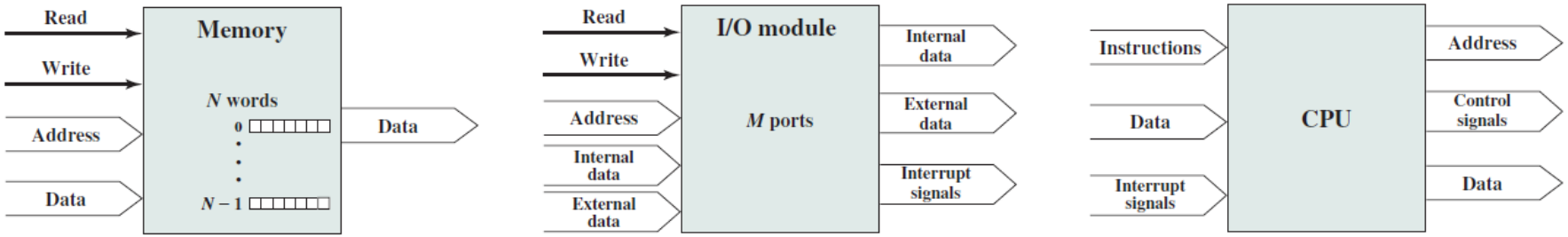
(b) Nested interrupt processing

2.3 Input/output

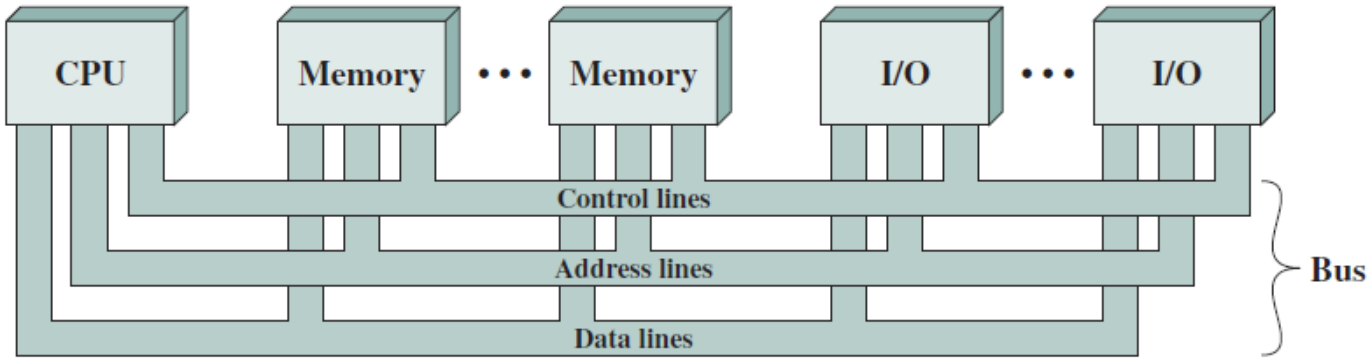
- The operation when data is transferred between I/O modules and CPU/memory.
- CPU-controlled data transfer: data is transferred between CPU and I/O, under the control of CPU.
- Direct memory access: data is transferred between memory and I/O, under the control of special controllers called DMAC.

3. System interconnection

- Interconnection model of each component
  - ➔ Need to connect these components

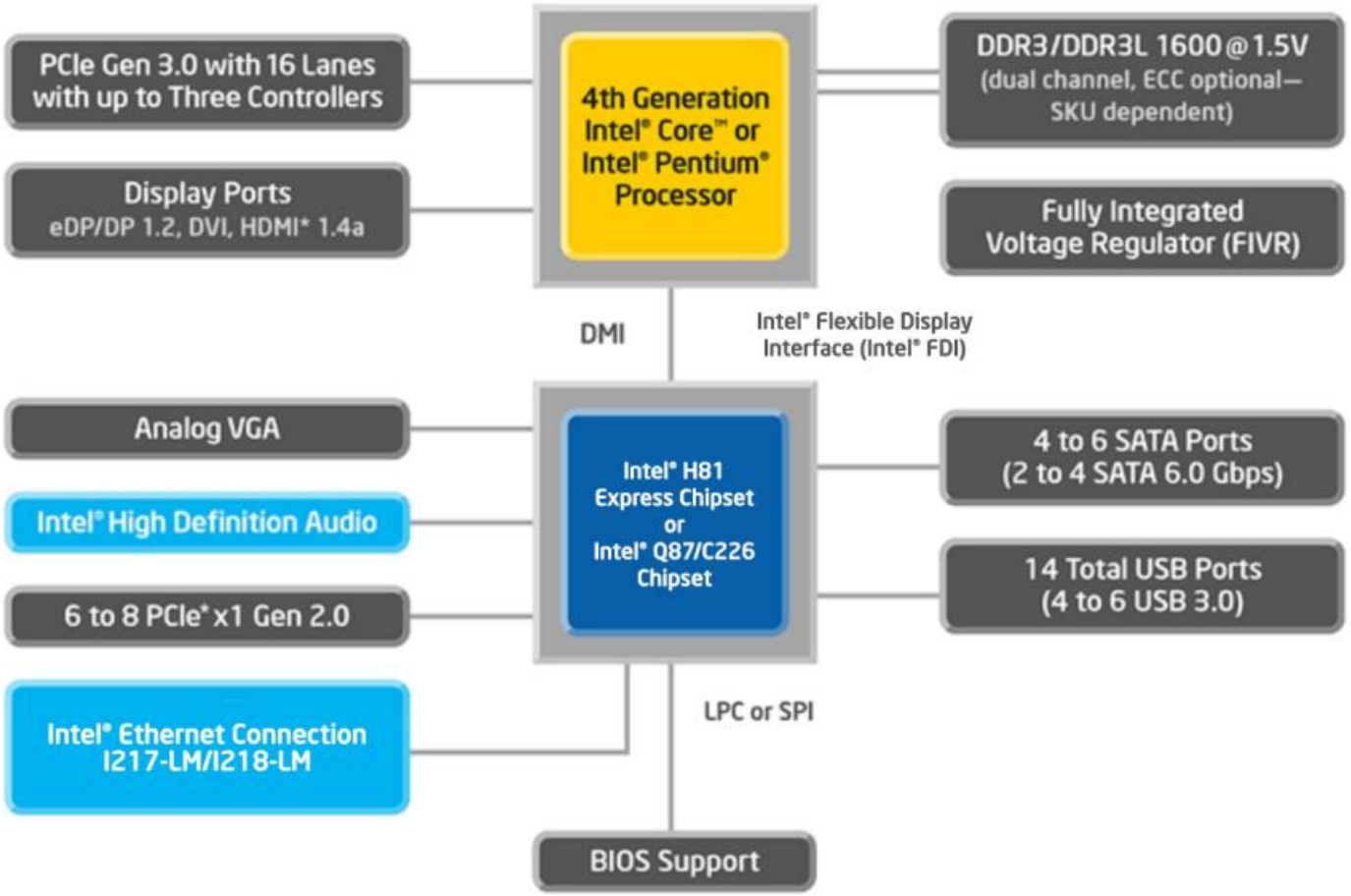


- Theoretical bus interconnection scheme



System interconnection

- Interconnection system for high performance computers: **hierarchical bus**



End of chapter 2