

# Computer Systems Architecture I

## CM10194

### **Content**

History of computing (overview).

Architectures - von Neumann, Non-von Neumann, SIMD to MIMD.

Principles of digital computer operation.

Integer numbers: representations.

Floating point numbers: representations, precision and accuracy.

Introduction to digital logic, simplification of Boolean logic.

Input and output: memory maps, polling, interrupts.

Buses, devices and device addresses.

Aspects of hardware: such as Arduino, tablets and phones.

Introduction to C and developing with SDKs.

Basic assembler concepts: machine codes, instruction execution, addressing modes, CISC v RISC, register use, subroutine calls and the stack.

Ronaldo Butrus

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This document was created with reference to lecture slides by Fabio Nemetz.  
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# History of Computing

- **1800s: Indian mathematician Radhanath Sikdar.**
- **100BC: Antikythera Device.** Calculates astronomical positions.
- **1642: The Pascaline.** Adds and subtracts two numbers, multiplies and divides by repetition.
- **1671: Leibniz' engine.** Multiplying machine.
- **1820s: The Arithmometer by Thomas de Colmar.** First commercially successful calculator.
- **1837: Charles Babbage's Analytical Engine.** First design of a general-purpose programmable computer.
- **1843: Ada Lovelace.** First programmer.
- **1936: Alan Turing.** Designed abstract machine.
- **1949: MONIAC by London LSE.** An analogue computer which used fluidic logic to model economy.
- **1943: The Colossus by Alan Turing.** First programmable digital computer for code breaking, not general purpose.
- **1946: ENIAC by John von Neumann.** First programmable general-purpose computer.
- **1948: Manchester Baby (SSEM).** First programmable general-purpose computer to use Von Neumann architecture. Followed by Manchester Mark 1.
- **1948: EDVAC by University of Pennsylvania** (similar to Manchester Baby).
- Issues with 1<sup>st</sup> generation digital computers:
  - vacuum tube technology generated a lot of heat
  - consumed a lot of electricity
  - unreliable
  - costly
  - only supported machine language
  - slow I/O devices
  - huge size
  - not portable
- A computer is a data processor. Data can take many kinds, e.g.
  - process control (sensors and controls)
  - data analysis
  - word processing
  - symbolic processing
  - game-playing
  - speech and vision, robotics (sound and images)
  - neural network simulation (cognitive models)
- 2<sup>nd</sup> generation computers (1950s):
  - transistors to transfer electronic signals across a resistor
    - smaller than vacuum tubes
    - no warm up time
    - consumed less energy
    - generated less heat
    - faster
    - more reliable
- 3<sup>rd</sup> generation computers (1961):
  - integrated chips (set of electronic circuits on semiconductor material, typically silicon)
  - 10s to 100s of transistors on each chip

- 4<sup>th</sup> generation computers (1970s):
  - 10 000s of transistors on each chip
  - Large Scale Integration (LSI)
  - Bill Gates and Paul Allen founded Microsoft and wrote a Basic language interpreter for the Altair (minicomputer kit)
  - Steve Wozniak designed and built a better computer and founded Apple with Steve Jobs
- 5<sup>th</sup> generation computers (1980s):
  - billions of transistors on each chip
  - Very Large Scale Integration (VLSI) / Ultra Large Scale Integration (ULSI)
- The present:
  - main hardware developments are number of transistors per chip, allowing:
    - operating systems
    - networking
    - mobile computing
- **Moore's Law:** computing power (relative to component cost) doubles over a fixed time.
- This was 2 years, and now appears to be 3, but due to the physical properties of silicon there is a finite limit.

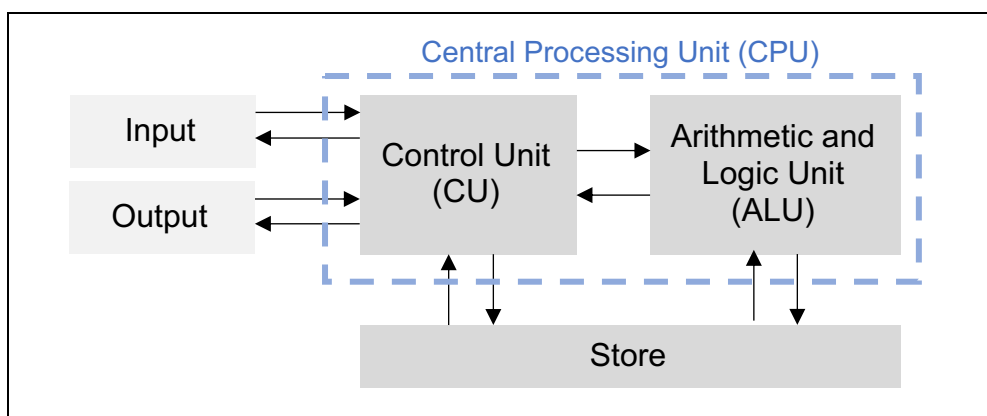
# Architectures

## Abstractions

- Abstraction layers hide the details of how lower layers work to allow programmers to deal with problems at particular levels.
- Software abstractions:
  - problem
  - algorithm
  - program
- Hardware abstractions (operating system):
  - instruction set architecture (ISA)
  - microarchitecture
  - logic
  - circuit
  - electrons

## Von Neumann Architecture

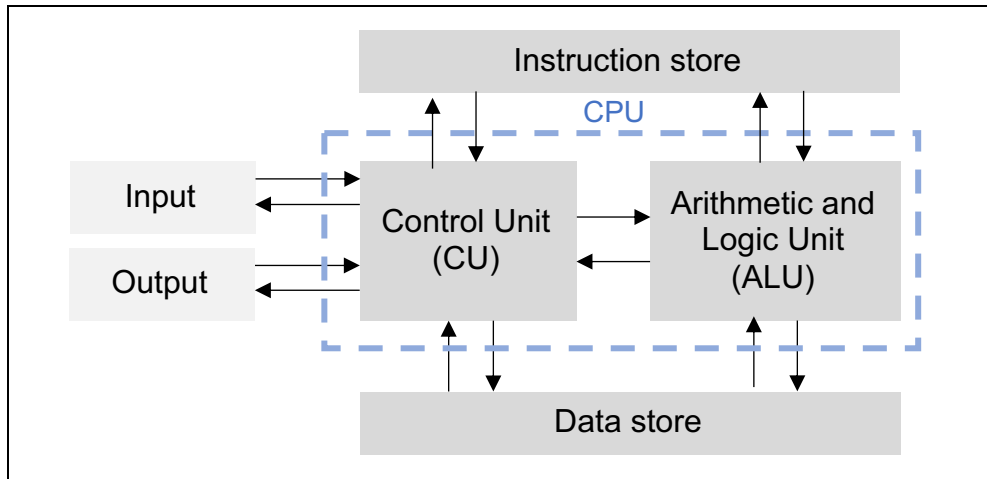
- Most uniprocessor machines use the Von Neumann architecture.
- It uses the common structure of machines, abstracting from their particular details.
- The components are connected by buses (address, control and data buses).
- **Arithmetic and Logic Unit (ALU):**
  - where computational operations are carried out
  - operations require an operation (e.g. add) and an operand (data)
- **Control Unit (CU):**
  - determines operation to be performed
  - selects operands and makes them available
  - supplies correct control data (operation and operands) to ALU
  - determines next operation to be performed (thereby renders the processor automatic)
- Data and instructions:
  - stored together in a single memory unit
  - stored and retrieved by the CU
  - if data store and CU work fast enough the ALU can run continuously



- Von Neumann bottleneck
  - the speed at which data and instructions can be retrieved from memory becomes a limit on the speed at which the CPU can operate
  - because program memory and data memory cannot be accessed at the same time
- Solutions to the Von Neumann bottleneck:
  - alternative architectures (Harvard, distributed storage)
  - caching
  - internal registers
- Caching:
  - **cache:** a data store, duplicating some of main memory, but capable of more rapid access (making frequently used data instantly available to the CPU)
  - **Level 1:** closest to processor, fastest, usually smallest
  - **Level 2:** off-chip, fast, larger
- Internal registers:
  - **register:** a rapid access data store on the CPU to store values used in ongoing computations
  - fastest memory used in a computer
  - modern programming languages do not have direct access to registers (except C)

## Harvard Architecture

- Separate stores for data and instructions.
- CPU can access instructions and data simultaneously.
- Harvard Mark 1 was the first computer to use the Harvard architecture, developed by IBM.
- Harvard architecture useful in:
  - special-purpose devices such as microcontrollers and signal processors with instructions stored in ROM
  - sophisticated processors to exploit parallel fetching of data and instructions



- Modified Harvard architectures:
  - providing a data pathway between the instruction and data stores, so only one loading mechanism from the store to the CPU is required
  - separate caching for code and data but a single store to allow both Harvard and Von Neumann mode
- Harvard architecture has better performance; Von Neumann architecture is more flexible.

## Parallel Architectures

- **Parallelism:** carrying out multiple operations simultaneously.
- **Multiprocessor:** computers with multiple ALUs.
- Each ALU may have its own:
  - control unit (task level)
  - data storage (data level)
- Control architectures for multiprocessors:
  - **single instruction stream:** single control unit issues same instruction to each ALU
  - **multiple instruction streams:** each ALU controlled by a separate control unit
- Data architectures for multiprocessors:
  - **single data stream:** all ALUs operate on same data stream
  - **multiple data streams:** each ALU operates on a different data stream (or a vector/array of data)

- **Flynn's Taxonomy:**

DATA LEVEL	Single Data Stream	Multiple Data Streams
TASK LEVEL		
Single Instruction Streams	SISD	SIMD
Multiple Instruction Streams	MISD	MIMD

- **SISD** (Single Instruction Single Data):
  - uniprocessor architecture (Von Neumann and Harvard)
- **SIMD** (Single Instruction Multiple Data):
  - involves application of basic operation to large dataset (vectors/matrices)
  - used in:
    - supercomputer modelling of physical systems (e.g. weather)
    - signal processing (sound/vision)
    - graphics/audio processing (e.g. adjusting contrast in digital image)
    - video games (e.g. Xbox 360 – Xenon CPU)
- **MISD** (Multiple Instruction Single Data):
  - used in fault-tolerant/safety-critical computing (e.g. Space Shuttle)
- **MIMD** (Multiple Instruction Multiple Data):
  - modern multi-core processors
- Memory architectures:
  - **shared memory:**
    - each processor has access to the same memory space
    - efficient
    - leads to memory-to-CPU bottlenecks
    - cache coherence problems
  - **distributed memory:**
    - each processor has its own data store (memory)
    - easy to scale up
    - inefficient, indirect communication between processors (message passing)
    - distributing and then reassembling data is a significant task
- Compromise solutions:
  - **virtual shared memory:** distributed memory which 'seems' shared to CPUs
  - **non-uniform memory access (NUMA):** shared memory which has parts that are faster to access for each CPU



- Multi-core processors:
  - processors with multiple cores on same chip
  - used for multitasking (running different applications in parallel)
  - software design must take advantage of the parallelism potential
  
- **Amdahl's Law** (limits of parallelisation):
  - for a given computational task  
suppose a proportion  $0 \leq p \leq 1$  can be parallelised
  - a proportion  $s = 1 - p$  is sequential
  - the maximum speedup obtainable using  $N$  parallel processors is given by:
 
$$\frac{1}{(1 - p) + \frac{p}{N}}$$
  - the absolute limit (with infinitely many processors) can be found using  $\frac{1}{1-p}$ .

# Principles of digital computer operation

## Analogue vs Digital

- Parameters can be represented by continuously variable analogues such as:
  - rotation of a shaft
  - electrical current or voltage
- Analogues are:
  - precise
  - inaccurate (cannot be exactly measured)
- Parameters can be represented by discretised representations (digital).
- Digital methods are:
  - imprecise
  - accurate

## Numeration systems

- Computers are required to represent different forms of data:
  - unsigned integers
  - signed integers
  - alphanumeric characters
  - strings
  - real numbers
  - program instructions
  - addresses of memory locations and external devices
- Electronic computers (except ENIAC) are based on two-state devices (transistors and logic gates).
- The binary system can be used to distinguish between on and off.
- All numeration systems are representational.
- Numeration systems are a form of coding, which should be devised such that:
  - few symbols (easy to remember)
  - unambiguous
  - economical
  - useful quantitative measure
  - easy to manipulate (e.g. to perform arithmetic, unlike Roman system)
- Therefore the elements of a numeration system are that:
  - base determines number of digit symbols needed
  - place values increase from right to left in successive powers of the base
  - addition is used to make up a number from digits
  - multiplication is used to make up a number from its place
  - there is an agreed starting point (the 'unit' place) denoted by a point
- Decimal system:
  - base 10
  - symbols 0-9
  - coincides with number of fingers
  - uses positional notation
- Other numeration systems:
  - binary (base 2)
  - octal (base 8)
  - hexadecimal (base 16)
- Numbers should be followed by a subscript of their base, e.g.  $F6_{16}$  indicates hex.

Decimal	Binary	Octal	Hex	Decimal	Binary	Octal	Hex
1	1	1	1	9	1001	11	9
2	10	2	2	10	1010	12	A
3	11	3	3	11	1011	13	B
4	100	4	4	12	1100	14	C
5	101	5	5	13	1101	15	D
6	110	6	6	14	1110	16	E
7	111	7	7	15	1111	17	F
8	1000	10	8	16	10000	20	10

## Data storage

- Binary:
  - a bit is a binary digit
  - can be encoded by two-state devices
  - a cell is a string of bits
  - a byte is a cell of 8 bits
  - a word is often a cell of 16 bits
  - a long word is often a cell of 32/64 bits
- Cells:
  - a store (memory) consists of a collection of cells
  - a cell is the smallest addressable unit of a store
  - the states of the bits of a cell make up its contents
  - each cell has a unique address numbered 0 to  $m-1$  for a store with  $m$  cells
  - once a cell has been located at an address, its contents can be examined/changed
  - contents of a cell can be instructions, data or even addresses, and it is impossible to tell by looking
- Types of memory access:
  - **Sequential Access Memory:** time to access cell with given address depends on address of cell just accessed
  - **Random Access Memory:** time to access cell independent of its address
    - **Dynamic RAM (DRAM):** used for main memory, continuously refreshed
    - **Static RAM (SRAM):** used for cache, can retain data bits with power supply
- Address space:
  - a range of addresses associated with a physical or virtual location (cells, I/O ports, network IP addresses, etc.)
  - same address may refer to different locations in different spaces
  - length of address determines size of space (e.g. 32-bit processor can address  $2^{32}$  memory addresses)
  - processor, operating system and application need to match number of bits per address
- Representing text characters:
  - each character is assigned a unique bit pattern
  - a string of characters can be stored in a succession of bytes
  - American Standard Code for Information Interchange (ASCII) is a 7-bit representation
  - UNICODE is a 32-bit interpretation which can encode emojis, symbols and foreign alphabets

# Integer numbers

## Unsigned integers

E.g.  $10111001_2$  represents  $128 + 32 + 16 + 8 + 1 = 185$ :

$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
1	0	1	1	1	0	0	1

- A byte can represent  $2^8$  different numbers (0 to  $255_{10}$ ).
- When adding binary numbers using column addition,  $1 + 1 = 10$  so the leftmost bit should be 'carried over' to the next addition.
- Other representations of unsigned integers:
  - **Binary-coded decimal (BCD)**: 4 bits (used in early decimal computers, e.g. ENIAC)
  - **Binary-coded sexagesimal**: 6 bits (time and angles)
  - **Gray codes**: reflected binary code, where successive values differ by a single digit (digital TV)

## Signed integers

- **Sign and Magnitude:**
  - can represent integers from  $-(2^{n-1} - 1)$  to  $(2^{n-1} - 1)$  in a cell of  $n$  bits
  - first bit represents sign (0 for positive, 1 for negative)
  - remaining  $n-1$  bits represent magnitude
  - **advantages**: easy to read, symmetric about zero
  - **disadvantages**: two representations of zero, only 255 values represented in a cell, arithmetic becomes complicated
- **1s Complement:**
  - leading 0 for positive integers
  - swap 1s and 0s for negative integers
  - **advantages**: simplified arithmetic, symmetric about zero
  - **disadvantages**: two representations of zero
- **2s Complement:**
  - leading 0 for positive integers
  - swap 1s and 0s for negative integers and add 1
  - **advantages**: one representation of zero, simplified arithmetic
  - **disadvantages**: not symmetric about zero

## Integers in programming languages

- Integers in C:
  - unsigned int n
  - signed int n
  - int n (same as signed)
  - char is 8 bits
  - short is often 16 bits
  - int is often 32 bits
  - long is often 64 bits
- Integers in Arduino UNO:
  - int is 16 bits (signed used 2s complement)
  - word is unsigned int
  - long is 32 bits
  - short is 16 bits
  - byte is unsigned 8-bit (B is binary formatter, e.g. byte b = B1010)
- Integers in Java: (all signed)
  - byte is 8 bits
  - short is 16 bits
  - int is 32 bits
  - long int is often 64 bits

## Floating point numbers

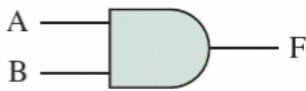
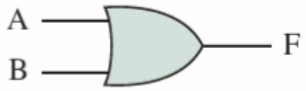
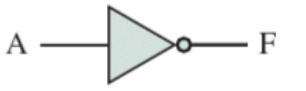
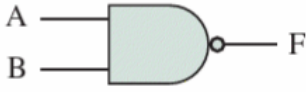
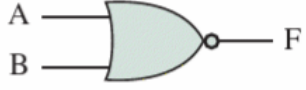
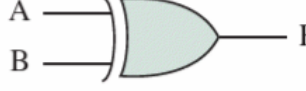
- Place values can be extended to the right of the point.
- E.g. 179.32 can be represented as:  
 $(1 \times 10^2) + (7 \times 10^1) + (9 \times 10^0) + (3 \times 10^{-1}) + (2 \times 10^{-2})$
- When storing floating point real numbers there are floating point errors because there are more real numbers between any two points than there are integers.
- Scientific notation:  $\text{mantissa} \times \text{base}^{\text{exponent}}$ 
  - **mantissa (or significand):** normalised as  $1 \leq |\text{mantissa}| < \text{base}$
  - **base (or radix):** in binary this is 2
  - **exponent:** can be positive or negative
  - given a fixed mantissa size we can only approximate numbers with a greater number of significant digits
  - **advantages:**
    - simple to generate, understand and manipulate
    - can compactly represent numbers of varying magnitudes
    - accurate to precision of representation
  - **disadvantages:**
    - gives approximation of numbers which could be represented exactly
    - rounding errors may increase beyond control in complex calculations
- IEEE 754 Single Precision (32 bits):
  - **sign:** 1 bit (0 for positive, 1 for negative)
  - **exponent:** 8 bits (0-255) (subtract bias of  $2^7-1$  to 'split' into positive and negative)
  - **mantissa:** 23 bits (24 bit precision as significand of normalised binary floating point number is always 1)
  - converting 13.1875 to single precision floating point number:
    - **sign is 0**
    - $13 = 1101_2$
    - keep multiplying 0.1875 by 2 until zero is reached or repetition  
 $0.1875 \times 2 = 0.375$   
 $0.375 \times 2 = 0.75$   
 $0.75 \times 2 = 1.5$   
 $0.5 \times 2 = 1.0$
    - **mantissa is 1101.0011**
    - normalised mantissa is  $1.1010011 \times 2^3$
    - **ignore preceding 1, hence use 1010011**
    - **exponent is  $3 + 127 = 130 = 1000010$**
    - **result is 010000101010011000000000000000**
  - arithmetic:
    - addition is done by de-normalising, adding mantissas and renormalising
    - multiplication is done by multiplying mantissas, adding exponents and renormalising
  - special cases:
    - an exponent of 0 represents a zero-valued floating point number
    - an exponent of 255 represents infinity with mantissa of zero
    - exponent values of 1 to 254 represent binary exponents  $2^{-126}$  to  $2^{127}$
    - very large numbers (e.g. near  $x=0$  on a graph of  $y=1/x$ ) cause rounding errors
    - double precision uses 11 exponent bits and 52 significand bits

# Introduction to digital logic, simplification of Boolean logic

## Digital logic

- **Combinational** logic circuits are:
  - **static**: do not change
  - **deterministic**: for each combination of inputs there is a single output
  - they are used to implement 'timeless' operations such as **logic** and **arithmetic**
- **Sequential** logic circuits are:
  - **dynamic**: change over time
  - **non-deterministic**: for each combination of inputs there may be multiple possible outputs
  - they incorporate **feedback** from their outputs
  - they are used to implement 'stateful' operations such as **control circuits** and **memory cells**
- Boolean algebra is based upon the three fundamental logic operations: AND, OR and NOT.
- It is a mathematical description of systems which can have one of two states:
  - TRUE (voltage / 1) or
  - FALSE (no voltage / 0). (as observed by Claude Shannon in 1937)
- Logical AND:
  - TRUE only if both A and B are true. Otherwise FALSE.
  - **Associative**:  $(A.B).C = A.(B.C)$
  - **Commutative**:  $A.B = B.A$
  - **Identity is 1**:  $A.1 = A$
  - **Absorptive**:  $A.A = A$
  - **Annihilator is 0**:  $A.0 = 0$
  - **Distributive**:  $A.(B+C) = A.B + A.C$
- Logical OR:
  - TRUE if either A or B is true. Otherwise FALSE.
  - **Associative**:  $(A+B)+C = A+(B+C)$
  - **Commutative**:  $A+B = B+A$
  - **Identity is 0**:  $A+0 = A$
  - **Absorptive**:  $A+A = A$
  - **Annihilator is 1**:  $A.1 = 1$
  - **Distributive**:  $A + (B.C) = (A+B).(A+C)$
- Logical NOT:
  - TRUE if A is false. Otherwise FALSE.
  - **Involutivity**:  $A'' = A$  (double negation)
- De Morgan's Laws:
  - $(A.B)' = A' + B'$
  - $(A+B)' = A'.B'$



Name	Graphical Symbol	Algebraic Function	Truth Table															
AND		$F = A \cdot B$ or $F = AB$	<table><tr><th>A</th><th>B</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	F	0	0	0	0	1	0	1	0	0	1	1	1
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OR		$F = A + B$	<table><tr><th>A</th><th>B</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	F	0	0	0	0	1	1	1	0	1	1	1	1
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NOT		$F = \overline{A}$ or $F = A'$	<table><tr><th>A</th><th>F</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	A	F	0	1	1	0									
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NOR		$F = \overline{A + B}$	<table><tr><th>A</th><th>B</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	F	0	0	1	0	1	0	1	0	0	1	1	0
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XOR		$F = A \oplus B$	<table><tr><th>A</th><th>B</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	F	0	0	0	0	1	1	1	0	1	1	1	0
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- Logic gates can be connected to build circuits taking multiple inputs and performing complex logical operations.
- Boolean variables can be combined to make more complex formulae.
- Circuits can be used to implement Boolean logic, and Boolean logic can be used to represent and reason about circuits.
- Boolean variables are inputs, formula values are outputs.
- Determining if two formulae are equivalent by:
  - equational reasoning:** using laws or axioms to get from one formula to another through algebraic manipulation
  - semantic reasoning:** verifying that both formulae produce the same output value for each possible combination of inputs (e.g. using a truth table)
- Proving  $A.(A+B) = A$  by algebra:
 
$$\begin{aligned}
 &A.(A + B) \\
 &= A.A + B.B \\
 &= A + A.B \\
 &= A.(1 + B) \\
 &= A.1 \\
 &= A
 \end{aligned}$$

- Proving  $A.(A+B) = A$  by truth table:

A	B	A+B	A.(A+B)
0	0	0	0
0	1	1	0
1	0	1	1
1	1	1	1

- A **standard sum of products** of a Boolean formula is a series of terms joined by OR operations, where each term contains a combination of all variables joined by AND operations (i.e. a disjunction of conjunctions).
- Every Boolean expression over n variables is equivalent to a standard sum of products.

- E.g. finding the standard sum of products for  $A+B.C$  by algebra:

$$\begin{aligned}
 &A + B.C \\
 &= A.(B + B') + B.C \\
 &= A.B + A.B' + B.C \\
 &= A.B.(C + C') + A.B' + B.C \\
 &= A.B.C + A.B.C' + A.B'.(C + C') + B.C \\
 &= A.B.C + A.B.C' + A.B'.C + A.B'.C' + B.C.(A+A') \\
 &= \mathbf{A.B.C} + A.B.C' + A.B'.C + A.B'.C' + \mathbf{A.B.C} + A'.B.C \\
 &= A.B.C + A.B.C' + A.B'.C + A.B'.C' + A'.B.C
 \end{aligned}$$

- E.g. finding the standard sum of products for  $A+B.C$  by truth table:

A	B	C	B.C	A+(B.C)	Conjunction for this row
0	0	0	0	0	
0	0	1	0	0	
0	1	0	0	0	
0	1	1	1	1	$A'.B.C$
1	0	0	0	1	$A.B'.C'$
1	0	1	0	1	$A.B'.C$
1	1	0	0	1	$A.B.C'$
1	1	1	1	1	$A.B.C$

Then summing to get  $A'.B.C + A.B'.C' + A.B'.C + A.B.C' + A.B.C$

## Simplification of Boolean logic

- To implement a Boolean formula as a circuit, we need it in its simplest form:
  - convert it to the standard sum of products, then
  - find the simplest equivalent sum of products expression using Karnaugh maps.
- Karnaugh maps:
  - a method to simplify Boolean expressions
  - reduces the need for extensive calculations by using pattern-recognition
  - works well for up to 4 variables
- Any function of two Boolean variables, A and B, can be plotted on a map with four regions:

E.g.  $F = AB' + A'B$  (i.e. A XOR B as a standard sum of products)

AB			
00	01	11	10
	1		1

- Any function of three Boolean variables, A, B and C, can be plotted on a map with eight regions:

E.g.  $F = A'BC' + A'BC + ABC'$

		BC			
		00	01	11	10
A	0			1	1
	1				1

C can be eliminated:  
 $A'BC' + A'BC$  becomes  $A'B$

- Any function of four Boolean variables, A, B, C and D, can be plotted on a map with sixteen regions:

E.g.  $F = A'B'CD + AB'C'D + ABC'D'$

		CD			
		00	01	11	10
AB	00			1	
	01				
	11	1			
	10		1		

- Once the map is created, note the arrangement of 1s:
  - any two adjacent 1s:** product terms differ in only one variable, one can be eliminated (including around edges)
  - inputs we don't need to consider can be treated as a 1 or 0:** this allows for simpler expressions
- Seven segment display:
  - Driven by **binary coded decimal (BCD)**.
  - 4 bits to represent one decimal digit.
  - Combinational logic turns on or off each segment to create the digit display.
  - Each of the 7 outputs (a, b, c, d, e, f, g) will need a Karnaugh map using binary digits A, B, C and D from the binary representation of the digit to display.
  - E.g. for segment a: (on for 0, 2, 3, 5, 6, 7, 8, 9)

		CD			
		00	01	11	10
AB	00	1	0	1	1
	01	0	1	1	1
	11	x	x	x	x
	10	1	1	x	x
BD					

		CD			
		00	01	11	10
AB	00	1	0	1	1
	01	0	1	1	1
	11	x	x	x	x
	10	1	1	x	x
A					

		CD			
		00	01	11	10
AB	00	1	0	1	1
	01	0	1	1	1
	11	x	x	x	x
	10	1	1	x	x
C					

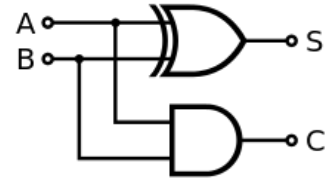
		CD			
		00	01	11	10
AB	00	1	0	1	1
	01	0	1	1	1
	11	x	x	x	x
	10	1	1	x	x
B'D'					

- This leads to  $A + C + BD + B'D'$ .

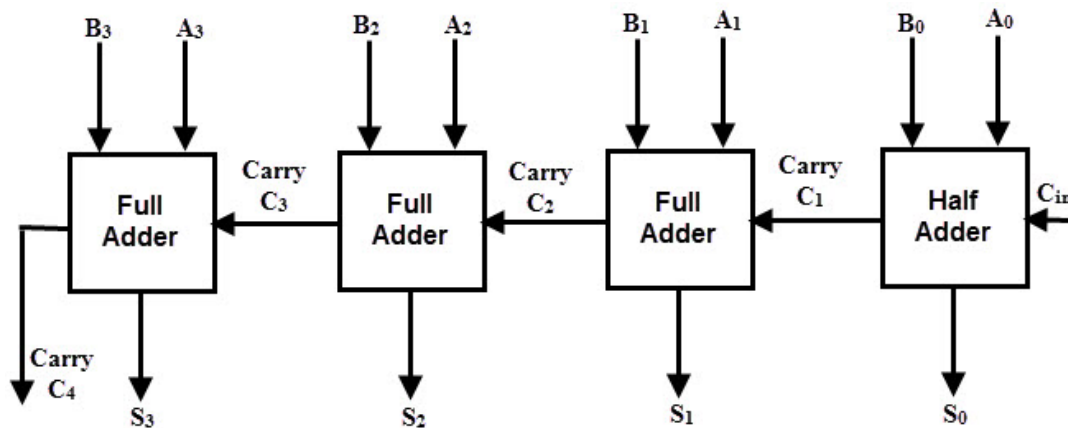
## Implementing arithmetic

- Combinational Boolean logic circuits can be used to efficiently implement:
  - arithmetic operations:** addition, subtraction and multiplication
  - binary representations of:** unsigned integers, signed integers and floating point numbers

- 1-bit half adder:
  - inputs A and B are addition operands
  - outputs are S (sum) and C (carry)
  - $S = A \text{ XOR } B$
  - $C = A \text{ AND } B$



- 4-bit adder (four half-bit adders connected):
  - each full adder has three inputs (A, B and C) and two outputs (S and C)
  - $S = A \text{ XOR } B \text{ XOR } C$
  - $C = (A \text{ AND } B) \text{ OR } (C \text{ AND } (A \text{ XOR } B))$
  - $S = A \oplus B \oplus C$
  - $C = A.B + C.(A \oplus B)$



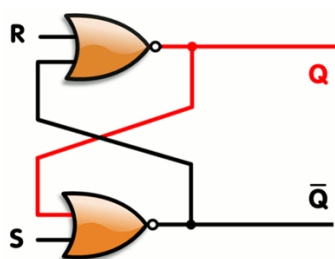
- These additions work for signed integers (2s complement) given no overflow.
- Detecting overflow:
  - guard bit** is added to most significant end of representation, copied from the most significant bit
  - arithmetic is internally performed on an (n+1) bit operand (for an n-bit operand)
  - if the guard bit in the (n+1) bit result is different from the most significant bit of the n-bit representation, then there is an **arithmetic overflow**
- Multiplication (positive integers) is performed either by:
  - adding repeatedly**
  - long multiplication**
- Binary multiplication by powers of two:
  - shift bit pattern to the left

- Binary long multiplication:
  - split one operand (e.g. 1011) into multiple operands with single 1s (e.g. 1000, 10, 1)
  - multiply other operand by each of these
  - sum the results
  - multiplying 2 n-bit integers can produce a result of up to 2n-bits in length
- Shift operations:
  - **logical shifts** on unsigned binary:
    - **n-bit left-shift** corresponds to multiplying by  $2^n$
    - **n-bit right-shift** corresponds to dividing by  $2^n$  with truncation
    - bits moved out are lost and zeroes fill vacated positions
  - **arithmetic shifts:**
    - **left:** same as logical shift
    - **right:** logical shift but copies of the sign bit are propagated
  - **circular shifts:**
    - bits moved out of one end are moved in at the opposite end of the register
- Bitwise logical operations:
  - typically parallel operations, thus fast
  - e.g.
 

A =	0110 1010
B =	1101 0000
A AND B: 0100 0000	
A OR B: 1111 1010	
A XOR B: 1011 1010	
NOT A: 1001 0101	

## Sequential logic

- Combinational logic system outputs can be used as inputs to a gate 'further down' a system.
- A sequential logic system has a **state**.
- SR latch (set-reset):**
  - two NOR gates connected in a feedback loop
  - when  $S = R = 0$  (and  $Q = 0$ )
  - system is consistent and stable as long as  $S$  and  $R$  aren't both 1
  - when  $S = R = 1$ , system is inconsistent ( $Q = Q' = 0$ )
  - when  $S$  changes to 1,  $Q = 1$
  - when  $S$  changes to 0,  $Q$  remains 1
  - when  $R$  changes to 1,  $Q = 0$
  - when  $R$  changes to 0,  $Q$  remains 0
  - as there is a delay before a logic gate responds to an input, two separate gates cannot switch simultaneously

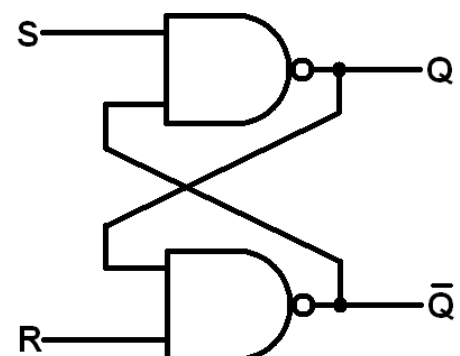
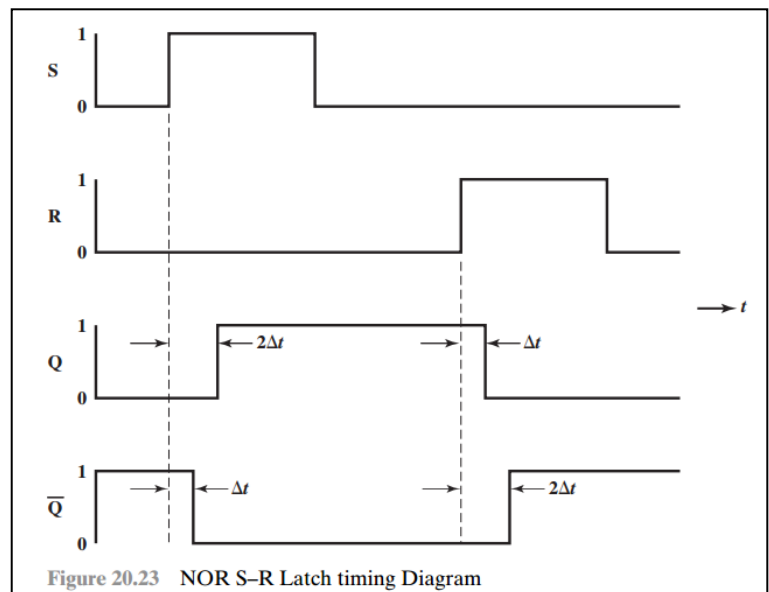


input	output
00	1
01	0
10	0
11	0

(a) Characteristic Table		
Current Inputs	Current State	Next State
SR	$Q_n$	$Q_{n+1}$
00	0	0
00	1	1
01	0	0
01	1	0
10	0	1
10	1	1
11	0	—
11	1	—

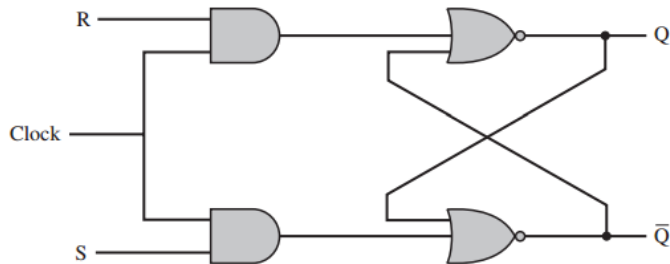
  

(b) Simplified Characteristic Table		
S	R	$Q_{n+1}$
0	0	$Q_n$
0	1	0
1	0	1
1	1	—

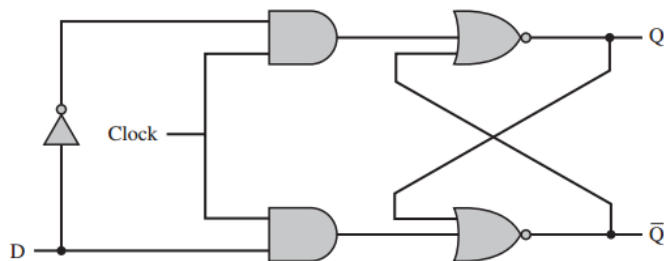


- Inverted SR latch:**
  - sets when  $S = 0$ , resets when  $R = 0$
  - implemented using NAND gates
  - cannot have  $S = R = 0$

- Problems with simple SR latches:
  - asynchronous transitions:** use clock to enable/disable transitions (flip-flop)
  - non-deterministic transitions:** avoid disallowed states by adding control gates to inputs
- S-R flip-flop:**
  - adds clock signal to latch
  - R and S inputs are passed to NOR gates only when clock is high

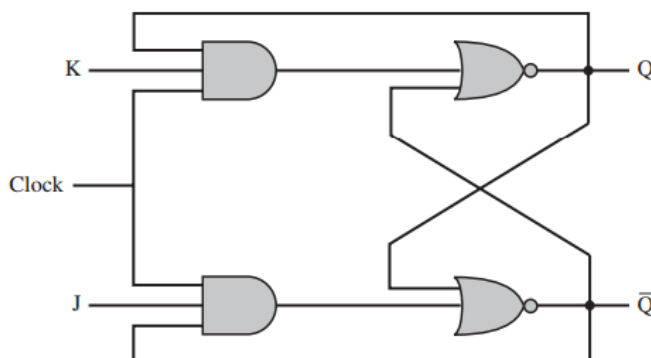


- D-type flip-flop:**
  - one input instead of two
  - inverter provides 'second' input
  - eliminates  $S = R = 1$
  - referred to as **data** flip-flop because it is effectively storage for one bit of data
  - referred to as **delay** flip-flop as it delays an input for one clock pulse



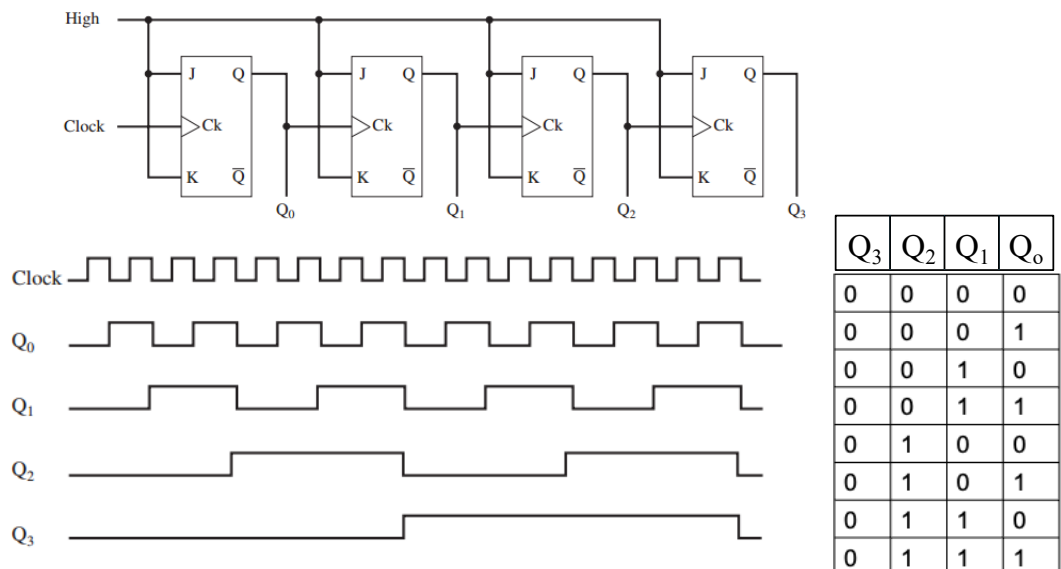
D	$Q_{n+1}$
0	0
1	1

- J-K flip-flop:**
  - restricted combination ( $S = R = 1$ ) used to toggle output state



Name	Truth table			Name	Truth table			
S-R	S	R	$Q_{n+1}$	J-K	J	K	$Q_{n+1}$	
	0	0	$Q_n$		0	0	$Q_n$	
	0	1	0		0	1	0	
	1	0	1		1	0	1	
	1	1	-		1	1	$(Q_n)'$	
				D	D	$Q_{n+1}$		
					0	0		
					1	1		

- A **register** is a digital circuit used in a CPU to store one or more bits of data:
  - **parallel register:**
    - consists of 1-bit memories that can be read or written to simultaneously
    - clock used to synchronise simultaneous writing
  - **shift register:**
    - accepts or transfers data serially
    - e.g. a 5-bit shift register constructed from D flip-flops:
      - data is shifted right by one position and rightmost bit transferred out on each clock pulse
    - uses serial I/O devices, ALU logical shift and rotate operations
  - **counters:**
    - a register that can be incremented by 1
    - resets to 0 once maximum is reached
    - register of  $n$  flip-flops can count up to  $2^n - 1$
    - can be **synchronous** or **asynchronous**
    - **ripple counter** (asynchronous):
      - change that occurs to increment the counter starts at one end and ripples through to the other end
      - delay is proportional to length of counter
      - e.g. 4-bit up counter using edge-triggered J-K flip-flops



- **synchronous counter:**
  - uses Boolean expressions derived from Karnaugh maps to change all flip-flops at the same time



## Input and output

- Input/Output is any transfer of information beyond the CPU and main memory.
- I/O devices:
  - deliver different amounts of data
  - have different speeds
  - have different formats
- External devices provide a means of exchanging data between the computer and its external environment.
- External devices can be:
  - **human readable:** suitable for communicating with the user, e.g. printers, video display terminals (VDTs)
  - **machine readable:** suitable for communicating with equipment, e.g. sensors, actuators, disk and tape systems
  - **communication:** suitable for communicating with remote devices, e.g. terminal, machine readable device or another computer
- An I/O device can be attached to a computer by a link to an I/O module which exchanged control, status and data signals between the I/O module and its peripheral.
- An I/O module has the following major functions:
  - **control and timing:** coordinates flow of traffic between internal and external devices
  - **processor communication:** command decoding, data status reporting, addressing
  - **device communication:** commands, status information and data
  - **data buffering:** buffering operations to balance device and memory speeds
  - **error detection:** detects and reports transmission errors
- Techniques for I/O operations:
  - **programmed I/O:**
    - data transfer initiated by instructions stored in computer program
    - uses input instructions to transfer data from device to CPU and store instructions to transfer data from CPU to store
    - CPU continuously monitors I/O device to know if it is ready for transfer
    - usually involves electro-mechanical process, which is much slower than electronic transfer of data within the CPU or between the CPU and store
  - **interrupt-driven I/O:**
    - processor issues I/O command, continues to execute other instructions
    - interrupted by I/O module when I/O operation is complete
  - **direct memory access (DMA):**
    - I/O module and main memory exchange data directly without direct processor involvement
    - CPU starts the transfer but can perform other tasks while the transfer occurs
    - I/O module interrupts CPU when transfer is completed
    - useful when CPU cannot keep up with rate of data transfer between media
- Controlling I/O devices:
  - a stored instruction is fetched to the IR and decoded to be an I/O operation
  - the CU sends an instruction to the I/O CU
  - the I/O CU sends signals to the device to set it into action
  - data is transferred to the device (write) or from the device (read) using a data register in the ALU

- Controlling multiple I/O devices:
  - each I/O instruction must be coded as a bit pattern to the I/O CU, containing:
    - **I/O operation code**
    - **direction** of transfer
    - **address** of device (so data can be retrieved from common I/O data bus)
  - address information is placed on a common I/O address bus
  - advantages of shared I/O bus:
    - simplicity
    - flexibility
  - disadvantages of shared I/O bus:
    - cost of building shared bus
    - contention (conflict) for shared resources (data) on bus
  
- **Memory-mapped I/O:**
  - The CPU is connected to the store by a single bus.
  - Number of store locations that can be accessed is determined by the number of bits in the address lines of the bus, e.g. 24 lines means  $2^{24}$  locations (address space is number of locations).
  - Address space contains store locations and device addresses.
  - I/O data transmitted on data lines, addresses along address lines and read/write information on control lines.
  - I/O devices can be operated by loading and storing I/O data in the same way as loading and storing data in the store unit.
  - Advantages:
    - simplified I/O control
    - frees up CPU space for other uses
  - Disadvantages:
    - uses address space
    - I/O devices are in contention with the store for the same bus
    - programs may be harder to understand
  
- Coordinating I/O devices and CPU:
  - **Device flags:**
    - each device has a one-bit register acting as the device status flag
    - when an I/O transfer is started, the device status flag is unset (0) to indicate the device is busy
    - when the transfer is complete the device sets its device status flag (1) to indicate it is idle and ready to perform another I/O transfer
    - device operation can be controlled by testing the device status flag before starting a transfer
  - **Busy waiting:**
    - if device status flag is idle then reset it and transfer data, otherwise repeat
  - **Polling:**
    - if device status flag is idle then reset it and transfer data, otherwise perform another task for a fixed time and then repeat
    - disadvantages: unresponsiveness, multiple devices have different speeds, complexity

- Interrupts:
  - **Interrupt system:**
    - a device that is ready to handle an I/O transfer sends an interrupt request (IRQ) to the CPU
    - execution of the current instruction is completed
    - the device sending the interrupt request is identified
    - the contents of the PC are saved
    - context is saved (including all processor registers)
    - the contents of the PC are replaced with the address of the procedure for handling or servicing the interrupting I/O device
    - the I/O is executed
    - context is restored (including PC and other registers)
    - the next background program instruction is executed
  - **Device priorities:**
    - each I/O device is given a priority
    - when a device sends an interrupt request to the CPU, the priority is compared with the current operating priority
    - an interrupt request with a higher priority is accepted first
    - a stack is used to process nested interrupts
  - Advantages:
    - less wasteful of CPU time
    - more responsive
    - good for controlling multiple devices (priorities)
  - Disadvantages:
    - need special hardware for fast interrupt system (programmable interrupt controller (PIC) combines interrupt sources into one or more CPU lines)
    - context-switching is costly in terms of CPU time
- Evolution of the I/O function:
  - The CPU directly controls a peripheral device.
  - The CPU uses programmed I/O without interrupts.
  - The CPU uses programmed I/O with interrupts.
  - The I/O module is given direct memory access.
  - The I/O module is given a specialised instruction set for I/O.
  - The I/O module is given its own local memory, limited CPU involvement.

## Buses, devices and device addresses

[Not covered]

## Aspects of hardware

- Arduino UNO:
  - ATmega 328 microcontroller
  - AVR CPU
  - 32 general purpose registers
- Microcontrollers are designed for embedded applications.
- An embedded processor typically has a well-defined task that it performs reliably and efficiently.
- Many embedded applications therefore use the Harvard architecture.

[Lab work]

## Introduction to C and developing with SDKs

Symbol	Operator
&	bitwise AND
	bitwise inclusive OR
^	bitwise exclusive OR
<<	left shift
>>	right shift
~	bitwise NOT (one's complement) (unary)

[Lab work]

# Basic assembler concepts

## Instructions

- An instruction requires the:
  - **operation** to be executed
  - **operand(s)** to perform the operation on
    - typically two (addition)
    - sometimes one (negation)
    - occasionally none (e.g. HALT)
- Expressive power is the breadth of ideas that can be represented and communicated.
- Instructions are compactly encoded to maximise expressive power.
- Instructions usually occupy more than one byte of storage.
- The number of bytes varies.
- Typically:
  - operation specification occupies 2 bytes (65 536 different operations)
  - operand occupies 2 or 4 bytes (usually an address)

## Registers

- Registers consist of arrays of bits.
- The ALU contains registers for holding data while it is processed (data registers).
- The CU contains registers for storing program information.
- **Zero address codes:** instructions with no arguments:
  - e.g. INC Rn increments whatever is in register n (13 bits for operation, 3 for data register)
  - e.g. HALT stops the computer
- **One address codes:** if a data register is always used as one operand of a two-operand instruction, then this operand does not need to be explicitly specified in the instruction.
  - e.g. addition becomes a sequence of instructions (LOAD, ADD then STORE) without specifying register to load into
- **One and a half address codes:** if there is more than one data register, only part of the instruction word is required to code it:
  - e.g. 8 registers requires 3 bits to specify which register to use
  - if using 2 bytes for operation and 2 bytes for operand, we can use 13 bits (operation), 3 bits (data register) and 16 bits (operand)
- **Two address codes:** instructions with two operands:
  - e.g. ADD D1, D2

## Sequences of instructions

- A **program** is an ordered sequence of instructions.
- Successive instructions can be stored in successively higher-addressed store locations to be executed by stepping through the store addresses in order.
- Registers in the control unit are used to keep track of program information, and these cannot be directly accessed by the programmer.
- Registers in the control unit (CU):
  - **Program Counter (PC)**: holds address of next instruction to be executed
  - **Instruction Register (IR)**: holds copy of current instruction while it is executing
  - **Memory Address (MA)**: holds address being accessed
  - **Memory Buffer (MB)**: holds contents of location in MA while it is being written to or read from the store

## Fetch-execute cycle

- To carry out an instruction:
  - **fetch** instruction from store to CU:
    - contents of the PC placed in the MA
    - contents of cell at address stored in MA placed in the MB
    - contents of the MB placed in the IR
    - increment the PC
  - **interpret** instruction
  - **fetch** operands from store to ALU
    - this can involve fetching an operand from another address using the same registers MA and MB
  - **execute** instruction using control signals from the CU



## Motorola MC68000 architecture

- The allocation of bits in an instruction word does not change the nature of the execution of an instruction.
- A word (natural chunk of data) is 16 bits for this processor.
- E.g. the addition operation adds the 16-bit contents of a specified location to one of the 8 data registers:
  - ADD \$1202, D5 is represented by 4 bytes (\$ used for hexadecimal)
  - operation specification occupies 4 bits
  - register specification occupies 3 bits
  - opcode specification occupies 3 bits
  - effective address specification occupies 6 bits
  - operand address specification occupies 16 bits
- Store and I/O devices are connected to the CPU by a single bus containing lines for addresses, data and control signals.
- Registers in the 68000 CPU:
  - one 16-bit IR
  - four inaccessible temporary registers T1, T2, T3 and T4
  - eight data registers D0 – D7
- Executing ADD \$1202, D5:
  - **fetch:**
    - contents of PC placed on address lines of bus
    - read signal placed on control lines of bus
    - begin read from store, placing data on data lines of bus
    - place data from bus in IR
    - decode instruction in IR
    - increment PC (by 2 as word is 16 bits)
  - **execute:**
    - repeat same fetch for operand
    - place data from bus in T1
    - place data from T1 on address lines of bus
    - read signal placed on control lines of bus
    - begin read from store, placing data on data lines of bus
    - add contents of data lines to lowest 16 bits in D5
- Operand addressing modes:
  - **immediate:** given value is used
  - **direct:** value at given address is used
  - **indirect:** value at address stored at the given address is used
  - other addressing modes: indirect with displacement, indirect with post-increment, indirect with pre-decrement, indirect with index, PC with placement, PC with index...
- Common instructions:
  - LOAD: loads data into register
  - ADD: adds two operands and stores in register
  - STORE or MOVE: stores value from register in memory
  - COMPARE: compares two values
  - JUMP: jump to another address in memory (branch)
  - JUMP IF condition: JUMP if condition is true (conditional branch)

## Instruction sets

CISC	RISC
more powerful instructions	simpler instructions
more complicated to decode	simple decoding
arithmetic instructions also perform memory accesses (register memory architecture)	arithmetic instructions only use registers (load/store architecture)
less registers	more registers
popular in laptops, PCs	popular in mobile devices

### Complex Instruction Set Computer (CISC)

- CISC involves richer instruction sets with more complex instructions, designed to:
  - simplify compilers
  - improve performance
- Smaller programs:
  - take up less memory
  - improve performance (fewer instructions so fewer fetches and more instructions in cache)
- However CISC requires more transistors for decoding instructions, so less general-purpose registers can be fitted to the processor.

### Reduced Instruction Set Computer (RISC)

- RISC involves smaller instruction sets with simpler instructions.
  - each instruction takes one clock cycle to execute, so instructions executed uniformly
  - more memory is needed to store assembly level instructions
  - compiler needs to perform more work to convert high-level code into RISC instructions

## Control instructions

- Control instructions can alter the contents of the PC in order to:
  - be able to execute each instruction more than once
  - implement decision-making
  - execute modularised code
- The main control instructions are branching and procedure calls.
- Branching:
  - **conditional branch:** branch is made only if a condition is met
  - **unconditional branch:** branch is always made
  - branches can be either forward (higher address) or backward (lower address)
  - one-bit flags (condition codes) are used to denote the state of aspects of the ALU  
*e.g. carry flag (CF) set on bit carry*  
*e.g. overflow flag (OF) set if result is too large positive or too large negative*
  - branching allows programming control structures such as **decisions** and **loops**.

- Subroutines:
  - a block of instructions for performing a task is placed in memory and the subroutine is called by branching to the starting location of the block
  - after the block of instructions is completed, the subroutine returns to the point at which it was called
  - a stack (last in first out – LIFO) is used to implement nested subroutine calls
  - the stack stores the return address of the subroutines being executed
  - stacks start at high memory addresses and lower
  - typically the stack stores a stack frame for each call containing the return address, argument variables, local variables and saved copies of modified registers that need to be restored.
- Implementing stacks:
  - a block of successive memory locations store the contents of the stack
  - the stack pointer (SP) register stores the address at the top of the stack
  - **push** decrements SP and stores the added value at the new address in SP
  - **pop** dereferences the address stored in SP and increments SP
  - to **call** a subroutine the contents of the PC are pushed onto the stack and the PC is reset to the starting address of the subroutine
  - to **return** the PC is reset to the value popped from the stack

### Instruction level parallelism

- **Latency** is the amount of time taken between the start of an action and its completion.
- **Throughput** is the total number of actions per unit time.
- **Pipelining** is a technique where multiple instructions are simultaneously executed.
- Considering a complete cycle Fetch, Decode, Fetch (operands), Execute, Store:

F	D	F	E	S				
	F	D	F	E	S			
		F	D	F	E	S		
			F	D	F	E	S	

- Problems with pipelining:
  - **branching**: avoid branches, predicting decoding, multiple pipelines
  - **instruction conflicts**: dependencies break the pipeline
  - **load delays**: fetch is slower than decode or execute, so pipeline stalls
  - **unequal stage times**: ideally stages should take roughly the same amount of time
- **Superscalar** is a technique where instructions are executed in parallel if they are recognised by the CPU as not data dependent.
- Redundant functional units on the processor such as the ALU, bit shifter or multiplier can be used as an execution resource.
- Architectures can be pipelined, superscalar, both or neither.
- Pipelining and superscalar improve throughput.