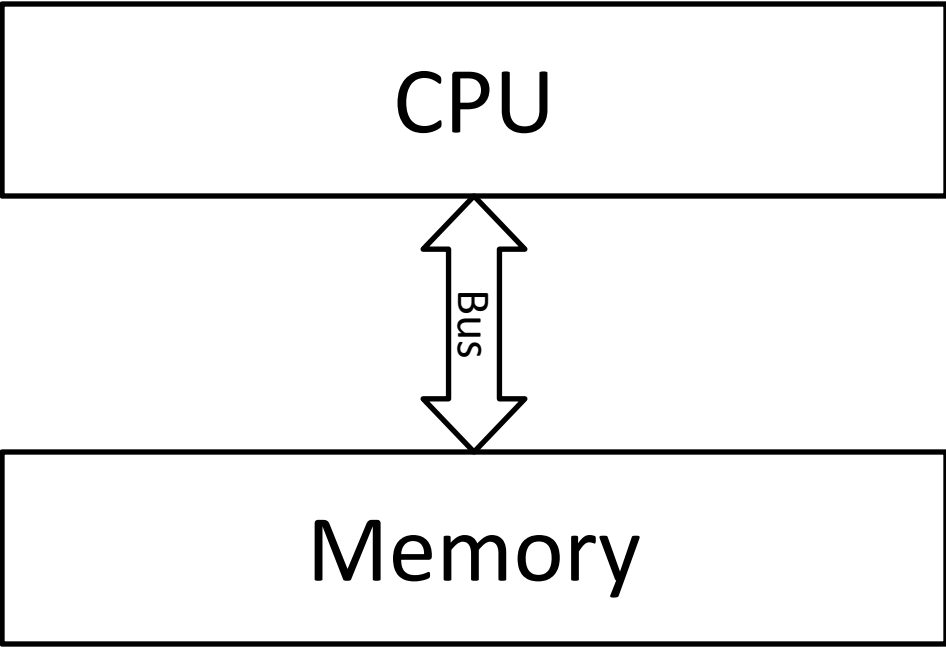


Basic Computer Architecture

CS520

Department of Computer Science

University of New Hampshire



CPU

- Central Processing Unit
- Contains:
 - Control Unit: decides what to do
 - Arithmetic/Logic Unit (ALU): does things
 - Registers: holds values

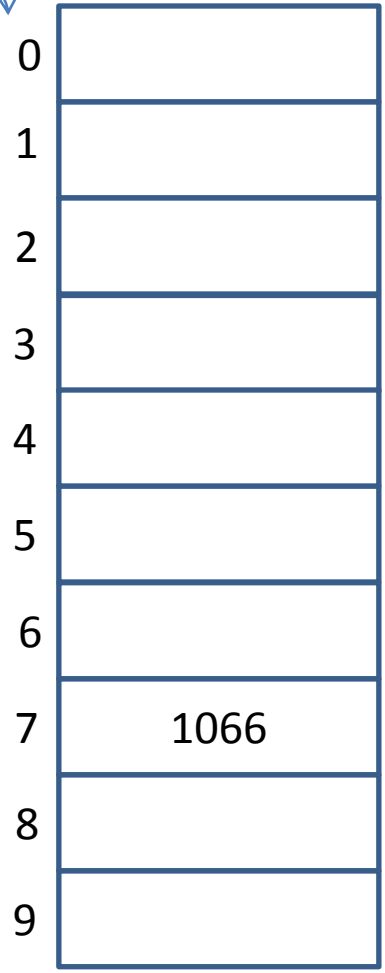
Memory

- Stores instructions and data
- Array of cells
- The index of a cell is its *address*.
- Two concepts:
 - address of cell
 - contents of cell

address



Memory



The memory cell with *address 7* has *contents 1066*.

Contents of Memory

- Just bits.
- There is no tag indicating what kind of value (e.g. integer, floating-point, instruction, etc.) is in a cell.

Example Instruction

- Add contents of memory cell 10117 to register 6, interpreting the two operands as integer values.
- Note: the instruction must supply the interpretation of the bits being manipulated!
- This allows us to do tricky things, like store an integer into memory and then interpret it later as an instruction.

Fetch/Execute Cycle

- Fetch
 1. Determine address of next instruction.
 2. Fetch the next instruction.
 3. Decode the next instruction.
 4. Fetch operands.
- Execute
 5. Execute instruction.
 6. Store results.
 7. Go to 1.

Program Counter

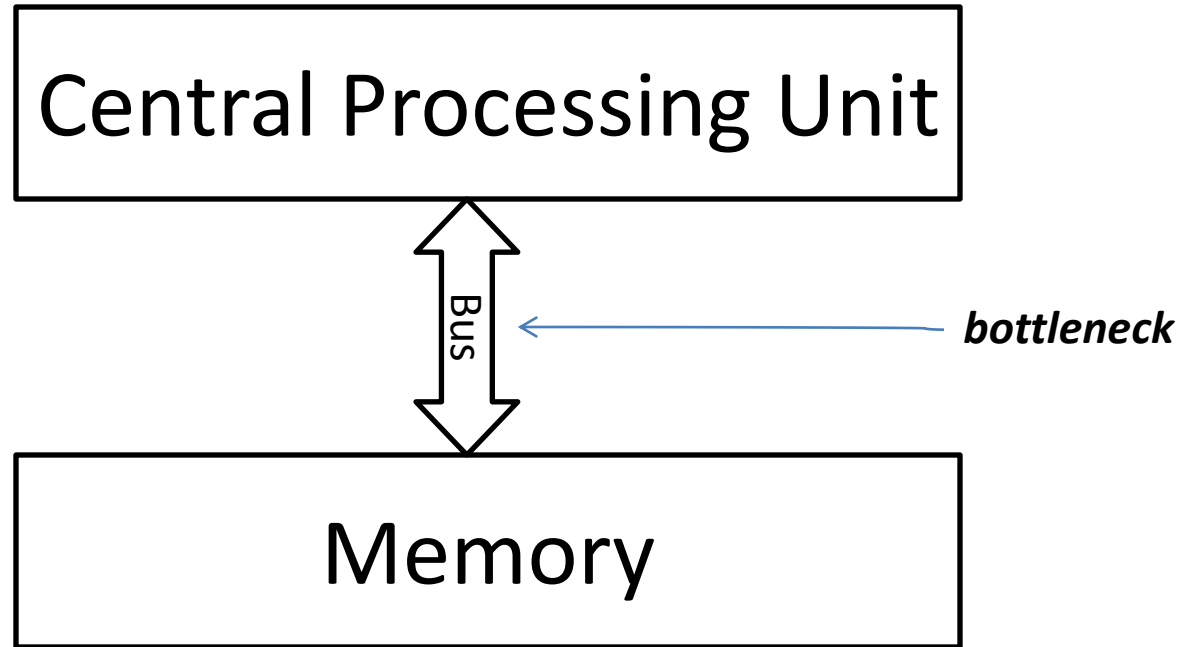
- There is a dedicated register that tracks the address of the memory cell that contains the next instruction to be executed.
- The generic name for this register is the ***program counter (PC)***.
- On the Intel IA-32 architecture, for example, the program counter is called the ***eip*** register (**extended instruction pointer**).

Von Neumann Machine

- The stored-program design is attributed to the mathematician John Von Neumann*, so the design is also known as a **Von Neumann machine**.
- Storing the program in memory enables:
 - Compilers and linkers
 - Self-modifying programs
 - Just-in-time translation
 - e.g. Java bytecode to Intel machine code

* This attribution is controversial.

Von Neumann Bottleneck



- All data and instructions must pass via the bus.
- Memory is much slower than CPU.