

tar cvf r4.tar ./R4  
tar cvf r5.tar ./R5  
tar cvf r4.tar ./R4

## Chapter 4 The Von Neumann Model

Original slides from Gregory Byrd, North Carolina State University  
Modified slides by Chris Wilcox, Colorado State University

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## Computing Layers

- Problems
- 
- Algorithms
- 
- Language
- 
- Instruction Set Architecture
- 
- Microarchitecture ←
- 
- Circuits
- 
- Devices

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## The Stored Program Computer

- 1943: ENIAC
  - Presper Eckert and John Mauchly -- first general electronic computer. (or was it John V. Atanasoff in 1939?)
  - Hard-wired program -- settings of dials and switches.
- 1944: Beginnings of EDVAC
  - among other improvements, includes program stored in memory
- 1945: John von Neumann
  - wrote a report on the stored program concept, known as the *First Draft of a Report on EDVAC*
- The basic structure proposed in the draft became known as the "von Neumann machine" (or model).
  - a *memory*, containing instructions and data
  - a *processing unit*, for performing arithmetic and logical operations
  - a *control unit*, for interpreting instructions

For more history, see <http://www.maxmon.com/history.htm>

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## Von Neumann Model

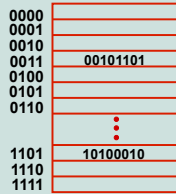
```

    graph TD
      subgraph INPUT
        K[Keyboard]
        M[Mouse]
        S[Scanner]
        D1[Disk]
      end
      subgraph MEMORY
        MAR[MAR]
        MDR[MDR]
      end
      subgraph PROCESSING_UNIT [PROCESSING UNIT]
        ALU[ALU]
        TEMP[TEMP]
      end
      subgraph OUTPUT
        MON[Monitor]
        PRN[Printer]
        LED[LED]
        D2[Disk]
      end
      subgraph CONTROL_UNIT [CONTROL UNIT]
        PC[PC]
        IR[IR]
      end
      INPUT --> MEMORY
      MEMORY --> PROCESSING_UNIT
      PROCESSING_UNIT --> OUTPUT
      CONTROL_UNIT --> MEMORY
      CONTROL_UNIT --> PROCESSING_UNIT
  
```

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## Memory

- **Organization**
  - $2^k \times m$  array of stored bits
- **Address**
  - unique ( $k$ -bit) identifier of location
- **Contents**
  - $m$ -bit value stored in location
- **Basic Operations:**
  - **LOAD:** read a value from a memory location
  - **STORE:** write a value to a memory location



## Interface to Memory

- How does CPU get data to/from memory?
  - **MAR:** Memory Address Register
  - **MDR:** Memory Data Register
- To **LOAD** a location ( $A$ ):
  1. Write the address ( $A$ ) into the MAR.
  2. Send a “read” signal to the memory.
  3. Read the data from MDR.
- To **STORE** a value ( $X$ ) to a location ( $A$ ):
  1. Write the data ( $X$ ) to the MDR.
  2. Write the address ( $A$ ) into the MAR.
  3. Send a “write” signal to the memory.

## Processing Unit

- **Functional Units**
  - ALU = Arithmetic and Logic Unit
  - could have many functional units. (multiply, square root, ...)
  - LC-3 performs ADD, AND, NOT
- **Registers**
  - Small, temporary storage
  - Operands and results of functional units
  - LC-3 has eight registers ( $R0, \dots, R7$ ), each 16 bits wide
- **Word Size**
  - number of bits processed by ALU in one instruction
  - also width of registers
  - LC-3 is 16 bits

## Input and Output

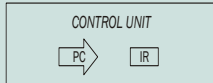
- Devices for getting data into and out of computer memory
- Each device has its own interface, usually a set of registers like the memory’s MAR and MDR
 

<i>INPUT</i>	<i>OUTPUT</i>
Keyboard	Monitor
Mouse	Printer
Scanner	LED
Disk	Disk

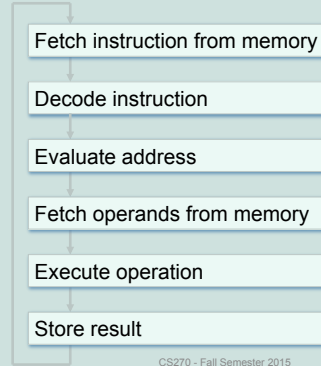
  - LC-3 supports keyboard (input) and monitor (output)
  - keyboard: data (KBDR) and status (KBSR) registers
  - monitor: data register (DDR) and status register (DSR)
- Some devices provide both input and output
  - disk, network
- Program that controls access to a device is usually called a *driver*.

## Control Unit

- Orchestrates execution of the program
- Instruction Register (IR)** contains the *current instruction*.
- Program Counter (PC)** contains the *address* of the next instruction to be executed.
- Control unit:**
  - reads an instruction from memory
    - the instruction's address is in the PC
  - interprets the instruction, generating signals that tell the other components what to do
    - an instruction may take many *machine cycles* to complete



## Instruction Processing



## Instruction

- The instruction is the fundamental unit of work:
  - opcode:** operation to be performed
  - operands:** data/locations to be used for operation
- An instruction is encoded as a sequence of bits. (*Just like data!*)
  - Often, but not always, instructions have a fixed length, such as 16 or 32 bits.
  - Control unit interprets instruction: generates sequence of control signals to carry out operation.
  - Operation is either executed completely, or not at all.
- A computer's instructions and their formats is known as its **Instruction Set Architecture (ISA)**.

## Example: LC-3 ADD Instruction

- LC-3 has 16-bit instructions.
  - Each instruction has a four-bit opcode, bits [15:12].
- LC-3 has eight *registers* (R0-R7) for temporary storage.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADD				Dst				Src1				0 0 0 Src2			
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	1	1	0	0	1	0	0	0	0	1	1	0

*"Add the contents of R2 to the contents of R6, and store the result in R6."*

### Example: LC-3 LDR Instruction

- ◆ Load instruction -- reads data from memory
- ◆ Base + offset mode:
  - add offset to base register -- result is memory address
  - load from memory address into destination register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LDR				Dst				Base				Offset			
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	0	1	0	0	1	1	0	0	0	1	1	0

*“Add the value 6 to the contents of R3 to form a memory address. Load the contents of that memory location to R2.”*

### Instruction Processing: FETCH

- ◆ Load next instruction (at address stored in PC) from memory into Instruction Register (IR).
  - Copy contents of PC into MAR.
  - Send “read” signal to memory.
  - Copy contents of MDR into IR.
- ◆ Then increment PC, so that it points to the next instruction in sequence.
  - PC becomes PC+1.



### Instruction Processing: DECODE

- ◆ First identify the opcode.
  - In LC-3, this is always the first four bits of instruction.
  - A 4-to-16 decoder asserts a control line corresponding to the desired opcode.
- ◆ Depending on opcode, identify other operands from the remaining bits.
  - Example:
    - ◆ for LDR, last 6 bits is offset
    - ◆ for ADD, last 3 bits is source operand #2



### Instruction Processing: EVALUATE ADDRESS

- ◆ For instructions that require memory access, compute address used for access.
- ◆ Examples:
  - add offset to base register (as in LDR)
  - add offset to PC
  - add offset to zero



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## Instruction Processing: FETCH OPERANDS

- Obtain source operands needed to perform operation.

- Examples:
  - load data from memory (LDR)
  - read data from register file (ADD)



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## Instruction Processing: EXECUTE

- Perform the operation, using the source operands.

- Examples:
  - send operands to ALU and assert ADD signal
  - do nothing (e.g., for loads and stores)



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## Instruction Processing: STORE RESULT

- Write results to destination. (register or memory)

- Examples:
  - result of ADD is placed in destination register
  - result of memory load is placed in destination register
  - for store instruction, data is stored to memory
    - write address to MAR, data to MDR
    - assert WRITE signal to memory



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## Changing the Sequence of Instructions

- In the FETCH phase, we increment the Program Counter by 1.
- What if we don't want to always execute the instruction that follows this one?
  - examples: loop, if-then, function call
- Need special instructions that change the contents of the PC.
- These are called *control instructions*.
  - jumps** are unconditional -- they always change the PC
  - branches** are conditional -- they change the PC only if some condition is true (e.g., the result of an ADD is zero)

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### Example: LC-3 JMP Instruction

- ◆ Set the PC to the value contained in a register. This becomes the address of the next instruction to fetch.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
JMP			0	0	0	Base	0 0 0 0 0 0								
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	0	0	0	0	1	1	0 0 0 0 0 0					

*“Load the contents of R3 into the PC.”*

### Instruction Processing Summary

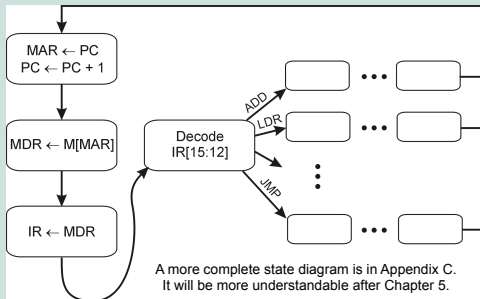
- ◆ Instructions look just like data -- it's all interpretation.
- ◆ Three basic kinds of instructions:
  - computational instructions (ADD, AND, ...)
  - data movement instructions (LD, ST, ...)
  - control instructions (JMP, BRnz, ...)
- ◆ Six basic phases of instruction processing:
 

F → D → EA → OP → EX → S

  - not all phases are needed by every instruction
  - phases may take variable number of machine cycles

### Control Unit State Diagram

- ◆ The control unit is a state machine. Here is part of a simplified state diagram for the LC-3:



### Stopping the Clock

- ◆ Control unit will repeat instruction processing sequence as long as clock is running.
  - If not processing instructions from your application, then it is processing instructions from the Operating System (OS).
  - The OS is a special program that manages processor and other resources.
- ◆ To stop the computer:
  - AND the clock generator signal with ZERO
  - When control unit stops seeing the CLOCK signal, it stops processing.

