

# Homework # 1

Design of digital computer

## I. Function.

For the given succession of integer positive numbers  $\Omega \div a_0, a_1, \dots, a_i, \dots$   
a sum

$$S_N = \sum_{i=0}^N a_i$$

must be find for any integer N.

Algorithm for solving the problem:

$$S_0 = a_0;$$

$$S_1 = a_0 + a_1 = S_0 + a_1;$$

$$S_2 = a_0 + a_1 + a_2 = S_1 + a_2;$$

.....

$$S_i = S_{i-1} + a_i;$$

## II. Architecture.

- **Set of instructions:**

1. **Copy**  $a_0$  from the main memory in accumulator (one of ALU registers).  
Code 1;
2. **Add** to the content of accumulator (  $a_0$ ) the second term (  $a_1$ ). Code 5 ;
3. **Store** (copy) the content (result =  $S_N$ ) from accumulator to the main memory. Code 2.



**Language:**

1). Format:

for integers (numbers)



for **instructions**



2). Alphabet:

input- **binary**;

output – **hexadecimal**.

## Machine Language

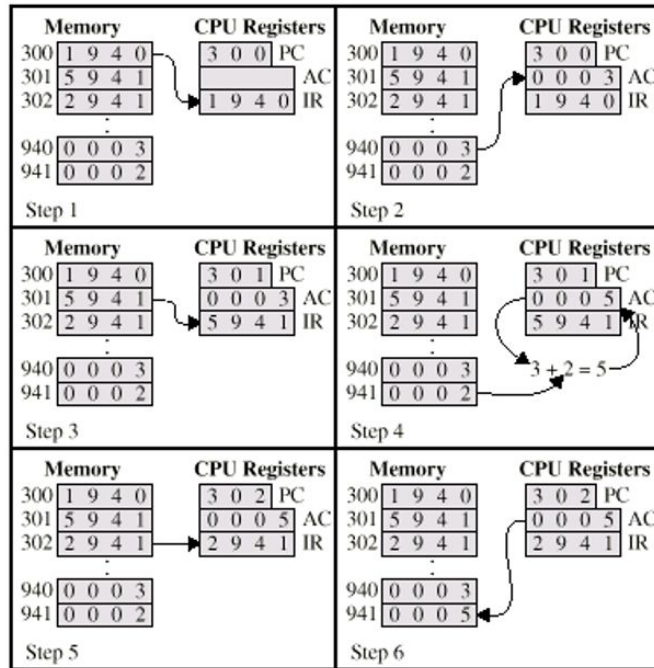


### *Format of machine Instruction*

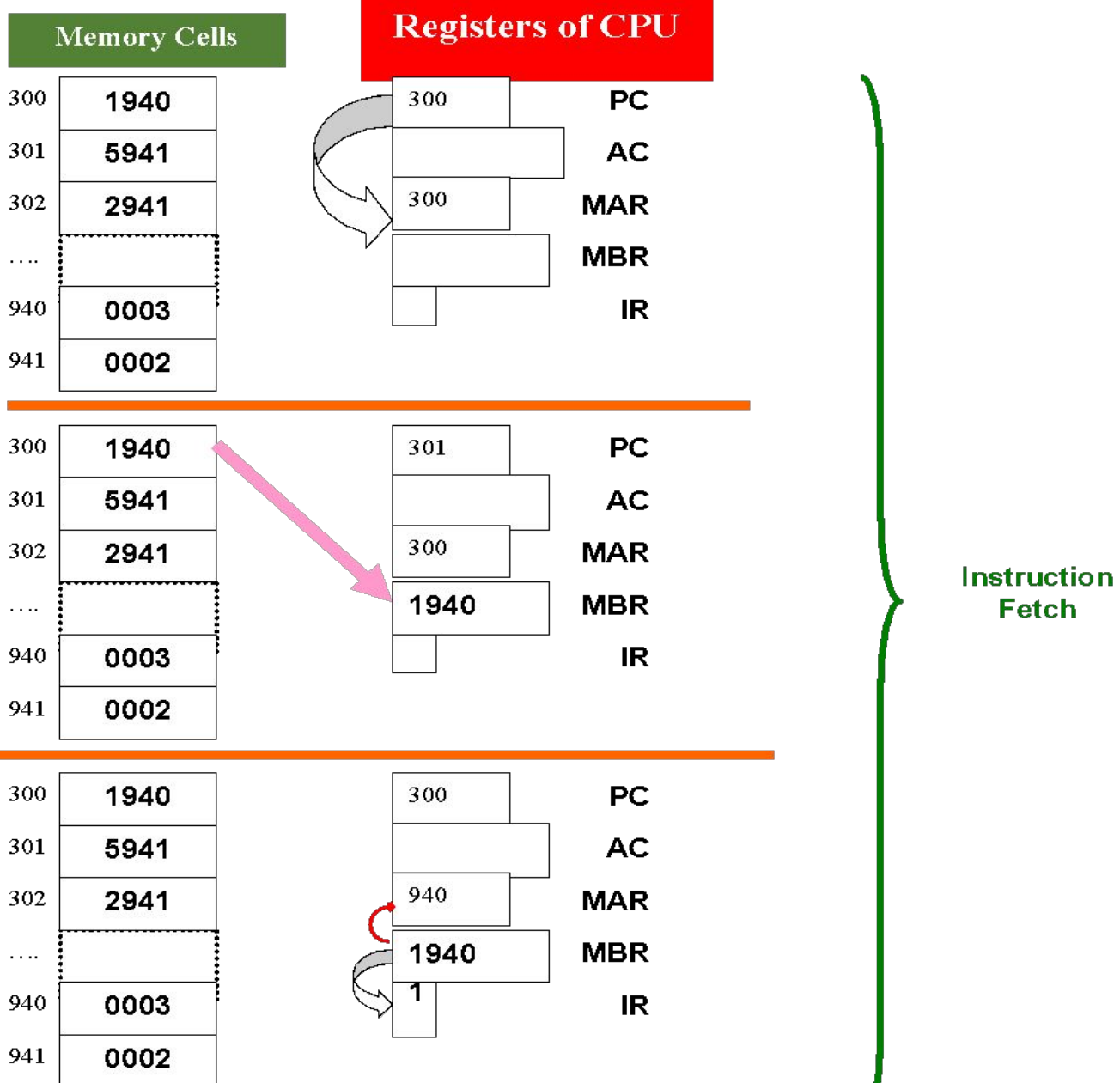


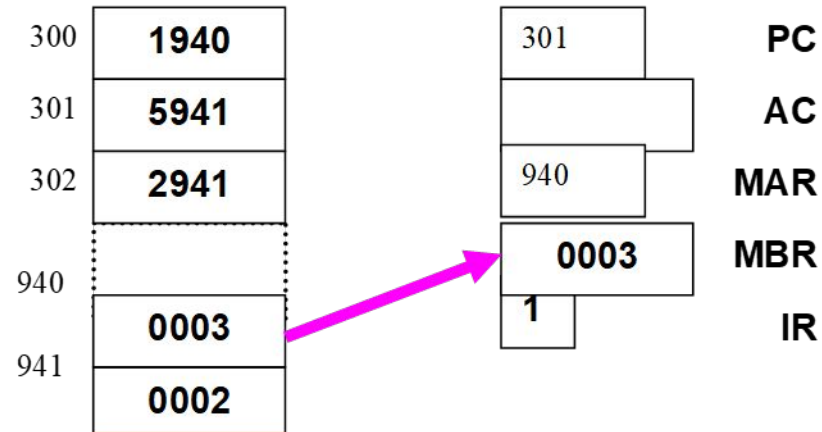
### *Format of Integer*

## Example of Program Execution

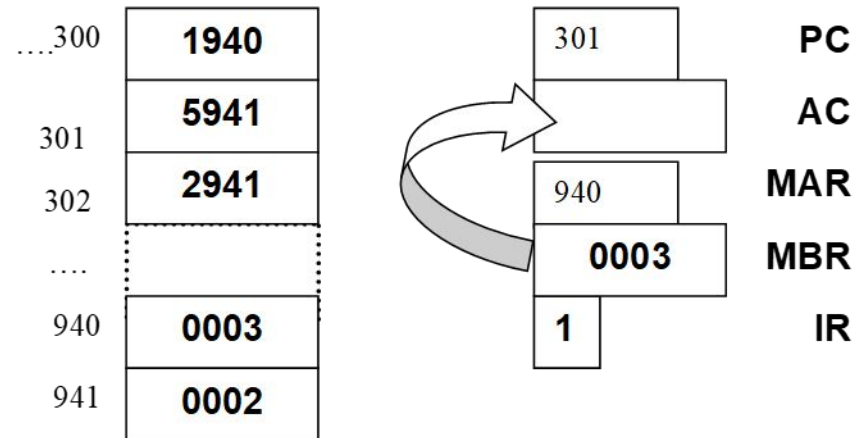


# III Program



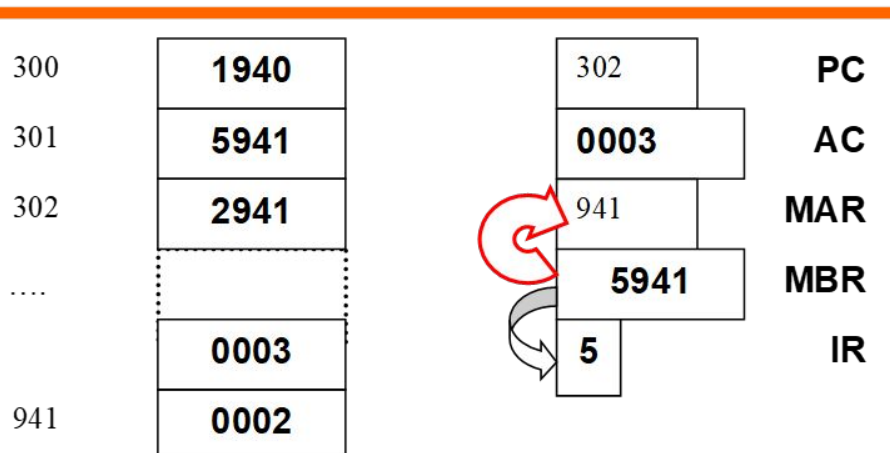
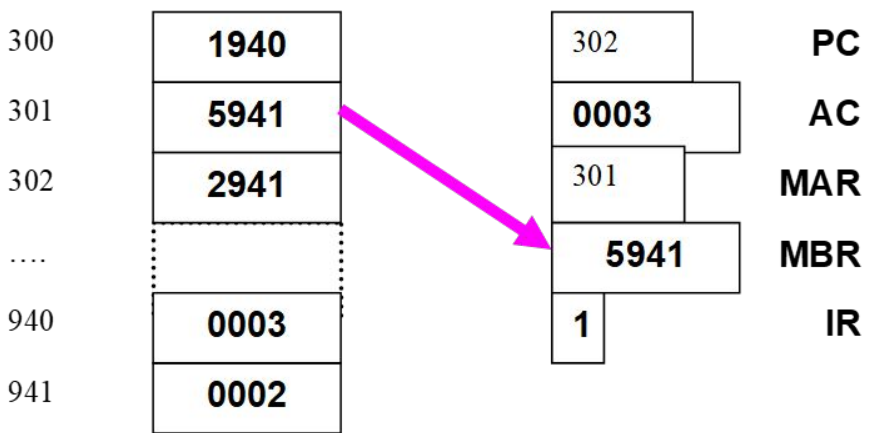
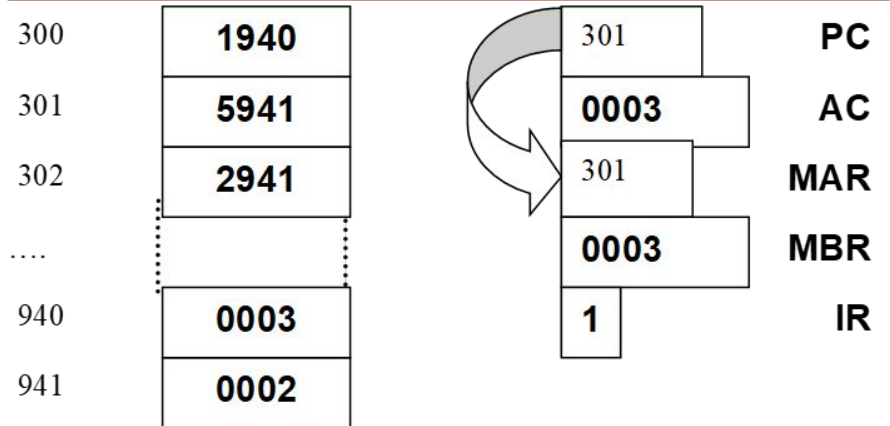


Loading of  
MBR from  
Memory

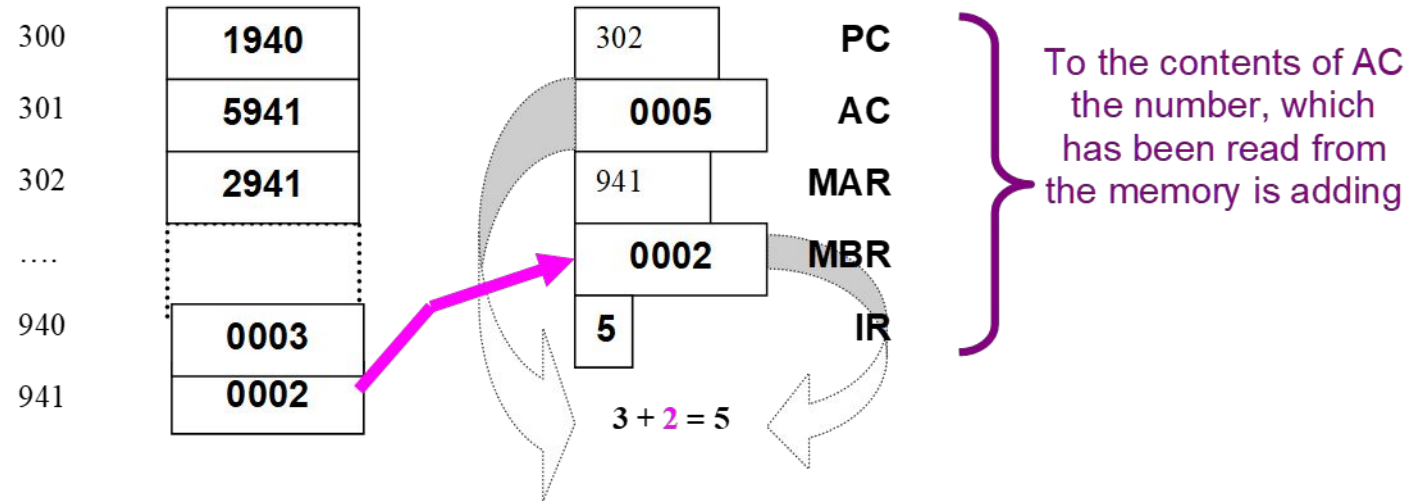


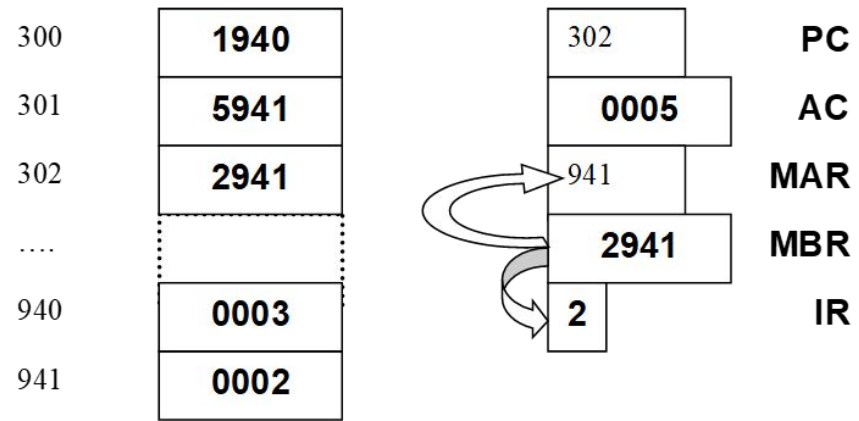
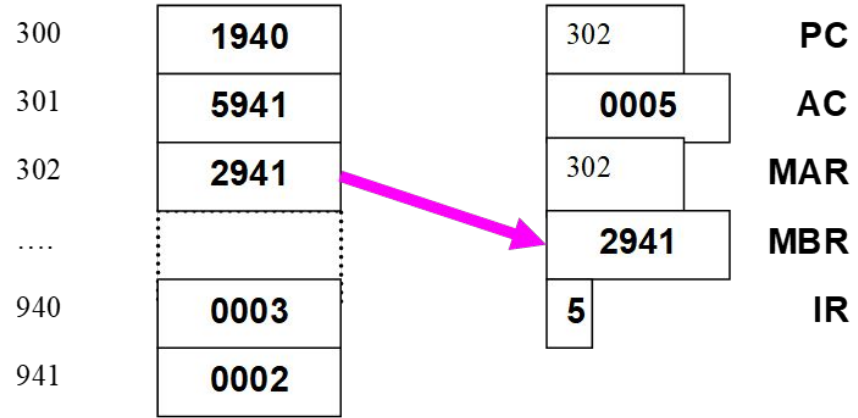
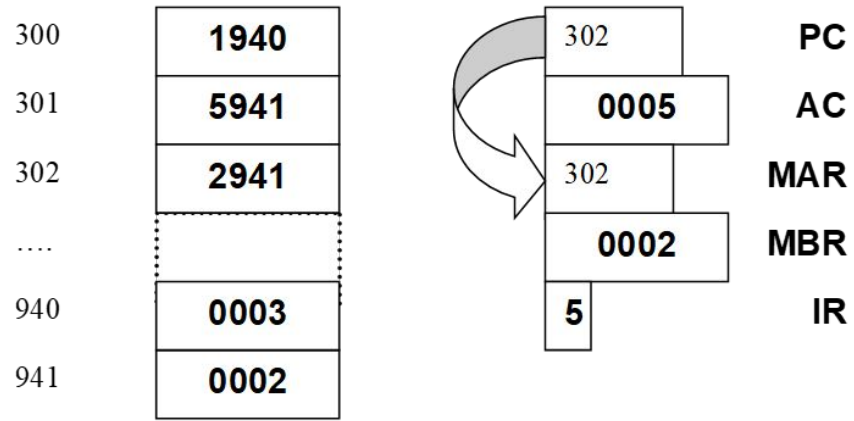
Loading of AC  
from MBR



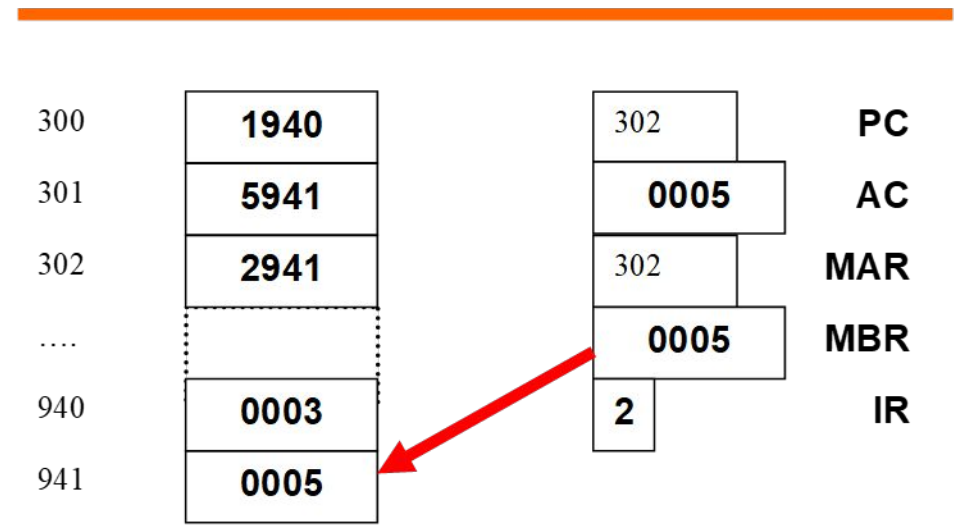
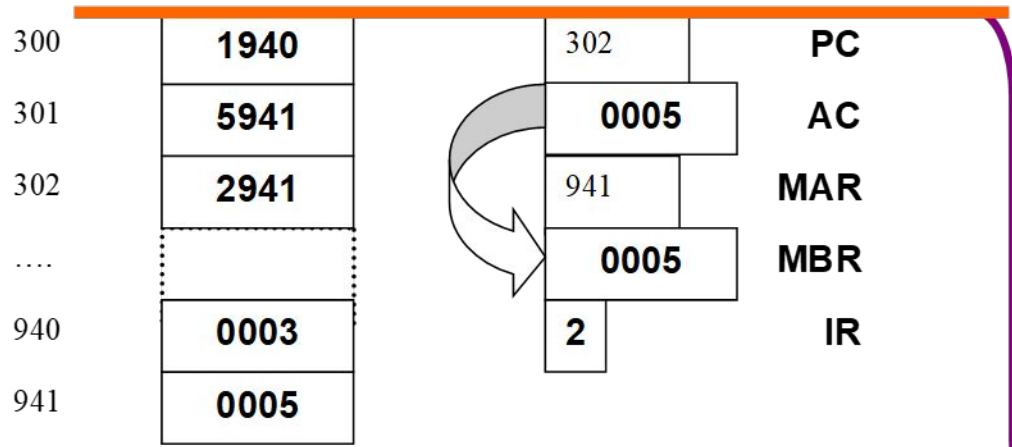


Instruction  
Fetch





Instruction  
Fetch



Loading of  
Memory from  
MBR

# IV Structure.

HW - PowerPoint

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Файл Главная Вставка Конструктор Переходы Анимация Слайд-шоу Рецензирование Вид Запись Надстройки Справка Что вы хотите сделать? Поделиться

5

6

7

8

9

10

11

3.2 / COMPUTER FUNCTION 69

The diagram illustrates the top-level view of computer components. On the left is the CPU, which contains several registers: PC (Program Counter), MAR (Memory Address Register), IR (Instruction Register), MBR (Memory Buffer Register), and Accum (Accumulator). On the right is Main memory, which is organized into a vertical stack of cells. The top cells contain instructions, and the bottom cells contain data. A System bus connects the CPU and Main memory, allowing for the flow of information between them.

PC = Program counter  
IR = Instruction register  
MAR = Memory address register  
MBR = Memory buffer register  
Accum = Accumulator

Figure 3.2 Computer Components: Top-Level View

Щелкните, чтобы добавить заметки

Слайд 11 из 11 русский (Казахстан) Специальные возможности: проверьте рекомендации

Заметки Примечания

26°C В осн. облачно 20:11 19.09.2021

## V. State Diagram for one Instruction.

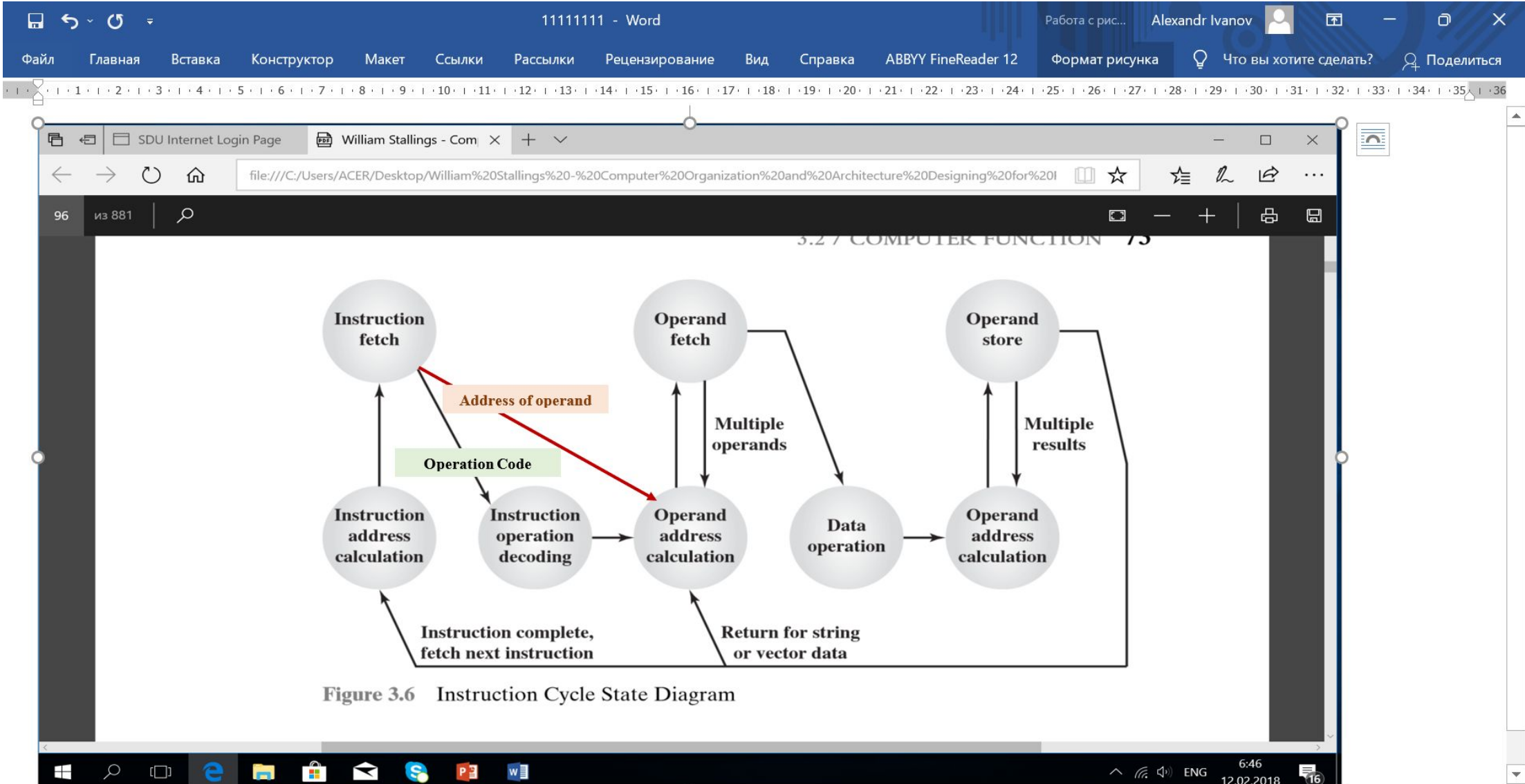
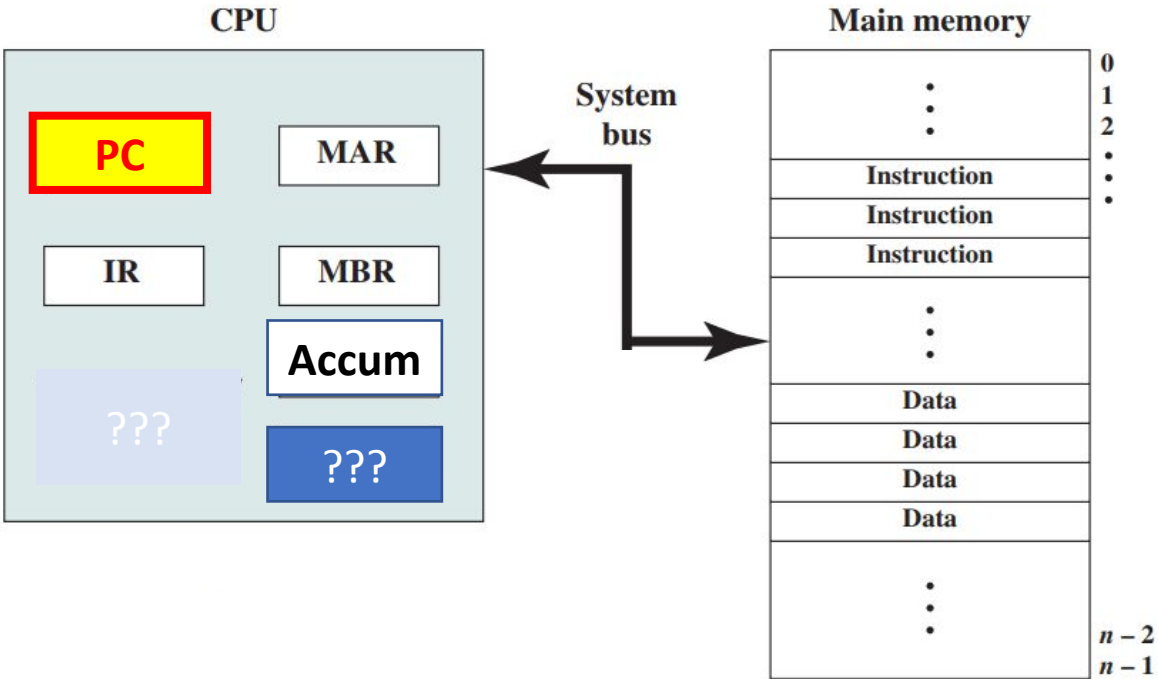


Figure 3.6 Instruction Cycle State Diagram

# VI. Computer Organization



- PC = Program counter
- IR = Instruction register
- MAR = Memory address register
- MBR = Memory buffer register

Accum = Accumulator