

# CMP 334 Computer Organization

Course syllabus

Basic computer model

Basic processor model

Integers base ten and base 2

Boolean algebra

Before next class

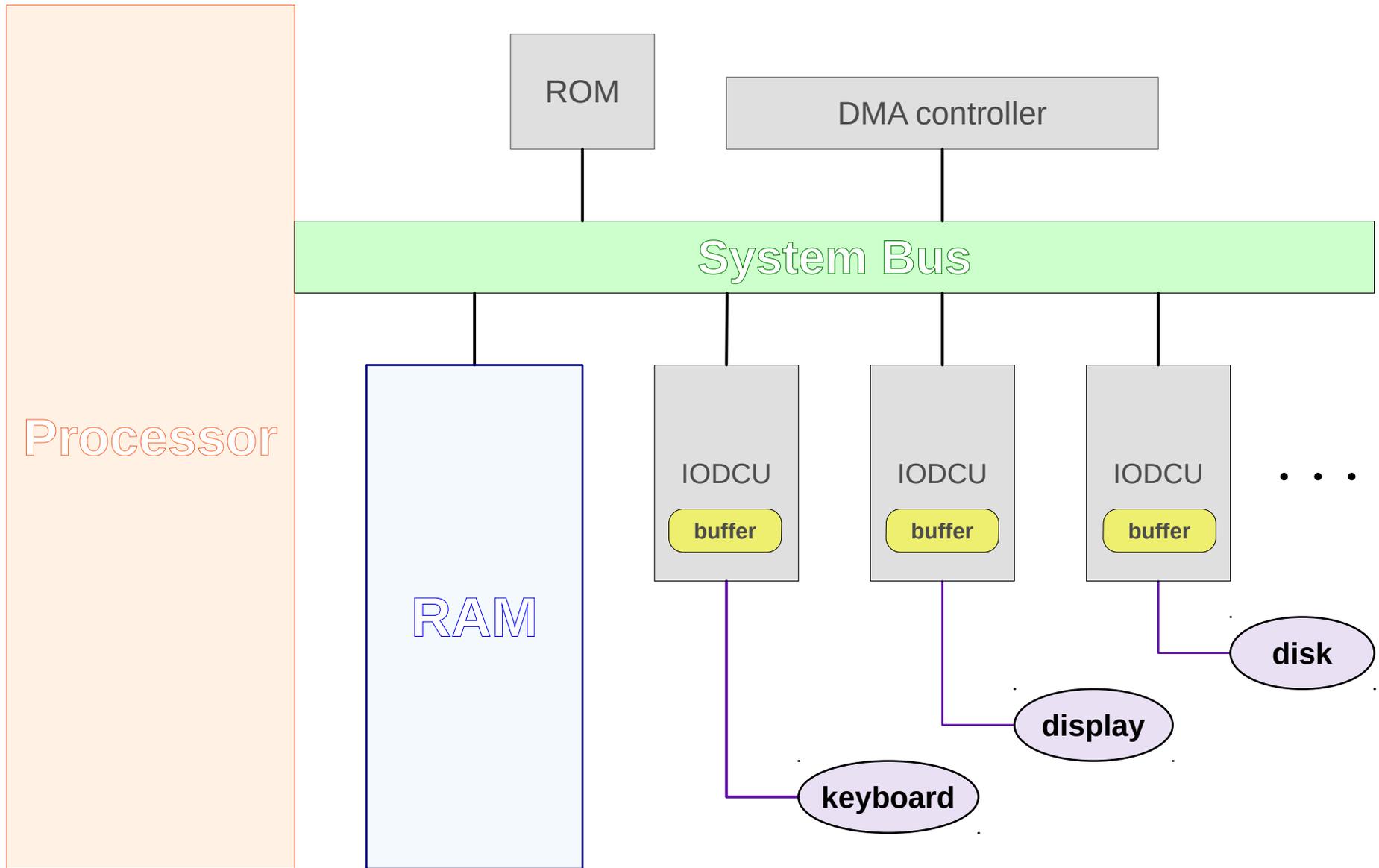
Review syllabus

Complete HW 1 (by midnight tomorrow)

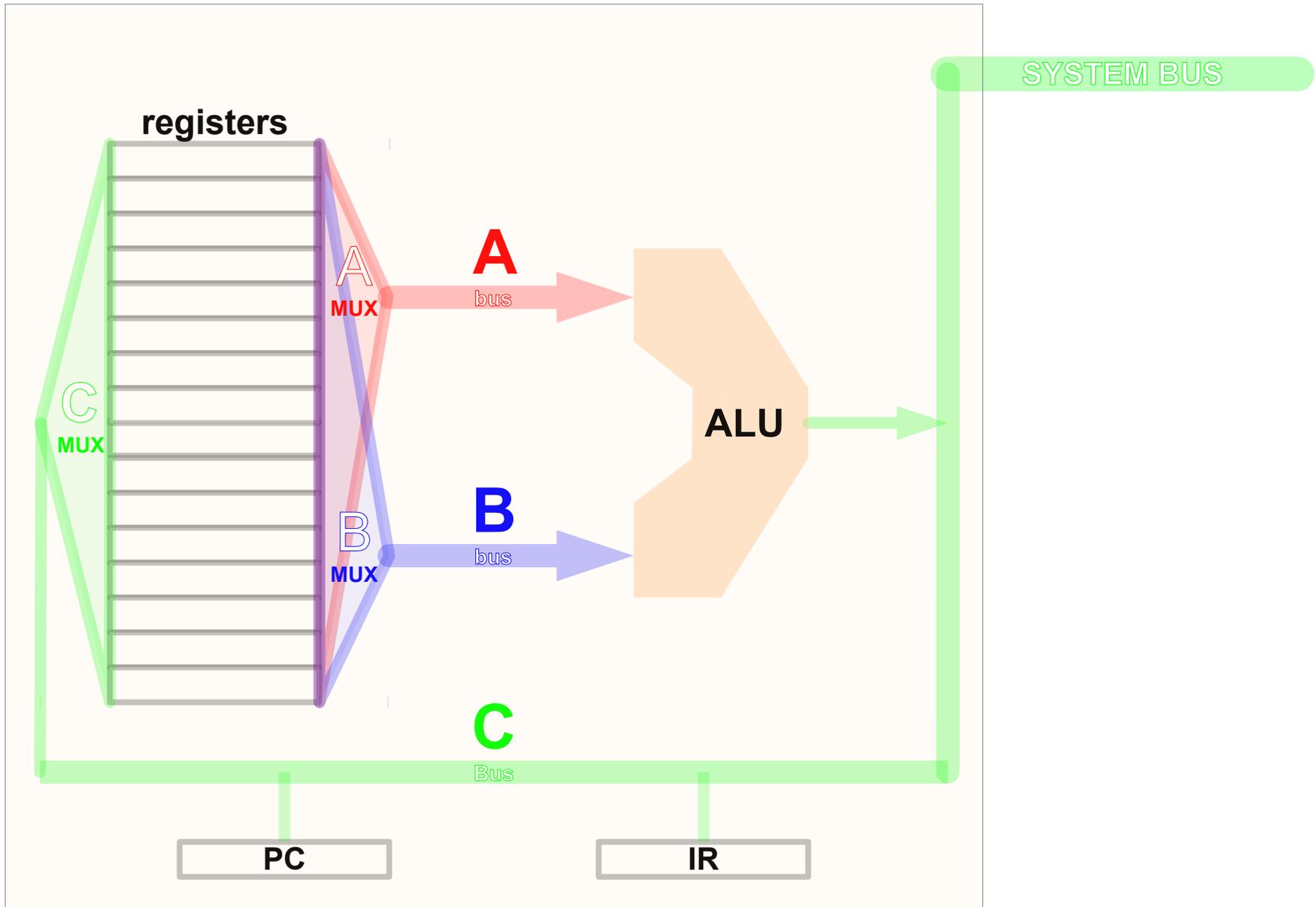
Read textbook sections 1.1 through 1.5

Read *from A Fire On The Moon*

# Basic Computer Model



# Basic Processor Model



# Kinds of Numbers

Counting	1, 2, 3, 4 ...
Whole	... -4, -3, -2, -1, 0, 1, 2, 3, 4 ...
Rational (fraction)	$-\frac{1}{8}, \frac{1}{3}, \frac{3}{2}$
Rational (decimal)	-0.25, $0.3\bar{3}$ , 1.5, $2.1 \cdot 10^7$
Irrational	$\pi, \sqrt{2}, -\sqrt[3]{17}, e^{3\frac{1}{2}}$
Complex	$i, -3i, 2 + 7i, 2 - 7i$
Quaternion	$1 + i - j + k, -2 + 4i + 3j - k$

# Kinds of Computer Numbers

Integers (fixed size, binary)

Unsigned (non-negative)

$11001001_2$  (201)

Signed (two's complement)

$11001001_2$  (-73)

$00110111_2$  (+73)

Floating-Point (fixed size, binary)

$+1.11001001 \cdot 2^{+0111}$ ,  $-0.00000001 \cdot 2^{-1111}$

$+1.00011111 \cdot 2^{-0001}$  +  $1.10101010 \cdot 2^{+0101}$

# Sixteen Non-Negative Integers

		<b>0</b>	<b>0b0000</b>	<b>0x0</b>	<i>zero</i>
	i	<b>1</b>	<b>0b0001</b>	<b>0x1</b>	<i>one</i>
	ii	<b>2</b>	<b>0b0010</b>	<b>0x2</b>	<i>two</i>
	iii	<b>3</b>	<b>0b0011</b>	<b>0x3</b>	<i>three</i>
	iv	<b>4</b>	<b>0b0100</b>	<b>0x4</b>	<i>four</i>
	v	<b>5</b>	<b>0b0101</b>	<b>0x5</b>	<i>five</i>
	vi	<b>6</b>	<b>0b0110</b>	<b>0x6</b>	<i>six</i>
	vii	<b>7</b>	<b>0b0111</b>	<b>0x7</b>	<i>seven</i>
	viii	<b>8</b>	<b>0b1000</b>	<b>0x8</b>	<i>eight</i>
	ix	<b>9</b>	<b>0b1001</b>	<b>0x9</b>	<i>nine</i>
	x	<b>10</b>	<b>0b1010</b>	<b>0xA</b>	<i>ten</i>
	xi	<b>11</b>	<b>0b1011</b>	<b>0xB</b>	<i>eleven</i>
	xii	<b>12</b>	<b>0b1100</b>	<b>0xC</b>	<i>twelve</i>
	xiii	<b>13</b>	<b>0b1101</b>	<b>0xD</b>	<i>thirteen</i>
	xiv	<b>14</b>	<b>0b1110</b>	<b>0xE</b>	<i>fourteen</i>
	xv	<b>15</b>	<b>0b1111</b>	<b>0xF</b>	<i>fifteen</i>

# Four Hundred and Thirty Seven

<b>110110101<sub>2</sub></b>	<b>437<sub>10</sub></b>	<b>1B5<sub>16</sub></b>
$1 \cdot 2^8 = 256$	$4 \cdot 10^2 = 100$	$1 \cdot 16^2 = 256$
$+ 1 \cdot 2^7 = 128$	$+ 3 \cdot 10^1 = 30$	$+ 11 \cdot 16^1 = 128$
$+ 0 \cdot 2^6 = 0$	$+ 7 \cdot 10^0 = 7$	$+ 5 \cdot 16^0 = 5$
$+ 1 \cdot 2^5 = 32$		
$+ 1 \cdot 2^4 = 16$		
$+ 0 \cdot 2^3 = 0$		
$+ 1 \cdot 2^2 = 4$		
$+ 0 \cdot 2^1 = 0$		
$+ 1 \cdot 2^0 = 1$		

# Boolean Algebra

Constants: **0** and **1** (T and F)

Operators:  $\sim$  (not), **&** (and), **|** (or)

<b>A</b>	<b><math>\sim</math></b>
<b>0</b>	<b>1</b>
<b>1</b>	<b>0</b>

<b>A</b>	<b>B</b>	<b>&amp;</b>
<b>0</b>	<b>0</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>0</b>
<b>1</b>	<b>0</b>	<b>0</b>
<b>1</b>	<b>1</b>	<b>1</b>

<b>A</b>	<b>B</b>	<b> </b>
<b>0</b>	<b>0</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>
<b>1</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>1</b>	<b>1</b>