



# 5. gruppetime IN1020

Maskinvare

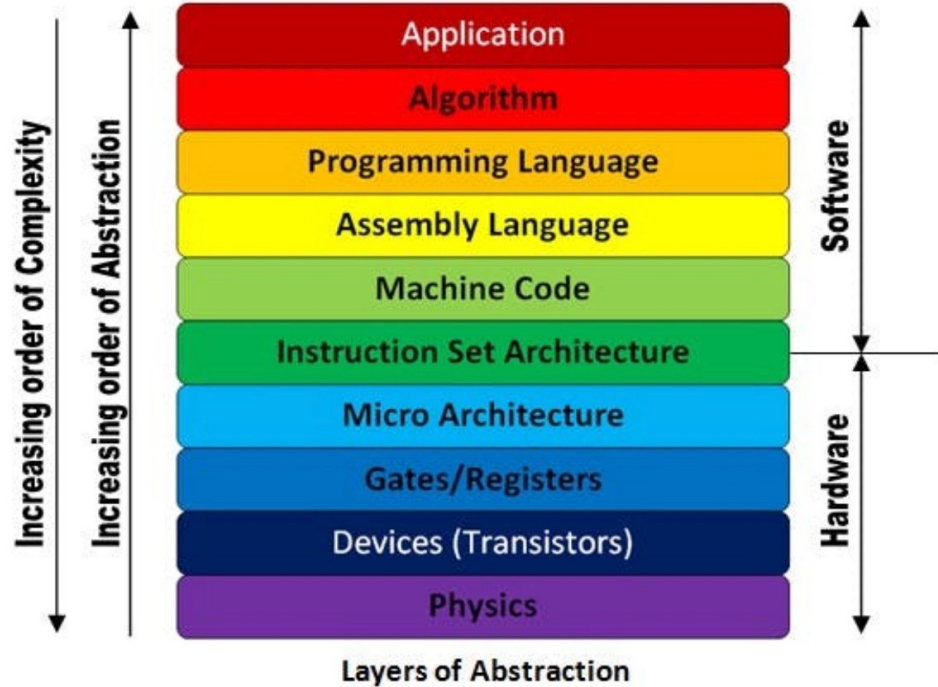
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● [erlinhol@uio.no](mailto:erlinhol@uio.no)

# Plan for gruppetimen

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- Hva er abstraksjonsnivåer?
- Eksempel på abstraksjonsnivåer
- Hva er en ALU?
- Oppgave i gruppe: ranger abstraksjonsnivåene
- Porter og sannhetsverditabeller
- Mentimeter-quiz

# Abstraksjonsnivåer



Abstraksjonsnivåer for datamaskin

# Eksempel: program i Python

## Applikasjon

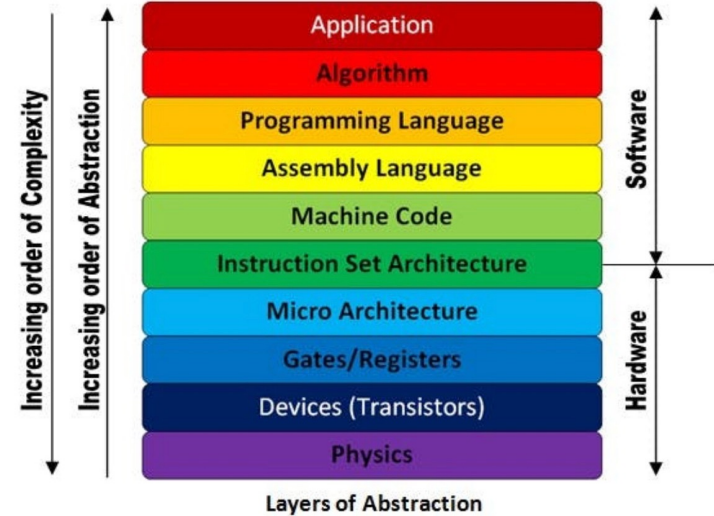
```
def add_numbers():  
    a = 5;  
    b = 8;  
    c = a + b;  
    print("a + c =", c)  
}  
  
def main():  
    add_numbers()  
  
main()
```

## Assembly kode

```
LDA a  
ADD b  
STA c  
OUT  
HLT  
  
a DAT 5  
b DAT 8  
c DAT 0
```

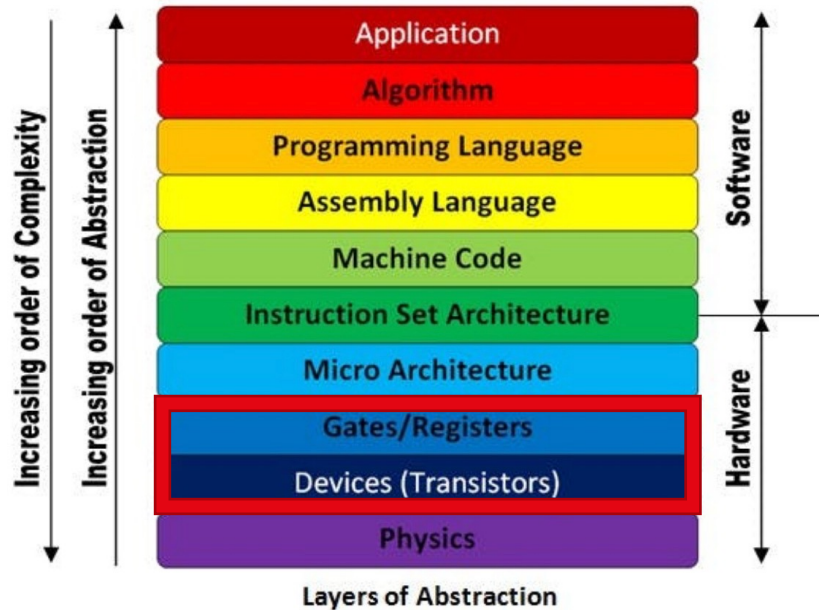
## Maskinkode

```
505  
106  
307  
902  
000  
  
005  
008  
000
```



Abstraksjonsnivåer for datamaskin

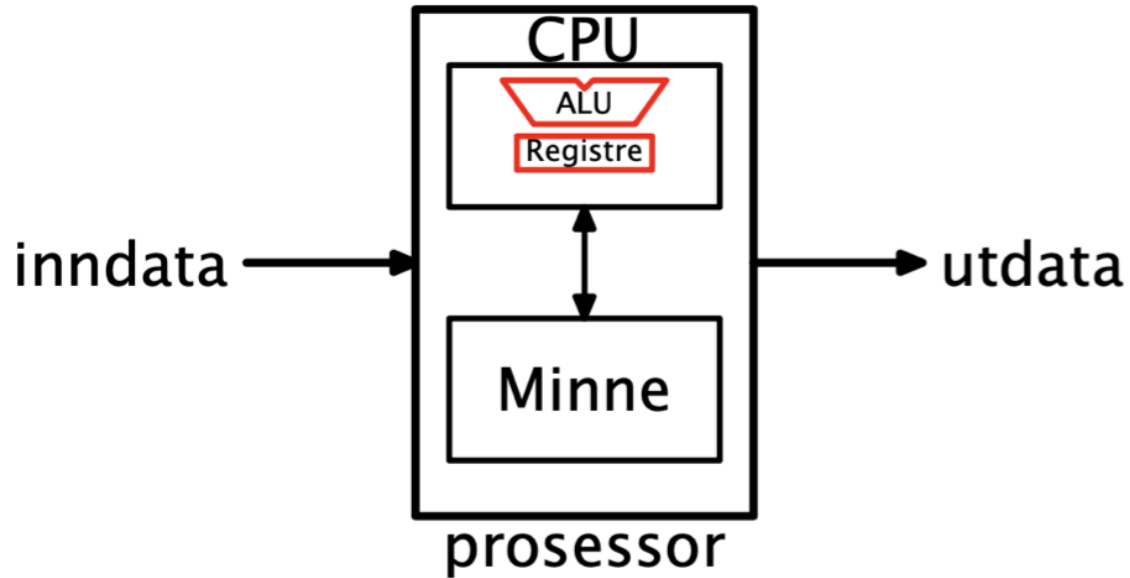
# Disse ukene skal vi gå enda dypere!



Abstraksjonsnivåer for datamaskin

# Von Neumann-arkitekturen

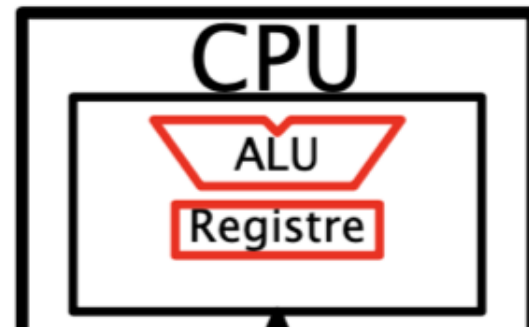
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# CPU - Central processing unit

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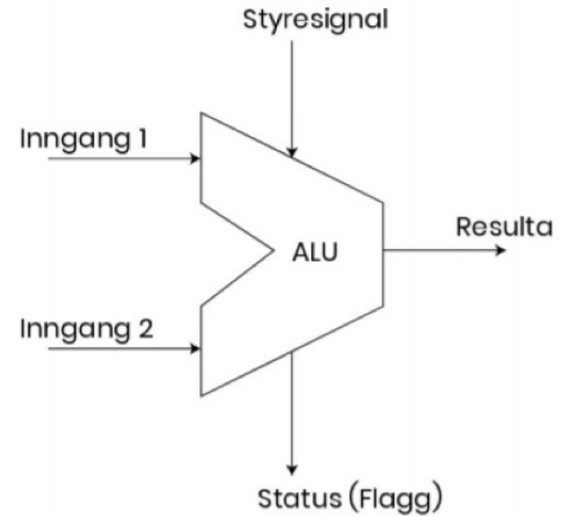
- Består av blant annet ALU og en rekke registre
- CPUen er på mange måter sjefen i datamaskinen



# ALU – Aritmetisk logisk enhet

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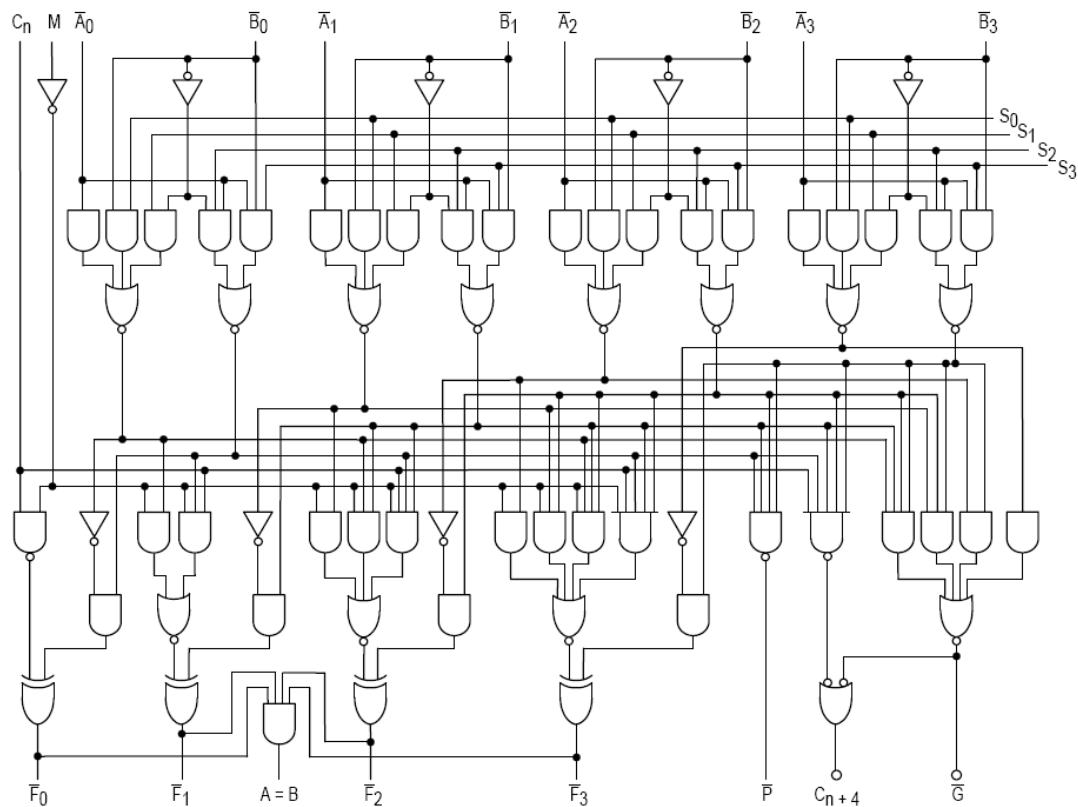
- Tre innganger:
  - Styresignal: bestemmer operasjonen som ALU-en skal gjøre
  - Inngang 1: 1 bit
  - Inngang 2: 1 bit
- To utganger:
  - Status (flagg): gjør at vi kan ha mente
  - Resultat: resultat av operasjonen



1-bits ALU



# ALU-en består av mange porter!



## Vanlig addisjon

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$$\begin{array}{r} 53 \\ + 13 \\ \hline = 66 \end{array}$$

$$\begin{array}{r} \phantom{0}1 \\ 53 \\ + 19 \\ \hline = 72 \end{array}$$

$$\begin{array}{r} \phantom{00}1 \phantom{0}1 \\ 53 \\ + 68 \\ \hline = 121 \end{array}$$

# Binær addisjon

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Akkurat på samme måte, men her er det i det binære tallsystemet

$$\begin{array}{r} 10 \\ + 01 \\ = 11 \end{array} \quad \begin{array}{r} 1 \\ 01 \\ + 01 \\ = 10 \end{array} \quad \begin{array}{r} 1 \quad 1 \\ 01 \\ + 11 \\ = 100 \end{array}$$

# Abstraksjonsnivåer

LMC

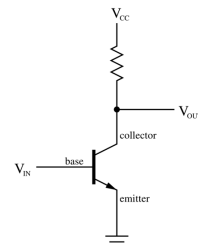
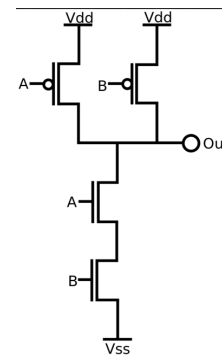
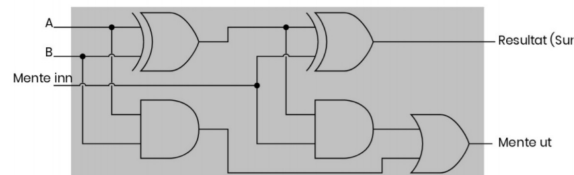
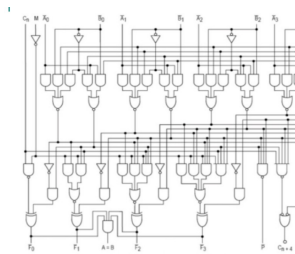
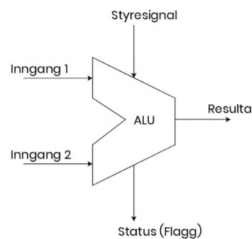
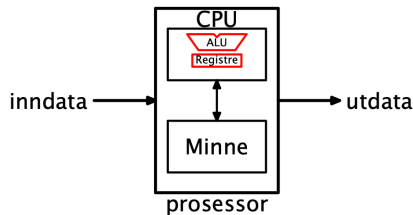
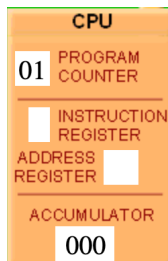
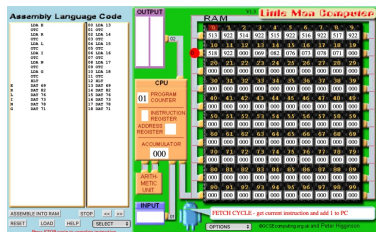
CPU

ALU

Fulladder

NAND

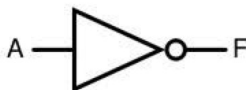
Transistor



INV - port

$$F = A'$$

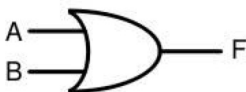
A	F
0	1
1	0



OR - port

$$F = A+B$$

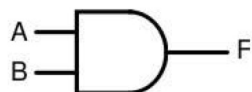
A	B	F
0	0	0
0	1	1
1	0	1
1	1	1



AND - port

$$F = AB$$

A	B	F
0	0	0
0	1	0
1	0	0
1	1	1



NOR - port

$$F = (A+B)'$$

A	B	F
0	0	1
0	1	0
1	0	0
1	1	0



NAND - port

$$F = (AB)'$$

A	B	F
0	0	1
0	1	1
1	0	1
1	1	0



XOR - port

$$F = A \oplus B$$

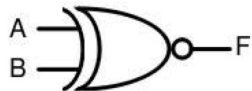
A	B	F
0	0	0
0	1	1
1	0	1
1	1	0



XNOR - port

$$F = (A \oplus B)'$$

A	B	F
0	0	1
0	1	0
1	0	0
1	1	1



Alle logiske port-typer

# Boolsk algebra

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- Veldig likt som pythons booleans
- 1 = True og 0 = False

```
print("INV")
print(not False)
print(not True)
```

INV
True
False

```
print("OR")
print(False or False)
print(False or True)
print(True or False)
print(True or True)
```

OR
False
True
True
True

```
print("AND")
print(False and False)
print(False and True)
print(True and False)
print(True and True)
```

AND
False
False
False
True

```
print("NOR")
print(not (False or False))
print(not (False or True))
print(not (True or False))
print(not (True or True))
```

NOR
True
False
False
False

```
print("NAND")
print(not (False and False))
print(not (False and True))
print(not (True and False))
print(not (True and True))
```

NAND
True
True
True
False



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# Takk for i dag!

Spørsmål eller innspill? Send mail til [erlinhol@uio.no](mailto:erlinhol@uio.no)

