

Review

- As binary, what is
$$\begin{array}{r} 1111\ 1111 \\ + \quad \quad 1 \\ \hline \end{array}$$

Suppose I Want Text On My Canvas

- Start by checking the Processing Reference

Name

text()

Examples

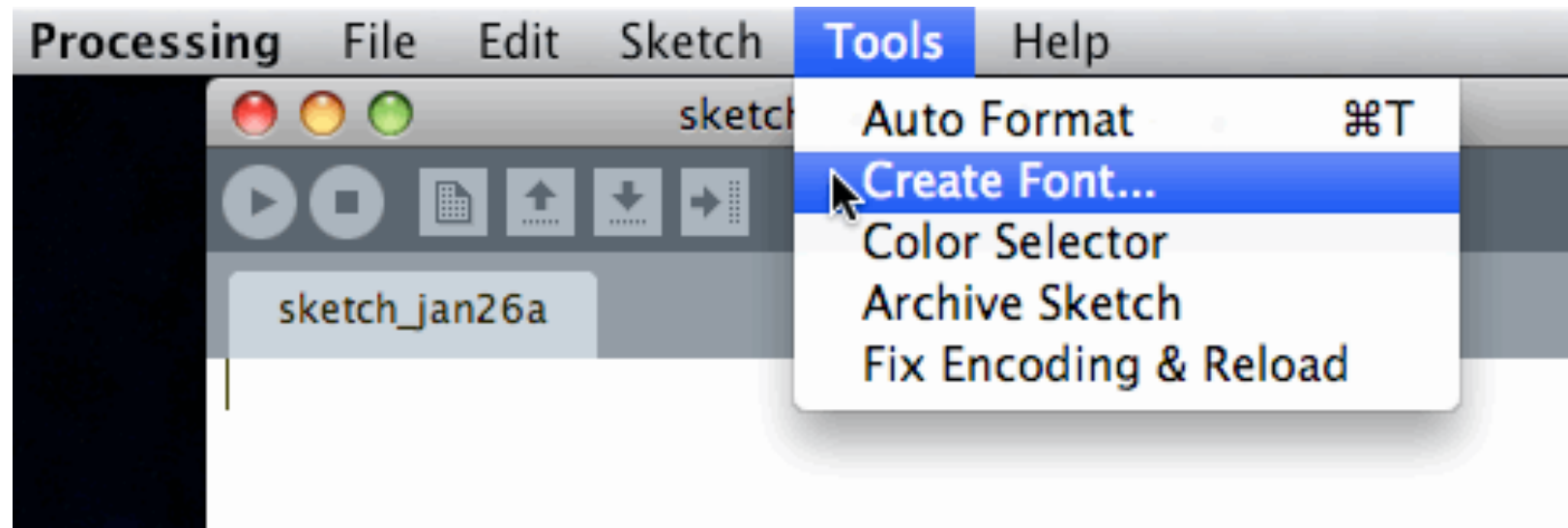


```
PFont font;  
// The font must be located in the sketch's  
// "data" directory to load successfully  
font = loadFont("FFScala-32.vlw");  
textFont(font);  
text("word", 15, 30);  
fill(0, 102, 153);  
text("word", 15, 60);  
fill(0, 102, 153, 51);  
text("word", 15, 90);
```

- What do you notice from their example?

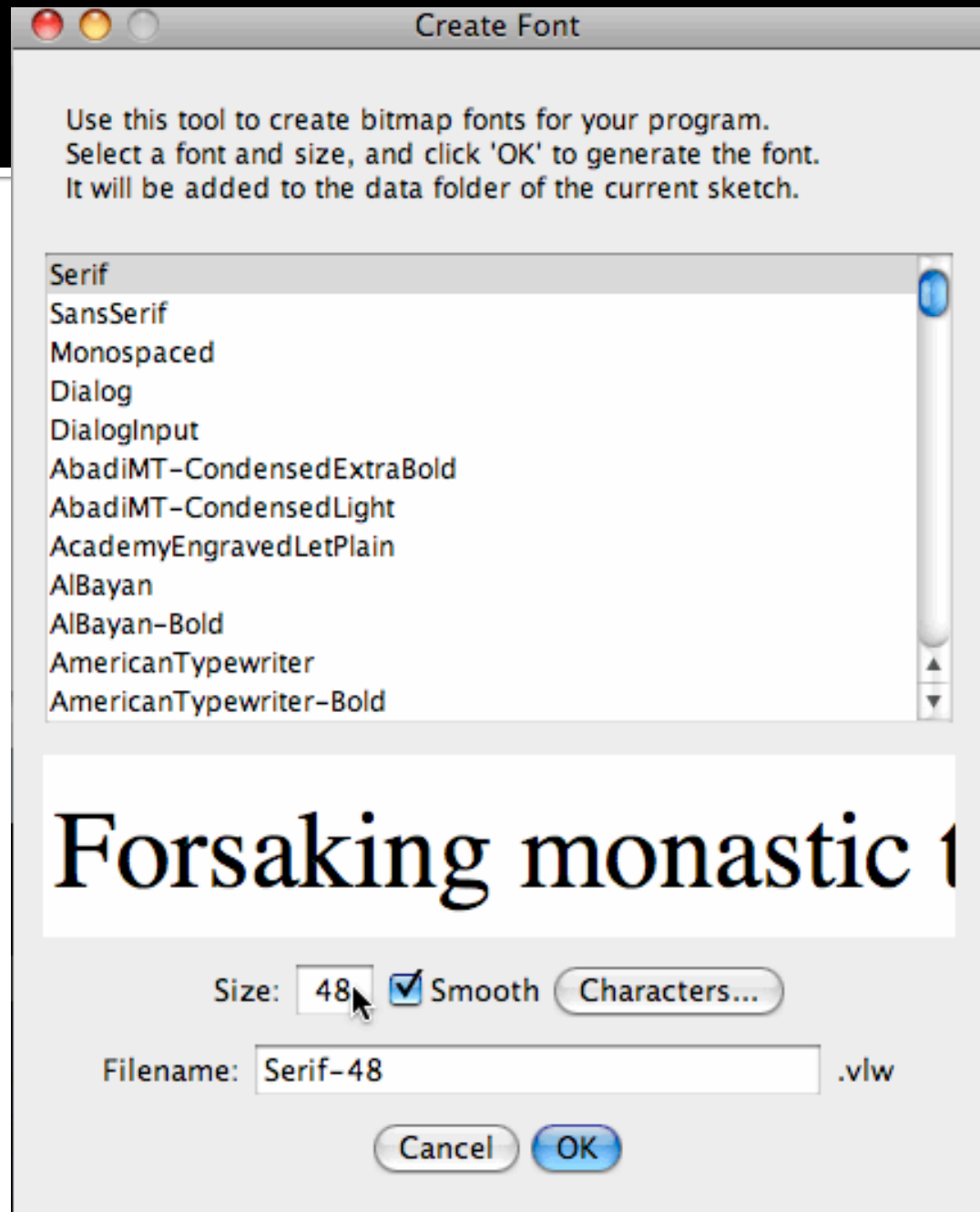
Need A Font For Your Project

- Create a Font From Under Tools



Pick One

- Pick a font; remember its name and size!



What Needs To Go In Your Code?

- Check the steps in the example

Name

text()

Examples



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```

- loadFont(); announce font with textFont(); use

Try It On A Tiny Example



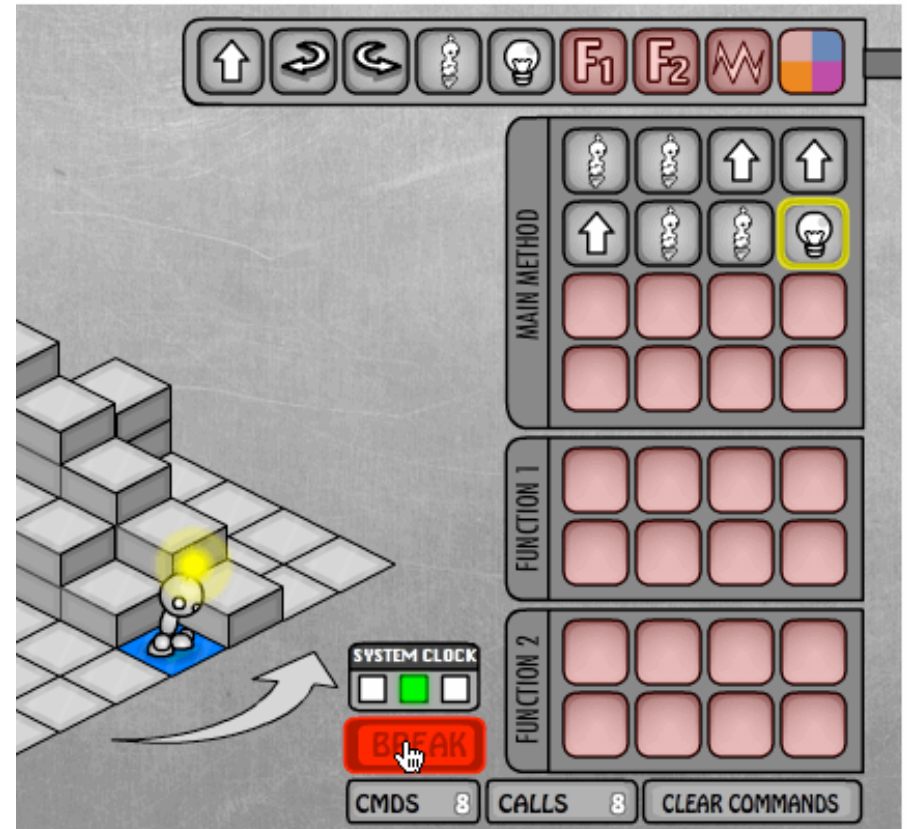
Remember Back To The Lightbot

Instruction Execution is ... Simple, Even A Computer Can Do It

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University of Washington, Seattle

Recall Lightbot ...

- Our first discussion of Lightbot noted that the instructions were formed of composite operations ...
- Today ... we see that computer's instructions are, too



Computers ...

- Deterministically execute instructions to process information

“Deterministically” means that when a computer chooses the next instruction to perform it is required by its construction to execute a specific instruction based only on the program and input it is given

Computers have no free will and they are not cruel

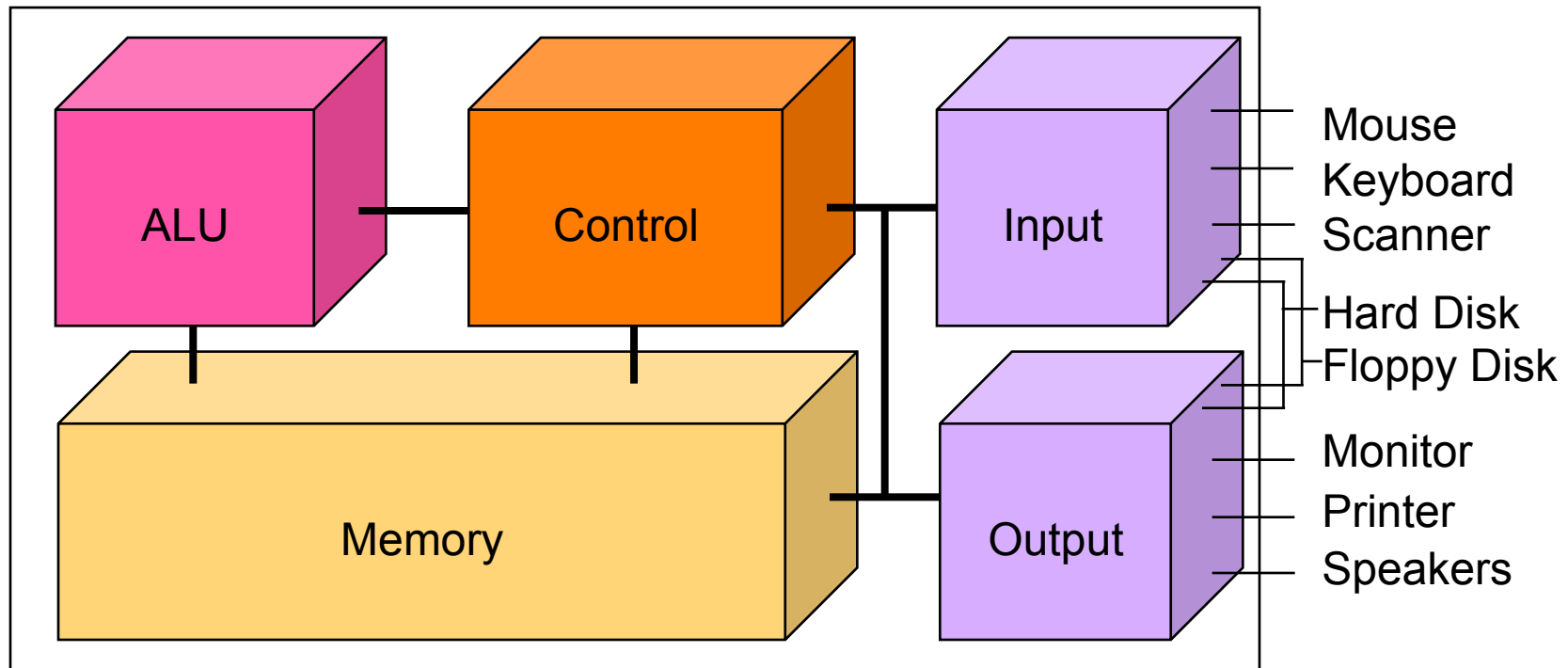
Fetch/Execute Cycle

- Computer = instruction execution engine
 - The fetch/execute cycle is the process that executes instructions

Instruction Fetch (IF)
Instruction Decode (ID)
Data Fetch (DF)
Instruction Execution (EX)
Result Return (RR)

- The computer internal parts implement this cycle

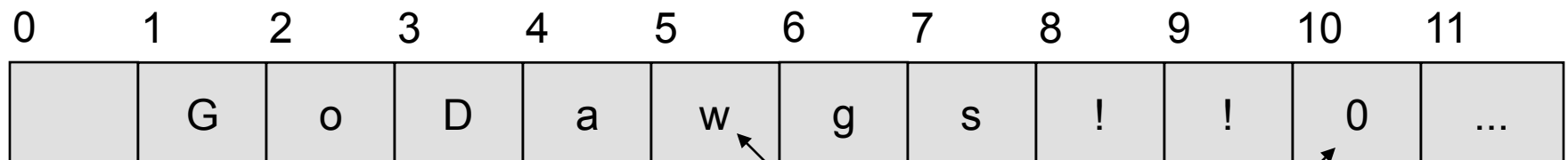
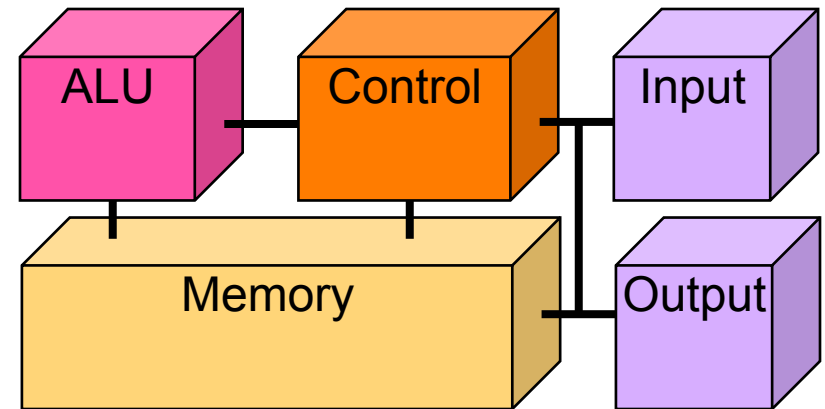
Anatomy of a Computer



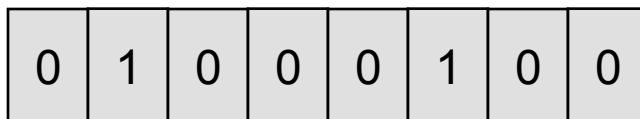
The Hard Disk is the α -device

Memory ...

- Programs and their data must be in the memory while they are running



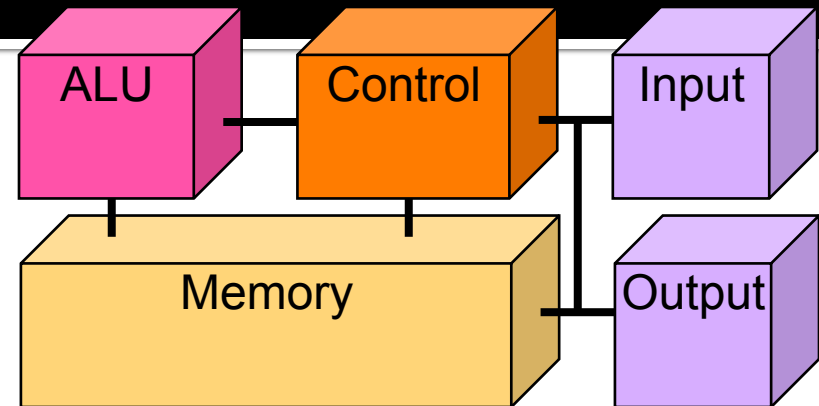
memory contents



Groups of four bytes are a word

Control

- Fetch/Execute cycle is hardwired in computer's control; it's the "engine"



The instructions executed have the form
ADDB 20, 10, 16

Put in memory location 20 the contents of memory location 10 + contents of memory location 16

10	11	12	13	14	15	16	17	18	19	20	21
6						12				18	...

Indirect Data Reference

- Instructions tell *where* the data is, not *what* the data is ... contents change

One instruction has many effects

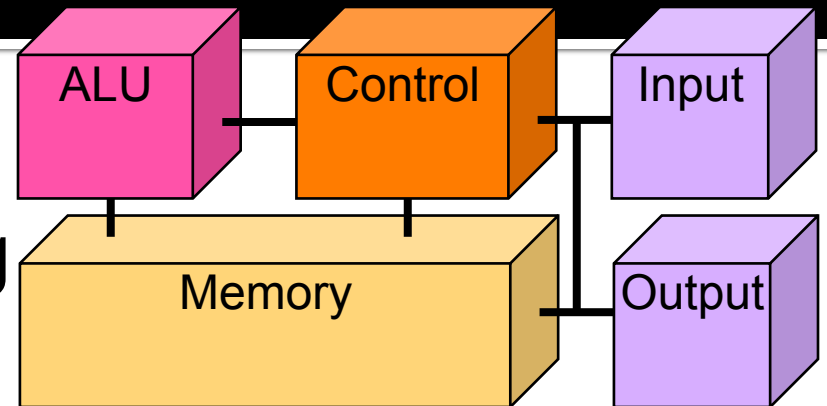
ADDB 20, 10, 16

10	11	12	13	14	15	16	17	18	19	20	21
8						7				15	...

10	11	12	13	14	15	16	17	18	19	20	21
60						-55				5	...

ALU

- Arithmetic/Logic Unit does the actual computing

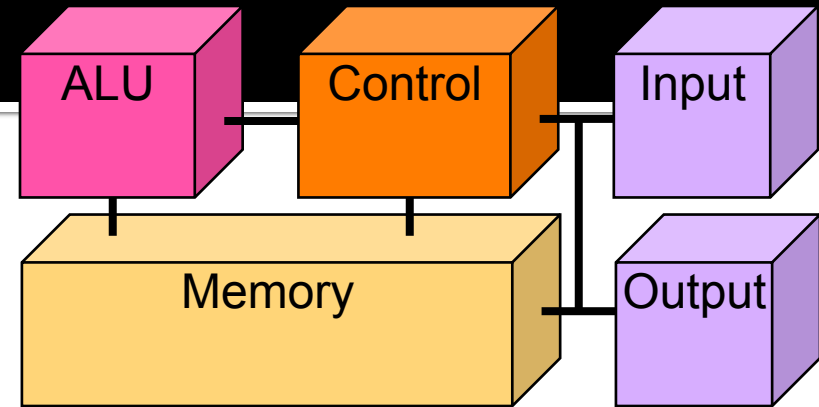


Each type of data has its own separate instructions

ADDB	: add bytes	ADDBU	: add bytes unsigned
ADDH	: add half words	ADDHU	: add halves unsigned
ADD	: add words	ADDU	: add words unsigned
ADDS	: add short decimal numbers		
ADDD	: add long decimal numbers		

**Most computers have only about
a 100-150 instructions hard wired**

Input/Output

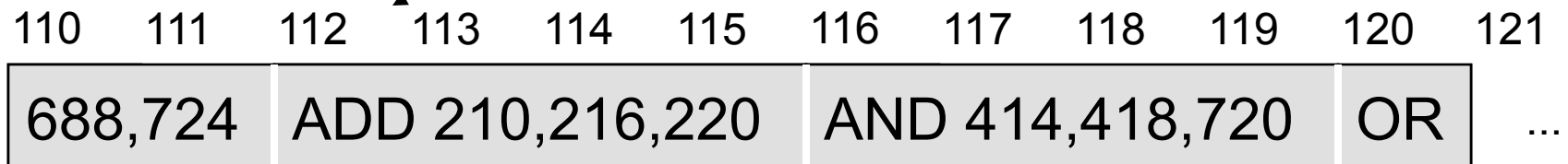


- Input units bring data to memory from outside world; output units send data to outside world from memory
 - Most peripheral devices are “dumb” meaning that the processor assists in their operation
 - Disks are *memory* devices because they can output information and input it back again

The PC's PC

- The program counter (PC) tells where the next instruction comes from
 - Instructions are a word long, so add 4 to the PC to find the next instruction

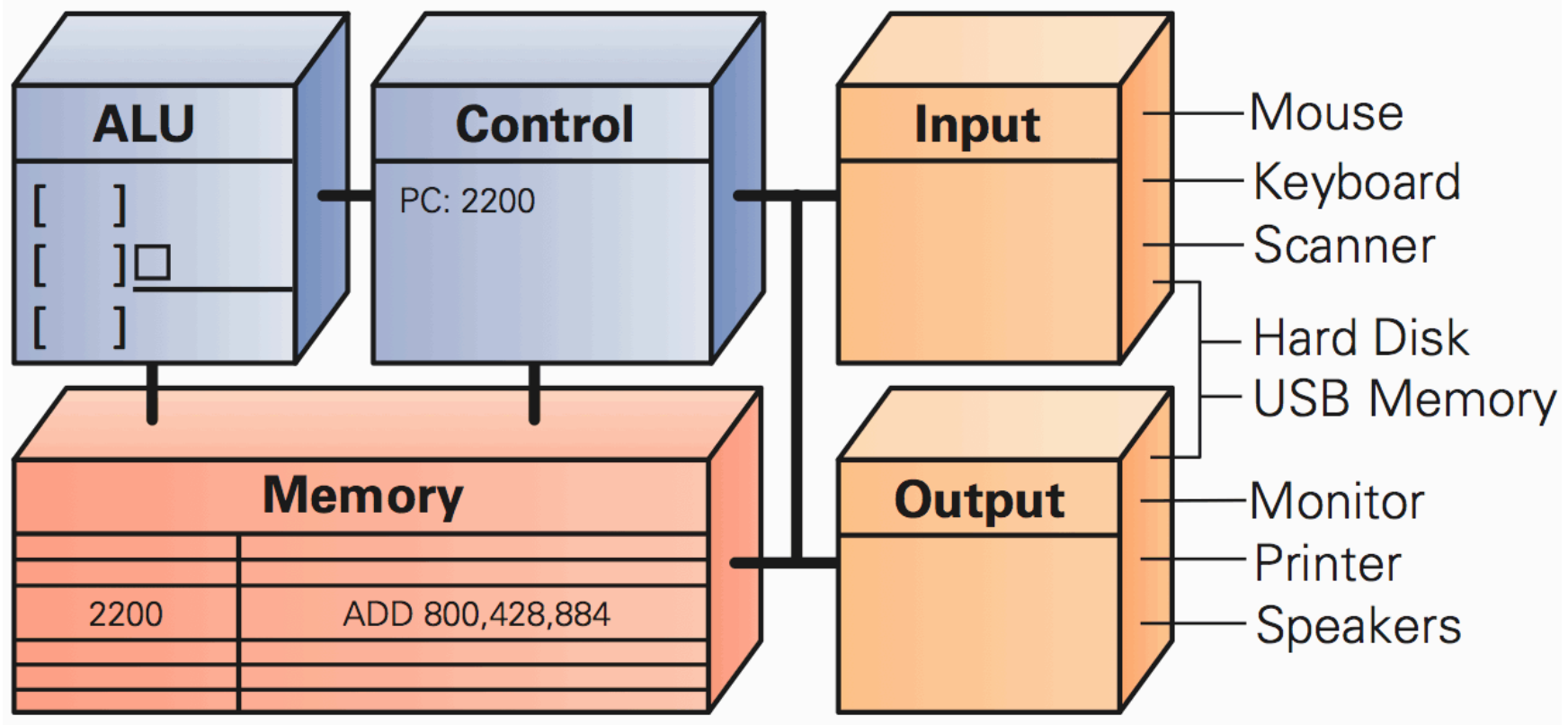
Program Counter: 112



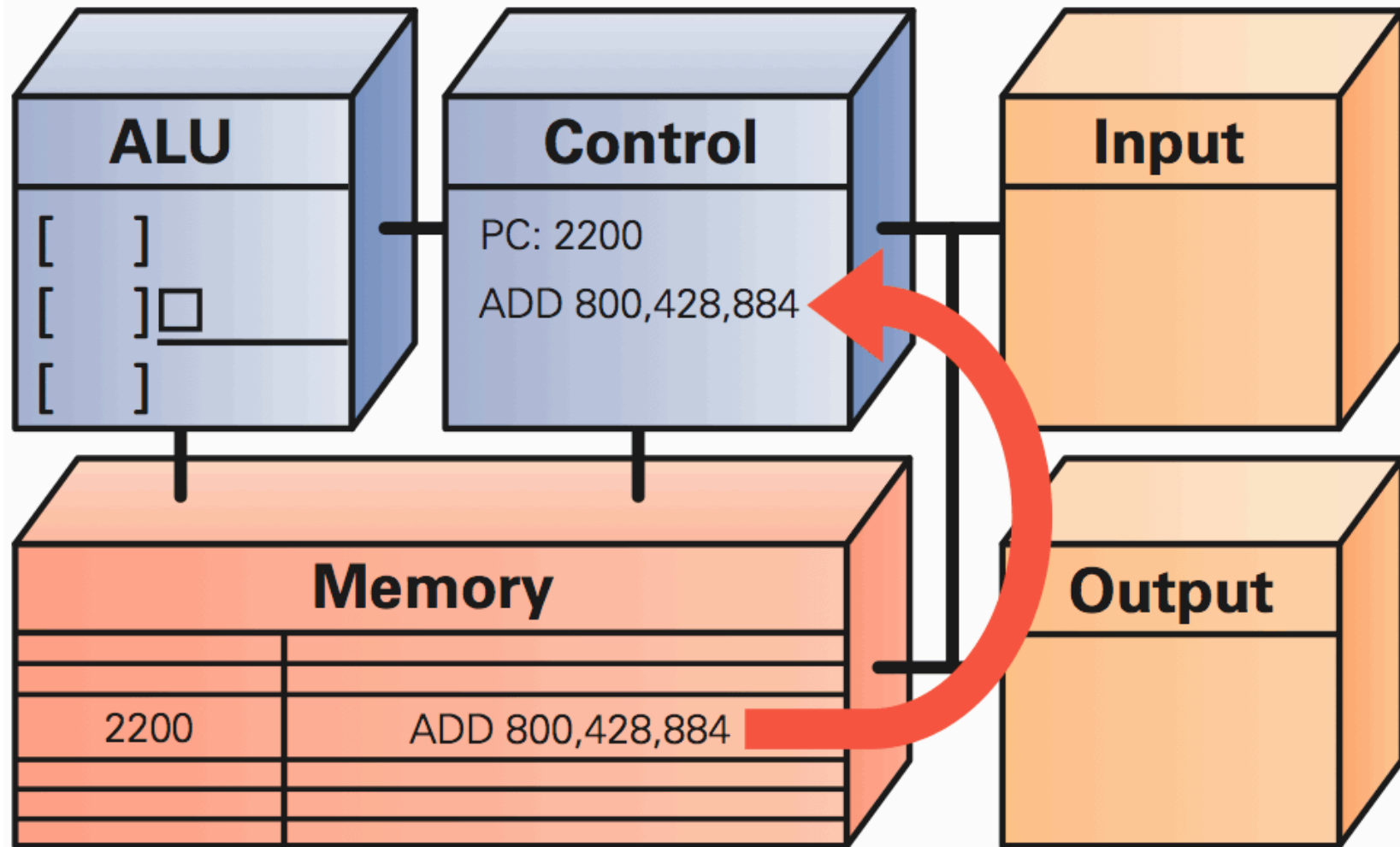
110	111	112	113	114	115	116	117	118	119	120	121
688,724	ADD 210,216,220		AND 414,418,720		OR		...				

Instruction Execution: The Setup

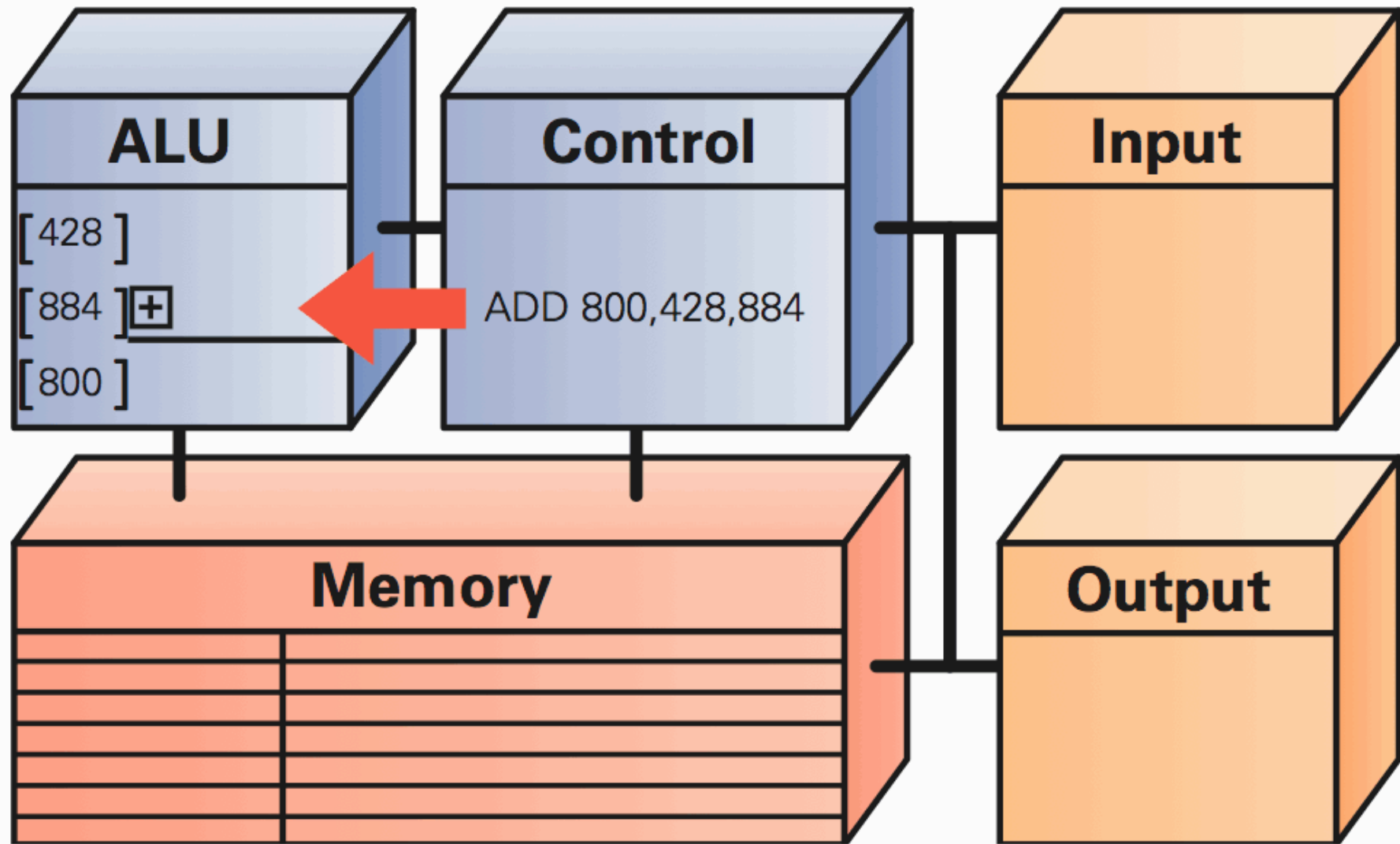
Run Instruction: 2200: Add 800, 428, 884



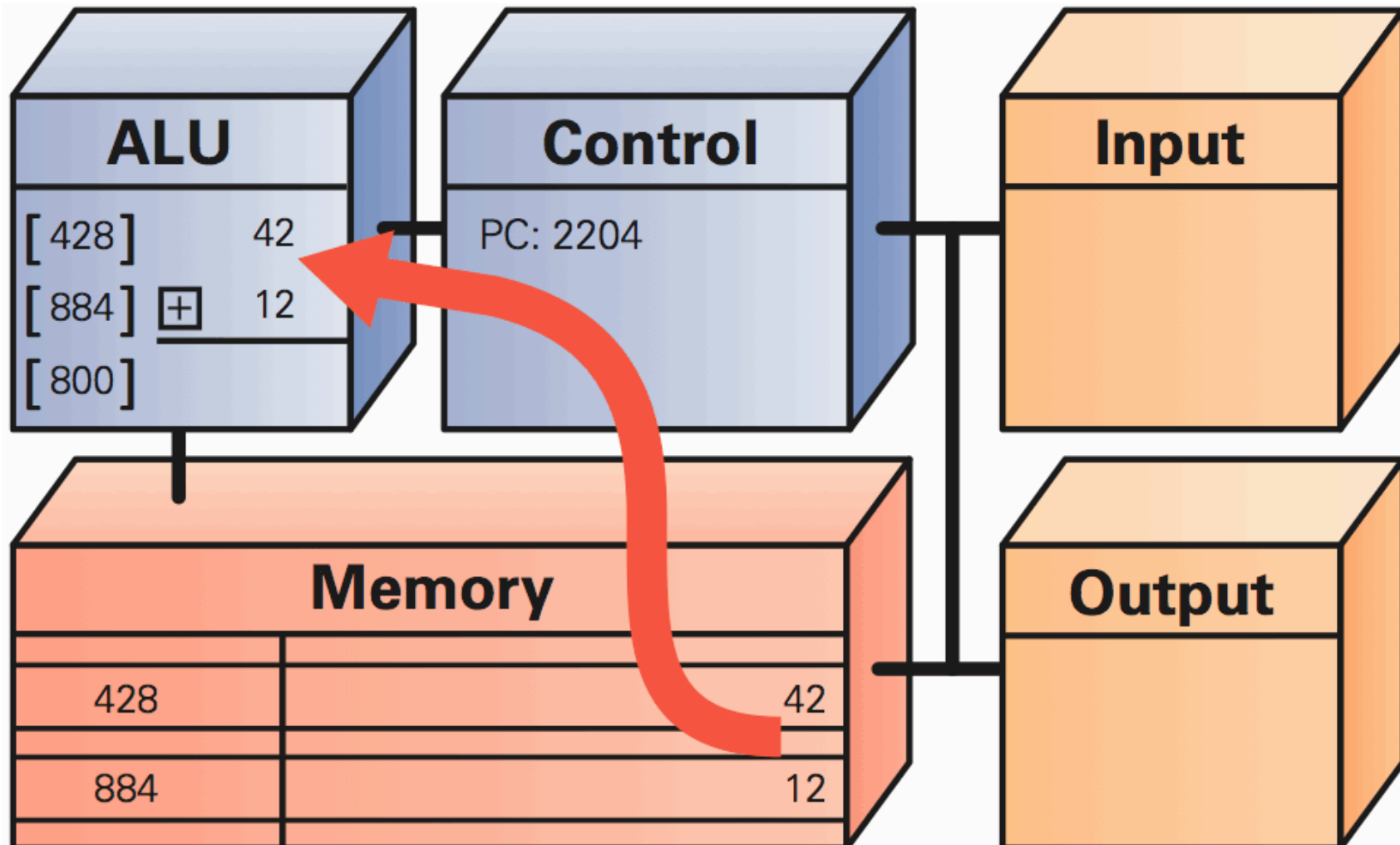
Instruction Fetch: Get Some Work



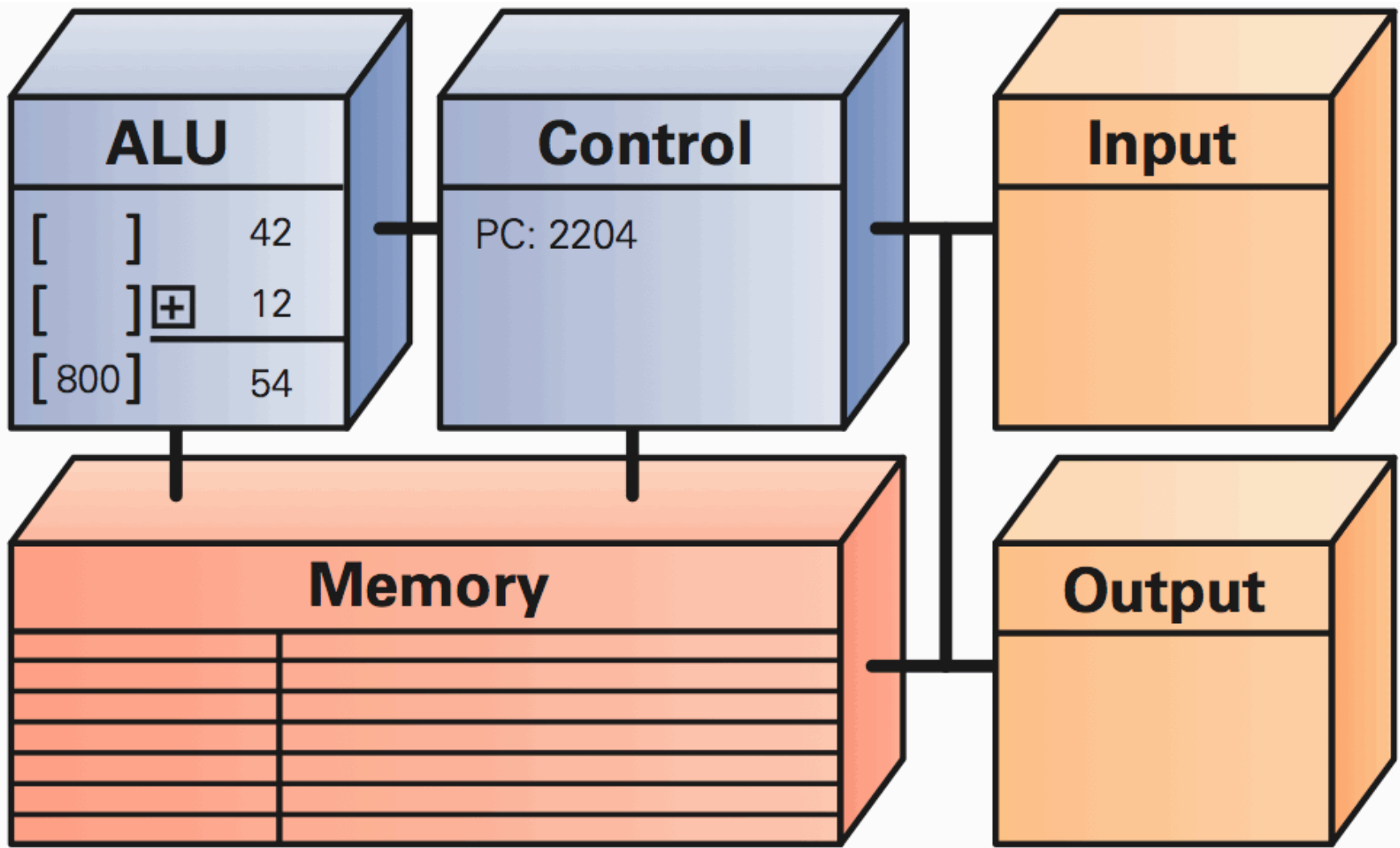
Instruction Decode: What To Do?



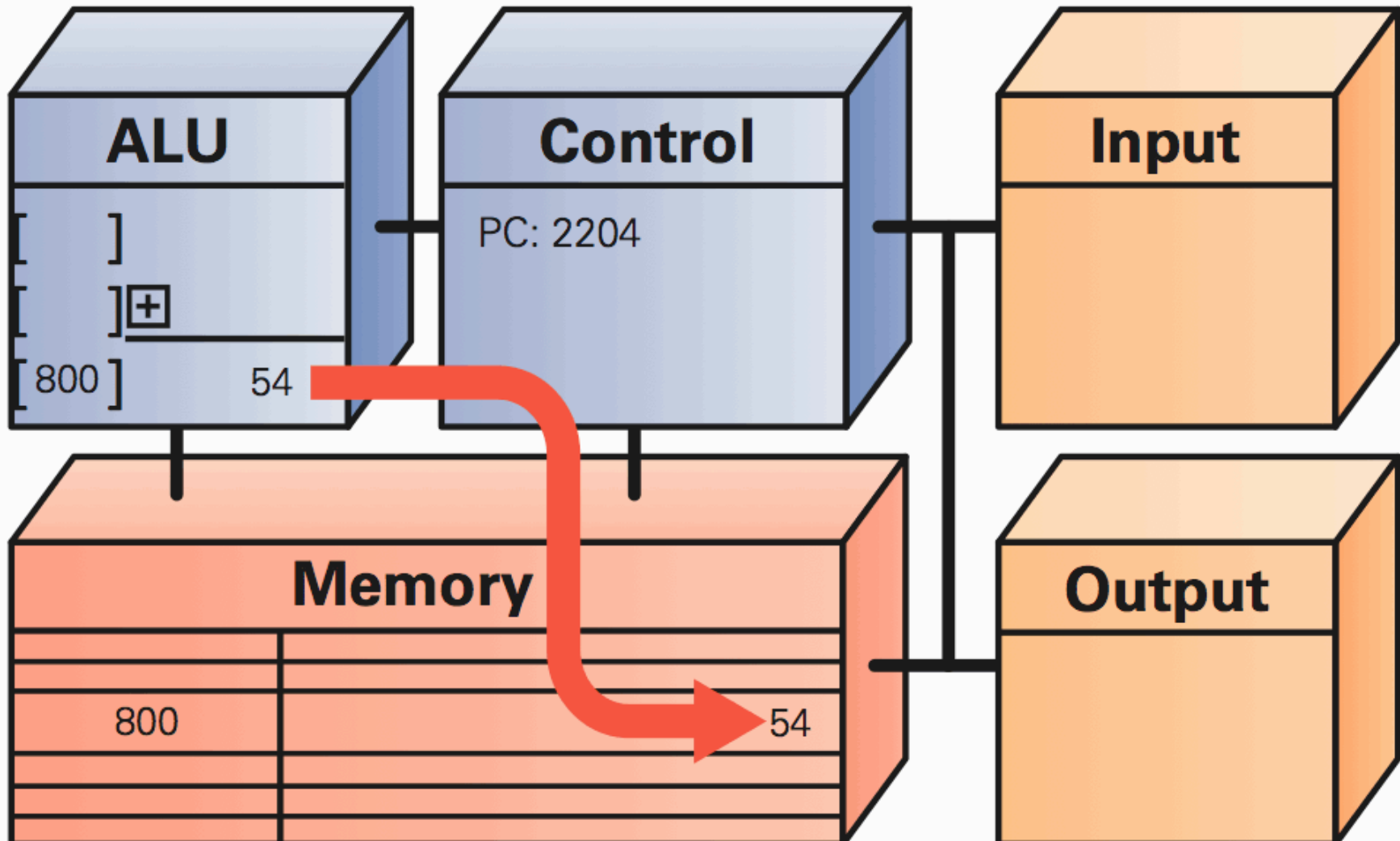
Data Fetch: What's The Input



Instruction Execution: Just Do It



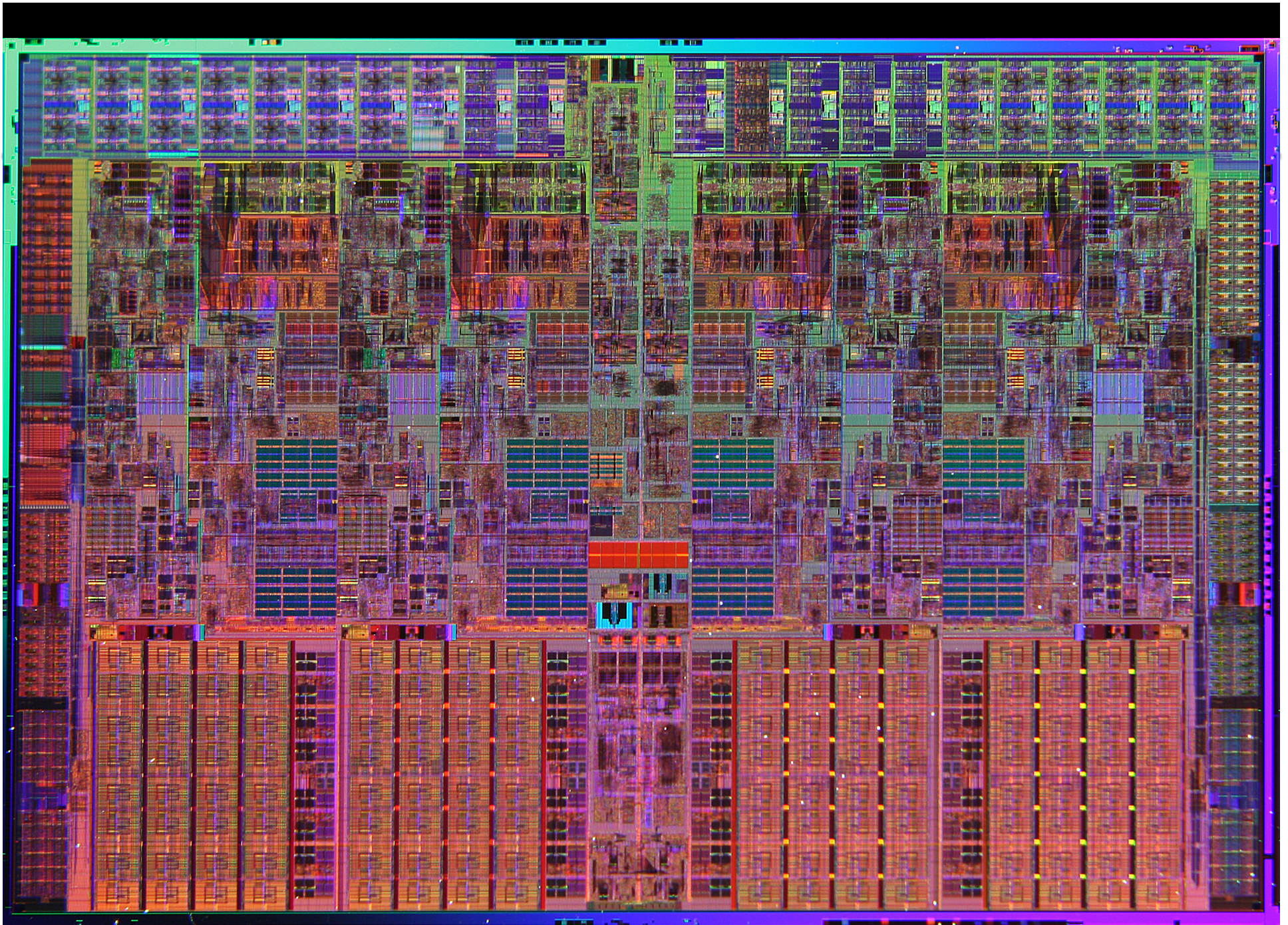
Result Return: Put It Away 4 Future



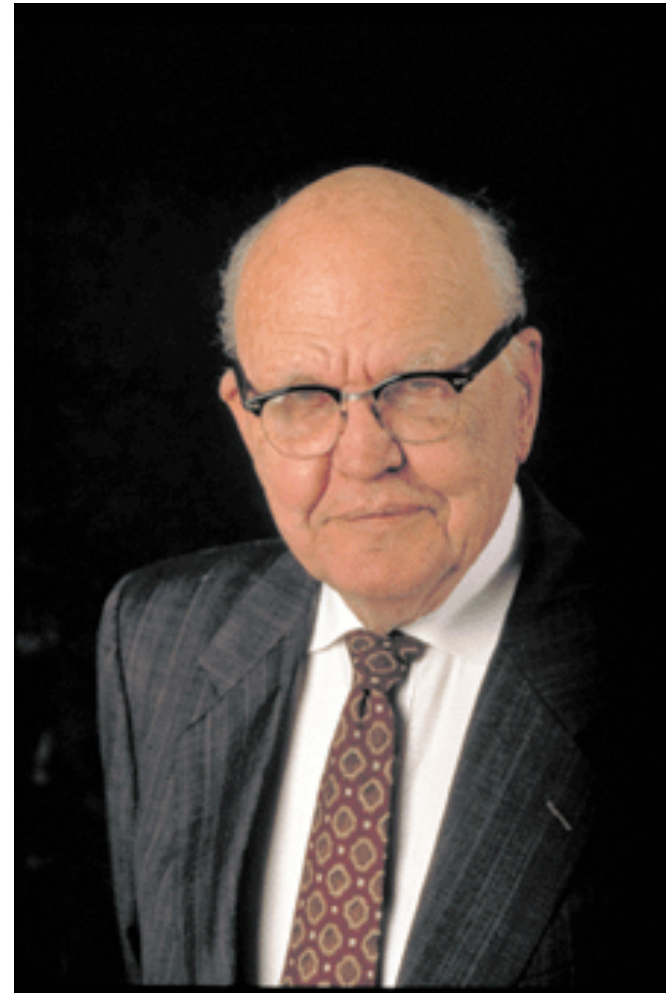
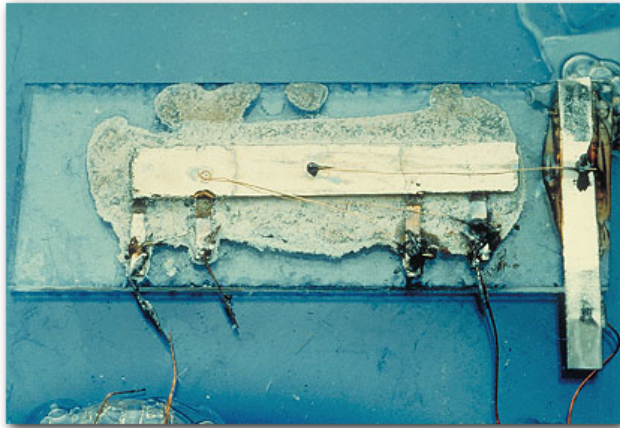
Clocks Run The Engine

- The rate a computer “spins around” the Fetch/Execute cycle is controlled by it’s clock
 - Current clocks run 2-3 GHz
 - In principle, the computer should do one instruction per cycle, but often it fails to
 - Modern processors try to do more than one instruction per cycle, and often succeed

Clock rate is not a good indicator of speed



Jack Kilby, Mr. Integrated Circuits

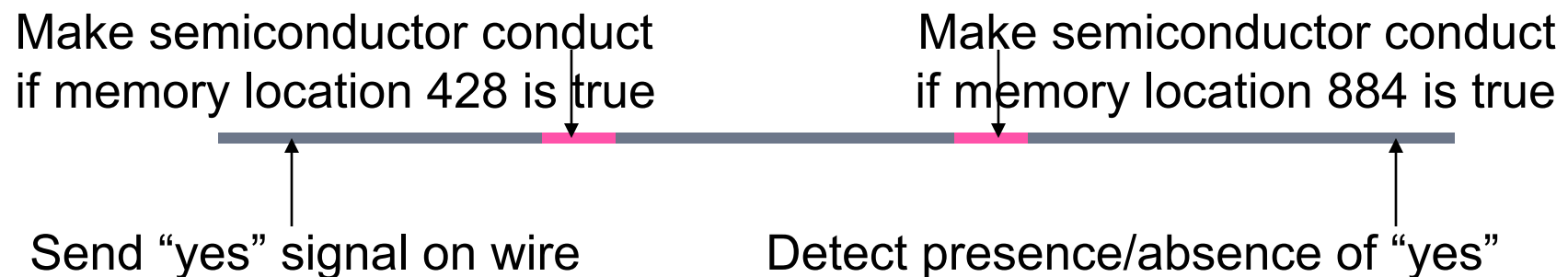


Semiconductors

- Silicon, a semiconductor -- sometimes it conducts and sometimes it doesn't
 - It's possible to control when semiconductors do and don't conduct

Compute by controlling conducting

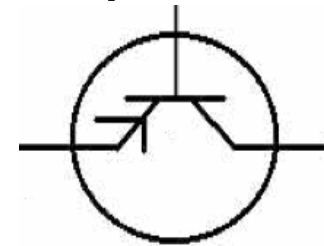
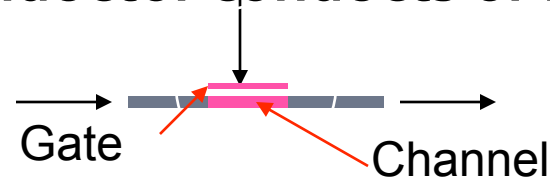
Ex.: AND 428, 884, 800



Field Effect

- Charged objects are familiar -- use a nylon comb on a dry day

- A charged field can control whether
- a semiconductor conducts or not



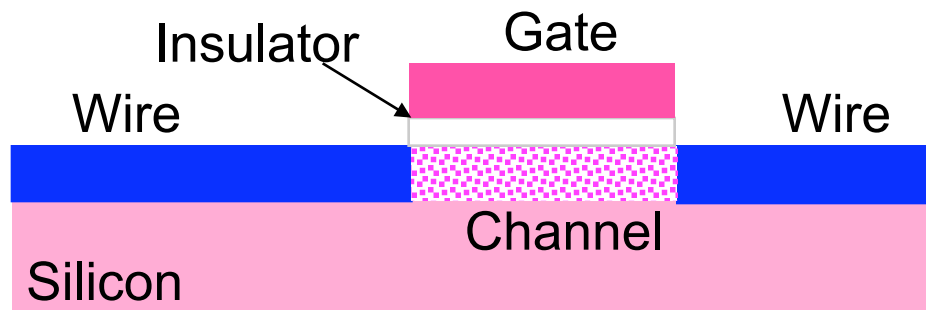
A transistor
has 3 wires

The charge of the control wire (gate) is key

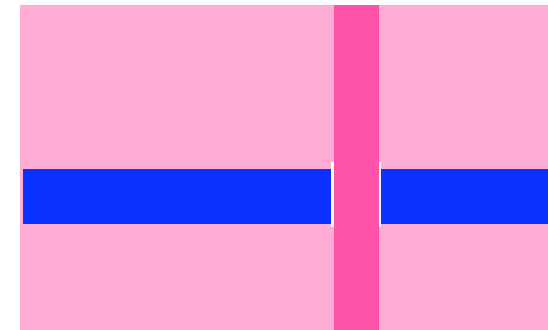
- Neutral gate, channel doesn't conduct
- Charged gate, channel conducts

MOS Transistors

- The field-effect idea is implemented in metal-oxide-semiconductor transistors
- Schematic in Si

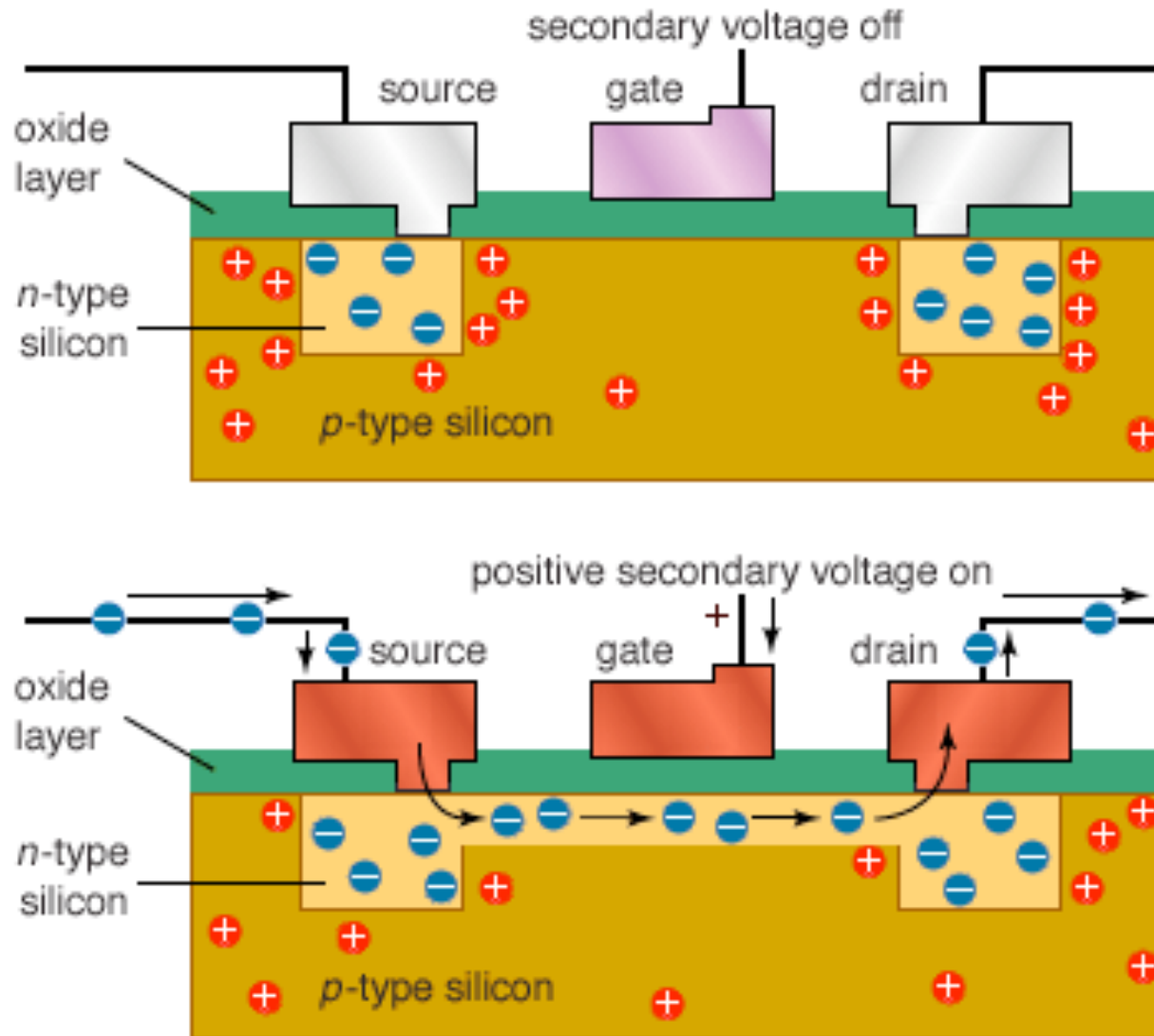


Slice across chip, look end on



From Above

nMOS Transistor



Summary

- Fetch/execute cycle runs instructions
 - 5 steps to interpret machine instructions
 - Programs must be in the memory
 - Data is moved in and out of memory

Instructions, data are represented in binary