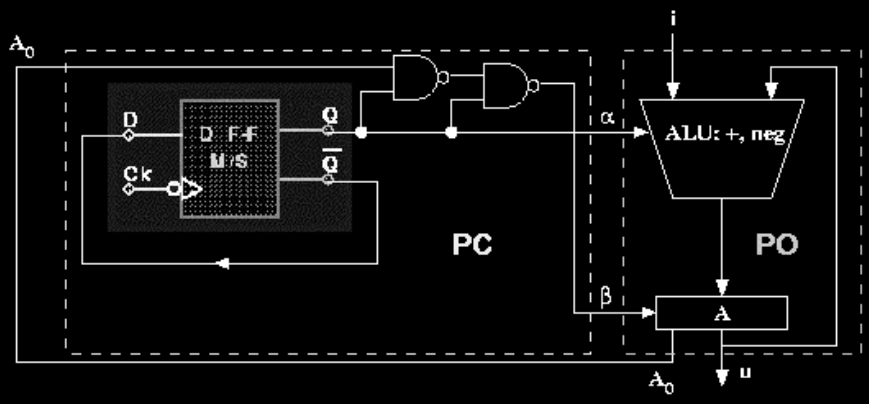
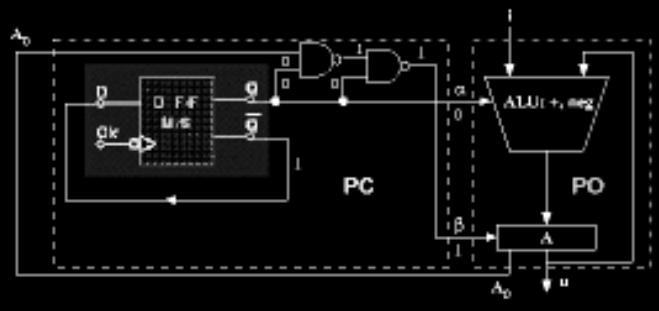
Realizzazione di PC-PO

- Solo 2 stati: uno per ogni μistruzione → si usa un flip-flop D
- Usando la tabella di PC si ottiene il seguente circuito



Esempio PC-PO



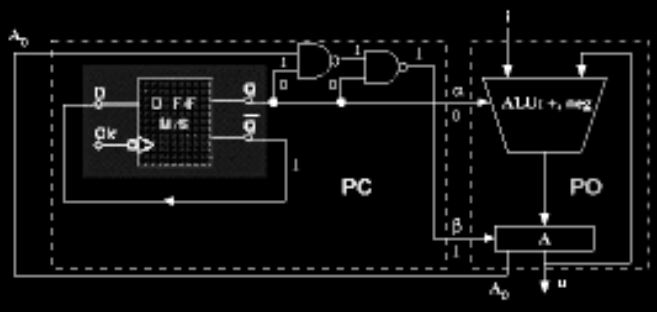
A_0=0

"0"

Stato \ Ingresso	A_0=0	A_0=1
"0"	"1" αβ=01	"1" αβ=01
"1"	"0" αβ=*0	"0" αβ=11

Tabella della PC

Esempio PC-PO



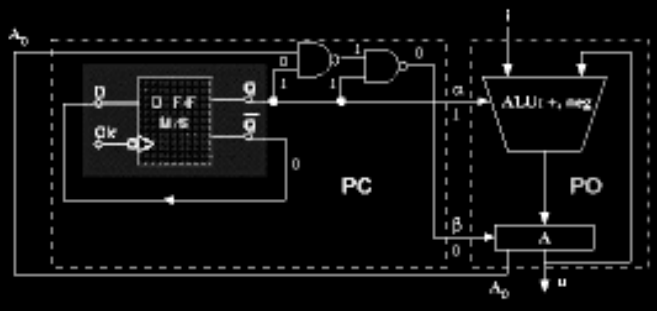
A_0=1

"0"

Stato \ Ingresso	A_0=0	A_0=1
"0"	"1" αβ=01	"1" αβ=01
"1"	"0" αβ=*0	"0" αβ=11

Tabella della PC

Esempio PC-PO



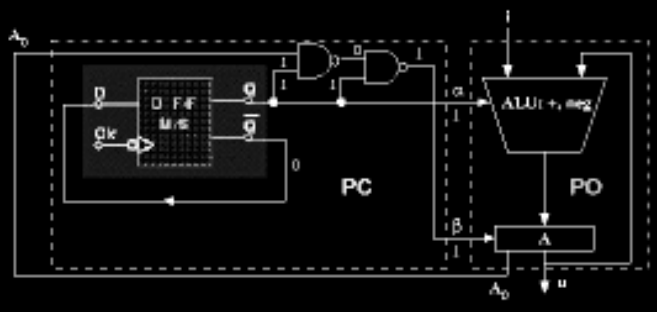
A_0=0

"1"

Stato \ Ingresso	A_0=0	A_0=1
"0"	"1" αβ=01	"1" αβ=01
"1"	"0" αβ=*0	"0" αβ=11

Tabella della PC

Esempio PC-PO



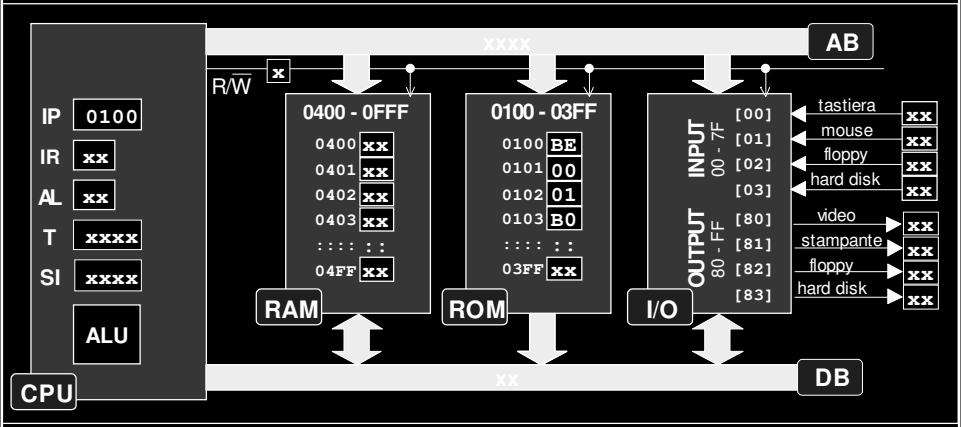
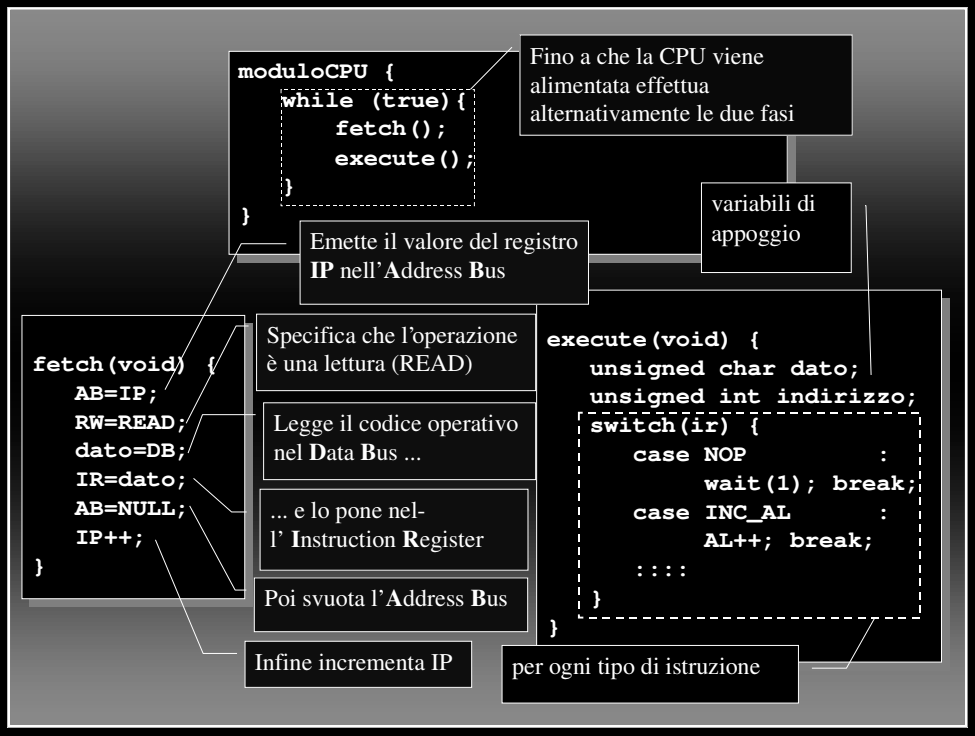
A_0=1

"1"

Stato \ Ingresso	A_0=0	A_0=1
"0"	"1" αβ=01	"1" αβ=01
"1"	"0" αβ=*0	"0" αβ=11

Tabella della PC

Central Processing Unit - *indice*

2 La CPU
2.1 Logica operativa (data path)
2.2 Registri
2.3 Circuiti aritmetici dedicati
2.4 Arithmetic Logic Unit, ALU
2.5 Bus, instradatori e buffer
2.6 Logica di controllo (control path)
2.7 Set di istruzioni

Architettura di von Neumann