

Read “The History of the 4004” by Faggin, F.; Hoff, M.E., Jr.; Mazor, S.; Shima, M.; IEEE Micro Volume: 16 Issue: 6, Dec 1996 Page(s): 10 -20, and answer in the space provided the following Questions:

1. What was the original purpose for building the 4004? **calculator**
2. What was the size of a single data word in bits? **4**
3. Consider a 4004 system as pictured on page 11. How many types of chips were needed **4**? How many total chips were used? **$1 \times 4004 + 16 \times 4001 + 16 \times 4002 + 3 \times 4003 = 36$** **also 23 was acceptable**
4. What was the maximum RAM (in bits) **$1,280 \times 4 = 5120$** **x2** and ROM (in bits) **32K bits x2** could it support?
5. What kind of memory was used in “conventional” calculators of the day and why did the 4004 designers decide on a different style? shift registers. **4004 used DRAM because it could be used in arbitrary amounts and took less area.**
6. What was the clock frequency **either $1/1.35\mu s = 740\text{KHz}$ or 1 MHz?**
7. How many cycles did most instructions take (CPI) **8**?
8. Given the above numbers about how many instructions per second could the chip execute? **$1/8 \text{ cycles} \times 1.35\mu s = 92.6\text{Kips}$ or $1/8 \times 1\mu s = 125\text{Kips}$**
9. List all the registers that the 4004 programmer could “see” or manipulate. **PC, A, 16 Index Regs, stack, carry flag**
10. How many transistors were on the 4004, what was the area of the 4004 chip, and thus how many transistors per square mm were implemented? **2,300 transistors in 12 sq. mm for 192 transistors/sq. mm**
11. What chip followed the 4004 and how did it differ? **8008 had 8 bit register, could reach more memory, but took more support chips**
12. Show in hexadecimal (with “English” annotations) a 4004 program to add 3 to the contents of register 5 and store the result in memory location 8.

Several solutions possible

D0 LDM 0 / load a 0 into acc - upper part of address

B0 XCH 0 / exchange acc & reg 0

D8 LDM 8 / load an 8 into acc

B1 SCH 1 / exchange acc and reg 1

21 SRC 0 / send register pair 000 to memory as address (an 8)

F0 CLC /clear the carry flag

D3 LDM 3 / load a 3 into the accumulator

85 ADD 5 / add register 5 to accumulator with carry

E0 WRM / write accumulator to previously selected RAM