# Chapter One

DATA STORAGE

**Chapter Summary**

This chapter presents the rudiments of data storage within digital computers. It introduces the basics of digital circuitry and how a simple flip-flop can be used to store a single bit. It then discusses addressable memory cells and mass storage systems (magnetic disk, compact disks, and flash memory). Having established this background, the chapter discusses how information (text, numeric values, images, and sound) are encoded as bit patterns and lays a foundation for the binary system. The optional sections in this chapter are not required for subsequent material in the text. However, these topics are relevant to Computer Science Principles and answer some common questions that students have about binary representation of information.

**Comments**

1. This chapter could really be thought of as four separate chapters, covering the topics of Representation of Information as Bits, Storage of Bits in Memory with Logic Gates, Compression and Transmission of Bits, and Programming in Python. In a 15-week course, you may find that this material takes 2-3 full weeks, and in a high school course, this material may take 4-6 weeks. Although the Python component of the chapter is one section, students respond well to a regular, small amount of programming each week.

2. The material in section 1.1 often overwhelms students who have never seen it before. I prefer to start this chapter, with sections 1.4 (Representing Information as Bit Patterns) and 1.5 (The Binary System). I would then move through the remaining sections in order: 1.1, 1.2, 1.3, 1.6, 1.7, ….

3. Section 1.1 needs careful, and slow, explanations. It may help to give students extra examples of logic gates and combinations of logic gates before a Flip-Flop is introduced. One of the Student Activities for this chapter helps build this foundation. The textbook places the process for building adders using logic gates in Appendix B, but I have found it is worth the time to discuss adders in lecture.

4. While storing integers (1.6) and fractions (1.7) are complicated processes, they answer questions that students should have after reading section 1.5, namely, “How do computers represent negative numbers?” and “How do computers represent numbers in Scientific Notation?” Some students may find these sections difficult.

5. As mentioned above, the Python sections could be taught in little parts that occur regularly throughout the course. Decide ahead of time how you will support your students in setting up an IDE to use Python. Several free, cloud-based Python systems have been developed. I prefer these environments to those that must be installed on a machine, and I encourage my students to use them.

6. The sections on data compression and communication errors allow students a chance to act out some algorithms by hand. It can also reinforce the earlier ideas of the chapter. While these topics are not needed for future chapters, I find it gives students a taste of what computer scientists do. It’s important for students to understand that computers have practical limitations, but that computer scientists have developed ways to work around these limitations.

**Answers to Chapter Review Problems**

1. With a 1 on the upper input and a 0 on the lower input, all circuits will produce an output 0. If instead a 0 is on the upper input and 1 is on the lower input, circuits b and c will produce an output 1, and circuit a will still produce a 0.

2. a. The entire circuit is equivalent to a single AND gate.

b. The entire circuit is equivalent to an Exclusive OR gate.

3. a. After the third pulse, this circuit will produce an output of 1 and 1. After the fourth pulse, both flip-flops are flipped back to a 0 state so the circuit will again produce an output of 0 and 0. It is interesting to note that this circuitry forms a binary counter that will repeatedly count from 00 to 11. Thus, this circuit forms an abstract tool that can be used as a building block in other circuits. Additional flip-flops can be added to count through a larger range of numbers.

b. A 1 will be sent on Output B on the 2nd, 6th, 10th … pulses of the clock. Likewise, a 1 will be sent to Output C on the 3rd, 7th, 11th … pulses of the clock. A 1 will not be sent to any output on the 4th, 8th, 12th … pulses of the clock. As we move forward into the next chapter, a circuit similar to this can be used to drive the machine cycle (composed of fetch, decode, and execute). Output A would be connected to the input that activates the fetch circuitry. Likewise Output B and Output C would be connected to the decode and execute circuits respectively.

4. This is a flip-flop that is triggered by 0s rather than 1s. That is, temporarily changing the upper input to 0 will establish an output of 1, whereas temporarily changing the lower input to 0 will establish an output of 0. To obtain an equivalent circuit using NAND gates, simply replace each AND-NOT gate pair with a NAND gate.

5. Address Contents

0x00 0x02

0x01 0x53

0x02 0x01

0x03 0x53

6. 256 using two hexadecimal digits (16 bits) , 65536 using four hexadecimal digits (32 bits).

7. a. 11001101 b. 01100111 c. 10011010 d. 11111111 e. 00010000

8. a. 1 b. 1 c. 0 d. 0

9. a. 0xA0A b. 0xC7B c. 0x0BE

10. The image consists of 1024 x 1024 = 1,048,576 pixels and therefore 3 x 1,048,576 = 3,145,728 bytes, or about 3MB. This means that about 86 images could be stored in the 256MB camera storage system. (By comparing this to actual camera storage capacities, students can gain an appreciation for the benefits of image compression techniques. Using them, a typical 256MB storage system can hold as many as 300 images.)

11. 786,432. (Each pixel would require one memory cell.)

12. Data retrieval from main memory is much faster than from disk storage. Also data in main memory can be referenced in byte-sized units rather than in large blocks. On the other hand, disk storage systems have a larger capacity than main memory and the data stored on disk is less volatile than that stored in main memory.

13. There are 70GB of material on the hard-disk drive. Each CD can hold no more than 700MB. Thus, it will require at least 100 CDs to store all the material. That does not seem practical. On the other hand, DVDs have capacities of about 4.7GB, meaning that only about 15 DVDs would be required. This may still be impractical, but its a big improvement over CDs. (The real point of this problem is to get students to think about storage capacities in a meaningful way.)

14. There would be about 5,000 characters on the page requiring two bytes for each two byte Unicode character. So the page would require about 10,000 bytes or 10 sectors of size 1024 bytes.

15. The novel would require about 1.4MB using ASCII and about 2.8MB if two byte Unicode characters were used.

16. The latency time of a disk spinning at 3600 revolutions per minute is only 0.00833 seconds.

17. About 11.4 milliseconds.

18. About 7 years!

19. What does it say?

20. hex notation

21. a. D o e s 1 0 0

01000010 01101111 01100101 01110011 00100000 00110001 00110000 00110000

/ 5 = 2

00100000 00101111 00100000 01101010 00100000 00111101 00100000 00110010

0 ?

00110000 00111111

b.

T h e t o t a

01010100 01101000 01100101 00100000 01110100 01101111 01110100 01100001

l c o s t i

01101100 00100000 01100011 01101111 01110011 01110100 00100000 01101001

s $ 7 . 2 5 .

01110011 00100000 00100100 00110111 00101110 00110010 00110101 00101110

22. a. 0x42 0x6F 0x65 0x73 0x20 0x31 0x30 0x30 0x20 0x2F 0x20 0x35 0x20 0x3D 0x20 0x32 0x30 0x3F

b. 0x54 0x68 0x65 0x20 0x74 0x6F 0x74 0x61 0x6C 0x20 0x63 0x6F 0x74 0x20 0x69 0x73 0x20 0x24 0x37 0x2E 0x32 0x35 0x2E

23. 1000, 1001, 1010, 1011, 1100, 1101, 1110, 1111, 10000, 10001, 10010

24. a. 00110010 00110011 b. 10111

25. They are the powers of two. 1 10 100 1000 10000 100000

26. a. 15 b. 1 c. 21 d. 16 e. 19 f. 0 g. 5 h. 9 i. 17 j. 25 k. 26 l. 27

27. a. 111 b. 1011 c. 10000 d. 10001 e. 11111

28. a. 1 b. 5 c. -3 d. -1 e. 15

29. a. 100 b. 111 c. 010 d. 011 e. 110

30. a. 15 b. -12 c. 12 d. -16 e. -10

31. a. 0001101 b. 1110011 c. 1111111 d. 0000000 e. 0010000

32. a. 01101 b. 00000 c. 10000 (incorrect) d. 10001 e. 11110

f. 10011 (incorrect) g. 11110 h. 01101 i. 10000 (incorrect) j. 11111

33. a.

5 00101

+ 1 becomes + 00001

00110 which represents 6

b.

5 00101 00101

- 1 becomes - 00001 which converts to + 11111

00100 which represents 4

c.

12 01100 01100

- 5 becomes - 00101 which converts to + 11011

00111 which represents 7

d.

8 01000 01000

- 7 becomes - 00111 which converts to + 11001

00001 which represents 1

e.

12 01100

+ 5 becomes + 00101

10001 which represents -15 (overflow)

f.

5 00101 00101

- 11 becomes - 01011 which converts to + 10101

11010 which represents -6

34. a. 3 3/4 b. 4 5/16 c. 13/16 d. 1 e. 2 1/4

35. a. 101.11 b. 1111.1111 c. 101.011 d. 1.01 e. 110.101

36. a. 1 1/8 b. -1/2 c. -3/16 d. 9/32

37. a. 11111111 b. 01001000 c. 11101111

d. 00101110 e. 00011111 (truncation)

38. 00111100, 01000110, and 01010011

39. The best approximation of the square root of 2 is 1 3/8 represented as 01011011. The square of this value when represented in floating-point format is 01011111, which is the representation of 1 7/8.

40. The value one-eighth, which would be represented as 00101000.

41. Since the value one-tenth cannot be represented accurately, such recordings would suffer from truncation errors.

42. a. The value is either eleven or negative five.

b. A value represented in two's complement notation can be changed to excess notation by changing the high-order bit, and vice versa.

43. The value is two; the patterns are excess, floating-point , and two's complement, respectively.

44. b would require too many significant digits. c would require too large of an exponent. d would require too many significant digits.

45. When using binary notation, the largest value that could be represented would change from 15 to 63. When using two's complement notation the largest value that could be represented would change from 7 to 31.

46. 0x4FFFFF

47. 1123221343435

48. yyxy xx yyxy xyx xx xyx

49. Starting with the first entries, they would be *x*, *y*, space, *xxy*, *yyx*, and *xxyy*.

50. Not a chance. MPEG requires transfer rates of 40 Mbps.

51. a.

D o e s 1 0 0

001000010 001101111 001100101 101110011 100100000 100110001 000110000 000110000

/ 5 = 2

100100000 100101111 100100000 000110101 100100000 100111101 100100000 100110010

0 ?

000110000 000111111

b.

T h e t o t a

101010100 101101000 001100101 100100000 001110100 001101111 001110100 101100001

l c o s t i

101101100 100100000 001100011 001101111 101110011 001110100 100100000 001101001

s $ 7 . 2 5 .

101110011 100100000 100100100 100110111 000101110 100110010 000110101 000101110

52. The underlined strings definitely contain errors.

11001 11011 10110 00000 11111 10001 10101 00100 01110

53. The code would have a Hamming distance of 3. Thus, by using it, one could detect up to 2 errors per character and correct up to 1 error per character.

54. a. HE b. FED c. DEAD d. CABBAGE e. CAFE

55. Answers will vary as the exchange rates change daily.

56. Answers will vary depending on the currency selected.

57. This is an interactive exercise, results will depend on the browser.

58. A change to the dollar amount would need to be made in each of the expressions.

59.

no\_B = 123234234

no\_KB = no\_B / 1024

no\_MB = no\_KB / 1024

no\_GB = no\_MB / 1024

no\_TB = no\_TB / 1024

print(str(no\_B) + ' B')

print(str(no\_KB) + ' KB')

print(str(no\_MB) + ' MB')

print(str(no\_GB) + ' GB')

print(str(no\_TB) + ' TB')

print(str(no\_KB) + ' KB')

print(str(no\_KB) + ' KB')

no\_TB = 1.123

no\_GB = no\_TB \* 1024

no\_MB = no\_GB \* 1024

no\_KB = no\_MB \* 1024

no\_B = no\_KB \* 1024

print(str(no\_B) + ' B')

print(str(no\_KB) + ' KB')

print(str(no\_MB) + ' MB')

print(str(no\_GB) + ' GB')

print(str(no\_TB) + ' TB')

print(str(no\_KB) + ' KB')

print(str(no\_KB) + ' KB')

60.

mins = 50

secs = 23

tot\_secs = mins \* 60 + secs

samples\_per\_sec = 44100

bytes\_per\_sample = 2

tot\_bytes = tot\_secs \* samples\_per\_sec \* bytes\_per\_sample

print(tot\_bytes)

61. ‘\*\*’ should be ‘\*’ and ‘PRINT’ should be ‘print’