



# Computer Systems and Networks

ECPE 170 – Jeff Shafer – University of the Pacific

## Exam 1 Review

# Exam 1 Basics

## ➤ Topics

- Chapter 2
  - Data representations
- Chapter 3
  - Digital logic
- *Part of* Chapter 4
  - Basic organization and memory systems
  - Nothing on MARIE

## ➤ Rules

- No calculators
- Closed book / notes / friend / Internet / etc...

# Review Materials

- Things to study
  - Homework assignments
    - **Solutions are posted in Sakai**
  - Quiz 1 and 2
    - **Solutions are posted in Sakai**
  - Lecture notes
  
- Question format will be similar to quizzes
  - Mix of problems and short answer questions
  - *Problems typically come from textbook...*
  - *Short answer questions typically come from lectures...*

# Chapter 2 – Data Representation



# Number Formats

➤ **Convert  $26.78125_{10}$  to binary (max of 6 digits after binary point)**

➤ **Ans: 11010.11001**

# Number Formats

➤ **Convert  $110010011101_2$  to hexadecimal**

➤ **Ans:  $C9D_{16}$**

# Number Formats

- **Express  $23_{10}$  and  $-9_{10}$  in 8-bit binary using signed-magnitude, 1's complement, and 2's complement format**
  
- Ans for 23:
  - Signed-magnitude:  $00010111_2$
  - One's comp:  $00010111_2$
  - Two's comp:  $00010111_2$
  
- Ans for -9
  - Signed-magnitude:  $10001001_2$
  - One's comp:  $11110110_2$
  - Two's comp:  $11110111_2$

# Number Formats

- **Convert  $26.78125_{10}$  to IEEE 754 single-precision floating-point format**  
(recall that  $26.78125_{10} = 11010.11001$ )
  
- **Ans:**
  - Sign bit: 0 (i.e. positive)
  - Exponent: 10000011 (i.e.  $127+4=131$ )
  - Significand: 1010110010...0 (for 23 bits)



# Data Representation

- **What is ASCII? EBCDIC? Unicode?**
  - **What do they do the same? Different?**
  - **Why are there three standards?**

# Chapter 3 – Digital Logic



# Boolean Expressions

- **In the Boolean expression  $F(x,y)=x+y$ , does this mean “add the value to  $x$  to the value of  $y$ ?”**
  - No: the  $+$  operator is OR!
- **Order of operations: what do I do first? Second?**

$$F(x, y, z) = \overline{xyz}$$

- Equivalent way to write it:

$$F(x, y, z) = (xyz)'$$

# Boolean Expression

➔ **Simplify the following Boolean expression:**

$$F(x, y, z) = xy + \bar{x}z + yz$$

$$F(x, y, z) = xy + \bar{x}z + (x + \bar{x})yz$$

$$F(x, y, z) = xy + \bar{x}z + xyz + \bar{x}yz$$

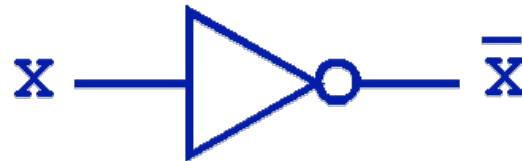
$$F(x, y, z) = xy + xyz + \bar{x}z + \bar{x}yz$$

$$F(x, y, z) = xy(1 + z) + \bar{x}z(1 + y)$$

$$F(x, y, z) = xy + \bar{x}z$$

# Digital Logic

- **What is this gate?**
- **What is its truth table?**



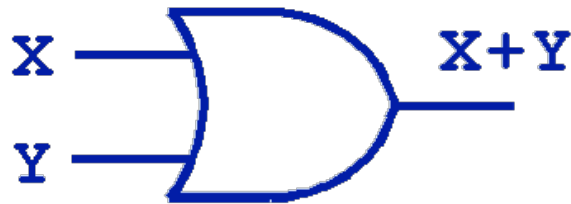
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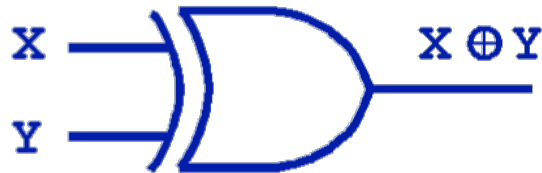
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# Digital Logic

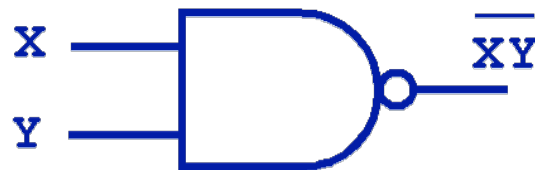
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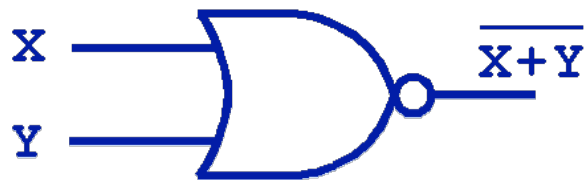
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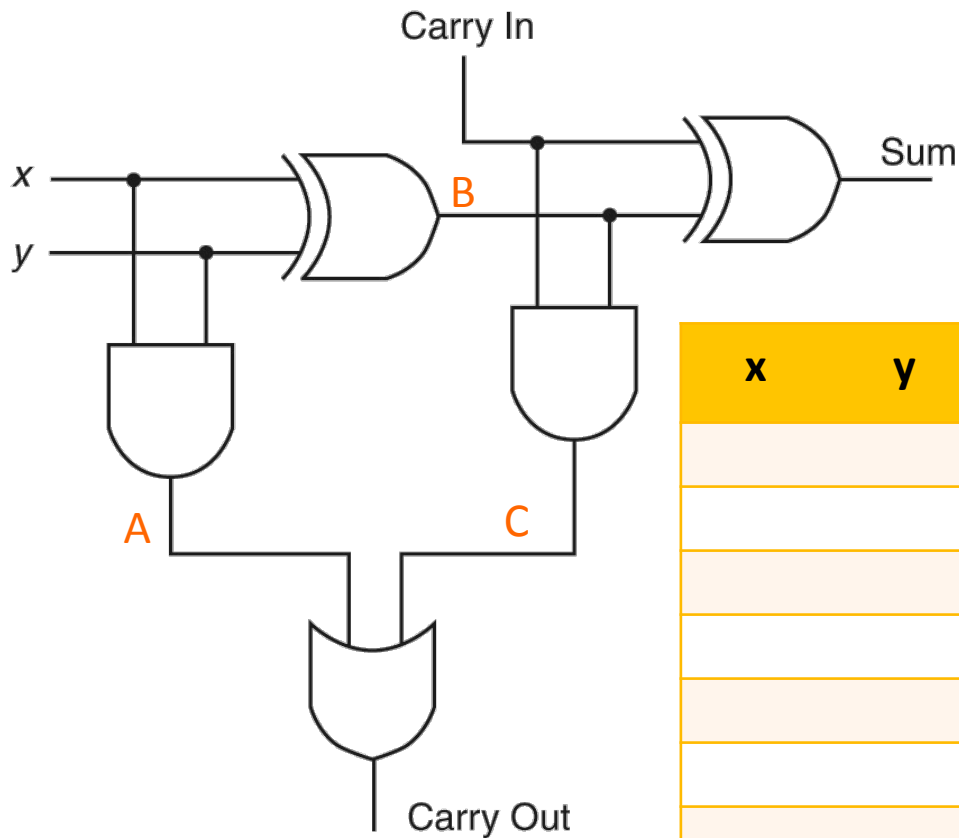


# Digital Logic

- **What is this gate?**
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# Digital Logic



➔ Draw the truth table for this circuit

➔ What is this circuit?

x	y	Cin	A	B	C	Sum	Cout

# Digital Logic – Sequential

- **Give the truth table for an SR, JK, and D flip flop**
  - **What does SR mean?**
  - **What does JK mean?**
  - **What does D mean?**

# Karnaugh Maps

w	x	y	z	F
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	0
1	1	1	1	1

➔ **Construct a K-map from the truth table**

➔ **Simplify the resulting function**

$$F(w,x,y,z) = yz + xz + w'x'y'z' + wx'y$$

# Chapter 4 – Computer Organization



# Measures of Capacity and Speed

- **What do these prefixes mean in powers of 2 and 10?  
(Kilo, Mega, Giga, Tera, Peta)**
  - Kilo - (K) =  $10^3$  and  $2^{10}$
  - Mega - (M) =  $10^6$  and  $2^{20}$
  - Giga - (G) =  $10^9$  and  $2^{30}$
  - Tera - (T) =  $10^{12}$  and  $2^{40}$
  - Peta - (P) =  $10^{15}$  and  $2^{50}$
  
- **Which base do I use – powers of 2 or 10?**
  - **4 GB main memory**
    - Powers of 2
  - **58.9 PFLOP** (58 peta floating-point operations per second)
    - Sum of all the world's top supercomputers in June 2011
    - Powers 10

# Computer Organization

- **What is a bus?**
- **What's the difference between a *point-to-point* and *multi-point* bus?**
- **What does the *clock* do?**
- **Is increasing the clock rate the only way to improve application performance?**

$$\text{CPU Time} = \frac{\text{seconds}}{\text{program}} = \frac{\text{instructions}}{\text{program}} * \frac{\text{avg. cycles}}{\text{instruction}} * \frac{\text{seconds}}{\text{cycle}}$$

**Reduce any of these, or all three!**



# Computer Organization

- **What does *addressability* mean in the context of a memory system?**
- **Which type of memory system would require more address lines: a *word-addressable* memory, or a *byte-addressable* memory?**
- **What is the difference between *high-order* and *low-order* interleaving? (What is interleaving?)**

# Memory Organization

- Exercise: Build a 1M x 16 word-addressable main memory using 128K x 4 RAM chips.
1. **How many address bits are needed per RAM chip?**
  2. **How many RAM chips are there per word?**
  3. **How many RAM chips are necessary?**
  4. **How many address bits are needed for all memory?**
  5. **How many address bits would be needed if it were byte addressable?**
  6. **How many banks will there be?**
  7. **What bank would contain address  $47129_{16}$  with (a) high-order interleaving or (b) low-order interleaving?**

# Solution to Exercise

1. Each RAM chip has 128K locations:  $2^7 * 2^{10} = 17 \text{ bits}$
2. Each RAM chip location stores 4 bits, but we need 16:
  1. **4 chips needed per word**
3. Each RAM chip has 128K locations, but we need 1M locations:
  1.  $1\text{M}/128\text{K} = 8$  (times 4 chips per word) = **32 RAM chips** (8 rows, 4 columns)
4. Memory is 1M:  $2^{20} = 20 \text{ bits for all of memory}$
5. Byte addressable adds 1 more bit here (to select either the lower 8 or upper 8 of the 16 bit long word): **21 bits**
6. **8 banks** of memory, where each bank has 4 chips
7. Address is 20 bits long, bank is upper 3 bits ( $2^3=8$ ):  
 $47129(16) = 0100\ 0111\ 0001\ 0010\ 1001\ (2)$   
 With high-order interleaving, bank is **#2**  
 With low-order interleaving, bank is **#1**