**Introduction to Computer Systems and Platform Technologies**

Study Period 3, 2021 – CPT160

Assessment 1

|  |  |
| --- | --- |
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| **Student Number:** | S3875753 |

# Task 1 – Number Systems

Student Number: s3875753  
X = 5753

1. **Convert X from decimal to binary**

|  |  |  |  |
| --- | --- | --- | --- |
| Division by 2 | Quotient | Remainder | Bit# |
| 5753/2 | 2876 | 1 | 0 |
| 2876/2 | 1438 | 0 | 1 |
| 1438/2 | 719 | 0 | 2 |
| 719/2 | 359 | 1 | 3 |
| 359/2 | 179 | 1 | 4 |
| 179/2 | 89 | 1 | 5 |
| 89/2 | 44 | 1 | 6 |
| 44/2 | 22 | 0 | 7 |
| 22/2 | 11 | 0 | 8 |
| 11/2 | 5 | 1 | 9 |
| 5/2 | 2 | 1 | 10 |
| 2/2 | 1 | 0 | 11 |
| 1/2 | 0 | 1 | 12 |

X = 0001 0110 0111 1001

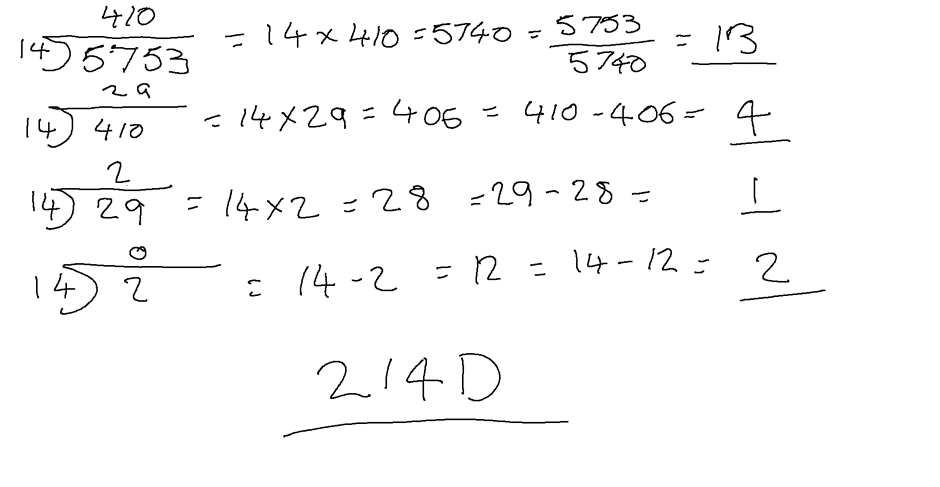
1. **Convert the binary string obtained from your answer to (a) into an octal and hexadecimal**
   1. **Octal Conversion**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **Octal Digit Value** | **Binary Equivalent** | | 0 | 000 | | 1 | 001 | | 2 | 010 | | 3 | 011 | | 4 | 100 | | 5 | 101 | | 6 | 110 | | 7 | 111 | | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 001 | 011 | 001 | 111 | 001 | | 1 | 3 | 1 | 7 | 1 |   Octal = 13171 |

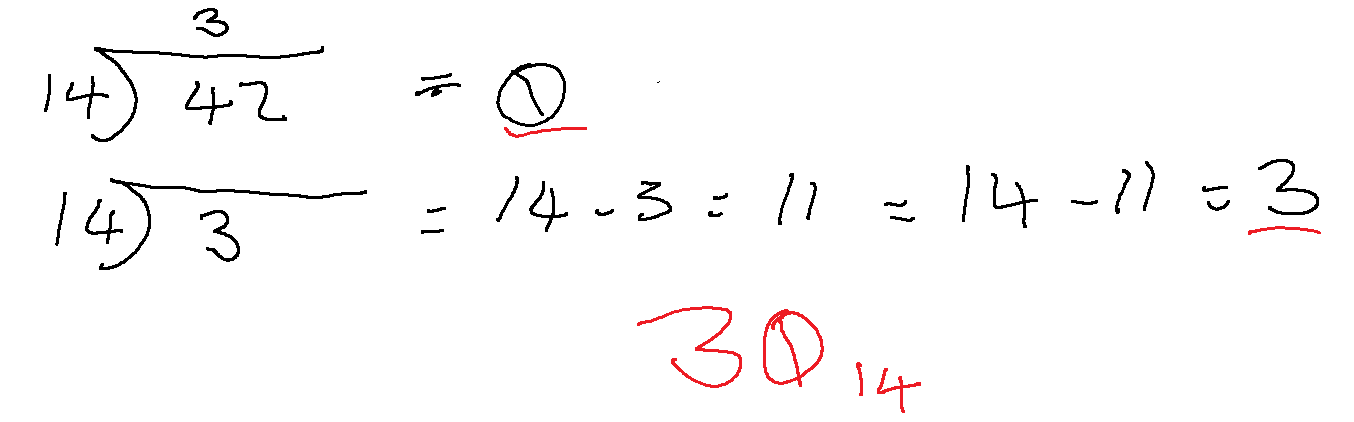
* 1. Hexadecimal Conversion

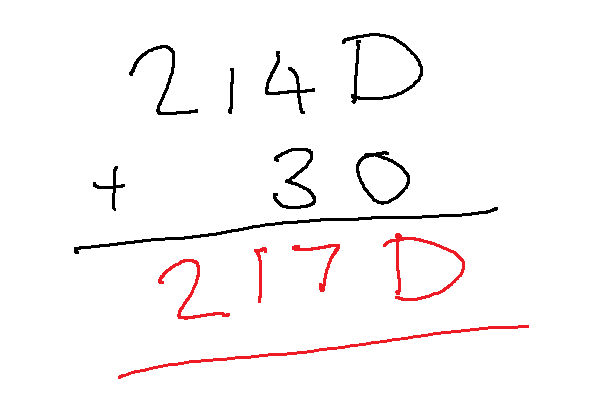
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **Hex Value** | **Binary Equivalent** | | 0 | 0000 | | 1 | 0001 | | 2 | 0010 | | 3 | 0011 | | 4 | 0100 | | 5 | 0101 | | 6 | 0110 | | 7 | 0111 | | 8 | 1000 | | 9 | 1001 | | A | 1010 | | B | 1011 | | C | 1100 | | D | 1101 | | |  |  |  |  | | --- | --- | --- | --- | | 0001 | 0110 | 0111 | 1001 | | 1 | 6 | 7 | 9 |   Hexadecimal = 1679 |

1. **Convert X from decimal to base 14, Where A, B,C and D correspond to 10, 11, 12 and 13 respectively.**

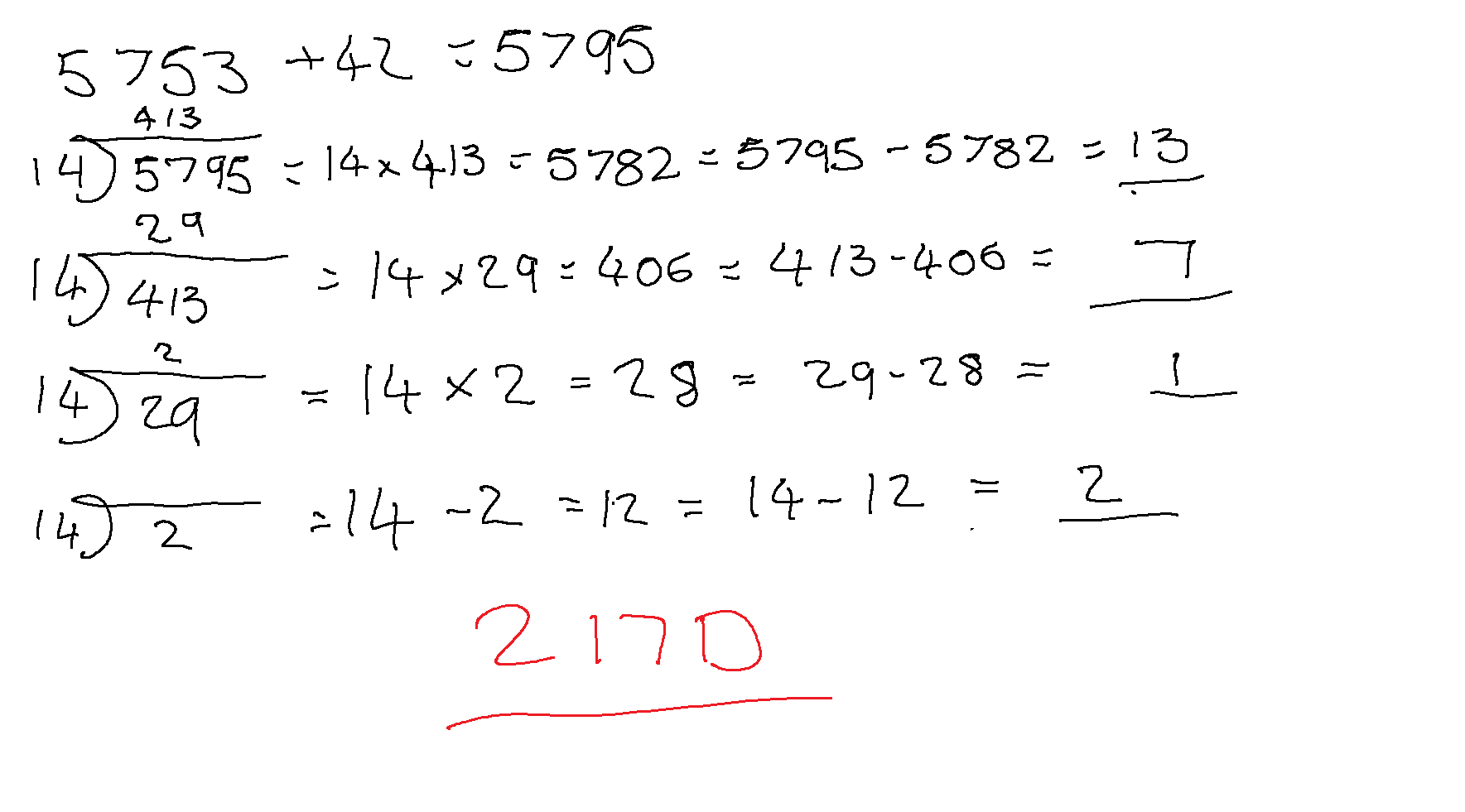


1. **Now add (42 in decimal) to X and calculate the sum in base 14. Consider the following two calculations:**
2. **Conversion (base 14 to decimal) before addition (in base 14): convert in to base 14, then add the two base 14 numbers.**





1. **Addition (in decimal) before conversion (decimal to base 14): add to X in decimal, then convert the decimal sum into base 14.**



1. **Which calculation is simpler? Please explain you answer. How many digits are different from your answer to (c)?**

In this instance I found the conversion method simpler, however I do prefer the addition before conversion as its easy to follow when going back to review the work as it makes more sense to me personally. Only 1 digit was different from my answer to (c) 214D is now 217D, 4 being the single digit that has changed to a 7.

1. **Consider a base 26 number system wherein the letters of the alphabet are the digits.**

***That is, A=0, B=1, C=2, ….Z=25 in base 10.***

**Use the first three letters of your given name as a number in the base 26 system, and the first three letters of your surname as another number in the base 26 system.**

**Add these numbers together to obtain the sum in base 26.**

ADA = A=0, D=3, A=0  
MUT = M=12, U=20, T=19

|  |  |  |  |
| --- | --- | --- | --- |
| Base 26 | A | D | A |
| * Base10 | 0 | 3 | 0 |
| Base 26 | M | U | T |
| * Base10 | 12 | 20 | 19 |
| + (Addition Base10) | 12 | 23 | 19 |
| = (SUM Base26) | M | X | T |

SUM = MXT

# Task 2 – Binary Addition and Subtraction

1. **Convert the decimal numbers A and B to 4-bit binary numbers. (A=3 & B=5). Show hoe to add together these two 4-bit binary numbers and state whether the answer is valid to 4-bit arithmetic.**

|  |  |  |  |
| --- | --- | --- | --- |
| **Convert A () to Binary** | | | |
| Division by 2 | Quotient | Remainder | Bit# |
| 3/2 | 1 | 1 | 0 |
| 1/2 | 0 | 1 | 1 |
| 0/2 | 0 | 0 | 2 |

A = 011 🡪 4-Bit =

|  |  |  |  |
| --- | --- | --- | --- |
| **Convert A () to Binary** | | | |
| Division by 2 | Quotient | Remainder | Bit# |
| 5/2 | 2 | 1 | 0 |
| 2/2 | 1 | 0 | 1 |
| 1/2 | 0 | 1 | 2 |

B = 101 🡪 4-Bit =

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Carry*** | 1 | 1 | 1 |  |
|  | 0 | 0 | 1 | 1 |
| **+** | 0 | 1 | 0 | 1 |
| **=** | 1 | 0 | 0 | 0 |

SUM = this is answer is valid to 4-bit arithmetic

1. **Convert the decimal numbers A and B to 5-bit binary numbers. Using two’s compliment representation, show how to:**

A = 0011 B= 0101

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **16’s** | **8’s** | **4’s** | **2’s** | **1’s** | **TASK** |
|  | *0* | *0* | *1* | *1* | *4-bit* |
|  |  |  |  |  |  |
| *0 (Positive Number)* | *0* | *0* | *1* | *1* | *5-Bit* |
| *0* | *1* | *1* | *0* | *0* | *1’s Compl.* |
| *1 (Flipped this to become a negative)* | *1* | *1* | *0* | *1* | *2’s Compl.* |

**To confirm 11101 = -3:***-16 + 8 + 4 +1 = -3*

* 1. **Subtract the two 5-bit binary numbers (-A-B)**

***We need to make (A) a negative number, so we flip bits and add 1 = A=11101***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **16’s** | **8’s** | **4’s** | **2’s** | **1’s** |
| **CARRY** | 1 | 1 |  | 1 |  |
|  | 0 | 0 | 1 | 0 | 1 |
| **+** | 1 | 1 | 1 | 0 | 1 |
| **1 (Overflow Ignore)** | 0 | 0 | 0 | 1 | 0 |

***00010 = 2* to confirm this:**

*0 (16’s) + 0 (8’s) + 0 (4’s) + 1 (2’s) + 0 (1’s) = 2*

**To confirm:**

As a decimal A= -3 and B = 5  
*-3 + 5 (5 -3) = 2*

SUM = 00010

* 1. **How to translate the binary result back to decimal.**

**(Note if your solution is negative, you must use 2’s compliment to show the positive equivalent)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#4** | **#3** | **#2** | **#1** | **#0** |
| 0 | 0 | 0 | 1 | 0 |
|  |  |  |  |  |
| 0 | 0 | 0 | 2 | 0 |

*0 + 0 + 0 + 2 + 0 = 2*

SUM = 2

# Task 3 – Bitwise Operations

**A AND M =**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | **AND Truth Table** | | | | Input | Mask | Result | | 0 | 0 | 0 | | 0 | 1 | 0 | | 1 | 0 | 0 | | 1 | 1 | 1 | | |  |  |  | | --- | --- | --- | | **OR Truth Table** | | | | Input | Mask | Result | | 0 | 0 | 0 | | 0 | 1 | 1 | | 1 | 0 | 1 | | 1 | 1 | 1 | | |  |  |  | | --- | --- | --- | | **XOR Truth Table** | | | | Input | Mask | Result | | 0 | 0 | 0 | | 0 | 1 | 1 | | 1 | 0 | 1 | | 1 | 1 | 0 | |
|  | |  |  |  | | --- | --- | --- | | **NOT AND  Truth Table** | | | | Input | Mask | Result | | 0 | 0 | 1 | | 0 | 1 | 1 | | 1 | 0 | 1 | | 1 | 1 | 0 | |  |

1. **Reset but 0, bit 7 and leave the reset untouched**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Bit Position** | ***7*** | ***6*** | ***5*** | ***4*** | ***3*** | ***2*** | ***1*** | ***0*** |
| **Input** | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| **Mask** | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| **Result of** AND **Operation** | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

Result:

1. **Make sure that bit 2 and bit 6, and only these, are reset, the others are set**

***My understanding of this question is that bit 2 and 6 need to be reset to 0 while all other bits are set to 1***

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Bit Position** | ***7*** | ***6*** | ***5*** | ***4*** | ***3*** | ***2*** | ***1*** | ***0*** |
| **Input** | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| **Mask** | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 1 |
| **Result of XOR** **Operation** | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 |

Result:

1. **Toggle the values of the middle 4 bits (the opposite of what thewy are currently) and set the 2bits on each side.**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Bit Position** | ***7*** | ***6*** | ***5*** | ***4*** | ***3*** | ***2*** | ***1*** | ***0*** |
| **Input** | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 |
| **Mask** | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| **Result of** NAND **Operation** | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 1 |

Result:

# Task 4 – Logic Circuits and Truth Tables

1. **Write down the equivalent logic expression (simplification is NOT required)**

**Circuit 1:**

**Circuit 2:**

1. **Write a truth table that shows the final output (O) for inputs A, B and C (Showing all your working out and intermediate steps, i.e., the output of each gate, in the truth table is a column)**

***Note: NOT gates flip the result of the source***

**Circuit 1:**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| INPUTS | | | Gate Output | | | | | Outputs |
| A | B | C | 1 | 2 | 3 | 4 | 5 | O |
| 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | TRUE |
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | TRUE |
| 1 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | TRUE |
| 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | FALSE |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | TRUE |
| 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | TRUE |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | FALSE |
| 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | FALSE |

**Circuit 2:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| INPUTS | | | Gate Output | | Outputs |
| A | B | C | 6 | 7 | O |
| 0 | 0 | 0 | 0 | 1 | TRUE |
| 0 | 1 | 0 | 1 | 1 | TRUE |
| 0 | 0 | 1 | 0 | 0 | FALSE |
| 0 | 1 | 1 | 1 | 1 | TRUE |
| 1 | 0 | 0 | 0 | 1 | TRUE |
| 1 | 1 | 0 | 0 | 1 | TRUE |
| 1 | 1 | 1 | 0 | 0 | FALSE |
| 1 | 0 | 1 | 0 | 0 | FALSE |

1. **Compare the final output columns in the two truth tables. Do these two expressions give the same output?  
   Hence, are the 2 expressions equivalent?**

Yes, the two expressions return the same output, circuit one being a more over engineered method while circuit two being a more simple and elegant method. Hence the two expressions are the same

# Task 5 – Pipelining

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Task** | **Sequential – Carrier Pigeon** | | | | | | | | |
| *Writing* |  |  |  |  |  |  |  |  |  |
| *Fanning* |  |  |  |  |  |  |  |  |  |
| *Catching* |  |  |  |  |  |  |  |  |  |
| **Time** | 25 Min ( | | | 10 Min | | | 15 Min | | |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Task** | **Pipelined – Carrier Pigeon** | | | | | | | | |
| *Writing* |  |  |  |  |  |  |  |  |  |
| *Fanning* |  |  |  |  |  |  |  |  |  |
| *Catching* |  |  |  |  |  |  |  |  |  |

1. **How long does it take for all to send messages sequentially?**

**How long does it take for all of them to send messages pipelined?**

In this example it will take both methods 3.33hours to send all the messages, however the only difference between the two methods is that using a pipelined method all four messages’ tasks are grouped together and processed in batches (4x writing, 4x fanning, 4x catching) which they will still take 25min each, 10min each or 15min each; Messages will be sent to the destination at roughly at the same time 15min apart.

However, using the sequential method which involves the handling of only a single message at a time and its tasks as a single job (writing, fanning, catching) messages will be sent roughly 50min apart which is the time it takes to complete the 3 individual tasks for a single message.

1. **How and why does pipelining help with the throughput of entire workloads?  
   The workloads involved sending 4 messages as described above, in comparison to sending 4 messages sequentially.**

Consider Robin, Bryan, Finchie and Dan as processes waiting for individual workloads (messages) to process and those workloads(messages) are constantly generated; in the pipeline method all four processes would have workloads to process 15min +/- apart every 50min and for the majority of the time not be idle.

In the sequential method. Robin would be busy after 50min; however, Bryan will be idle for a further 50min after Bryan has a workload, and Finchie will be waiting 1.66hours for a workload from when Robin receives a workload, Dan will be waiting the longest at 2.5hours for its first workload.

Taking into account this laymen’s explanation of the two pipelines would be able to process more workloads consistently (throughput) while maintaining a low idle process time. Whereas sequentially processing results in much higher idle time of the processes (Robin, Bryan, Finchie and Dan)

1. **Can pipelining help reduce the latency of any one step in the 4 people sending a message in the scenario as described above?  
   Show how the pipeline rate is limited by the slowest pipeline stage**

In this scenario pipelining would only reduce the time between each message being sent;

for example, all messages will still take 3.33hours to process as a whole. However, the lag time between each message being sent will be reduced as they will be sent roughly 15min apart as the 3 individual tasks for each message are processed in group batches.

# Task 6 – CPU Architecture

1. **Compare and contrast “multithreading” and multiprocessing” in terms of hardware**

The most obvious difference between multi-processing and multi-threading is that multi-processing requires more than 1 CPU, whereas multi-threading only requires a single CPU.

My understanding from reading the three sources mentioned in the ***References / Bibliography*** is that multi-threading is a programming execution technique designed to allow a single process to be split into multiple segments that a single CPU and run simultaneously/parallel. Multiprocessing involves multiple CPUs to increase the computational power that a task/process has available and from my understanding in theory can also make use multi-threading on the multiple CPU’s

Based on the 3 sources that I found most useful I have created a comparison table outlining differences between the two methods:

|  |  |  |
| --- | --- | --- |
|  | **Multi-Processing** | **Multi-Threading** |
| Supports Multiple CPU’s | YES | NO |
| Supports Multiple CPU Cores | YES | NO |
| Individual Process can be killed | YES | NO |
| Rapid Process Creation Time (Time it takes to prepare a workload) | NO | YES |
| Independent Memory Address Space (Each Process or Thread has its own memory allocation) | YES | NO |
| Threads or Processes are lightweight (Memory Allocation) | NO | YES |
| Rapid Task-Switching | NO | YES |

Even though multi-processing has its advantages its not ideal for a lot of tasks on its own; tasks that would benefit from multi-processing would be Video Rendering, Scientific Calculations, that require large amounts of computational power. Now we need to keep in mind that current generation CPU’s are no longer just a single CPU; they are multi-core CPU’s, each core is a CPU in its own right however they do share cache memory and a few other component’s. therefor a program written to use the multi-processing technique would be able to utilize all cores of a current generation CPU of the work load was great enough and in a multi-socket system like AMD EPYC would be able to use two CPUs or more and all cores of those CPU’s.

Multi-threading is perfect for tasks which require less computational power but has tasks that need to running in parallel to each other to keep latency down; such as a word processor or video game; for an example I’m going to use Elder Scrolls Online as an example; this game is broken down into multiple threads running parallel to each other, one thread is maintain the connection to the upstream server, one is taking care of the U.I (user interface) whilst another is sending and receiving data to and from your graphics card for generating the in game environment to display on your monitor.

Traditionally such games in previous years have been really monolithic thread orientated but to current gen gaming consoles a shift in the industry is promoting multi-thread optimized games to take advantage of the console hardware and the graphics units that power them.

An example of a Monolithic thread game would be a M.U.D (multi-user dungeon) a multiplayer text-based game from the early 90’s and late 80’s. in particular MudOS based LPMuds had a single process/thread and could not take advantage of multi-processing or multi-threading. Which limited the computational power that was available to perform in game tasks.

1. **Explain how threads are used by the CPU to process tasks by describing a modern example, e.g., the multi-core mobile phone that you use every day has an interesting organization of threads.  
   However, it can be any other modern example of hardware that uses “threads”.**
2. **What is a warp GPU architecture and what is the major constraint of its operation?**

# Task 7 – Memory

1. Describe the main features of INTEL’s “Optane Memory”?
2. What are some of the claims made by the “Intel Marketing Department” regarding to what Optane Memory provides  
     
   ***DDR5 memory is the latest computer memory being developed and will eventually replace DDR4 memory***
3. What are the maximum clocks speeds for DDR4 memory, and what is proposed for DDR5?
4. What is the current maximum throughput available for DDR4 and what is proposed for DDR5?

# Task 8 – Hamming & SECDED Code

1. For data, using 4 Hamming code parity bits determine the maximum number of data bits that can be protected
2. A SECDED encoded character has been retrieved, with the hexadecimal value . You may assume that the SECDED parity is even.
   1. Was there an error in transmission? Explain your answer.
   2. If there was an error, either correct it (Reporting the corrected ASCII character) or explain why it could not be corrected (Show your Hamming/SECDED table)

# Advanced Questions

# References / Bibliography

<https://www.geeksforgeeks.org/difference-between-multiprocessing-and-multithreading/>

<https://www.guru99.com/difference-between-multiprocessing-and-multithreading.html>

<https://techdifferences.com/difference-between-multiprocessing-and-multithreading.html>