



# CS1021 Tutorial #1

## Information Storage Units, Numeral Systems and Basic Assembly Language

### 1 Units of Information Storage

- (a) Calculate the number of:
  - (i) Bytes in 1KiB
  - (ii) Bytes in 1MiB
  - (iii) Bytes in 4.5MiB
  - (iv) Bits in 16MiB
- (b) If an integer value is stored in memory as a 4-byte binary value, how many integers can be stored in:
  - (i) 1KiB
  - (ii) 1MiB
  - (iii) 1022 bytes
- (c) A digital image is 640 pixels wide by 480 pixels high. The colour of each pixel is encoded as a 24-bit value. The image is not compressed. How much memory is required (in bytes) to store the image in memory. How much memory is required in KiB?

### 2 Numeral Systems

- (a) How many unique values can be represented using a binary numeral system with:
  - (i) 4 bits
  - (ii) 7 bits
  - (iii) 12 bits
- (b) How many unique values can be represented using a hexadecimal numeral system with:
  - (i) 1 digit
  - (ii) 4 digits
  - (iii) 6 digits



- (c) How many unique values can be represented using a ternary (base 3) numeral system with:
- (i) 2 digits
  - (ii) 5 digits
  - (iii) 7 digits
- (d) Assuming the ARM architecture definition of the word and halfword units of storage, calculate:
- (i) the number of unique values that can be stored in a halfword
  - (ii) the range of non-negative integers that can be stored in a halfword
  - (iii) the number of unique values that can be stored in a word
  - (iv) the range of non-negative integers that can be stored in a word
- (e) Convert the following binary numbers into their decimal equivalents:
- (i) 1010
  - (ii) 10100110
  - (iii) 11111111
  - (iv) 10000000
- (f) Convert the following decimal numbers into their binary equivalents:
- (i) 9
  - (ii) 64
  - (iii) 63
- (g) Convert the following binary numbers into their hexadecimal equivalents:
- (i) 0111
  - (ii) 1010
  - (iii) 10011100
  - (iv) 100110
- (h) Convert the following hexadecimal numbers into their binary equivalents:
- (i) 0xFFFF
  - (ii) 0xA08C
  - (iii) 0x4F1E080C
- (i) How many binary digits are required to store the equivalent of the following decimal values?
- (i) 620



(ii) 1600

### 3 Memory Addresses

If one hundred integers are stored consecutively in memory beginning at address  $0x2000$  ( $2000_{16}$ ) and if each integer requires one word of storage, what will be the address of the word containing the 22<sup>nd</sup> integer?

### 4 ARM Assembly Language

In the exercises below, assume that  $x$  is a value stored in R1 and  $y$  is a value stored in R2.

- (a) Provide an ARM Assembly Language instruction to store  $x + y$  in R0.
- (b) Provide an ARM Assembly Language instruction to store  $y - x$  in R0.
- (c) Provide an ARM Assembly Language instruction to store  $x^2$  in R0.
- (d) Write an ARM Assembly Language program to evaluate  $5y$ , storing the result in R0.
- (e) Write an ARM Assembly Language program to evaluate  $3x + y$ , storing the result in R0.
- (f) Write an ARM Assembly Language program to evaluate  $3x^2 + 5x$ , storing the result in R0.
- (g) Write an ARM Assembly Language program to evaluate  $2x^2 + 6xy + 3y^2$ , storing the result in R0.
- (h) Write an ARM Assembly Language program to evaluate  $x^3 - 4x^2 + 3x + 8$ , storing the result in R0.

You may find the following ARM Assembly Language instructions useful:

**MOV Rd, Rm** Move (or copy) the value from Rm into Rd

**LDR Rd, =x** Load the value  $x$  into Rd

**ADD Rd, Rn, Rm** Add Rm to Rn, storing the result in Rd

**SUB Rd, Rn, Rm** Subtract Rm from Rn, storing the result in Rd

**MUL Rd, Rn, Rm** Multiply Rn by Rm, storing the result in Rd (Note: Rd and Rn cannot be the same)