

# Fundamentals of data representation

---

## Number systems

- Natural numbers -  $\mathbb{N} = \{0, 1, 2, 3, \dots\}$
- Integer numbers -  $\mathbb{Z} = \{\dots, -3, -2, -1, 0, 1, 2, 3, \dots\}$
- Rational numbers -  $\mathbb{Q}$  Any number that can be represented as a fraction
- Irrational numbers - Any number that **cannot** be represented as a fraction
- Real numbers -  $\mathbb{R}$  is the set of all 'possible real world quantities'. This includes natural, rational and irrational numbers
- Ordinal numbers - Describes the numerical position of objects

## Number Bases

- Binary (Base-2)

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 0   | 0  | 0  | 1  | 1 | 0 | 1 | 0 |

- The unsigned binary number represented here is 262
- For all binary numbers the minimum value that can be represented is 0 and the maximum is  $2^n - 1$
- The -1 is there since 0 is included in the counting
- Hexadecimal (Base-16)

| Decimal     | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-------------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| Hexadecimal | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A  | B  | C  | D  | E  | F  |

- To convert from binary to hexadecimal, split the number into group of four, then convert them to hexadecimal
- Binary to hex : 0011101011111001  $\rightarrow$  0011 1010 1111 1001  $\rightarrow$  3AF9
- Hexadecimal is often used in favour of binary since it is easier for a human to read and remember. One byte can be represented in two digits in hexadecimal instead of eight in binary.
- Hexadecimal is commonly used for memory addresses and RGB colour codes

## Units of information

- Bit - 1 or 0
- Byte - 8 bits
- Nibble - 4 bits
- Number of values that can be represented in n bits is  $2^n$  where is largest value is  $2^n - 1$
- $\therefore$  8 bits can represent  $2^8$  (256) values in the range of 0 ...  $2^8 - 1$  (0 - 255)

The following are the units to count bytes in base-10

- Kilobyte - KB - 1000 B
- Megabyte - MB - 1,000,000 B
- Gigabyte - GB - 1,000,000,000 B
- Terabyte - TB -  $10^{12}$  B

The following are the units to count bytes in base-2

- Kibibyte - KiB -  $2^{10}$  B
- Mebibyte - MiB -  $2^{20}$  B
- Gibibyte - GiB -  $2^{30}$  B
- Tebibyte - TiB -  $2^{40}$  B

## Binary number system

### Addition

- $0 + 0 = 0$
- $0 + 1 = 1$
- $1 + 0 = 1$
- $1 + 1 = 0$  (carry 1)
- $1 + 1 + 1 = 1$  (carry 1)
- The result of an addition may overflow. This could cause a negative result

### Multiplication

- Shift one place to the left for every digit
- If multiplying by 1, copy the top number
- Ignore and shift if multiplying by 0

### Two's complement

- Common method to represent a negative number
- The most significant bit is negative
- To convert: start from the **right**, leave all digital up to and including the first 1, then flip all digits

|          | -128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |       |
|----------|------|----|----|----|---|---|---|---|-------|
| Unsigned | 0    | 1  | 0  | 0  | 0 | 0 | 0 | 1 | = +65 |
| Signed   | 1    | 0  | 1  | 1  | 1 | 1 | 1 | 1 | = -65 |

- The range of a two's complement number is  $-(2^{n-1}) \dots 2^{n-1} - 1$
- It is  $n-1$  since the MSB is used as the sign bit
- Two's complement can be used for subtraction by converting the number you want to subtract to a negative then add the two numbers

## Fixed point binary

- This is used to represent numbers with a fractional part

| 8 | 4 | 2 | 1 | . | 1/2 | 1/4 | 1/8 | 1/16 |
|---|---|---|---|---|-----|-----|-----|------|
| 0 | 1 | 0 | 1 | . | 1   | 1   | 0   | 0    |

- 0101 1100 represents 5.75 in fixed point binary

## Information coding systems

- A character code is a unique number that represents a character

### ASCII

- A method to represent characters
- Uses 7 bits for 128 combination
- This is enough for all english characters and other common printed and non-printed characters
- The character 'A' is represented by the character code 65 in decimal and 1000001 in binary
- This character code cannot be used for arithmetic since the numerical value is not the same as the character value

### Unicode

- There were many incompatible coding systems
- Unicode-16 allows 16 bits per character
- UTF-32 has over 1 million combinations
- Unicode requires more bits than ASCII  $\therefore$  increases file size

### Parity bits

- These are addition bits to check if bits were sent correctly
- Odd or even parity can be used. This represents an odd or even number of 1's in the bit pattern
- With ASCII characters, the 8th bit is the parity bit
- eg. The letter 'R' in ASCII is 1010010. With even parity it would be 11010010. There are four 1's

### Majority voting

- Each bit is sent multiple times
- You accept the most common
- If you receive: 001 110 010
- You would accept 0 1 0
- A downside is that more data is sent. In this case 3x the data is sent.

### Check digit

- Additional digit at the end of a string of numbers

- If once number changes the check digit will change
- Commonly used on barcodes and ISBN numbers

## Bitmap graphics

- A pixel is a picture element
- Each pixel has a binary which represents a single colour
- Bitmap is made of picture elements
- WxH in pixels is the resolution
- This is not linked to the size of the image since the pixels can be any size
- Increasing the number of pixels increases the sharpness of the image
- Pixels per inch is the pixel density
- Colour depth is the number of bits per pixel
- This determines the number of colour combinations.
- Image size = number of pixels x colour depth
- Metadata - data held within the image to allow it to be interpreted correctly. Eg. date last modified, file size, file format, colour depth

## Vector graphics

- Not stored as pixels
- Stored as a formula for shapes and objects
- Stores details with which software can draw the image
- Details are held in a drawing list:
  - Shape = circle
  - Centre = x,y
  - fill = blue
  - border = black
- The image is redrawn when resized  $\therefore$  no quality loss
- Smaller file size for geometric shapes since less data is stored
- This means they are often used as logos since they can be infinitely scaled and the smaller file size allows for faster transmission
- Vectors are bad for photographs

## Digital sound

- Sample rate - samples taken per second
- Bit depth - bits per sample
- Sound is an analogue continuous wave, that must be converted to digital and discrete data
- Amplitude is measured and recorded at given intervals. More samples = more accurate sound
- Increasing the bit depth increases the levels of amplitude that can be measured which increases the sound quality

- Increasing the sample rate leads to smooth audio but a larger file size
- Nyquist theorem - for an accurate recording, the sample rate must be double the original frequency
- The average human hearing has a maximum frequency of 22,000  $\therefore$  44,000 is the standard sample rate for a high definition recording
- To calculate the size of a sound file:
  - The number of samples per second x the number of bits per sample x the length of the sample in seconds
- The following steps are taken in an analogue to digital converter (ADC)
  1. Regular samples are taken of the analogue signal
  2. Amplitude of each sample is approximated to a digital value
  3. The value is then encoded as a binary value in a fixed number of bits
  4. Binary is then output as a digital signal
- The following steps are taken in a digital to analogue converter (DAC)
  1. Binary data is converted to digital in volts
  2. The digital signal is then smoothed to produce an analogue signal
- MIDI - Musical Instrument Digital Interface
  - A MIDI controller carries event messages that specify the note, pitch, instrument etc.
  - It is a list of instructions to synthesise sound
  - Can use up to 1000x less disk space
  - Easily edited

## Data compression

- Compression is used to use less storage space and increase transmission speeds
- Lossy compression removed non essential information
  - This reduces the files size but leads to a loss in quality
  - MP3 is a common lossy form of compression used for audio files. It removes sound that is out of the hearing range and that may be drowned out by other sounds
- Lossless compression records patterns in the data are compresses in a way that can be reversed
  - No data is lost  $\therefore$  useful for program files
  - File sizes may be larger than lossy compression
- Run length encoding is a form of lossless compression where sequences in which the same data value occurs consecutively the data elements are stored as a single item with a value and count
- Dictionary based compression
  - A dictionary is stored along with the text. An algorithm searches through text to the find suitable entries for the dictionary and translates
  - With large amounts of text, the size of the dictionary becomes insignificant
  - Completely lossless

## Data encryption

- Encryption is the transformation of data from one form to another to prevent third parties from being able to understand it
- The original data is known as plaintext
- The encrypted data is known as ciphertext

## The Caesar cipher

- This is a type of substitution cipher
- The letters of the alphabet are shifted along a number which is the key.
- eg. with a key of 5, the letter A becomes F, B becomes G etc.
- This is a very weak cipher. It can be easily brute forced since there are only 25 possible keys
- For longer messages cryptanalysis could be used by finding the most common letter

## Cryptanalysis and perfect security

- Ciphers that use non random keys are open to cryptanalytic attacks and can also be brute forced given enough time and resources
- Random numbers that are generated by an algorithm can be broken since they are not actually random
- To get truly random numbers, the sequence must be collected from a physical and unpredictable phenomenon such as radioactive decay

## The Vernam cipher

- The Vernam cipher is an implementation of a class of ciphers known as one-time pad ciphers
- The one-time pad must be equal to or longer than the plaintext, be truly random and be used only once
- The key must be shared in person and destroyed after use
- If the key is truly random no amount of cryptanalysis will produce meaningful results since the distribution of characters will be random
- The binary representation of each character and the corresponding character on the one-time pad are XOR'd

| Plaintext : M | Key: + | XOR : f |
|---------------|--------|---------|
| 1             | 0      | 1       |
| 0             | 1      | 1       |
| 0             | 0      | 0       |
| 1             | 1      | 0       |
| 1             | 0      | 1       |
| 0             | 1      | 1       |
| 1             | 1      | 0       |

# Fundamentals of computer systems

---

# Hardware and software

- Hardware is the term for the physical parts of a computer used for input, output and storage
- Software is the term for the programs that run on the hardware

## System software

### Operating system

- The operating system provides a user interface between user and the hardware
- The operating system has the following functions:
  - Memory management
    - Allows you to do several tasks at once. Each process is allocated an area in memory which is controlled by the OS. The hard disk may be used as virtual memory when the RAM is not enough
  - Processor scheduling
    - This is how the OS allocates processor time for all applications running. A single core processor can process small parts of many tasks in turn to give the appearance of **multi-tasking**. This is controlled by the scheduler.
  - Backing storage management
    - The OS keeps a directory of where files are stored so that they can be accessed quickly and the areas that are free for new files are found quickly
  - I/O control
    - This ensures that peripherals are allocated to processes without conflicts. Different applications require different input and output devices throughout their operation.
  - Interrupt handling
    - This is how the OS handles a signal from an application or peripheral that causes it to stop processing its current list of instructions. The OS detects it and sends and calls the relevant handler

### Utility programs

- These are programs that are used to configure, optimise and maintain the computer
- For example:
  - Virus scanner
  - Disk defragmenter
  - System monitor
  - File manager

### Translators

- All translators convert source code to machine code
- Assembler
  - assembly is a low level language which means it is similar to the processor's instruction set
  - Each processor has a different instruction set
  - The assembler turns the assembly into code that is executable on the processor

- Compiler
  - Converts the high level source code into executable code
  - It first scans the code to detect errors
  - The object code that is produced can then be saved
- Interpreter
  - Interpreters go through source code a line at a time, translate then execute
  - Also scans for errors

## Programming language classification

- Opcode - This is the instruction that the processor will execute. This may be an operation such as LOAD or ADD
- Operand - This is the data to be operated on or the address for the data. This can take two forms
  - Immediate addressing - Where the operand is the actual value to be operated on
  - Direct addressing - Where the operand is the memory address of the value to be operated on

## Machine Code

- Machine code - This is the binary that the computer can understand
- It is a low level language since the code reflects how the computer carries out the instruction
- A typical instruction consists of an opcode and operand
- The length is often 32 bits
- eg. 0000 may represent a LOAD instruction and 1000 may represent HALT

## Assembly language

- A one to one mapping of machine code
- Opcodes are replaced with mnemonics which indicate what the opcode represents
- The operand is replaced by a decimal or hexadecimal number

## High-level languages

- High-level languages allow programmer to think in terms of algorithms instead of small steps and details such as where a variable will be stored in memory
- Imperative high-level languages are where instructions are executed in a programmer defined order which describes how to solve a problem

## Program translators

- Different translators are used depending on the source code
- Assembler - Use to translate assembly to machine code. It is a 1 to 1 translation
- Compiler
  - Converts high-level source code to executable code
  - It scans the code for errors



- Different platforms require different compilers since the machine code produced is hardware specific
- Interpreter
  - Looks at the source code a line at a time then translates and executes
  - If there was an error the program would run up until the error is met
  - It can also scan for syntax errors
- Advantages of a compiler
  - The executable code that is produced can be saved and run without compiling
  - The executable can then be distributed and executed without a compiler
  - Source code cannot be read after it has been compiled  $\therefore$  it is more secure
- Advantages of an interpreter
  - Useful for development. it does not have to be recompiled for each change
  - Easier to test and debug small parts of programs
- Disadvantages of an interpreter
  - Runs slower than a compiled program since it has to translate and run at the same time
  - Each statement has to be translated each time
  - A loop of 10 statements performed 20 times would have all statements interpreted 20 times
- Bytecode
  - It is an instruction set executed using a virtual machine
  - The virtual machine emulates the architecture of a computer  $\therefore$  faster to execute than an interpreted language however it is still slower than a natively compiled program
  - Guards from malicious programs since it is not run directly on the hardware

## Fundamentals of computer organisation and architecture

---

- A computer system is made up of both internal and external components
- Internal components include
  - processor
  - main memory
  - address, control and data bus
  - I/O controller

### The processor

- The processor is made up of the following components

#### Arithmetic Logic Unit (ALU)

- Performs arithmetic and logical operations on the data. Such as ADD, SUBTRACT, MULTIPLY and DIVIDE.

- Can also shift bits to the left or right within a register
- Can carry out boolean logic and compare values using AND, OR, NOT, XOR

## Control unit

- Controls and coordinates the actions of the CPU
- Directs the flow of data between the CPU and other components
- It accepts instructions, breaks down the steps required to process the instruction, manages the execution and store the resulting data back in memory and registers

## The system clock

- The clock synchronises the CPU's operations by switching between 0 and 1 billions of times per second
- The clock speed is measured in Hz
- Some CPU operations take multiple clock cycles

## General-purpose registers

- These are small and very fast areas of memory inside the processor that is used to hold data that is being operated on
- The accumulator is where the result of a calculation or logical expression is held

## Dedicated registers

### **Program counter**

- Holds the address of the next instruction to be executed
- This may be the next area in memory or the target of a branch operation

### **Current instruction register**

- Holds the instruction currently being executed

### **Memory buffer register**

- Use to temporarily store data read or written to memory
- Also called the memory data register

### **Status register**

- Contains bits that are set or cleared based on the result of an instruction
- eg. A bit may be set if an overflow occurred
- A bit may be set to show if the result of the last instruction was negative, zero or caused a carry

## The fetch-execute cycle

### **Fetch**

- Contents of the PC to MAR
- Transferred to main memory via the address bus

- Contents of the addressed location to MBR
- Transferred via data bus
- PC incremented
- MBR to CIR

## Decode

- The instruction held in the CIR is decoded
- The instruction is split into an opcode and operand
- The opcode determines the type of instruction
- Additional data is fetched if necessary

## Execute

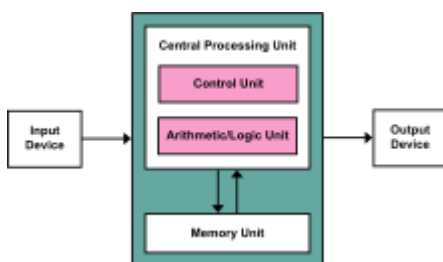
- The instruction is executed
- The result is stored in the accumulator, a general purpose register or main memory

## Factors affecting processor performance

- Clock speed - Increasing the clock speed means more instructions executed per second
- Bus width - More data is transferred per clock cycle
- Word length - Related to the bus width. Higher bus width can process more data at once
- Multiple cores - Many instructions can be fetched and executed in parallel
- Cache - Data that may be needed for the next instruction is held in the cache which can be accessed faster than main memory. Level 1 cache is fast but small. Level 2 is fairly fast and medium sized. Some CPUs have Level 3 cache.

## Memory and the stored program concept

- The stored program concept : machine code instructions are fetched and executed serially by a processor that performs arithmetic and logical operations
  - Instructions are stored in main memory which are then fetched and executed by the processor. Programs can be moved in and out of memory
- Most computers run on the Von Neumann architecture which is where data and instructions are held in the same memory



- Some computers run on the Harvard architecture
  - Different buses for data and instructions. Both stored in different memory
  - Data and instructions can be fetched in parallel ∴ instructions handled more quickly
  - Used in embedded systems and digital signal processing



## Address, control and data bus

- A bus is a set of parallel wires connecting two or more components of a computer
- The address, control and data buses connect the processor to main memory

### Control bus

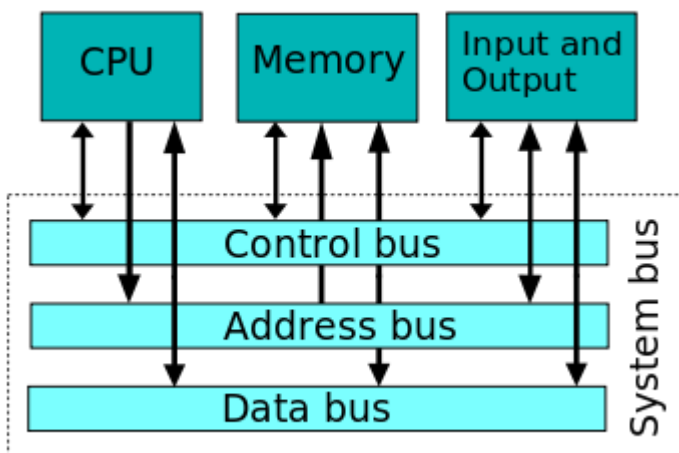
- A bi-direction bus that transmits command, timing and specific status information between components
- Controls the flow of data between the processors and other components
- Achieved by syncing signals and having control of access to data

### Data bus

- A bi-directional bus to transfer data between the processor and main memory
- The width of the bus is key to overall performance of the CPU

### Address bus

- A unidirectional bus from processor to main memory
- It carries the address of the next instruction or data item
- An 8 bit address bus would be able to address  $2^8$  memory locations



## I/O controller

- Interfaces between and I/O devices and the processor
- Each device has a separate controller which connects to the control bus
- They receive I/O requests from the processor then send device-specific control signals

- They also manage the flow of data to and from the devices
- The controller consists of three parts:
  - An interface for connection of the controller to the system or I/O bus
  - Data, command and status registers
  - An interface to connect the controller to the device's cable

## I/O devices

### Barcodes

- There are two types of barcode
  - Linear(1D) and 2D(QR)
- There are four types of readers : pen type, laser scanner, CCD and camera based

#### Pen type

- The pen is dragged across the bars at an even speed
- The photo diode measure the intensity of light reflected back from the light source
- This generates a waveform to measure widths of bars and spaces
- Once converted to digital, the waveform is identical to the bars
- The bars are then encoded using binary
- This is the most durable type of barcode scanner
- Must be in direct contact with the barcode
- Portable

#### Laser scanner

- Works the same as a pen scanner
- The laser reflects off a mirror allowing it to be read in many positions

#### CCD

- Uses hundreds of light sensors which measure the light intensity directly in front of them
- The voltage pattern produced is identical to the barcode generated by reading voltages in a row

#### Camera based

- Uses camera and image processing
- Can be read off any surface and even if the barcode is in a bad condition

### Digital cameras

- Uses CCD sensor
- When the shutter opens it projects an image onto the sensors
- The sensors measure the brightness of each pixel
- This is converted to electricity and stores the charge as binary data
- CCD is higher quality and more reliable

- However uses 100x the power of CMOS

## RFID

- Reader sends a wave to the tag
- The tag is then energised by the waves
- The transponder then transmits data to the reader
- Works without a line of sight up to 300m
- Can pass stored data from the tag to the receiver and vice versa

## Laser printer

- The drum is coated in a positive charge
- Printer generated a bitmap from the data
- The laser is shone at the drum via a rotating mirror
- The laser is modulated to remove charge where there should be toner
- The toner is given a positive charge
- The toner is attracted to the drum
- Toner is transferred from the drum by rolling over paper
- The toner is fused to the paper by heated rollers
- This is then repeated 4 times for colour (CMYK)

## Storage devices

- Secondary storage is not directly accessible by the processor  $\therefore$  slower access times than RAM
- Secondary storage retains contents without power (non-volatile) unlike RAM which is volatile

### Hard disk

- Iron particles are polarised to 0 or 1
- A R/W head moves across the spinning disk to access different tracks and sectors
- Data is read or written to the disk when the disk passes under the R/W head

### Solid state drive

- Uses NAND flash memory
- Data is stored in floating gate transistors
- Floating gate transistors do not lose state when no power is applied
- Cannot read/write individual bits

| SSD                                | Hard disk   |
|------------------------------------|---|
| Lower power consumption            | Lower cost per unit storage                       |
| Faster access times                | Higher capacity drives available                  |
| Less vulnerable to physical damage | Less concern about maximum number of write cycles |
| Noiseless operation                |   |
| Less heat generated                |   |

## Optical disk

- Three types - ROM, R, RW
- Data bits are recorded by burning a pit, making that area less reflective
- Change from a pit to land indicates a 1 with everything else being a 0
- High powered laser burns pits
- Lower powered laser used to read
- CD-ROM holds 650MB
- Blu-Ray can hold up to 50GB
- Disks may not be readable in the future for the following reasons
  - No hardware available to read
  - Scratched
  - No software available

# Fundamentals of communication and networking

---

## Serial and parallel

- Serial
  - bits sent one bit at one time over a single wire
  - High transfer rates can be achieved
- Parallel
  - Several bits sent simultaneously over parallel wires
  - Used in integrated circuits
  - Wires have different properties, bits travel at different speeds, skew can develop
  - Only suitable over short distances

## Advantages of serial

- Serial is reliable over much longer distances than parallel
- Interference between parallel lines leads to corrupted words which means data will have to be sent again
- Simpler and smaller connectors which means a lower cost
- Because of the lack of interference at high frequencies, signal frequency can be higher meaning there is a higher net transfer rate even though less data is transmitted per cycle

## Bit and baud rate

- Bit rate
  - Speed at which data is serially transmitted
- Baud rate
  - Rate at which signal changes
- When there are only 2 voltage levels used, the bit rate and baud rate are the same
- Bit rate = baud rate x bits per signal
- bit rate and baud rate can be different if a signal contains one or more bits

## Bandwidth

- Range of frequencies that a transmission medium can carry
- Increasing bandwidth increases the amount of data transferred per unit time
- There is a direct relationship between bandwidth and bit rate

## Latency

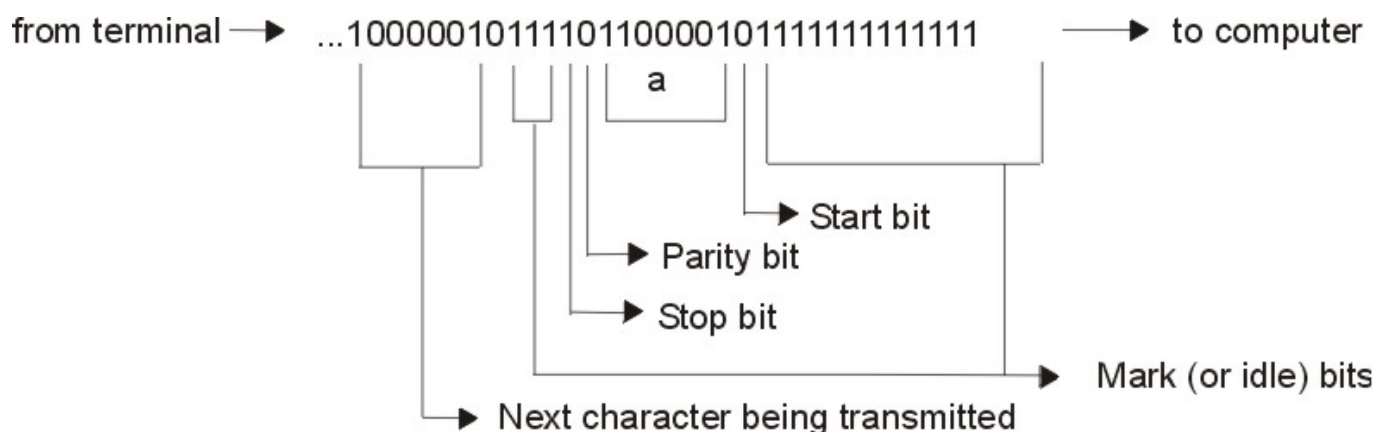
- Time delay between the moment of transmission of the first packet and when it is received
- High latency will lead to a large delay

## Synchronous transmission

- Data is transferred at regular intervals controlled by a clock signal
- Used in parallel communication since the clock allows for constant, reliable transmission of time sensitive data

## Asynchronous transmission

- Data is sent intermittently rather than as a continuous stream
- Start bit synchronises the clock in the receiver
- Receiver's baud rate must be the same
- Parity bit is used for error checking
- Start and stop bit must be different



## Protocol

- A protocol is the rules for communication between devices
- Allows devices to be networked
- Protocols may include
  - Types of physical connections
  - Mode of transmission
  - Speed
  - Data format
  - Error detection and correction

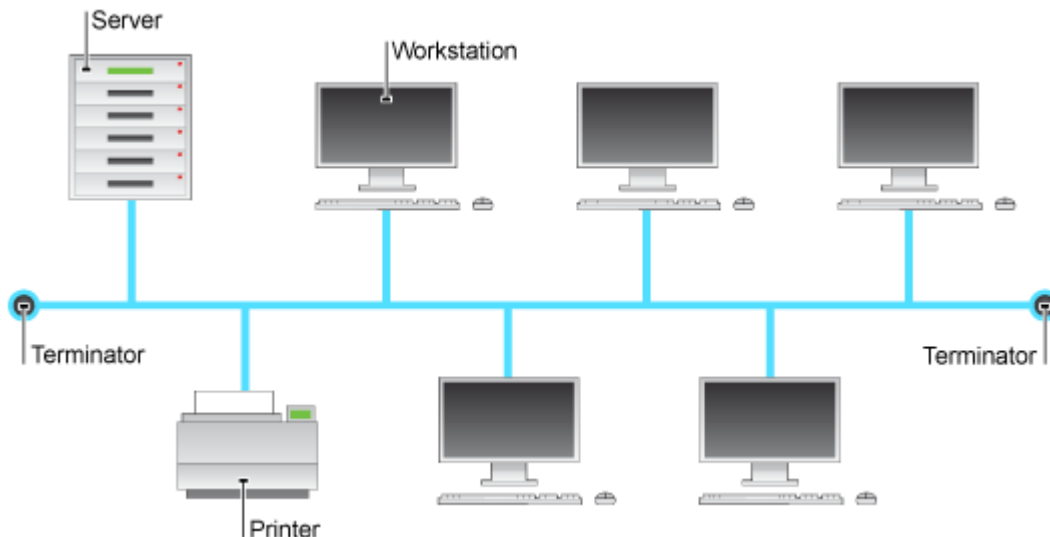


# Network topology

- Local areas network
  - LAN. Number of computing devices on a single site connected by cables
  - Users can communicate, share data and hardware

## Bus topology

- Computer connected to a single cable
- Ends of cable connected to a terminator



## Advantages of bus topology

- Inexpensive
  - Less cable needed than in a star topology
  - No additional hardware required

## Disadvantages of bus topology

- If the main cable fails, network data can no longer be transmitted
- Performance degrades with heavy traffic
- Low security
  - All computers see all network transmissions

## Physical star topology

- A central node (switch/server) acts as a router

## Advantages of a star topology

- Faults isolated
  - Cable failing only affects one station
- Consistent performance under heavy load
- No issues with data collisions
- More secure

- Messages sent directly to central node
- Easy to add new stations

### Disadvantages of a star topology

- More cable required
  - More costly
- Network transmission is not possible if the central node fails

### Operation of a star network

- A central node such as a switch records the MAC address of each device to identify where to send data

### MAC address

- Every network interface card (NIC) has a unique MAC address.
  - A MAC address is 48 bits in hexadecimal

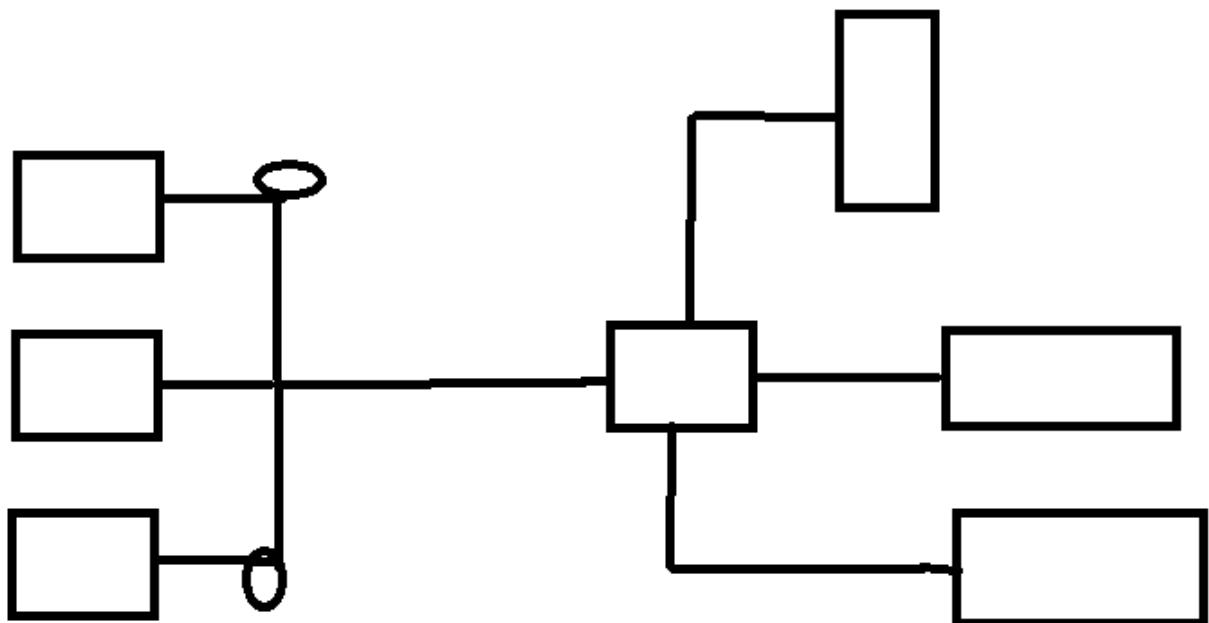
## Physical vs logical topology

### Physical

- The physical topology is the actual layout and design of the network ie. the shape of the wiring

### Logical

- The shape of the path that the data travels in
- How components communicate across the physical topology



- On the left, computers are connected in a physical bus connection
- On the right, computers are connected in a physical star network
- However, logically, the right hand side can be arranged as a bus network

## Operation of a logical bus network

- Data cannot be transmitted in both directions
- Every station receives all network traffic
- Traffic from each station has equal transmission priority

## Client-server networking

- Clients connect to a central computer called a servers
- There are different servers to handle different content
  - File server holds and manages client's data
  - Mail server manages email system
  - Web server manages requests to access the web
- A client makes a request to the server which then processes it

## Advantages of client-server

- Better security
  - All files stored in a central location and the access rights are managed centrally
- Backups are done centrally
- Data and hardware can be shared

## Disadvantages of client-server

- Expensive to install and manage
- Staff needed to maintain and run the server and network

## Peer to peer network

- Individual computers connected to each other

## Advantages of a peer to peer network

- Easy and inexpensive setup
- Resources can be shared
- Easy to maintain
- Peer to peer is often used for online piracy



Peer-to-peer



Client/Server

## Wi-Fi

- Local area wireless technology that enables you to connect a device to the internet via a wireless access point (WAP)

### Components required for wireless networking

- Wireless network adapter
- A computer and interface controller is called a station
- All stations share a single frequency
  - Each station is always tuned to the frequency to receive transmission
- To connect to the internet, the WAP usually connects to a router

## Security of a wireless network

### WPA

- Wi-Fi Protected Access and WPA2 are security protocols and security certification programs
- WPA2 is built into NICs
  - This provides strong encryption
  - A new 128 bit key is generated for each packet

### SSID

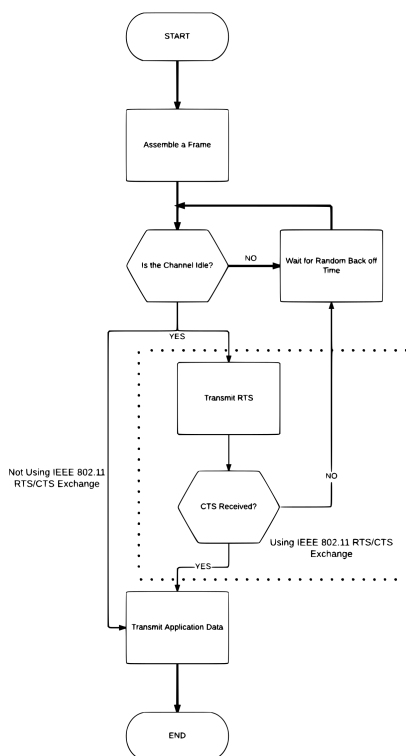
- Each wireless network has a Service Set ID (SSID)
  - This is the human-readable name for the network
  - It helps identify the network
  - Broadcasting the SSID can be disabled
    - This hides the network for people looking to connect to a local network
    - Which can be seen as increasing the security of the network

### Whitelists

- A MAC address whitelist controls who is allowed on a network
- If a MAC address is not on the whitelist, the device will not be able to connect

# CSMA/CA

- Carrier Sense Multiple Access / Collision Avoidance



## CSMA/CA with RTS/CTS (Shown in dotted box)

- If no other node is transmitting, the stations send a Request to Send (RTS) signal
- WAP sends a Clear to Send (CTS) if and when the channel is idle
- This counteracts the problem of hidden nodes
- This is where a node can be heard by the WAP but not the node trying to transmit

# Fundamentals of databases

## Modelling data requirements

- When designing a new database system, one of the first things that must be done is examine the data that needs to be input, processed and stored and determine what the data entities are
- An entity (record) is a category of object, person, event etc. about which data can be recorded
- Each entity in a database system has attributes (field)
- eg the patient entity may include the attributes of Title, Firstname, Surname, Address, Telephone

## Entity descriptions

- Written in the format Entity1(Attribute1, Attribute2)
- Therefore the entity description for Dentist would be Dentist(Title, Firstname, Surname, Qualification)

## Primary key

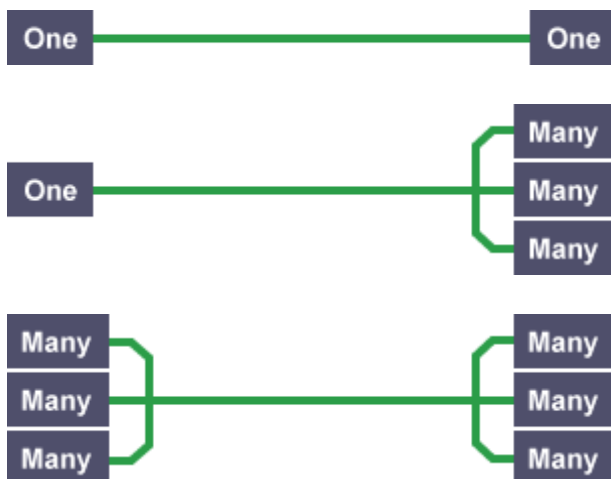
- The primary key uniquely identifies an entity
- In the dentist example none of the attributes are suitable
  - Therefore a numeric or string ID is used
- In the entity description, the primary key is underlined
- Dentist(DentistID, Title, Firstname, Surname, Qualification)

## Relationships between entities

- One-to-one
  - Husband and wife, country and prime minister
- One-to-many
  - Mother and child, customer and order, borrower and library book
- Many-to-many
  - Student and course, stock item and supplier, film and actor

## Entity relationship diagram

- A way to represent the relationships between entities



## Relational database

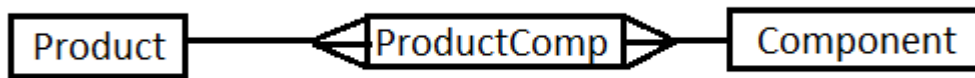
- In a relational database, a separate table is created for each entity

### Foreign key

- A foreign key is an attribute that joins two tables
- It must be common to both tables
- The primary key of one table is the foreign key in the table it is linked to

### Linking tables in a many-to-many relationship

- Two tables cannot be directly linked if there is a many-to-many relationship between them
- Eg. the relationship between Student and Course
  - A student takes many courses and the same course is taken by many students
- In this case, a link table is required
- In the general case this is how the link table works



- In the student example, the three tables will now have the attributes like this
  - Student(StudentID, Name, Address)
  - Enrolment(StudentID, CourseID)
  - Course(CourseID, Subject, ID)
- In this data model, the enrolment table has two foreign keys
  - The two foreign keys act as the primary key of the enrolment table.
  - This is called a composite primary key

## Relational databases and normalisation

- A relational database is a collection of tables in which relationships are modelled by shared attributes

| BookID | DeweyCode | Title             | Author   | DatePublished |
|--------|-----------|-------------------|----------|---------------|
| 88     | 121.9     | Mary Berry Cooks  | Berry,M  | 2014          |
| 123    | 345.440   | The Paying Guests | Waters,S | 2014          |
| 300    | 345.440   | Fragile Lies      | Elliot,L | 2015          |

- This table is described by Book(BookID, DeweyCode, Title, Author, DatePublished)

## Normalisation

- Normalisation is a process to come up with the best design for a relational database
- No data is unnecessarily duplicated
- Data is consistent throughout the database
  - Since no data is duplicated, it should be consistent
- The structure of each table allows you to add any number of items
- The structure should allow complex queries relating data from different tables

### First normal form

- A table is in first normal form if it contains no repeating attributes or groups of attributes

### Second normal form

- A table is in second normal form if it is in first normal form and contains no partial dependencies
  - A partial dependency would mean that one or more of the attributes depends on only part of the primary key, which can only occur if the primary key is a composite key

### Third normal form

- A table is in third normal form if it is in second normal form and contains no non-key dependencies

- A non-key dependency is one where the value of an attribute is determined by the value of another attribute that is not part of the key

## The importance of normalisation

### Maintaining and modifying the database

- Data integrity is maintained since there is no unnecessary duplication of data
- If there is a change in data, it only has to be changed in one place

### Faster sorting and searching

- Normalising will produce smaller tables with fewer fields
- This results in faster searching, sorting and indexing
- Since data is only held once it saves storage space

### Deleting records

- A normalised database with correct relationships will not allow records in a table in the one side of a one-to-many relationships to be accidentally deleted

## SQL

| Keyword    | Explanation   |
|------------|---|
| SELECT     | Used to state which columns to query. Use * for all                               |
| FROM       | Declares which table to select from   |
| WHERE      | Introduces a condition  |
| INNER JOIN | Returns all rows where key record of one table is equal to key records of another |
| ORDER BY   | The fields that the results are to be sorted by                                   |

### Conditions

| Symbol/Keyword | Explanation                             |
|----------------|---|
| =              | Equal to                                |
| >              | Greater than                            |
| <              | Less than                               |
| <>             | Not equal to                            |
| >=             | Greater than or equal to                |
| <=             | Less than or equal to                   |
| IN             | Equal to a value within a set of values |
| LIKE           | Similar to                              |



| Symbol/Keyword | Explanation   |
|----------------|---|
| BETWEEN...AND  | Within a range, including the two values which define the limits                    |
| IS NULL        | Fields does not contain a value   |
| AND            | Both expressions must be true for the entire expression to be judged true           |
| OR             | If either or both of the expressions are true, the entire expression is judged true |
| NOT            | Inverts truth   |

## Data types

| Data type    | Description   | Example   |
|--------------|---|---|
| CHAR(n)      | Character string of fixed length n                  | ProductCode CHAR(6)   |
| VARCHAR(n)   | Character string of variable length, max. n         | Surname VARCHAR(25)   |
| BOOLEAN      | TRUE or FALSE                                       | ReviewComplete BOOLEAN  |
| INTEGER, INT | Integer   | Quantity INTEGER  |
| FLOAT        | Number with a floating decimal point                | Length FLOAT(10,2) (Maximum number of digits is 10 and maximum number after decimal point is 2) |
| DATE         | Stores Day, Month, Year values                      | HireDate DATE   |
| TIME         | Stores Hour, Minute, Second values                  | RaceTime TIME   |
| CURRENCY     | Formats numbers in the currency used in your region | EntryFee CURRENCY   |

## Altering a table structure

- The ALTER TABLE statement is used to add, delete or modify fields
- To add a column:

```
ALTER TABLE Employee
ADD Department VARCHAR(10)
```

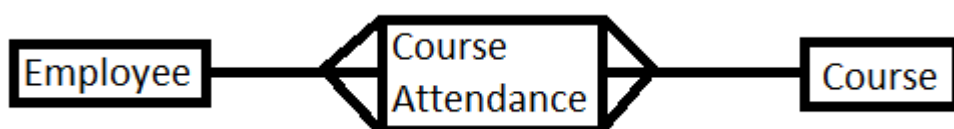
- To delete a column:

```
ALTER TABLE Employee
DROP COLUMN HireDate
```

- To change the data type of a column:

```
ALTER TABLE Employee
MODIFY COLUMN EmpName VARCHAR(30) NOT NULL
```

## Defining linked tables



- The structure of employee table is:
  - EmpID - Integer (Primary key)
  - Name - 30 characters maximum
  - HireDate - Date
  - Salary - Currency
  - Department - 30 characters maximum
- The structure of the Course table is:
  - CourseID - 6 characters, fixed length (Primary key)
  - CourseTitle - 30 characters maximum (must be entered)
  - OnSite - Boolean
- The structure of the CourseAttendance table is:
  - CourseID - 6 characters, fixed length (foreign key)
  - EmpID - Integer (foreign key)
    - CourseID and EmpID form a composite primary key
  - CourseDate - Date
- The CourseAttendance table is created using the SQL statements:

```
CREATE TABLE CourseAttendance
(
  CourseID CHAR(6) NOT NULL,
  EmpID INTEGER NOT NULL,
  CourseDate DATE,
  FOREIGN KEY CourseID REFERENCES Course(CourseID),
  FOREIGN KEY EmpID REFERENCES Employee(EmpID),
  PRIMARY KEY (CourseID, EmpID)
)
```

## Inserting, updating and deleting data using SQL

- INSERT INTO
- This statement is used to insert a new record into a table. The syntax is:

```
INSERT INTO tableName(column1, column2)
VALUES (value1, value2)
```

- UPDATE
- This statement is used to update a record. The syntax is:

```
UPDATE tableName
SET column1 = value1, column2 = value2,
WHERE columnX = value
```

- DELETE
- This statement is used to delete a record from a database table. The syntax is:

```
DELETE FROM tableName
WHERE columnX = value
```

## Client-Server databases

- Many database management systems (DBMS) allow the DBMS server software to run on a server, and the client software runs on individual workstations
- The server processes requests for searches and reports
- Without client-server capability, databases that have to be accessed from many workstations would have to be copied to the workstation where client side software would process the search
- It takes a long time to transmit mostly irrelevant data and the search may be longer as the client will be less powerful than the server

### Advantages of Client-Server databases

- The consistency of the data base is maintained because only one copy of the data is held
- A powerful computer and a large database can be made available to many users
- Access right and security can be managed and controlled centrally
- Backup and recovery can be managed centrally

### Problems with client-server

- When multiple users update a database at the same time, only one of the changes will be applied
- If User A accesses a record, which copies it to their memory and then changes the address for a customer
- User B then access the same record, and alters the credit limit and then saves the record and saves
- The database will store the original address with a different credit limit

- There are several methods to avoid the loss of updates

## Record Locks

- This prevents simultaneous access to objects in a database to prevent updates being lost or inconsistencies arising
- A record is locked whenever a user retrieves it or is editing it.
- Anyone else attempting to retrieve the same record is denied access until the action is completed.

### Problem with record locking

- If two users are attempting to update two records, deadlock can occur where neither can proceed

|                                     |                                     |
|-------------------------------------|-------------------------------------|
| User1                               | User2                               |
| Locks Customer A's record           | Locks Customer B's record           |
| Tries to access Customer B's record | Tries to access Customer A's record |
| Waits...                            | Waits...                            |

DEADLOCK!

### Serialisation

- This ensures that transactions do not overlap in time and therefore cannot interfere with each other
- A transaction cannot start until the previous one finished

### Timestamp ordering

- When a transaction starts, it is given a timestamp
- If two transactions affect the same object, the transaction with the earlier timestamp is applied first
- To ensure that transactions are not lost, every object in the database has a read timestamp and a write timestamp
  - These are updated whenever an object is read or written to
- At the start of the transaction, data is read causing the read timestamp to be set
- Before the updated data is written, the read timestamp is checked
- If it is not the same as the one set at the start, it will know that a transaction is taking place on the record

### Commitment ordering

- This ensures that transactions are not lost when two or more users are simultaneously trying to access the same object
- Transactions are ordered in terms of their dependencies on each other and the time they were initiated
- It can prevent deadlock by blocking one request until another is completed