HW1 Robert Loquinario CMPE 12

- 1. No, a higher-level programming language cannot instruct a computer to do more than a lower-level programming language, but is easier to use.
- 2. It's increasing harder to improve accuracy of analog computers.
- 3. Three characteristics of algorithms:
 - 1. Definiteness: the algorithm has precise steps.
 - 2. Effective Computability: each of the steps can be carried out by a computer.
 - 3. Finiteness: The algorithm will finish.
- 4. One advantage higher-level languages have compared to lower-languages is that they are easier to use. A disadvantage would be performance of the program, as lower level languages have the ability to optimize better than compliers.
- 5. Three things specified by an ISA (instruction set architecture) are instructions, data types, and addressing modes.
- 6. Microarchitecture specifies how circuits are put together to make a computer. Instruction Set Architecture (ISA) provides an interface which specifies what sort of instructions a computer supporting this interface can perform. A microarchitecture is a detailed organization of implementing an ISA.

Base	0	1	2	3	4	5	6	7
2	1	2	4	8	16	32	64	128
3	1	3	9	27	81	243	729	2187
4	1	4	16	64	256	1024		
5	1	5	25	125	625			
6	1	6	36	216				

7. numbers to unsigned binary

a. $26:16+8+2=00011010_2$

b. $49:32+16+1=00110001_2$

c. 255 : 128+64+32+16+8+4+2+1= 11111111₂

d. 129 = 128+1 = 10000001₂

8. binary to base 10 and hexadecimal

a. 00101010₂:

• $32+8+2=42_{10}$

```
• 0010=2,1010=10=A:0x2A
```

e. 26 - 26 : 00011010₂ [16+8+2]

 $= 00000000_2 = 0$

+ 11100110₂ [inverted 26 ^ -> 11100101]

```
b. 00111111<sub>2</sub>:
             • 32+16+8+4+2+1=63_{10}
             • 0011<sub>2</sub>=3, 1111<sub>2</sub>=15=F: 0x3F
         c. 10000000<sub>2</sub>:
             • 128<sub>10</sub>
             • 1000_2 = 8,0000_2 = 0:0x80
         d. 11101001<sub>2</sub>:
             • 128+64+32+8+1=233<sub>10</sub>
             • 1110_2=14=E, 1001_2=9:0xE9
         e. 00001001<sub>2</sub>:
             • 8+1=9<sub>10</sub>
             • 0000_2=0, 1001_2=9:0x09
9. convert to following bases
         a. (3): 81+9+9+1 = 10201_3
         b. (4): 64+16+16+4 = 1210<sub>4</sub>
         c. (5): 25+25+25+25=400_5
         d. (6): 36+36+6+6+6+6+1+1+1+1=244_6
10. change to base 10
         a. 210_3:9+9+3=21_{10}
         b. 321<sub>4</sub>:16+16+16+4+4+1=57<sub>10</sub>
         c. 432_5: 25+25+25+25+5+5+5+1+1=117_{10}
11. Convert following numbers to 8-bit 2's complement and perform operation in binary
         a. -6 + 20 : 11111010<sub>2</sub> [inverted 6: 00000110<sub>2</sub> -> 11111001<sub>2</sub> add 1]
                    + 00010100<sub>2</sub> [16+4]
                    = 00001110_2 = 8+4+2=14
         b. 67 + 30 : 01000011<sub>2</sub> [64+2+1]
                     + 00011110<sub>2</sub> [16+8+4+2]
                     = 01100001_2 = 64 + 32 + 1 = 97
         c. 42 - 20 : 00101010_2 [32+8+2 = 42]
                    + 11101100<sub>2</sub> [inverted 20: 00010010<sub>2</sub> -> 11101101<sub>2</sub> add 1]
                    = 00010110_{2} = 16 + 4 + 2 = 22
         d.-44 - 23 : 11010100<sub>2</sub> [inverted 44: 00101100<sub>2</sub> -> 11010011<sub>2</sub> add 1]
                    + 11101001<sub>2</sub> [inverted 23: 00010111<sub>2</sub> -> 11101000<sub>2</sub> add 1]
                    = 10111101<sub>2</sub>=- 128+32+16+8+4+1=-67
```