§8.1–8.2: Low Level Storage

- *devo*

28 Oct 2005
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Reminders:

- ***journals** in folder*
- ***Homework** due*

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Welcome to CMPT 145!

- We've already covered one whole book:
  - You now know the basics of M2 programming!
- CMPT145 (book 2, ch8–12) dives deeper into advanced techniques:
  - Data storage and how I/O works
  - Cool datatypes: sets and records
  - Scope/visibility, exceptions
  - Software development techniques
  - Pointers and dynamic ADTs

What's on for today (8.1–8.2)

- Number bases:
  - Binary, hexadecimal, octal
- Units of measure of memory:
  - Bits, nibbles, bytes, words, pages
- Units of measure for hard disks:
  - Geometry, cylinders/heads/sectors
- SI units vs binary units

Ch8: Data storage and I/O

- As programmers, you're already expert users of various datatypes and file I/O
- Now we peek under the hood to see what the M2 compiler and the OS are really doing to implement these
- Every VARiable we declare takes up space in memory (RAM):
  - How much space does each variable need?
  - How is our data stored?

Binary numbers

- At the lowest level, all computer data are stored using logical bits: each bit can be either 0 or 1
  - High voltage (1) vs. low voltage (0)
  - Most memory chips use a big bank of tiny capacitors: has charge (1) vs. no charge (0)
- We use groups of bits to represent data (numbers, characters, strings, etc.):
  - e.g., this pattern of eight bits: 0 1 0 0 0 0 1 1
    - Could represent the decimal number 35
    - Or it might represent the character "#"
    - Or something else – depends on how we interpret it

Number bases

- God gave us 10 fingers; so we often count in base 10:
  - "5927" interpreted as a decimal number:
    - 5 units of (10^3 = 1000)
    - 9 units of (10^2 = 100)
    - 2 units of (10^1 = 10)
    - 7 units of (10^0 = 1)
- Counting in binary is similar:
  - "0110" interpreted as a binary number:
    - 0 unit of (2^3 = 8)
    - 1 unit of (2^2 = 4)
    - 1 unit of (2^1 = 2)
    - 0 unit of (2^0 = 1)

Hexadecimal, octal

- Hexadecimal is base 16: we use 'A'..'F' to represent the "digits" ten, eleven, twelve, etc.
  - "BEEF" as a hexadecimal number:
    - B (11) units of (16^3 = 4096) => 45056
    - E (14) units of (16^2 = 256) => 3584
    - E (14) units of (16^1 = 16) => 224
    - F (15) units of (16^0 = 1) => 15
    - Total: BEEF (hex) => 48879 (dec)
- There's also octal, base 8:
  - only the digits 0..7 are used

Using bases in Modula-2

- Modula-2 has special notation for expressing numbers in hexadecimal and octal:
  - Hexadecimal: suffix "H"
  - Octal: suffix "B"
  - Can't start with a letter
- Can also use octal notation to specify a character by suffixing "C": similar to CHR() but in octal

```
CONST
    hexNum = 0BEEFH;      (* 48879 *)
    octNum = 115B;        (* 1(8^2) + 1(8^1) + 5(8^0) = 77 *)
    charM = 115C;         (* character #77 = 'M' *)
```

Bits, bytes, nibbles, words

- One hexadecimal digit can be represented by four bits: one nibble
- Two nibbles (eight bits) is called a byte
  - One byte can be used to store one CHAR
- A group of bytes can be used to represent one datum: this is called a word
  - Pentium CPUs generally use 4-byte words (32 bits)
  - Newer CPUs can use 8-byte words (64 bits)
  - Word is the smallest unit of data the machine can store or retrieve

Accessing memory

- A computer's main memory (generally, RAM) stores everything it needs to do its current tasks
- A location within memory is uniquely identified by its address
  - Most modern CPUs use 32-bit words to store memory addresses
  - This means there is a maximum of 2^{32} unique memory addresses (the address space)
  - If each location stores one byte of data, then there is 2^{32} bytes = 4GB of addressable memory

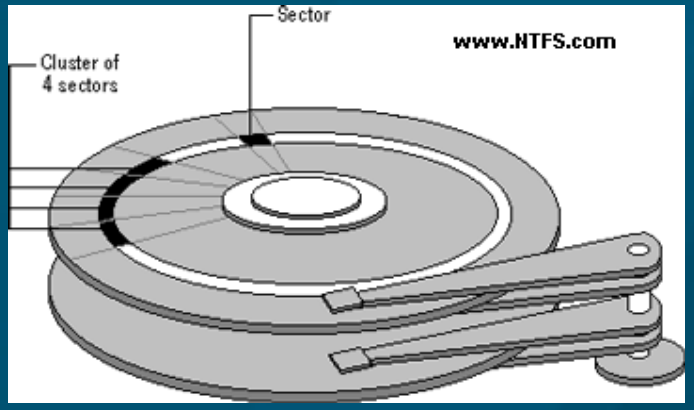
Units of measure

- SI abbreviations:
  - K = kilo = 1,000
  - M = mega = 1,000,000
  - G = giga = 1,000,000,000
- When working with binary data:
  - KB = kilobyte = 1,024 bytes = 2^{10} bytes
  - MB = megabyte = 1,024,576 = 2^{20} bytes
  - GB = gigabyte = 1,073,741,824 = 2^{30} bytes
  - But hard drive manufacturers use SI abbrevs

Units of measure, cont.

- Kilobytes vs. kilobits:
  - KB = kilobyte = 1,024 bytes = 1024 * 8 bits
  - Kb = kilobit = 1,024 bits
  - RAM chip manufacturers often use kilobits
- Also, in SI abbreviations,
  - M = mega = 10^6: e.g., megawatt = 10^6 watt
  - m = milli = 10^{-3}: e.g., milliwatt = 10^{-3} watt
- But not everyone is consistent, so be careful

Storage



- A page of memory is generally 256 bytes
- A sector is a unit of disk storage, also commonly 256 bytes (but sometimes 512 bytes)
- A block of disk storage is usually 512 bytes
- Hard disks are made up of platters, accessed by magnetic heads on movable arms
- The platters have concentric tracks that (across all heads) make up cylinders
- Hard drive geometry is often expressed in C/H/S: # cylinders / # heads / # sectors per track

Summary of today (8.1–8.2)

- Number bases:
  - Binary
  - Hexadecimal (0BEEFH)
  - Octal (115B)
    - Defining characters with octal: 115C
- Units of measure of memory:
  - Bits, nibbles, bytes, words, pages
- Units of measure for hard disks:
  - C/H/S geometry
- SI units vs binary units, KB vs. Kb, etc.

TODO items

- No lab next week!
- Homework due next Wed: 8.13 #44
- Quiz ch8 next Fri
- Reading: through §8.5 for Mon