

**AQA Computer Science A-Level**  
**4.5.3 Units of information**  
**Concise Notes**



## **Specification:**

### **4.5.3.1 Bits and bytes:**

Know that:

- the bit is the fundamental unit of information
- a byte is a group of 8 bits

Know that the  $2^n$  different values can be represented with n bits.

### **4.5.3.2 Units:**

Know that quantities of bytes can be described using binary prefixes representing powers of 2 or using decimal prefixes representing powers of 10, eg one kibibyte is written as  $1\text{KiB} = 2^{10} \text{ B}$  and one kilobyte is written as  $1\text{kB} = 10^3 \text{ B}$ .

Know the names, symbols and corresponding powers of 2 for the binary prefixes:

- kibi, Ki -  $2^{10}$
- mebi, Mi -  $2^{20}$
- gibi, Gi -  $2^{30}$
- tebi, Ti -  $2^{40}$

Know the names, symbols and corresponding powers of 10 for the decimal prefixes:

- kilo, k -  $10^3$
- mega, M -  $10^6$
- giga, G -  $10^9$
- tera, T -  $10^{12}$



## Bits and bytes

- A **bit** is the **fundamental unit of information**
- A bit can only take **two values**, 1 and 0
- The **value** of a bit can be represented by a computer using **high or low current**
- **8 bits** is called a **byte**
- **4 bits** is called a **nybble**
- Bits are notated with a **lowercase b**
- Bytes use an **uppercase B**
- If **more bits** are assigned to a number, a **greater number of values** can be represented
- $2^n$  different values can be represented with **n bits**

## Units

- **Quantities** of bytes can be described using **binary prefixes** or **decimal prefixes**
- **Binary prefixes** go up in **powers of two**
- **Decimal prefixes** go up in **powers of ten**
- Binary prefixes and decimal prefixes have **similar orders of magnitude**

Binary		Decimal	
Prefix	Value	Prefix	Value
Kibi (Ki)	$2^{10}$ = 1024	Kilo (K)	$10^3$ = 1000
Mebi (Mi)	$2^{20}$ = 1048576	Mega (M)	$10^6$ = 1000000
Gibi (Gi)	$2^{30}$ = 1073741824	Giga (G)	$10^9$ = 1000000000
Tebi (Ti)	$2^{40}$ $\approx 1.0995 \times 10^{12}$	Tera (T)	$10^{12}$ = $1 \times 10^{12}$

