

## Lecture 4: Continued: Bits, bytes, binary numbers, and the representation of information

- **computers represent, process, store, copy, and transmit everything as numbers**
  - hence "digital computer"
- **the numbers can represent anything**
  - not just numbers that you might do arithmetic on
- **the meaning depends on context**
  - as well as what the numbers ultimately represent
  - e.g., numbers coming to your computer or phone from your wi-fi connection could be email, movies, music, documents, apps, Zoom meeting, ...

# Some things are intrinsically discrete / digital

- **another kind of conversion**
  - letters are converted into numbers when you type on a keyboard
  - the letters are stored (a Word document), retrieved (File/Open...), processed (paper is revised), transmitted (submitted by email), printed on paper
- **letters and other symbols are inherently discrete**
- **encoding them as numbers is just assigning a numeric value to each one, without any intrinsic meaning**
- **what letters and other symbols are included?**
- **how many digits/letter?**
  - determined by how many symbols there are
  - how do we disambiguate if symbols have different lengths?
- **how do we decide whose encoding to use?**
- **the representation is arbitrary**
- **but everyone has to agree on it**
  - if they want to work together

# ASCII: American Standard Code for Information Interchange

- an arbitrary but agreed-upon representation for USA
- widely used everywhere

32	space	33	!	34	"	35	#	36	\$	37	%	38	&	39	'
40	(	41	)	42	*	43	+	44	,	45	-	46	.	47	/
48	0	49	1	50	2	51	3	52	4	53	5	54	6	55	7
56	8	57	9	58	:	59	;	60	<	61	=	62	>	63	?
64	@	65	A	66	B	67	C	68	D	69	E	70	F	71	G
72	H	73	I	74	J	75	K	76	L	77	M	78	N	79	O
80	P	81	Q	82	R	83	S	84	T	85	U	86	V	87	W
88	X	89	Y	90	Z	91	[	92	\	93	]	94	^	95	_
96	`	97	a	98	b	99	c	100	d	101	e	102	f	103	g
104	h	105	i	106	j	107	k	108	l	109	m	110	n	111	o
112	p	113	q	114	r	115	s	116	t	117	u	118	v	119	w
120	x	121	y	122	z	123	{	124		125	}	126	~	127	del

00010000 space    00010001 !    00010010 "    00010101 #    ...

# Hexadecimal notation

- binary numbers are bulky
- hexadecimal notation is a shorthand
- it combines 4 bits into a single digit, written in base 16
  - a more compact representation of the same information
- hex uses the symbols A B C D E F for the digits 10 .. 15

0 1 2 3 4 5 6 7 8 9 A B C D E F

0	0000	1	0001	2	0010	3	0011
4	0100	5	0101	6	0110	7	0111
8	1000	9	1001	A	1010	B	1011
C	1100	D	1101	E	1110	F	1111

# Decimal, binary, hex

<b>dec</b>	<b>bin</b>	<b>hex</b>
<b>0</b>	<b>0000</b>	<b>0</b>
<b>1</b>	<b>0001</b>	<b>1</b>
<b>2</b>	<b>0010</b>	<b>2</b>
<b>3</b>	<b>0011</b>	<b>3</b>
<b>4</b>	<b>0100</b>	<b>4</b>
<b>5</b>	<b>0101</b>	<b>5</b>
<b>6</b>	<b>0110</b>	<b>6</b>
<b>7</b>	<b>0111</b>	<b>7</b>
<b>8</b>	<b>1000</b>	<b>8</b>
<b>9</b>	<b>1001</b>	<b>9</b>
<b>10</b>	<b>1010</b>	<b>A</b>
<b>11</b>	<b>1011</b>	<b>B</b>
<b>12</b>	<b>1100</b>	<b>C</b>
<b>13</b>	<b>1101</b>	<b>D</b>
<b>14</b>	<b>1110</b>	<b>E</b>
<b>15</b>	<b>1111</b>	<b>F</b>

# ASCII, using hexadecimal numbers

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2	SPC	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

2C80

Coptic









































2CFF









































# Coptic (unicode.org)

	2C8	2C9	2CA	2CB	2CC	2CD	2CE	2CF
0	Ⲁ	ⲁ	Ⲃ	ⲃ	Ⲅ	ⲅ	Ⲇ	ⲇ
1	Ⲉ	ⲉ	Ⲋ	ⲋ	Ⲍ	ⲍ	Ⲏ	ⲏ
2	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲗ	ⲗ
3	Ⲙ	ⲙ	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ
4	Ⲕ	ⲕ	Ⲍ	ⲍ	Ⲏ	ⲏ	Ⲑ	
5	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ	
6	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	
7	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	
8	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	
9	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ
A	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ
B	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ
C	Ⲙ	ⲙ	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ
D	Ⲙ	ⲙ	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ
E	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ
F	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ

dec	bin	hex
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

# Emoji

	1F60	1F61	1F62	1F63	1F64
0	 1F600	 1F610	 1F620	 1F630	 1F640
1	 1F601	 1F611	 1F621	 1F631	 1F641
2	 1F602	 1F612	 1F622	 1F632	 1F642
3	 1F603	 1F613	 1F623	 1F633	 1F643
4	 1F604	 1F614	 1F624	 1F634	 1F644
5	 1F605	 1F615	 1F625	 1F635	 1F645
6	 1F606	 1F616	 1F626	 1F636	 1F646
7	 1F607	 1F617	 1F627	 1F637	 1F647

8	 1F608	 1F618	 1F628	 1F638	 1F648
9	 1F609	 1F619	 1F629	 1F639	 1F649
A	 1F60A	 1F61A	 1F62A	 1F63A	 1F64A
B	 1F60B	 1F61B	 1F62B	 1F63B	 1F64B
C	 1F60C	 1F61C	 1F62C	 1F63C	 1F64C
D	 1F60D	 1F61D	 1F62D	 1F63D	 1F64D
E	 1F60E	 1F61E	 1F62E	 1F63E	 1F64E
F	 1F60F	 1F61F	 1F62F	 1F63F	 1F64F



# Color

- TV & computer screens use Red-Green-Blue (RGB) model



- each color is a combination of red, green, blue components
  - $R+G = \text{yellow}$ ,  $R+B = \text{magenta}$ ,  $B+G = \text{cyan}$ ,  $R+G+B = \text{white}$
- for computers, color of a pixel is usually specified by three numbers giving amount of each color, on a scale of 0 to 255
- this is often expressed in hexadecimal so the three components can be specified separately (in effect, as bit patterns)
  - 000000 is black, FFFFFFFF is white
- printers, etc., use cyan-magenta-yellow[-black] (CMY[K])



## Approximations using $2^n$

$$\begin{aligned}2^{24} &= 2^4 * 2^{20} \\ &= 16 * 1,000,000 \quad (16,777,216)\end{aligned}$$

$$\begin{aligned}2^{32} &= 2^2 * 2^{30} \\ &= 4 * 1,000,000,000 \quad (4,294,967,296)\end{aligned}$$

$$\begin{aligned}2^{64} &= 2^4 * 2^{60} \\ &= 16 * 1,000,000,000,000,000,000 \\ &\quad (18,446,744,073,709,551,616)\end{aligned}$$

# A very important idea

- **number of items and number of digits are tightly related:**
  - one determines the other
  - maximum number of different items = base<sup>number of digits</sup>
  - e.g., 9-digit SSN:  $10^9 = 1$  billion possible numbers
  
  - e.g., to represent up to 100 “characters”: 2 digits is enough
  - but for 1000 characters, we need 3 digits
  
  - the same for bits: 9 bits can represent up to  $2^9 = 512$  items
- **interpretation depends on context**
  - without knowing that, we can only guess what numbers mean

# Things to remember

- **digital devices represent everything as numbers**
  - discrete values, not continuous or infinitely precise
- **all modern digital devices use binary numbers (base 2)**
  - instead of decimal (base 10)
- **it's all bits at the bottom**
  - a bit is a "binary digit", that is, a number that is either 0 or 1
  - computers ultimately represent and process everything as bits
- **groups of bits represent larger things**
  - numbers, letters, words, names, pictures, sounds, instructions, ...
  - the interpretation of a group of bits depends on their context
  - the representation is arbitrary; standards (often) define what it is
- **the number of digits used in the representation determines how many different things can be represented**
  - number of values = base<sup>number of digits</sup>
  - e.g.,  $10^2$ ,  $2^{10}$