

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 " 00010011 # ...

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

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

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	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ	Ⲏ	
9	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ	Ⲏ	ⲏ
A	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ
B	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲍ	ⲍ
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

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

	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^{number of digits}
 - 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) internally**
 - 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 ^{number of digits}
 - e.g., 10^2 , 2^{10}