

Bits, bytes and digital information

Lecture 2 - COMPSCI111/111G SS 2018

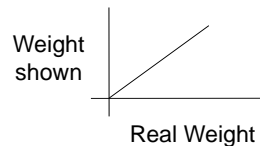


Today's lecture

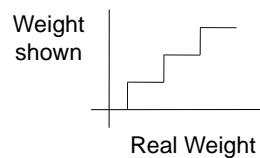
- ▶ Understand the difference between analogue and digital information
- ▶ Convert between decimal numbers and binary numbers

Analogue vs digital information

- ▶ Information in the real world is continuous
 - ▶ Continuous signal

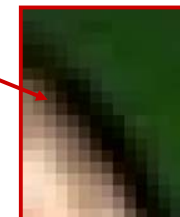


- ▶ Information stored by a computer is digital
 - ▶ Represented by discrete numbers



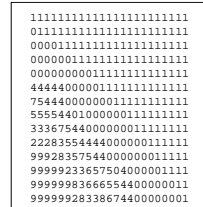
Encoding information

- ▶ Real world information is stored by a computer using numbers
- ▶ Visual information



Image

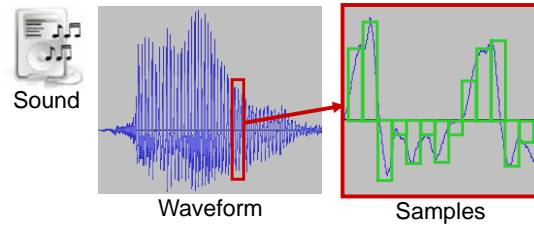
Pixels



1. Give each pixel colour a number.
2. Let the computer draw the numbers as coloured pixels (eg. black = 0).

Encoding information

► Sound information



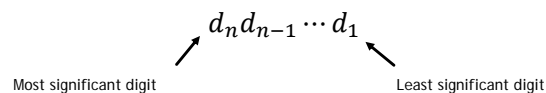
1. Give each sample a number (height of green box).
2. Let the computer move the loudspeaker membrane according to the samples.

Numbers and Computing

- Numbers are used to represent all information manipulated by a computer.
- Computers use the binary number system:
 - Binary values are either 0 or 1.
- We use the decimal number system:
 - 0 to 9 are decimal values.

Number Systems

- Base:
 - Specifies the number of digits used by the system.
 - Binary is base 2.
 - Decimal is base 10.
- Positional notation:
 - Describes how numbers are written.



Positional Notation

- Any number can be expressed as:

$$d_n * b^{n-1} + d_{n-1} * b^{n-2} + \dots + d_1 * b^0$$

where d_i is the digit at position i , and b is the base.

Decimal Examples

► 657

$$6 * 10^2 + 5 * 10^1 + 7 * 10^0$$



$$600 + 50 + 7 = 657$$

► 9308

$$9 * 10^3 + 3 * 10^2 + 0 * 10^1 + 8 * 10^0$$



$$9000 + 300 + 0 + 8 = 9308$$

Storing Decimal Numbers in a Computer

► Series of dials:

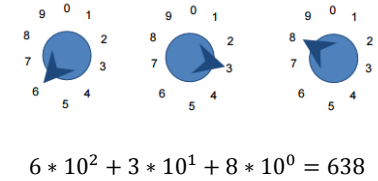
- Each dial goes from 0 to 9.

► Information is stored digitally:

- Finite number of states - 10 per dial.
- No in-between states.

► Decimal number system:

- 1st dial from right: 10^0
- 2nd dial from right: 10^1
- 3rd dial from right: 10^2
- etc.



Exercises

The following two questions relate to dials that have 10 different states, as discussed in the previous slide.

- Given a machine that uses 4 dials, how many different numbers can we represent?
- If we want to represent 256 different values, how many dials do we need?

Switches

► A dial is complicated.

- Each dial has 10 different states (0 - 9).
- Physically creating circuits that distinguish all states is complicated.
- Would need to distinguish 10 different strengths of electricity (voltages).

► Switches are simple.

- Each switch is off or on (0 or 1).
- Physically creating the circuits is easy.
- Switch off: electrical current cannot flow.
- Switch on: electrical current can flow.

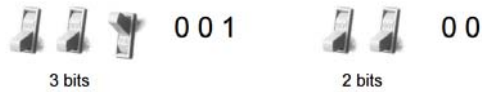


Bits and Bytes

- ▶ Each binary number is known as a **Binary digit**, or bit.
- ▶ A bit can be either a 0 or a 1



- ▶ Bits are used in groups.



- ▶ A group of eight bits is referred to as a **byte**.

Using Binary Numbers

How many different values/states can we have with:

| 1 bit: | 2 bits: | 3 bits: | |
|--------|---------|---------|-----|
| 0 | 00 | 000 | 100 |
| | 01 | 001 | 101 |
| 1 | 10 | 010 | 110 |
| | 11 | 011 | 111 |

Exercises

- ▶ How many different values can we represent with a byte?
- ▶ If we want to represent 30 different values, how many bits would we need?

Converting binary to decimal

- ▶ 110

$$1 * 2^2 + 1 * 2^1 + 0 * 2^0$$

$$\downarrow$$
$$4 + 2 + 0 = 6$$

- ▶ 10110

$$1 * 2^4 + 0 * 2^3 + 1 * 2^2 + 1 * 2^1 + 0 * 2^0$$

$$\downarrow$$
$$16 + 0 + 4 + 2 + 0 = 22$$

Converting from decimal to binary

▶ 35

| | | |
|---|----|---|
| 2 | 35 | |
| 2 | 17 | 1 |
| 2 | 8 | 1 |
| 2 | 4 | 0 |
| 2 | 2 | 0 |
| 2 | 1 | 0 |
| | 0 | 1 |

Read the remainders from the bottom up.

▶ 106

| | | |
|---|-----|---|
| 2 | 106 | |
| 2 | 53 | 0 |
| 2 | 26 | 1 |
| 2 | 13 | 0 |
| 2 | 6 | 1 |
| 2 | 3 | 0 |
| 2 | 1 | 1 |
| | 0 | 1 |

Read the remainders from the bottom up.

▶ 35 is 100011 in binary

▶ 106 is 1101010 in binary

Exercises

▶ What is the decimal equivalent of 101111?

▶ What is the binary equivalent of 123?

Prefixes

- ▶ A group of 8 bits is a **byte**
 - ▶ A group of 4 bits is a **nibble**
- ▶ Bytes are the common unit of measurement for memory capacity
- ▶ There are two sets of prefixes:
 - ▶ Decimal
 - ▶ Binary

Decimal prefixes

| 10^n | Prefix | Symbol | Decimal |
|-----------|--------|--------|-------------------------------|
| 1 | none | | 1 |
| 10^3 | kilo | K | 1000 |
| 10^6 | mega | M | 1,000,000 |
| 10^9 | giga | G | 1,000,000,000 |
| 10^{12} | tera | T | 1,000,000,000,000 |
| 10^{15} | peta | P | 1,000,000,000,000,000 |
| 10^{18} | exa | E | 1,000,000,000,000,000,000 |
| 10^{21} | zetta | Z | 1,000,000,000,000,000,000,000 |

Binary prefixes

| 2^n | Prefix | Symbol | Decimal |
|----------|--------|--------|-------------------------------|
| 2^0 | none | | 1 |
| 2^{10} | kibi | Ki | 1024 |
| 2^{20} | mebi | Mi | 1,048,576 |
| 2^{30} | gibi | Gi | 1,073,741,824 |
| 2^{40} | tebi | Ti | 1,099,511,627,776 |
| 2^{50} | pebi | Pi | 1,125,899,906,842,624 |
| 2^{60} | exbi | Ei | 1,152,921,504,606,846,976 |
| 2^{70} | zebi | Zi | 1,180,591,620,717,411,303,424 |

Prefixes in Computer Science

- ▶ Both decimal and binary prefixes are used in Computer Science
- ▶ Decimal prefixes are preferred because they are easier to calculate, however binary prefixes are more accurate

| Binary prefix | Decimal prefix | Value (bytes) |
|-------------------------------------|----------------------------------|----------------------------|
| 8 bits | 1 byte | same |
| 1 KiB (1×2^{10} bytes) | 1 KB (1×10^3 bytes) | 1024 \neq 1000 |
| 1 MiB (1×2^{20} bytes) | 1 MB (1×10^6 bytes) | 1,048,576 \neq 1,000,000 |

Example - hard disk sizes

- ▶ A 160GB hard disk is equivalent to 149.01GiB
 - ▶ $160\text{GB} = 160 \times 10^9$
 - ▶ $149.01\text{GiB} = (160 \times 10^9) \div 2^{30}$



Exercises

- ▶ Which has more bytes, 1KB or 1KiB?
- ▶ How many bytes are in 128MB?

Summary

- ▶ Computers use the binary number system
 - ▶ We can convert numbers between decimal and binary
- ▶ Decimal prefixes and binary prefixes are used for counting large numbers of bytes

