

# Bits, bytes and digital information

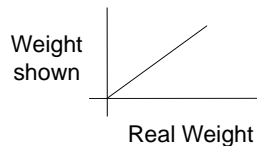
Lecture 2 - COMPSCI1111/111G SS 2016

## Today's lecture

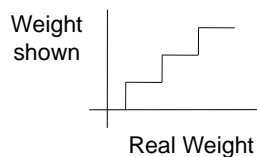
- ▶ Understand the difference between analogue and digital information
- ▶ Convert between decimal numbers and binary numbers

## Analogue vs digital information

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



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

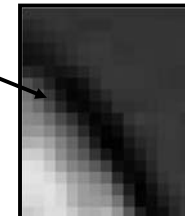


## Encoding information

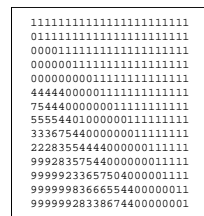
- ▶ Real world information is stored by a computer using numbers
- ▶ Visual information



Image



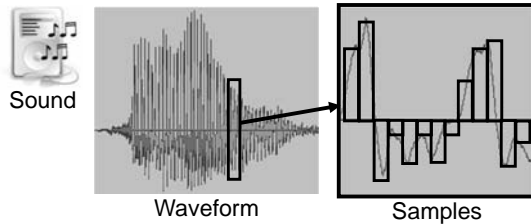
Pixels



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

# Encoding information

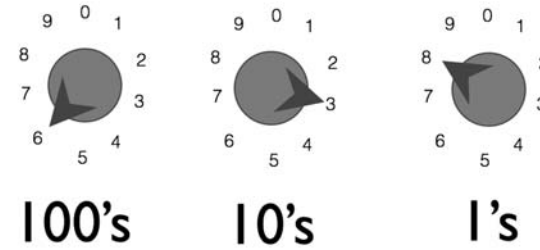
## ▶ Sound information



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

# Decimal numbers

- ▶ The decimal number system is a base 10 system
- ▶ You can think about it as a dial with 10 positions:



$$600 + 30 + 8 = 638$$

# Decimal numbers

- ▶ The number of dials corresponds to the numbers that can be generated
- ▶ So:
  - ▶ Possible numbers =  $10^n$
  - ▶ Range = 0 to  $10^n - 1$
- ▶ For example, if we have four dials...
  - ▶ Therefore:
    - ▶  $10^4 = 10,000$  possible numbers
    - ▶ Note 10 = base 10 and 4 = number of dials
  - ▶ Range = 0 to 9999 (ie. 0 to  $10^4 - 1$ )

# Binary numbers

- ▶ A number whose value is either 0 or 1
- ▶ Too complex to create 10 states in electronic circuitry. Much easier if we have two states like a switch, ON and OFF
- ▶ This is how binary numbers work; 0 usually means OFF and 1 usually means ON







# Binary numbers

- ▶ Each binary number is called a **bit (binary digit)**
- ▶ Using strings of bits, we can represent any whole number
- ▶ Using one switch (ie. one bit) we can generate up to two numbers (ie. 0 and 1)

# Binary numbers

- ▶ Using two switches (ie. two bits) we can generate up to four numbers

	Binary	Decimal
	00	0
	01	1
	10	2
	11	3

# Binary numbers

- ▶ So:
  - ▶ Possible numbers =  $2^n$
  - ▶ Range = 0 to  $2^n - 1$
- ▶ For example, if we have four switches...
  - ▶ Therefore:
    - ▶  $2^4 = 16$  possible numbers
    - ▶ Note 2 = base 2 and 4 = number of switches
  - ▶ Range = 0 to  $2^4 - 1$ :
    - ▶  $0000_2$  to  $1111_2$
    - ▶  $0_{10}$  to  $15_{10}$

# Converting binary to decimal

- ▶ With decimal numbers, each dial's position has a value:

$$\begin{aligned} & 1 * 10^3 + 5 * 10^2 + 2 * 10^1 + 1 * 10^0 \\ & 1000 + 500 + 20 + 1 \\ & = 1521_{10} \end{aligned}$$

- ▶ Similarly with binary numbers, each switch's position has a value. Convert  $1101_2$  to decimal:

$$\begin{aligned} & 1 * 2^3 + 1 * 2^2 + 0 * 2^1 + 1 * 2^0 \\ & 1 * 8 + 1 * 4 + 0 * 2 + 1 * 1 \\ & = 13_{10} \end{aligned}$$

## Converting binary to decimal

- ▶ Convert  $10011_2$  to decimal
- ▶ Convert  $35_{10}$  to binary

## 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
$10^{24}$	yotta	Y	1,000,000,000,000,000,000,000,000

## 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
$2^{80}$	yobi	Yi	1,208,925,819,614,629,174,706,176

## 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 KB	1024 ≠ 1000
1 MiB	1 MB	1,048,576 ≠ 1,000,000

## Example - hard disk sizes

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



## Examples

- ▶ Which has more bytes, 1KB or 1KiB?
- ▶ How many bytes are in 128MB?
- ▶ What is the decimal prefix for  $10^{12}$  bytes?

## 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