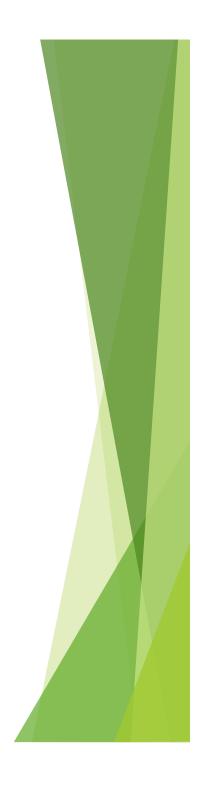
# Bits, bytes and digital information

#### COMPSCI111/111G

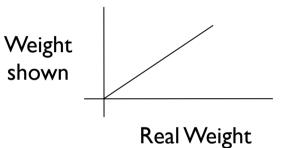
### Today's lecture

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



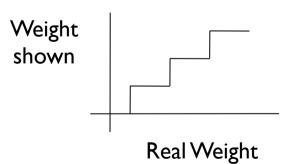
#### Analogue vs digital information

- Information in the real world is continuous
  - Continuous signal





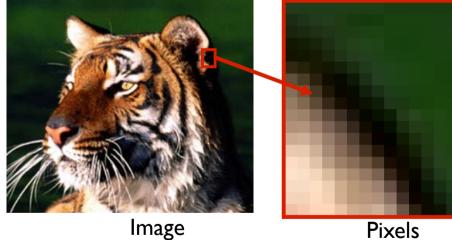
- Information stored by a computer is digital
  - Represented by discrete numbers





## **Encoding information**

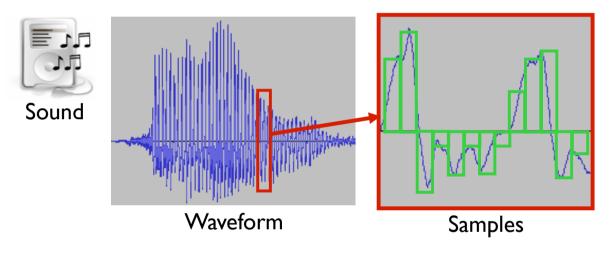
- Real world information is stored by a computer using numbers
- Visual information



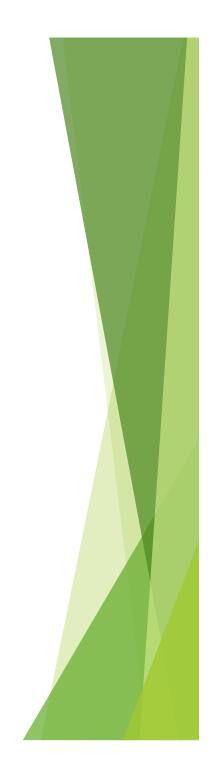
- 1. Give each pixel colour a number.
- 2. Let the computer draw the numbers as coloured pixels (eg. black = 0).

## **Encoding information**

#### Sound information



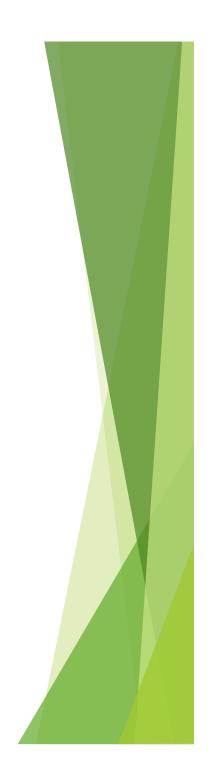
- 1. Give each sample a number (height of green box).
- 2. Let the computer move the loudspeaker membrane according to the samples.



## **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
  - Binary values are either 0 or 1.
- We use the decimal number system:
  - 0 to 9 are decimal values.

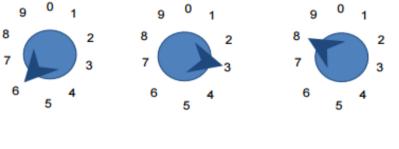


## How do we represent data in a computer?

- At the lowest level, a computer is an electronic machine.
  works by controlling the flow of electrons
- Easy to recognize two conditions:
  - 1. presence of a voltage we'll call this state "1"
  - 2. absence of a voltage we'll call this state "o"
- Could base state on *value* of voltage, but control and detection circuits much more complex.
  - compare turning on a light switch to measuring or regulating voltage

#### **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:
  - 1<sup>st</sup> dial from right: 10<sup>0</sup>
  - 2<sup>nd</sup> dial from right: 10<sup>1</sup>
  - 3<sup>rd</sup> dial from right: 10<sup>2</sup>
  - etc...



100's 10's 1's

 $6 \times 10^2 + 3 \times 10^1 + 8 \times 10^0 = 638$ 

#### Exercises

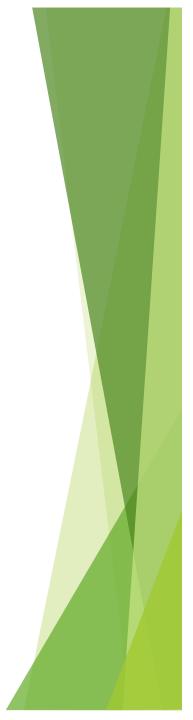
The following two questions relate to dials that have 10 different states, as discussed in the previous slide.

Given a machine that uses 4 dials, how many different numbers can we represent?

#### 10000

If we want to represent 256 different values, how many dials do we need?

3 dials



### 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.



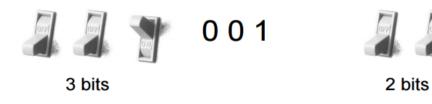
#### **Computer is a Binary Digital System** Binary (base two) system: **Digital system:** • finite number of symbols has two states: 0 and 1 Digital Values -"0" Illegal "1" Analog Values -0 0.5 2.4 2.9 Volts Basic unit of information is the *binary digit*, or *bit*. Values with more than two states require multiple bits. A collection of two bits has four possible states: 00, 01, 10, 11 ▶ A collection of three bits has eight possible states: 000, 001, 010, 011, 100, 101, 110, 111 $\triangleright$ A collection of **n** bits has $2^n$ possible states.

### **Bits and Bytes**

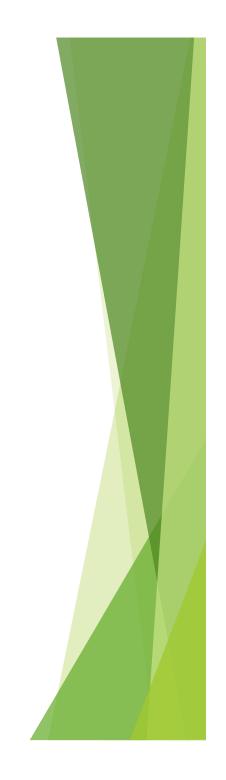
- Each binary number is known as a Binary digIT, or bit.
- A bit can be either a 0 or a 1



Bits are used in groups.



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

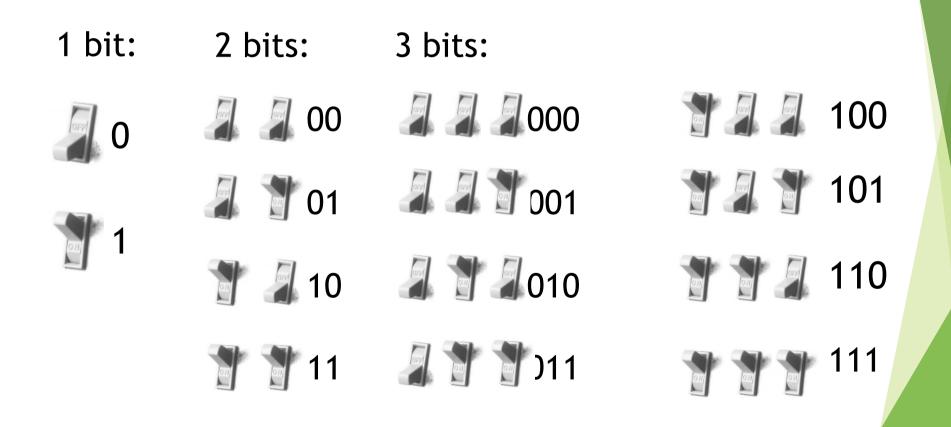


1

00

### **Using Binary Numbers**

How many different values/states can we have with:



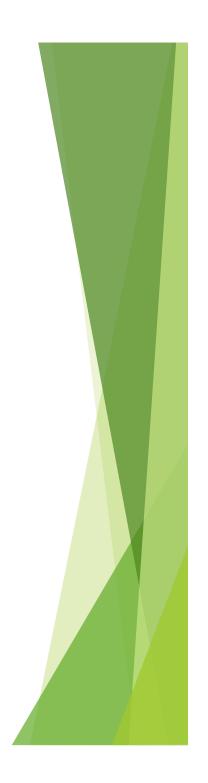
#### **Exercises**

How many different values can we represent with a byte?

**256** 

If we want to represent 30 different values, how many bits would we need?

5 bits



### Integers

Non-positional notation

▶ could represent a number ("5") with a string of ones ("11111")

#### Weighted positional notation

▶ like decimal numbers: "329"

▶ "3" is worth 300, because of its position, while "9" is only worth 9

$$329 \\ 10^{2} \\ 10^{1} \\ 10^{0}$$

$$3x100 + 2x10 + 9x1 = 329$$

$$329 \\ 10^{1} \\ 10^{0}$$

$$300 + 2x10 + 9x1 = 329$$

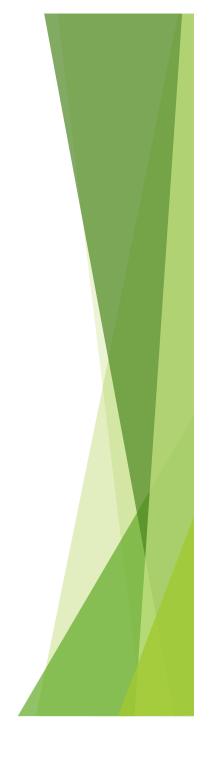
$$3x100 + 2x10 + 9x1 = 329$$

$$1x4 + 0x2 + 1x1 = 5$$

## Integers (cont.)

An *n*-bit unsigned integer represents any of  $2^n$ (integer) values: from 0 to  $2^{n-1}$ .

2 <sup>2</sup>	21	2 <sup>0</sup>	Value
0	0	0	0
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6
1	1	1	7

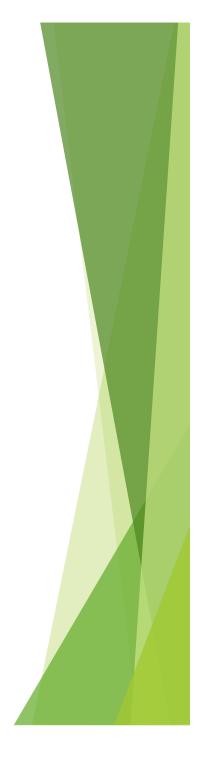


#### **Converting binary to decimal**

▶ 110

 $1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$ 

4 + 2 + 0 = 6



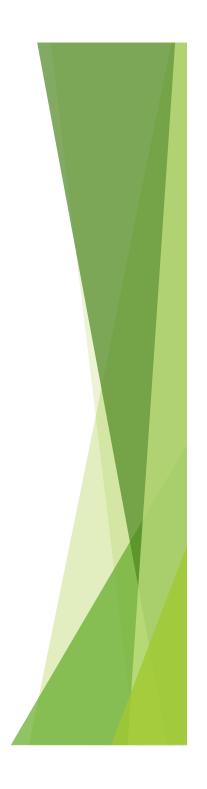
#### **Exercises**

▶ What is the decimal equivalent of 101111?

47

#### What is the binary equivalent of 123?

1111011



"There are 10 kinds of people in the world: those who understand binary, and those who don't".

"There are 10<sub>2</sub> kinds of people in the world: those who understand binary, and those who don't".

"There are  $10_{10}$  kinds of people in the world: those who understand binary, and those who don't".

"There are 10<sub>two</sub> kinds of people in the world: those who understand binary, and those who don't".

-- http://en.wikipedia.org/wiki/Mathematical\_joke

#### **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 <sup>n</sup>	Prefix	Symbol	Decimal
1	none		1
10 <sup>3</sup>	kilo	К	1000
10 <sup>6</sup>	mega	М	1,000,000
10 <sup>9</sup>	giga	G	1,000,000,000
10 <sup>12</sup>	tera	т	1,000,000,000,000
10 <sup>15</sup>	peta	Р	1,000,000,000,000,000
10 <sup>18</sup>	exa	E	1,000,000,000,000,000,000
10 <sup>21</sup>	zetta	Z	1,000,000,000,000,000,000,000

## **Binary prefixes**

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

#### **Prefixes in Computer Science**

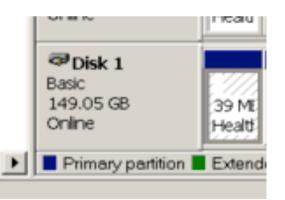
- Both decimal and binary prefixes are used in Computer Science
- Decimal prefixes are preferred because they are easier to calculate, however binary prefixes are more accurate

Binary prefix	Decimal prefix	Value (bytes)
8 bits	1 byte	same
1 KiB (1 x 2 <sup>10</sup> bytes)	<b>1 KB</b> (1 x 10 <sup>3</sup> bytes)	1024 ≠ 1000
1 MiB (1 x 2 <sup>20</sup> bytes)	<b>1 MB</b> (1 x 10 <sup>6</sup> bytes)	1,048,576 ≠ 1,000,000

#### Example - hard disk sizes

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





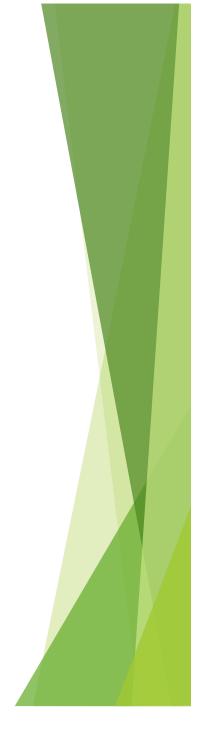
#### **Exercises**

Which has more bytes, 1KB or 1KiB?

1KB = 1000 bytes while 1KiB = 1024 bytes

How many bytes are in 128MB?

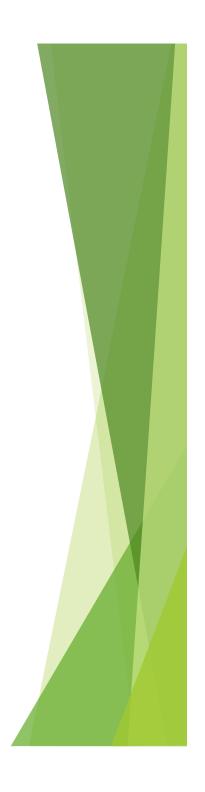
128 x 10<sup>6</sup> = 128,000,000 bytes



## 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





"There's no truth in that rumor, but by God I wish it were true." - Steve Jobs