



## Announcements

Turn in Project 2c

- A solution to 2c will be posted after the grace day
- Project 2d must be time stamped Friday (2:00AM) for Friday turn-in
  - Notice there are extra credit components to it



## More Digital Representation

*Discrete information is represented in binary (Panda), and "continuous" information is made discrete*



## Return To RGB

Images are constructed from picture elements (pixels); color uses RGB light

The RGB color intensities are specified by 3 numbers in the range [0, 255], ie 1 byte each

Black = [ 0, 0, 0]	0000 0000 0000 0000 0000 0000
Gray = [128,128,128]	1000 0000 1000 0000 1000 0000
White = [255,255,255]	1111 1111 1111 1111 1111 1111

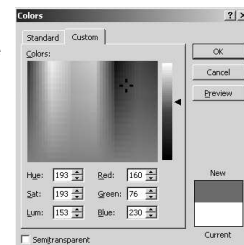
White-gray-black all have same values for RGB



## Colors

Colors use different combinations of RGB

- Husky Purple  
Red=160  
Green=76  
Blue=230



## Positional Notation

The RGB intensities are binary numbers  
Binary numbers, like decimal numbers, use *place notation*

$$1101 = 1 \times 1000 + 1 \times 100 + 0 \times 10 + 1 \times 1$$

$$= 1 \times 10^3 + 1 \times 10^2 + 0 \times 10^1 + 1 \times 10^0$$

except that the base is 2 not 10

$$1101 = 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1$$

$$= 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

Base or radix

1101 in binary is 13 in decimal



## Binary Numbers

Given a binary number, add up the powers of 2 corresponding to 1s

1010 0000			
↑	0x2 <sup>0</sup>	= 0x1	= 0
↑	0x2 <sup>1</sup>	= 0x2	= 0
↑	0x2 <sup>2</sup>	= 0x4	= 0
↑	0x2 <sup>3</sup>	= 0x8	= 0
↑	0x2 <sup>4</sup>	= 0x16	= 0
↑	1x2 <sup>5</sup>	= 1x32	= 32
↑	0x2 <sup>6</sup>	= 0x64	= 0
↑	1x2 <sup>7</sup>	= 1x128	= 128
			= 160



## Binary Numbers

Given a binary number, add up the powers of 2 corresponding to 1s

0100 1100

↑	0x2 <sup>0</sup>	=	0
↑	0x2 <sup>1</sup>	=	0
↑	1x2 <sup>2</sup>	=	4
↑	1x2 <sup>3</sup>	=	8
↑	0x2 <sup>4</sup>	=	0
↑	0x2 <sup>5</sup>	=	0
↑	1x2 <sup>6</sup>	=	64
↑	0x2 <sup>7</sup>	=	0
			= 76



## Binary Numbers

Given a binary number, add up the powers of 2 corresponding to 1s

1110 0110

↑	0x2 <sup>0</sup>	=	0
↑	1x2 <sup>1</sup>	=	2
↑	1x2 <sup>2</sup>	=	4
↑	0x2 <sup>3</sup>	=	0
↑	0x2 <sup>4</sup>	=	0
↑	1x2 <sup>5</sup>	=	32
↑	1x2 <sup>6</sup>	=	64
↑	1x2 <sup>7</sup>	=	128
			= 230



## Husky Purple

Recall that Husky purple is (160,76,230) which in binary is

1010 0000 0100 1100 1110 0110  
160      76      230

Suppose you decide it's not "red" enough

- Increase the red by 16 = 1 0000

1010 0000  
- + 1 0000  
1011 0000

Adding in binary is pretty much like adding in decimal



## A Redder Purple

Increase by 16 more

00110 000 ← Carries  
1011 0000  
- + 1 0000  
1100 0000  
↑↑

The rule: When the "place sum" equals the radix or more, subtract radix & carry



## Find Binary From Decimal

The conversion algorithm

Start: x is the number to convert

1. Let d be the largest numbers so  $2^d \leq x$
2. Is  $d \geq 0$ , i.e. more digits to process? No, end
3. Is  $x \geq 2^d$ , i.e. is x at least as large as  $2^d$ ?
  - 3a. Yes, the binary place is 1;  $x = x - 2^d$
  - 3b. No, the binary place is 0
4.  $d = d - 1$ , go to Step 2



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  - 3b. N, binary place=0
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1110 0110

place	8	4	2	1	2 <sup>d</sup>	bin
7=d	230	128	yes	1		
6	102	64	yes	1		
5	38	32	yes	1		
4	6	16	no	0		
3	6	8	no	0		
2	6	4	yes	1		
1	2	2	yes	1		
0	0	1	no	0		



### Another Example

Convert  $x = 141$  to binary ...

1. Let  $d$  the largest numbers so  $2^d \leq x$
2. Is  $d \geq 0$ , i.e. more digits to process? No, end
3. Is  $x \geq 2^d$ , i.e. is  $x$  at least large a  $2^d$ ?
  - 3f. Y, binary place=1;  $x=x-2^d$
  - 3f. N, binary place=0
4.  $d = d - 1$ , go to Step 2

Place	$x$	$2^d$	$x \geq 2^d$	bit
7	141	128	yes	1
6	13	64	no	0



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7	141	128	yes	1
6	13	64	no	0
5	13	32	no	0
4	13	16	no	0
3	13	8	yes	1



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7=d	141	128	yes	1
6	13	64	no	0
5	13	32	no	0
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3	13	8	yes	1
2	5	4	yes	1
1	1	1	yes	1



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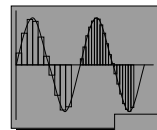
Place	$x$	$2^d$	$x \geq 2^d$	bit
7=d	141	128	yes	1
6	13	64	no	0
5	13	32	no	0
4	13	16	no	0
3	13	8	yes	1
2	5	4	yes	1
1	1	2	no	0
0	1	1	yes	1

1000 1101

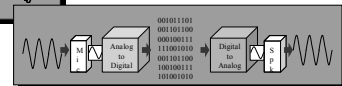


## Digitizing

"Continuous" information like light and sound must be made "discrete"



Digital audio uses 44,100 samples per second of 16 bits on two channels, or 10,584,000 B/min



## Information Processing

Manipulating pixels is an example of "computing on a representation"

- Photoshop & other graphics SW manipulate pictures by computing on representation
- Audio is edited similarly to remove coughs and other odd sounds, speed up, etc.
- Searching the dictionary is another example

Information processing depends on computing on representations



## Bits Are It

Bits represent information, but their interpretation gives bits meaning

0000 0000 1111 0001 0000 1000 0010 0000

- Could be a number, color, instruction, ASCII, sound samples, IP address, ...

Loss-free Universal Medium Principle: Bits can represent all discrete information; bits have no inherent meaning



*FIT100*

## Summary

Bits can represent any information

- \* Discrete information is directly encoded using binary
- \* Continuous information is made discrete
- \* "Computing on representations" is the key to "information processing"
- \* Bias-free Universal Medium Principle