

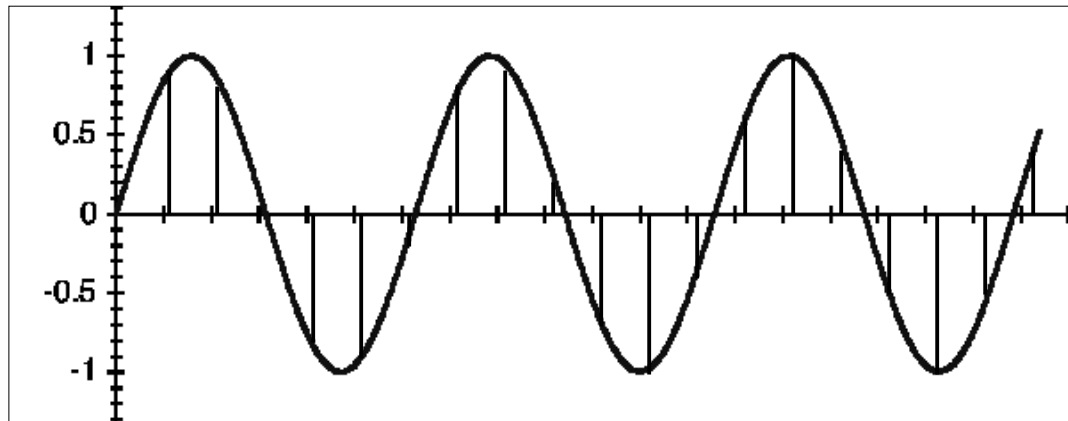
# Digital Representation of Information

The logo consists of the text "FIT" stacked above "100" in a bold, sans-serif font. The text is white and is contained within a dark gray square with a thin white border.

Digital encoding of information means the data is stored in discrete units -- effectively numbers -- and it is contrasted with analog encoding which uses a physical quantity, e.g. charge, varying over a continuous range.  
Digital is better.

# How Digital Works

- ❖ The physical world is analog -- sound comes from pushing air with a certain energy at a certain rate, etc
- ❖ By measuring a phenomenon one derives a value (number) of the phenomenon at that moment
- ❖ Sampling -- taking many measurements at uniform intervals -- gives a series of numbers, the digital form



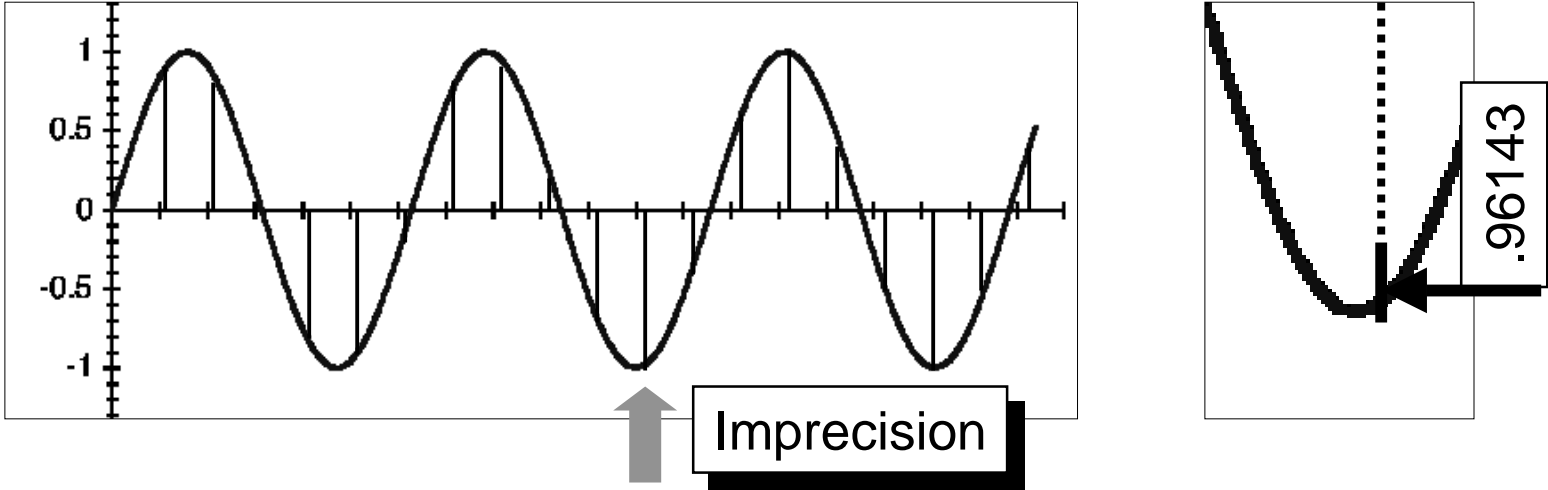
Digital audio:  
44,100 sample/s  
2 bytes/sample  
2 channels, L&R  
176,400 B/s  
635 MB/hour

.0 .8 .7 .0 -.8 -.9 -.2 .8 .9 .2 -.7 -1 -.4 .6 1 .4 -.5 -1 -.5 .4 ...

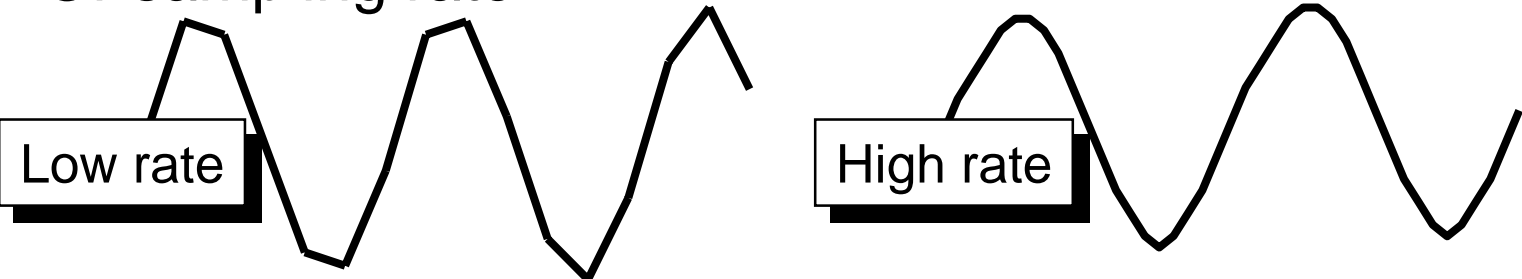
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## Digital Data

- ❖ Digital samples capture the basic structure of analog data, but it can be inaccurate due to limited precision

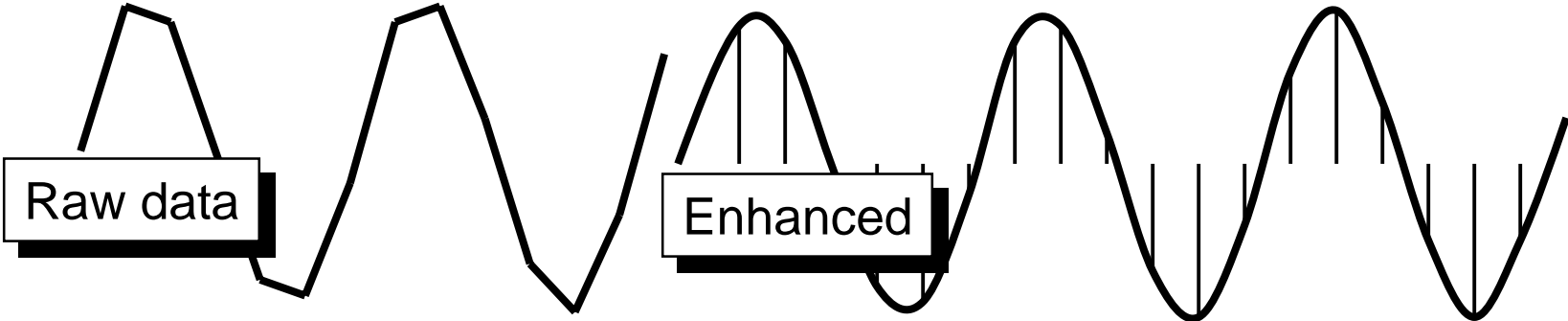


- ❖ Or sampling rate



# Two Advantages of Digital Data

- ❖ A computer can “compute on” digital data, enhancing it to remove noise, artifacts of imprecision, etc.



- ❖ Digital data can be transmitted and replicated exactly
  - ❑ The numbers are the complete representation of data
  - ❑ Assuring each number is duplicated or transmitted accurately, means the data is exact

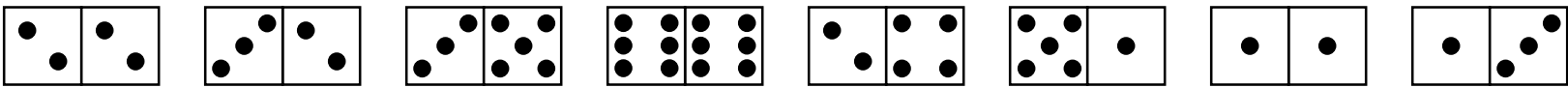
.0 .8 7 0 .8 .9 .2 8 9 2 .7 .1 .4 6 1 4 .5 .1 .5 4 ...  
 .0 .8 7 0 .8 .9 .2 8 9 2 .7 .1 .4 6 1 4 .5 .1 .5 4 ...  
 .0 .8 7 0 .8 .9 .2 8 9 2 .7 .1 .4 6 1 4 .5 .1 .5 4 ...  
 .0 .8 .7 0 .8 .9 .2 .8 .9 .2 .7 .1 .4 .6 1 .4 .5 .1 .5 .4 ...

# Some Information Is Discrete

- ❖ Keyboard characters can be represented exactly
- ❖ Imagine you and your friend are prohibited from talking -- its too noisy? -- and so you use dice to encode the letters and punctuation to communicate

	•	••	•••	••••	•••••	••••••
•	A	G	M	S	Y	!
••	B	H	N	T	Z	-
•••	C	I	O	U	,	@
••••	D	J	P	V	.	(
•••••	E	K	Q	W	"	)
••••••	F	L	R	X	?	⌘

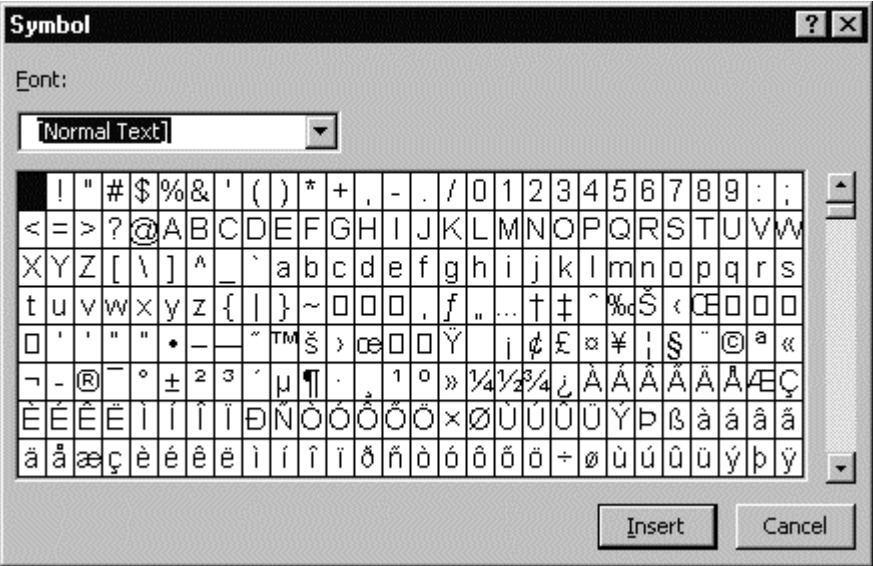
With two dice there are  $6 \times 6 = 36$  encodings, not enough for 26 letters, 10 numerals and punctuation. Three dice would give  $6 \times 6 \times 6 = 216$  representations, too many. So, you dump the numerals. Order matters: row then col!



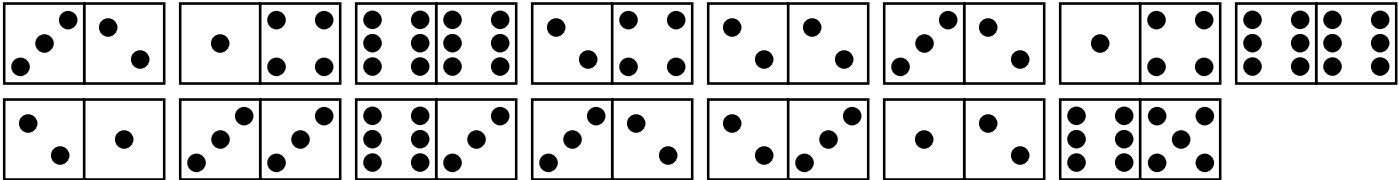
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## Character Encodings

- ❖ Keyboard characters are encoded into a byte or two
- ❖ ASCII is one of many encodings of the characters
- ❖ A byte (8 bits) permits 256 things to be represented

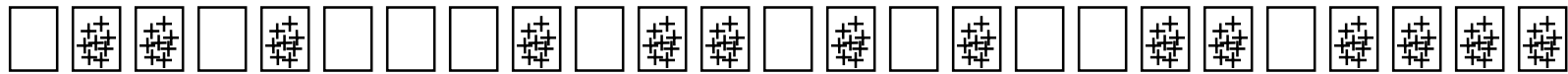


ASCII, pronounced AS-key, stands for American Standard Code for Information Interchange



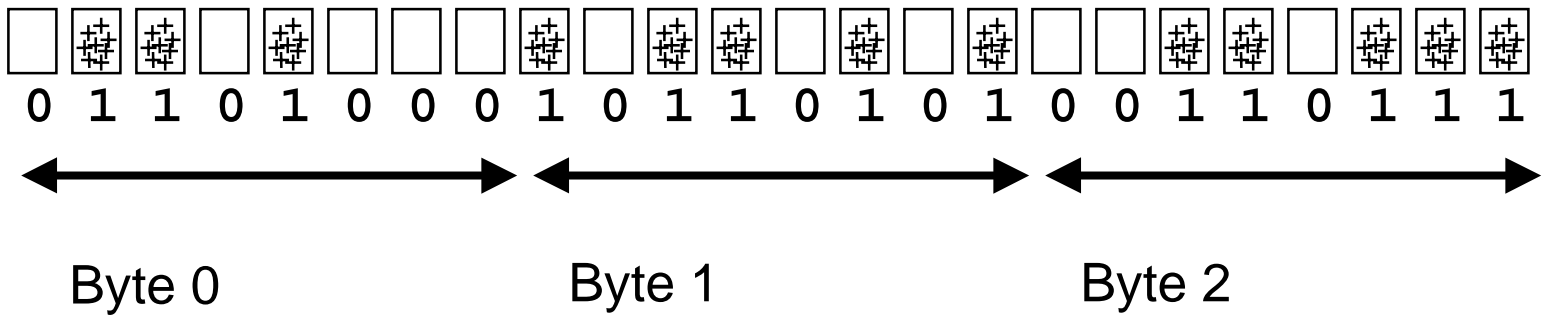
# Encoding The Number

- ❖ Information is often stored by charge or magnetic field



Schematic diagram of magnetic spots, say on a disk

- ❖ Its presence or absence can be detected, leading to a natural association with 1 and 0 to the states, motivating the use of binary numbers



Binary is counting on your fists instead of your fingers

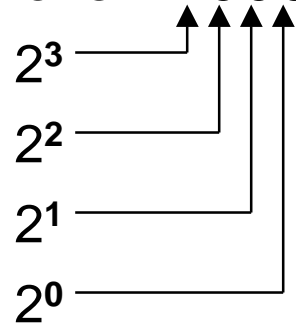
# Decimal and Binary

❖	Decimal	Binary
Symbols:	0, 1, ..., 9	0, 1
Base	10	2
Number xyz	$x \cdot 10^2 + y \cdot 10^1 + z \cdot 10^0$	$x \cdot 2^2 + y \cdot 2^1 + z \cdot 2^0$
Ex: 101	$1 \cdot 10^2 + 0 \cdot 10^1 + 1 \cdot 10^0$	$1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0$
Place Value	101	5
Powers	1, 10, 100, 1000, ...	1, 2, 4, 8, 16, 32, 64, ...

Binary works just like decimal, except that the base is 2

❖ What binary numbers are:  $1000_2$ ,  $1010_2$  and  $1111_2$

Use a subscript to indicate the number base, e.g  $5_{10} = 101_2$





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100**

# Adding Is Familiar

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- ❖ To add in binary use the same technique (algorithm), but restrict yourself to 0 and 1 ... everything else works the same way

1	1	1	0	0	1	1	<sub>2</sub>	1	1	←	Carries
	1	1	0	0	1	1			5	1	
	1	1	1	0	1	0	<u>2</u>		5	8	
1	1	0	1	1	0	1			1	0	9

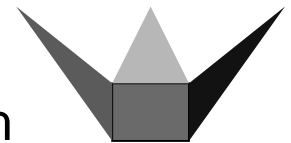
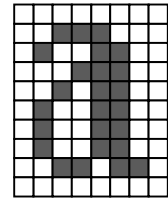
- ❖ Binary is pretty tedious for humans because there are so many digits ... circuitry benefits however because it uses the two states (on/off) efficiently

A sequence of b bits can represent 2<sup>b</sup> things, e.g. 0 to 2<sup>b</sup>-1

## Picture Elements (Pixels)

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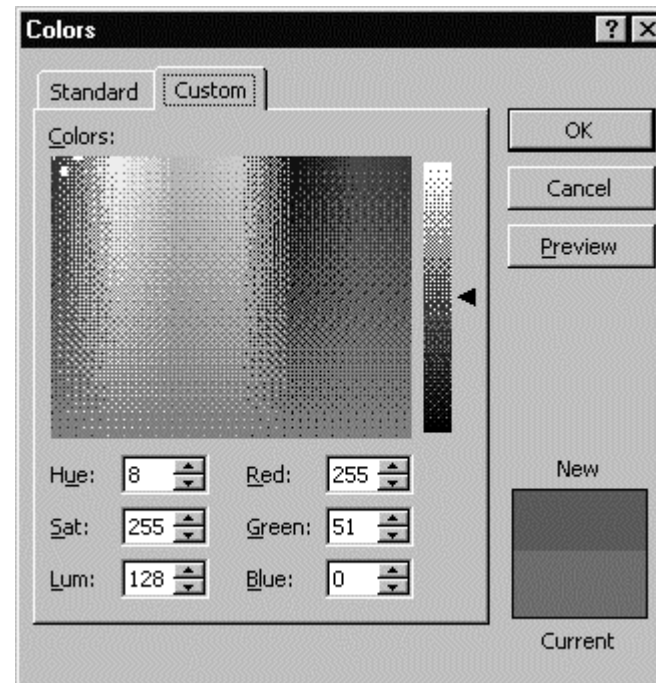
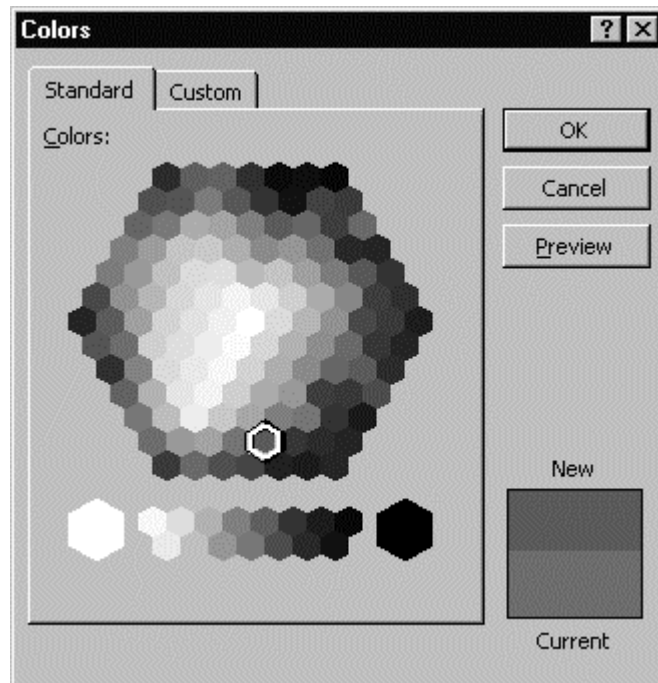
- ❖ The phosphor on the screen naturally displays the on/off property of binary
  - ❑ Suitable for one color (B&W) video
  - ❑ The bits in memory are streamed out on the screen in “raster” order, like a standard TV
- ❖ For a color display, three (basic) colors of light must be displayed: red, green and blue (RGB)
  - ❑ Requires three different numbers, e.g. one byte each
  - ❑ Range of colors is determined by the intensity of each component
  - ❑ When all three values are at their maximum, the color is white, and when they are at their minimum the color is black



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## Color Control

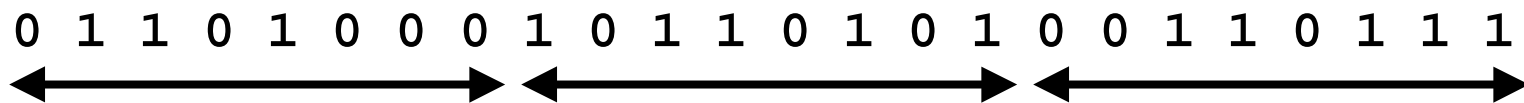
- ❖ Select the color palette from an application and play
- ❖ Notice when values are equal -- gray results



## Bits As A Medium

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- ❖ The way that bits represent information is determined by how we interpret the bits ...



- ❖ As separate bytes these are: 104, 181, 56
- ❖ As ASCII these bytes are: h, □, 7
- ❖ As a 24 bit integer these bytes are: 6,862,136
- ❖ As a color value the bytes are
- ❖ The bytes can be interpreted in an unlimited number of ways

# **FIT 100** Summary

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- ❖ Digital representation can be faithfully replicated and transmitted
- ❖ It's common to "compute" on a digital representation
- ❖ The binary digits (bits) 0 and 1 are a natural way to interpret the presence or absence of a phenomenon
- ❖ Binary numbers and arithmetic are like decimal except they are limited to the two numerals 0 and 1
- ❖ Bits are bits -- what they mean depends on how we interpret their meaning ... sometimes they are numbers, sometimes letters, sometimes sound, sometimes color, ...