

Topic 3: Information and Data

What is Information?

What is Data?

How do Computers Represent Information?

1

What is Information?

2

What is Information?

- Etymology: Latin, “to give form to” or “to form an idea of”
- Definition: The state of being of an object or system of interest

What is Data?

Information Processing

- A change of information in any manner detectable by an observer
- Using a computer?
 - Encode information into data
 - Process the data
 - Translate data back into information

5

Storing Data

- All data in a computer is either a 0 or 1
 - Called a bit
 - Electrically, this is a switch that is either open or closed
- Encoding schemes translate integers, real numbers, letters, pictures, ... into bits

6

Boolean Data

- Has two possible values
 - True
 - False
- Easily encoded using a single bit
 - 0: False
 - 1: True

7

Integer Data

- How do we represent the numbers 5, 24, or 367 using only ones and zeros?

8

Number Systems

- Decimal (Base 10)
 - 10 distinct symbols
 - Each digit is a factor of 10 larger than the digit to its right

Number Systems

- Binary (Base 2)
 - 2 distinct symbols
 - Each digit is a factor of 2 larger than the digit to its right

Counting in Binary

11

Binary Numbers

- Consider the base 2 number 1001101_2
 - What base 10 number does it represent?

12

Binary to Decimal

- Convert 1111_2 to base 10:
- Convert 100010_2 to base 10:
- Convert 0_2 to base 10:

13

Decimal to Binary

- What sequence of bits represents the decimal number 12?

14

The Division Algorithm

- Allows us to convert from Decimal to Binary
 - Let Q represent the number to convert
 - Repeat
 - Divide Q by 2, recording the Quotient, Q , and the remainder, R
 - Until Q is 0
 - Read the remainders from bottom to top

15

Decimal to Binary

- What sequence of bits represents the decimal number 12?

16

Decimal to Binary

- Convert 191_{10} to Binary:

17

Decimal to Binary

- Convert 222 Base 10 to Base 2:

18

Integer Data

- Base 10 integers can be represented using sequences of bits
 - Common sizes:
 - 8 bits (referred to as a byte)
 - 32 bits (referred to as a word)
 - 64 bits (referred to as a double word / long)
 - 16 bits (referred to as a half word / short)

19

Negative Numbers

- How can we represent negative numbers?
 - Choose an encoding where we choose that some bit patterns represent positive numbers and others represent negative numbers
 - Simple Idea:
 - Left most bit is the sign – 0: positive, 1: negative
 - Rest of the bits represent the number
 - Other ideas:
 - One's Complement, Two's Complement, Base -2, Excess N, ...

20

Other Bases

- A number system can have any base
 - Decimal: Base 10
 - Binary: Base 2
 - Octal: Base 8
 - Hexadecimal: Base 16
 - Vigesimal: Base 20
 - Base 6
 - Any other number we choose...

21

Hexadecimal

- Convert 0xA1 to decimal:
- Convert 44 base 16 to decimal:
- Convert CAFE_{16} to base 10:

23

Hexadecimal

- Convert 507_{10} to base 16:

24

Hexadecimal

- Convert 180_{10} to base 16:

25

Utility of Hexadecimal

- Common to have groups of 32 bits
 - 32 bits is cumbersome to write
 - easy to make mistakes
- Use hexadecimal as a shorthand
 - 8 hex digits instead of 32 bits
 - Group bits from the right
 - Memorize mapping from binary to hex for values between 0 and F

26

Utility of Hexadecimal

- Convert 0xF51A to binary

- Convert 1001001010101011010100 from binary to hex

27

Representing Characters

- What characters do we need to be able to represent?

28

Representing Characters

- Standard encoding scheme called ASCII
 - American Standard Code for Information Interchange
 - 7 bits per character
 - Includes printable characters
 - Includes “control characters” that impact formatting (tab, newline), data transmission (mostly obsolete)
 - Layout seems arbitrary, but actually contains some interesting patterns

29

0 0000 0000 NUL	32 0010 0000	64 0100 0000 @	96 0110 0000 `
1 0000 0001 SOH	33 0010 0001 !	65 0100 0001 A	97 0110 0001 a
2 0000 0010 STX	34 0010 0010 "	66 0100 0010 B	98 0110 0010 b
3 0000 0011 ETX	35 0010 0011 #	67 0100 0011 C	99 0110 0011 c
4 0000 0100 EOT	36 0010 0100 \$	68 0100 0100 D	100 0110 0100 d
5 0000 0101 ENQ	37 0010 0101 %	69 0100 0101 E	101 0110 0101 e
6 0000 0110 ACK	38 0010 0110 &	70 0100 0110 F	102 0110 0110 f
7 0000 0111 BEL	39 0010 0111 ^	71 0100 0111 G	103 0110 0111 g
8 0000 1000 BS	40 0010 1000 (	72 0100 1000 H	104 0110 1000 h
9 0000 1001 TAB	41 0010 1001)	73 0100 1001 I	105 0110 1001 i
10 0000 1010 LF	42 0010 1010 *	74 0100 1010 J	106 0110 1010 j
11 0000 1011 VT	43 0010 1011 +	75 0100 1011 K	107 0110 1011 k
12 0000 1100 FF	44 0010 1100 ,	76 0100 1100 L	108 0110 1100 l
13 0000 1101 CR	45 0010 1101 -	77 0100 1101 M	109 0110 1101 m
14 0000 1110 SO	46 0010 1110 .	78 0100 1110 N	110 0110 1110 n
15 0000 1111 SI	47 0010 1111 /	79 0100 1111 O	111 0110 1111 o
16 0001 0000 DLE	48 0011 0000 0	80 0101 0000 P	112 0111 0000 p
17 0001 0001 DC1	49 0011 0001 1	81 0101 0001 Q	113 0111 0001 q
18 0001 0010 DC2	50 0011 0010 2	82 0101 0010 R	114 0111 0010 r
19 0001 0011 DC3	51 0011 0011 3	83 0101 0011 S	115 0111 0011 s
20 0001 0100 DC4	52 0011 0100 4	84 0101 0100 T	116 0111 0100 t
21 0001 0101 NAK	53 0011 0101 5	85 0101 0101 U	117 0111 0101 u
22 0001 0110 SYN	54 0011 0110 6	86 0101 0110 V	118 0111 0110 v
23 0001 0111 ETB	55 0011 0111 7	87 0101 0111 W	119 0111 0111 w
24 0001 1000 CAN	56 0011 1000 8	88 0101 1000 X	120 0111 1000 x
25 0001 1001 EM	57 0011 1001 9	89 0101 1001 Y	121 0111 1001 y
26 0001 1010 SUB	58 0011 1010 :	90 0101 1010 Z	122 0111 1010 z
27 0001 1011 ESC	59 0011 1011 ;	91 0101 1011 [	123 0111 1011 {
28 0001 1100 FS	60 0011 1100 <	92 0101 1100 \	124 0111 1100
29 0001 1101 GS	61 0011 1101 =	93 0101 1101]	125 0111 1101 }
30 0001 1110 RS	62 0011 1110 >	94 0101 1110 ^	126 0111 1110 ~
31 0001 1111 US	63 0011 1111 ?	95 0101 1111 _	127 0111 1111 DEL

30

Representing More Characters

- Limitation of ASCII?
 - Only supports Latin character set
 - No support for accents, additional character sets
 - Solutions?

31

Representing More Characters

- UTF-8
 - Another encoding scheme for characters
 - Variable length – 1, 2, 3 or 4 bytes per character
 - Compatible with ASCII
 - Consider each byte
 - Left most bit is 0? Usual ASCII Character
 - Left most bits are 110? 2 byte character
 - Left most bits are 1110? 3 byte character
 - Left most bits are 11110? 4 byte character

32

UTF-8 Character Examples

Q: 0101 0001

π: 1100 1111 1000 0000

©: 1100 0010 1010 1001

♫: 1111 0000 1001 1101 1000 0100 1001 1110

33

Representing Real Numbers

- Standard Representation: IEEE 754 Floating Point
 - Express the number in scientific notation
 - -0.0002589 becomes -2.589×10^{-4}
 - Encode three pieces of information

34

Problems with Real Numbers

- How many real numbers are there?
- How many real numbers are there between 0 and 1?
- How many values can be represented by 32 or 64 bits?
- What's the problem?

35

Encoding Images

- Common Techniques
 - Vector Images
 - Raster Images

37

Representing Colors

- How do we represent a color as a sequence of bits?

38

Recall

- Inside a computer:
 - Integers are represented by bits
 - Characters are represented by bits
 - Real numbers are approximated by bits
 - ...
 - Without context, the bits are just data
- Adding context transforms the data into information

39

Where Are We Going?

- We know:
 - Information can be encoded as data
 - Computers manipulate data
 - Data can be put into context to make it information
- Next up:
 - More ways of controlling the computer so that it will manipulate data the way we want it to

42