

# DATA REPRESENTATION

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Problem Solving with Computers-I

<https://ucsb-cs16-sp17.github.io/>

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```

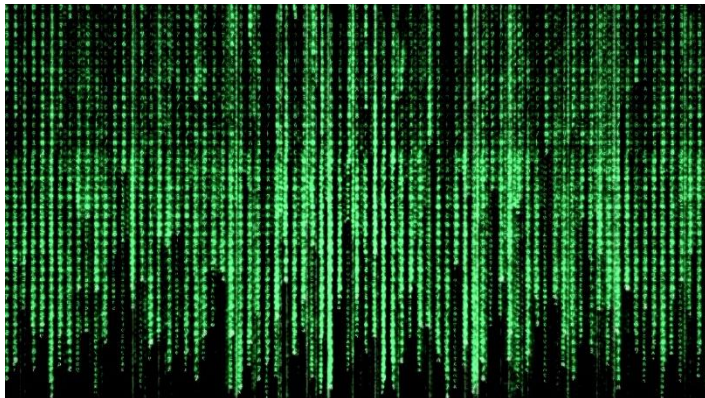


# Announcements

- Midterm review from 5pm to 6pm , 6pm to 7pm in Phelps 3526
- Go to the session that best fits your schedule.
- Bring your questions

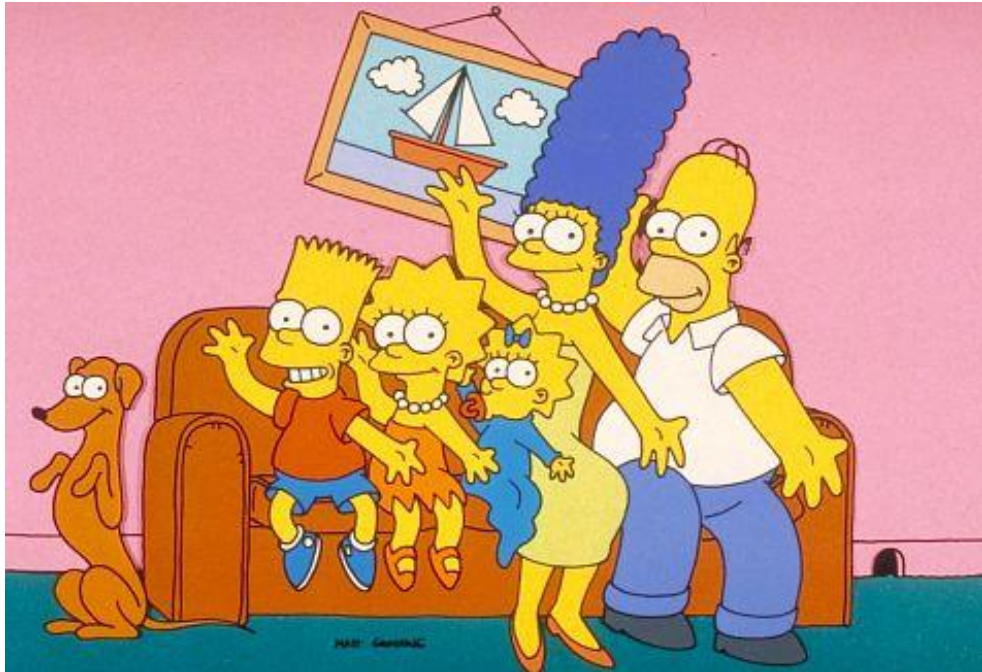
# What does 'data' on a computer look like?

- Imagine diving deep into a computer
- Expect to see all your data as high and low voltages
- In CS we use the abstraction:
  - High voltage: 1 (true)
  - Low voltage: 0 (false)



# Decimal (base ten)

- Why do we count in base ten?
- Which base would the Simpson's use?



# External vs. Internal Representation

- **External representation:**
  - Convenient for programmer
- **Internal representation:**
  - Actual representation of data in the computer's memory and registers: Always binary (1's and 0's)

# Positional encoding for non-negative numbers

- Each position represents some power of the base

Why is each base important??

$101_5 = ?$  In decimal

A. 26

B. 51

C. 126

D. 130

# Binary representation (base 2)

- On a computer all data is stored in binary
- Only two symbols: 0 and 1
- Each position is called a *bit*
- *Bits take up space*
- 8 bits make a *byte*
- *Example of a 4-bit number*



# Converting between binary and decimal

Binary to decimal:  $1\ 0\ 1\ 1\ 0_2 = ?_{10}$

Decimal to binary:  $34_{10} = ?_2$

# Hex to binary

- Each hex digit corresponds directly to four binary digits
- Programmers love hex, why?

$25B_{16} = ?$  In binary

00	0	0000
01	1	0001
02	2	0010
03	3	0011
04	4	0100
05	5	0101
06	6	0110
07	7	0111
08	8	1000
09	9	1001
10	A	1010
11	B	1011
12	C	1100
13	D	1101
14	E	1110
15	F	1111

# Hexadecimal to decimal

$$25B_{16} = ? \text{ Decimal}$$

# Hexadecimal to decimal

- Use polynomial expansion
- $25B_{16} = 2 \cdot 256 + 5 \cdot 16 + 11 \cdot 1 = 512 + 80 + 11$   
 $= 603$
- Decimal to hex:  $36_{10} = ?_{16}$

Binary to hex: 1000111100

A. 8F0

B. 23C

C. None of the above

# BIG IDEA: Bits can represent anything!!

<b>Numbers</b>	<b>Binary Code</b>
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0	
---	--

1	
---	--

2	
---	--

3	
---	--

How many (minimum) bits are required to represent the numbers 0 to 3?

# BIG IDEA: Bits can represent anything!!

**Colors**



**Binary code**

How many (minimum) bits are required to represent the three colors?

# BIG IDEA: Bits can represent anything!!

## Characters

'a'

'b'

'c'

'd'

'e'

N bits can represent at most  $2^N$  things



What is the minimum number of bits required to represent all the letters in the English alphabet?

- A. 3
- B. 4
- C. 5
- D. 6
- E. 26

# BIG IDEA: Bits can represent anything!!

- Logical values?

- 0  $\Rightarrow$  False, 1  $\Rightarrow$  True



- colors ?

- Characters?



- 26 letters  $\Rightarrow$  5 bits ( $2^5 = 32$ )
- upper/lower case + punctuation  $\Rightarrow$  7 bits (in 8) (“ASCII”)



- standard code to cover all the world’s languages  $\Rightarrow$  8,16,32 bits (“Unicode”)

[www.unicode.com](http://www.unicode.com)

- locations / addresses? commands?

- **MEMORIZE:** N bits  $\Leftrightarrow$  at most  $2^N$  things

What is the maximum positive value that can be stored in a byte?

- A. 127
- B. 128
- C. 255
- D. 256

# BIG IDEA: Bits can represent anything!!

**Signed numbers**

**Binary Code**

-3

-2

-1

0

1

2

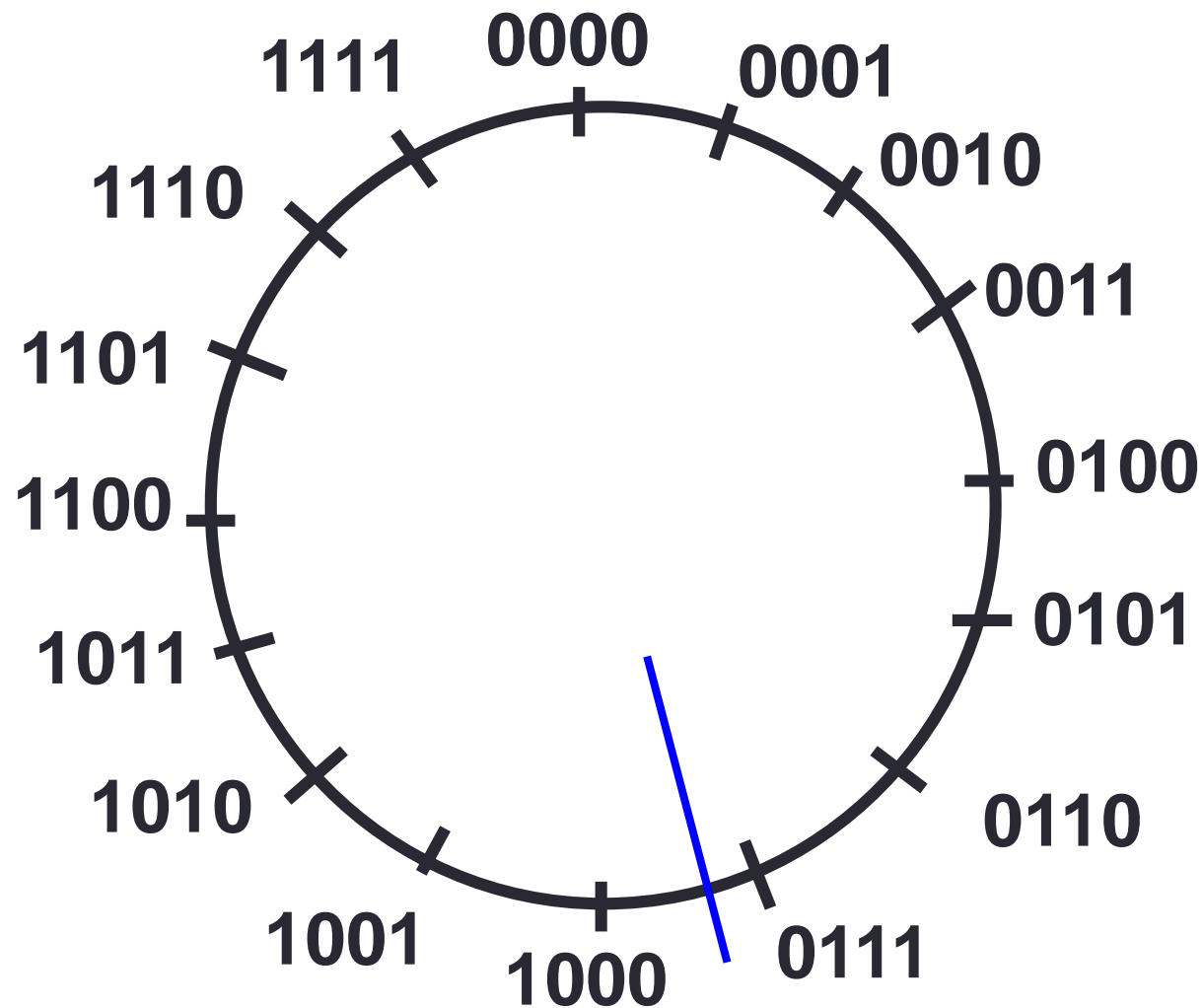
How many (minimum) bits are required to represent the numbers -3 to 2?

# Two's Complement

- Most significant bit represents a large negative weight:
  
- To find the 2's complement representation
  - Write unsigned representation of the number saving one bit for sign
  - Flip all the bits
  - Add 1

# Two's Complement

- Flip all the bits of unsigned representation and add 1



$$2 - 3 = ?$$

Two's Complement:  $1101_2 = ?_{10}$

- A. -2
- B. -3
- C. -4
- D. -5

# Addition and Subtraction

- Positive and negative numbers are handled in the same way.
- The carry out from the most significant bit is ignored.
- To perform the subtraction  $A - B$ , compute  $A +$  (two's complement of  $B$ )



# Data types

Binary numbers in memory are stored using a finite, fixed number of bits typically:

- 8 bits (byte)
- 16 bits (half word)
- 32 bits (word)
- 64 bits (double word or quad)

Data type of a variable determines the:

- exact representation of variable in memory
- number of bits used (fixed and finite)
  - range of values that can be correctly represented

# Next time

- Arrays