

DATA REPRESENTATION

Problem Solving with Computers-I

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

C++

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

int main() {
    cout<<"Hola Facebook!";
    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

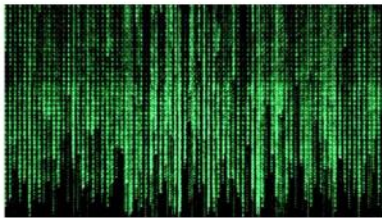
```
int main ( int argc, char * argv[] ) {  
    //  
    ?  
    $ test  
    $ ./test 1  
    int i = stoi( argv[1] )  
}
```

Handwritten annotations in red:

- Checkmarks above `argc` and `argv[]`.
- Underline under `argv[]`.
- Label `char ** argv` pointing to `argv[]`.
- Label `argv[0] ./test` pointing to the first argument.
- Label `argv[1] "1"` pointing to the second argument.
- Label `int i = stoi(argv[1])` pointing to the conversion line.
- Label `test` pointing to the first argument.
- Label `1` pointing to the second argument.
- Label `./test` pointing to the program name.
- Label `++` pointing to the first argument.
- Label `?` pointing to the first argument.

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

Decimal

Base 10

0-9

e.g. $\frac{210}{100 \quad 10 \quad 1} = 2 \times 10^2 + 1 \times 10^1 + 0 \times 1$

210_{10}

Base 16 (hex)

0-9, A B C...F

Why is each base important??

\downarrow
 10
 \downarrow
 11 12 13

e.g. $\frac{210}{256 \quad 16 \quad 1} = 2 \times 256 + 1 \times 16$

210_{16}
 $0x210$

When you write a number from here on, be sure to specify the base

0x → hex

0b → binary

$_10$ → decimal

$101_5 = ?$ In decimal

A. 26

B. 51

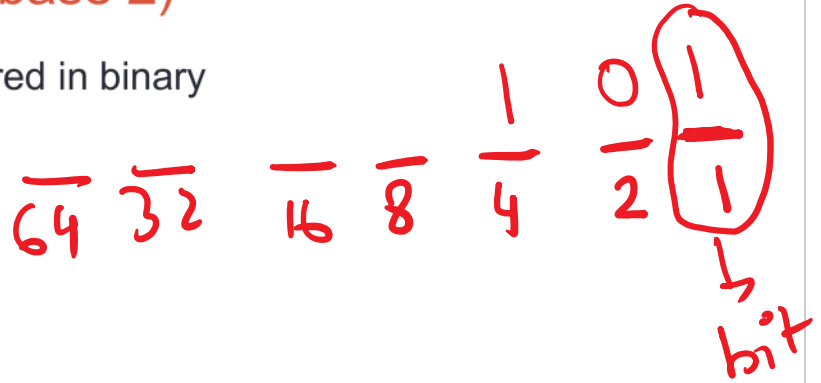
C. 126

D. 130

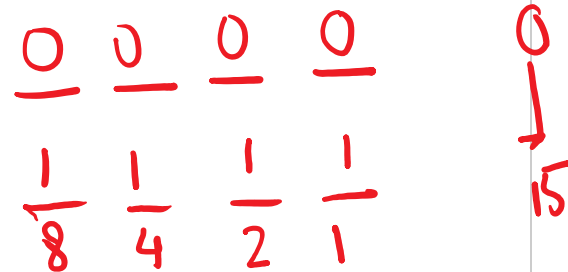
$$\frac{1}{25} \frac{0}{5} \frac{1}{1} = 25 \times 1 + 1 = 26$$

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*



A bit is just a placeholder
Its value maybe 1 or 0



Converting between binary and decimal

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

16 8 4 2 1

$16 + 4 + 2 = 22_{10}$

int i = 0b10110;

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

32
2

int i = 0x1A7

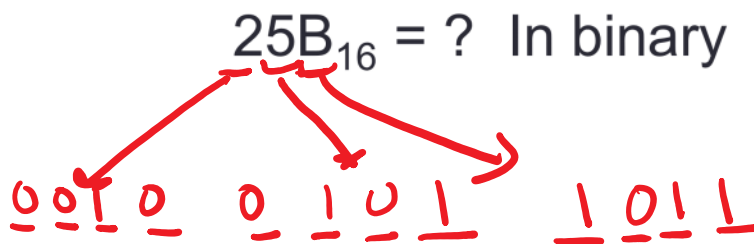
1 0 0 0 1 0

64 32 16 8 4 2 1

$16 + 10 * 1$
 $= 26_{10}$

Hex to binary

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



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

$$\begin{array}{r} 25B_{16} = ? \text{ Decimal} \\ \underline{256} \quad \underline{16} \quad 1 \end{array}$$

$$2 \rightarrow 256 + 5 \times 16 + 11 \times 1$$

Hexadecimal to decimal

- Use polynomial expansion

- $25B_{16} = 2 \cdot 256 + 5 \cdot 16 + 11 \cdot 1 = 512 + 80 + 11$
 $= 603$

- Decimal to hex: $36_{10} = ?_{16}$

$$\begin{array}{r} \quad 0 \quad 2 \quad 4 \\ \quad \underline{\underline{256}} \quad 16 \quad 1 \end{array}$$

Choose a multiple of the highest power of 16 that "fits" in 36
 Subtract the result from 36 e.g. $36 - 2 \cdot 16 = 36 - 32 = 4$
 Repeat the process on the remainder

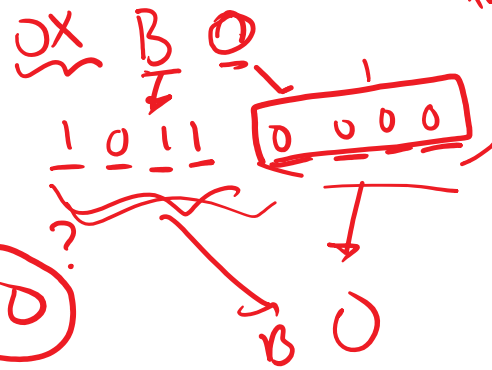
Binary to hex: 01000111100

A. 8F0

B. 23C

C. None of the above

2 3 C



Always group from the right.
Why?
Adding zeros to the front of the number to form a group of four bits doesn't change its value.
Adding trailing zeros changes the value of the number.

BIG IDEA: Bits can represent anything!!

Numbers Binary Code

0	00
1	01
2	10
3	11

We arrived at this using positional encoding

In general we could use an arbitrary mapping

0	→	11
1	→	10
2	→	00
3	→	01


Colors
red
blue
green

Numbers	Code
0	→ 00
1	→ 01
2	→ 10

How many (minimum) bits are required to represent the numbers 0 to 3? 2

With 2 bits we can write 4 unique binary codes
Each code may represent a number, color or character depending on the context

BIG IDEA: Bits can represent anything!!

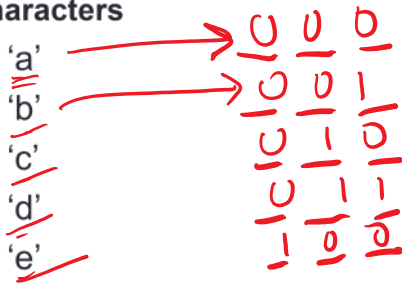
Colors	Binary code
 <i>Red</i>	00
 <i>Green</i>	01
 <i>Blue</i>	10

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

4 bits

BIG IDEA: Bits can represent anything!!

Characters



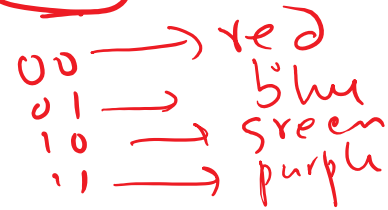
N bits can represent at most 2^N things

N bits $\rightarrow 2^N$ unique bit patterns

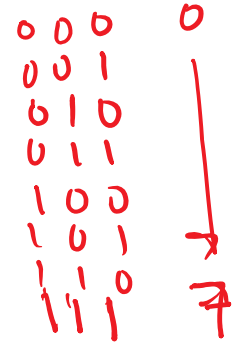
1-bit



2 bits



3 bits



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

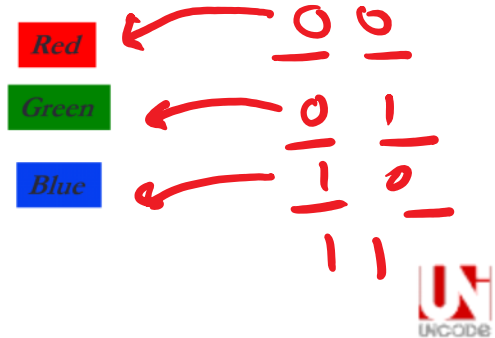
→ 32

→ 26

unique letters in the alphabet

BIG IDEA: Bits can represent anything!! *N bits*

- Logical values?
 - 0 ⇒ False, 1 ⇒ True
- colors ?
- Characters?
 - 26 letters ⇒ 5 bits ($2^5 = 32$)
 - upper/lower case + punctuation ⇒ 7 bits (in 8) ("ASCII")
 - standard code to cover all the world's languages ⇒ 8,16,32 bits ("Unicode")
- locations / addresses? commands?
- **MEMORIZE:** N bits ⇔ at most 2^N things



m' → 32
char c = 'a';

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

A. 127

B. 128

C. 255

D. 256

8 bits - 2^8 (256)
unique binary codes

char c; (1 byte)

int c; (4 bytes)

char c = 10; ✓

0 → smallest number
1
2
⋮
255 → largest number

1111 1111