

CSEN102 – Introduction to Computer Science

Lecture 7: Representing Information

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Synopsis

What you have learned so far:

- The idea of **algorithms**
 - The idea of the meta-solution, history, aspects, definition
- **Notation** and **principal components** of algorithms
 - pseudo-code
 - sequential, conditional, and iterative control-flow
- **Aspects** and **efficiency** of algorithms
 - Analysis of time and space efficiency, depending on the input size
 - Order of magnitude: constant, linear, cubic, ... ($O(1)$, $O(n)$, $O(n^2)$, ...)

In theory, you are now able to write an **algorithm** for **any** given **computable function**.

And now to something
completely different...

Positional numbering systems: decimal

1, 10, 100, ... are all **powers of ten**!

The meaning of a decimal number:

$$9 \times 10^0 + 3 \times 10^1 + 1 \times 10^2 + 3 \times 10^3 + 2 \times 10^4 + 6 \times 10^5 + 5 \times 10^6 = 5,623,139$$

- This is why it is called **decimal**
- The position determines the **power of 10**, with which the **digit at the position has to be multiplied**!
- The **first** position is with $10^0 = 1$, the **second** with $10^1 = 10$, and so on...

Finding the perfect base

Question

How do I choose a good base?

- Which one is best? 10? 20? 60?
- Base 10 allows to counting with your fingers
- Base 20 allows to counting with your fingers and toes
- Base 60 is a clever mathematical choice because it has many factors (1, 2, 3, 4, 5, 6, 10, 12, 15, 20, 30, 60)
- Another clever mathematical choice would be a prime number as base such as 7 or 11 (opposite idea).

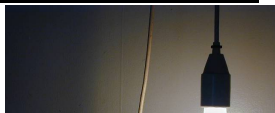
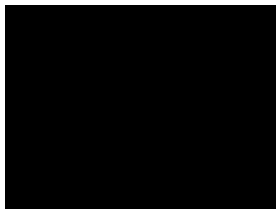
The right numbering system

Question

What base should we chose for a **Computer**?

Computers run with electricity

There are **two** distinct states of most electrical devices (including the **transistor** \oplus which is the **basis of computers**):



Introduction to binary numbers

For the **binary** system we use the powers of **2**:

$$2^0 = 1, 2^1 = 2, 2^2 = 4, 2^3 = 8, 2^4 = 16, \dots$$

Example

$$5,623,139_{10} = 10101011100110101100011_2$$

Observations

- We need **two** different symbols (on–off, true–false, 1–0, high–low, *etc.*)
- To write the decimal number 5,623,139 in binary, we need **23 digits**.
- A modern computer usually uses **64 digits**, which allows for roughly **18.4 thousand trillion numbers**.

Terms and names

Some terms:

Bit : The **single binary digit** (0 or 1), the smallest unit of information.

Byte : **Eight bit**, which means up to **256** different numbers in positional binary.

Word : The base number of digits used by a computer, usually **eight byte** or **64 bit**.

Familiar bases

Observation

It is **tedious** to switch between **binary** and **decimal**!

It is much **easier** with these bases:

- **Octal**, or base 8
- **Hexadecimal**, or base 16 (do not mix up with “hexagesimal”!)

Octal, hexadecimal, and binary

Imagine a numbering system with base 8 (Octal)

- Numbers: 0, 1, 2, 3, 4, 5, 6, 7

Example translation:

$$\begin{array}{ccccccc} 1 & 0 & 1 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 0 \\ & & \underbrace{}_5 & & & \underbrace{}_1 & & & \underbrace{}_3 & & & \underbrace{}_6 & & & & & & & & & & & & \\ & \end{array} = 5136_8$$

Imagine a numbering system with base 16 (Hexadecimal)

- Numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

Example translation:

$$\begin{array}{ccccccc} 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 1 & 0 \\ & & \underbrace{}_A & & & \underbrace{}_5 & & & \underbrace{}_E & & & & & & & & & & & & & \\ & \end{array} = A5E_{16}$$

Summary

- We are used to a **base 10** positional system
- **Other bases** (20, 60) were used through history
- Generally, a **base n** system encodes numbers as follows:

$$(x_i x_{i-1} \dots x_1 x_0)_n = x_i \times n^i + x_{i-1} \times n^{i-1} + \dots + x_1 \times n^1 + x_0 \times n^0$$

- We can **convert** any positional system into any other positional system
 - 1 Write down the digits
 - 2 Multiply each digit by its positional value (the respective power of the base)
 - 3 Add the products
- Some conversions are very **convenient** (binary–octal, binary–hexadecimal, ...)
- **Binary** is **ideal for computers**

Two important conversions: Binary to decimal

Problem:

Convert a binary number into decimal

- 1 Write down the binary number
- 2 Write down the positional weight (the factor)
- 3 Multiply each digit by its weight
- 4 Do the sum

Example

Number:	1	0	1	1	0	0	0	1
Positional weight:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
Factor:	128	64	32	16	8	4	2	1
$128 + 0 + 32 + 16 + 0 + 0 + 0 + 1 = 177_{10}$								

Two important conversions: Decimal to binary

Problem:

Convert a decimal number into binary

Solution by **successive division**:

- 1 Divide by the base (*i. e.*, 2) and write down the remainder
- 2 Repeat division until the quotient equals 0
- 3 Read the binary number by reading the remainders (bottom-up)

	Division	Quotient	Remainder
	43/2	21	1
	21/2	10	1
Convert 43 into binary	10/2	5	0
	5/2	2	1
	2/2	1	0
	1/2	0	1

$$43_{10} = 101011_2$$

Conversion in general

Both algorithms work for any base!

Example (Convert (base 60) to decimal:)

Number:

Positional weight: 60^1 60^0

Factor: 60 1

$$1500 + 46 = 1546_{10}$$

Example (Convert 1546 (base 10) to hexadecimal)

Division	Quotient	Remainder
1546/16	96	10
96/16	6	0
6/16	0	6

$$1546_{10} = 60A_{16}$$

Conversion in general

Hence you can now **convert any base to any other base**

Problem

Convert N_1 with base n to N_2 with base m

Solution:

- 1 Convert N_1 of base n to a decimal number N
- 2 Convert N to the number N_2 base m

Note:

The conversions also work **directly** as a transition from base n to base m (without the indirection over decimal).

It is just **unusual**.