

Mathematics for Computer Science I

CHAPTER 01 Binary Number System

1.1 : MEMORY DEVICES

Memory Devices

- ▶ A memory device is a gadget that helps you record information and recall the information at some later time.



Memory Devices

- Requirement of a memory device:
A memory device must have more than 1 states
(Otherwise, we can't tell the difference)
- ▶ Memory device in **state 0**



Memory device in **state 1**



The switch is a memory device

The **electrical switch** is a **memory device**:



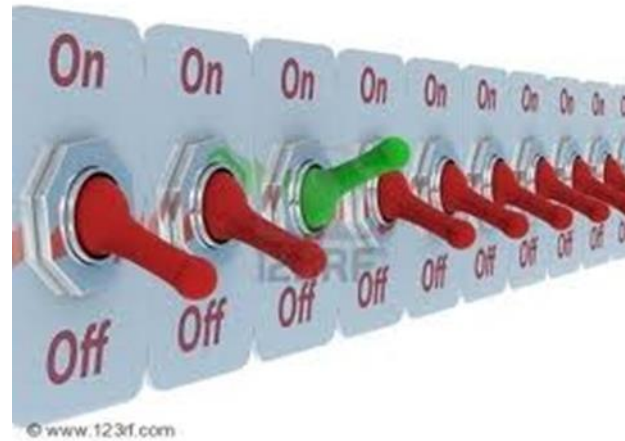
The electrical switch can be in one of these 2 states:

- ▶ **OFF** (we will call this state **0**)
- ▶ **ON** (we will call this state **1**)

Memory cell used by a computer

One switch can be in one of 2 states

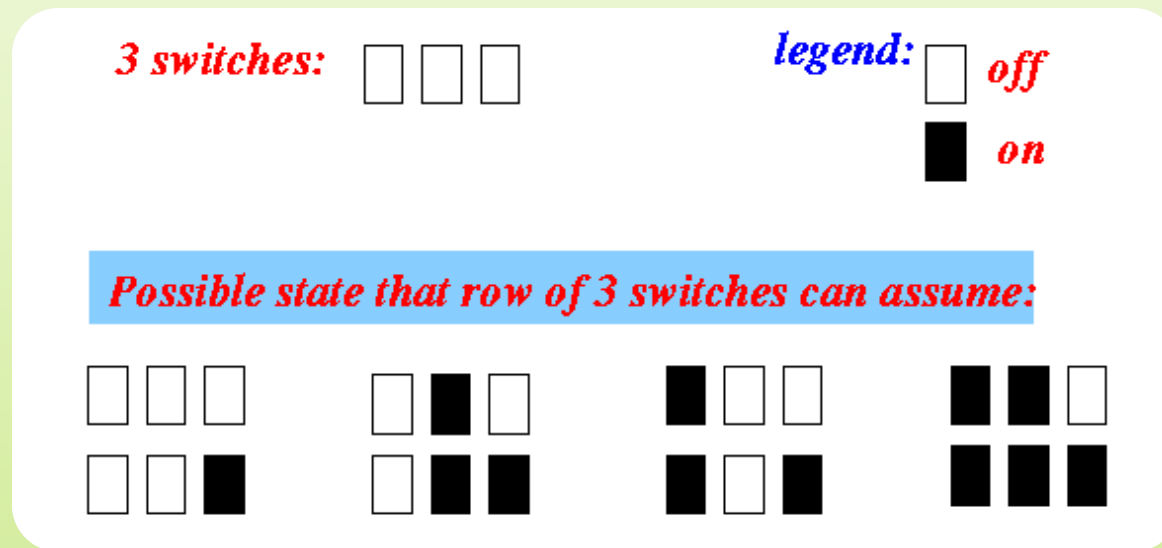
A row of n switches:



► can be in one of 2^n states !

Memory cell used by a computer

Example: row of 3 switches



The electrical switch can be in one of these 2 states:

A row of 3 switches can be in one of $2^3 = 8$ states.

The 8 possible states are given in the figure above.

Representing numbers using a row of switches

- ▶ We saw how **information** can be **represented by number** by using a **code (agreement)**
- ▶ Recall: we can use numbers to represent marital status information:

0 = single

1 = married

2 = divorced

3 = in relationship

Representing numbers using a row of switches

- We can represent each number using a different state of the switches.

Example:

3 switches: ☐ ☐ ☐

legend: ☐ *off*
☒ *on*

Representing different numbers with 3 switches:

☐ ☐ ☐ = 0

☐ ☐ ☒ = 1

☐ ☒ ☐ = 2

☐ ☒ ☒ = 3

☐ ☒ ☒ = 3

☐ ☒ ☒ = 3

☒ ☐ ☐ = 4

☒ ☐ ☒ = 5

☒ ☒ ☐ = 6

☒ ☒ ☒ = 7

☒ ☒ ☒ = 7

☒ ☒ ☒ = 7

The binary number system

- ▶ The **binary number system** uses **2 digits** to encode a number:

- **0** = represents no value
- **1** = represents a unit value

- ▶ That means that you can *only* use the digits 0 and 1 to write a *binary number*

- ▶ Example: some binary numbers

- 0
- 1
- 10
- 1010
- and so on.

Representing numbers using a row of switches

- ▶ To complete the knowledge on how information is represented inside the computer, we will now study:

- How to use the **different states** of the switches to **represent different numbers**

- ▶ The representation scheme has a *chic* name:

- the **Binary Number System**

The binary number system

What is bit?

- ▶ A **bit** is a binary digit, the smallest increment of data on a machine.
- ▶ A **bit** can hold only one of two values:
0 or **1**
- ▶ Because **bits** are so small, you rarely work with information one **bit** at a time

The binary number system

What is byte?

- ▶ **Byte** is an abbreviation for "binary term". A single byte is composed of 8 consecutive bits capable of storing a single character

The binary number system

- Now you should understand how the **different states** of these 3 switches represent the numbers **0-7** using the **binary number system**:

3 switches:



legend:  **off**
 **on**

Representing different numbers with 3 switches:

   = 0

   = 1

   = 2

   = 3

   = 4

   = 5

   = 6

   = 7

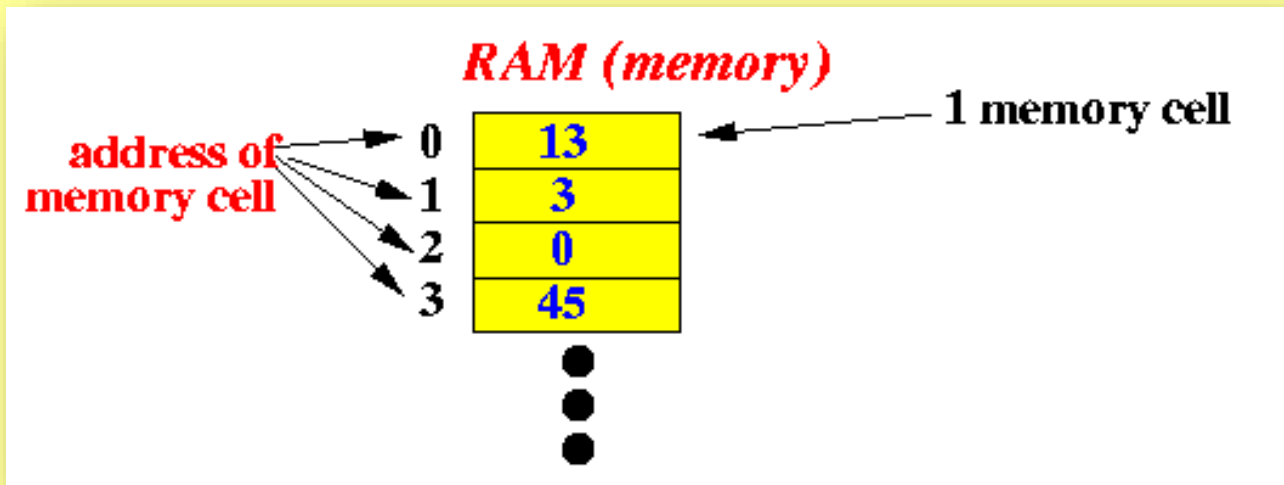
   = 3

   = 1

What does all this have to do with a computer ?

- ▶ Recall what we have learned about the Computer RAM memory:

- The **RAM** consists of multiple memory cells:



Each memory cell stores a number

What does all this have to do with a computer ?

► The connection between the computer memory and the binary number system is:

- The **computer system** uses the **binary number encoding** to store the **number**

How we perceive it:

address of
memory cell *RAM (memory)*

0	13
1	3
2	0
3	45



The reality:

address of
memory cell *RAM (memory)*

000...000	00001101
000...001	00000011
000...010	00000000
000...011	00101101



*Each byte
has 8 bits*

*A memory address
is 32 bits long !!!*

What does all this have to do with a computer ?

- **Note:** the address is also expressed as a binary number

A computer can have over 4,000,000,000 bytes (4 Gigabytes) of memory.

So we need a 32 bites to express the address

END