# Announcements

Log into iClicker. To enroll, go to EdStem post #4 Added CS10 late? Read #13 on EdStem Pre-Semester Survey due 1/31 Attendance is required for lab, lecture, discussion. If you cannot attend, read the syllabus policies (there are makeup options) OH starts this week, check schedule Project 1 released! Use the Partner Matching Thread #6! Dan's OH starts today: 3-4pm in 777 Soda

Come to the front after class to meet each other



UC Berkeley
Teaching Professor
Dan Garcia

#### The Beauty and Joy of Computing

# Abstraction II

#### What I Wish I Knew When I Started My Software Career

#### Among the advice given:

- Don't be afraid to learn on job
- Never ask for permission unless it would be reckless not
- Exercise
- Long hours: sometimes ok, usually harmful
- Learn as much as you can. It's hard, and it takes work



# Abstraction: Numbers



## Abstraction (revisited): Numbers

- Number bases, including binary and decimal, are used for reasoning about digital data
- Bits represent binary data using base two digits: 0, 1
- Hexadecimal, or base-16, is often used in reasoning about data e.g., colors in images
- Different bases help in reasoning about digital data; digital data is

```
00000100000
000111011100
00100000010
011011011011
011000000011
001000100010
001010001010
000101110010
000010000100
000001111000
```





## Definition: Number vs Numeral

#### Numeral

A symbol or name that stands for a number e.g., 4, four, quatro, IV, IIII, ... ...and Digits are symbols that make numerals

Above the abstraction line

**Abstraction Line** 

Below the abstraction line

#### Number

The "idea" in our minds...there is only ONE of these e.g., the concept of "4"





# Base 10 #s, Decimals

Digits: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

#### **Example:**

$$3274 = 3274_{10} =$$

$$(3x10^{3}) + (2x10^{2}) + (7x10^{1}) +$$

$$(4x10^{0})$$





# Base 2 #s, Binary (to Decimal)

Digits: 0, 1 (binary digits □ bits)

$$1101_{0} = (1x2^{3}) + (1x2^{2}) + (0x2^{1}) + (1x2^{3})$$

$$= 8 + 4 + 0 + 1$$







# Base 16 #s, Hexadecimal (to Decimal)

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

10,11,12,13,14,15

Example: "A5" in Hexadecimal?

$$0xA5 = A5_{16} = (10x16^{1}) + (5x16^{0})$$

$$= 160 + 5$$

$$= 165$$







# Decimal vs Hexadecimal vs Binary

- N bits =  $2^N$  things
- 4 Bits
  - □ 1 "Nibble"

- 0b11011
- ☐ 1 Hex Digit = 16 things
- 8 Bits
  - □ 1 "Byte"
  - ☐ 2 Hex Digits = 256 things
  - ☐ Color is usu. 0-255 Red, 0-255 Green, 0-255 Blue. #D 367F= (demo)

```
00
   0
       0000
       0001
02 2
03 3
       0010
       0011
       0100
       0101
05
   5
06
       0110
07
       0111
80
   8
       1000
09
       1001
10
       1010
       1011
       1100
       1101
   D
14
       1110
   13
       1111
```



# (Cal) Smallest to Largest?



- a) 0xC < 0b1010 < 11
- b) 0xC < 11 < 0b1010
- c) 11 < 0b1010 < 0xC
- d) 11 < 0xC < 0b1010
- e) 0b1010 < 11 < 0xC
- f) 0b1010 < 0xC < 11





#### L03a Smallest to Largest?

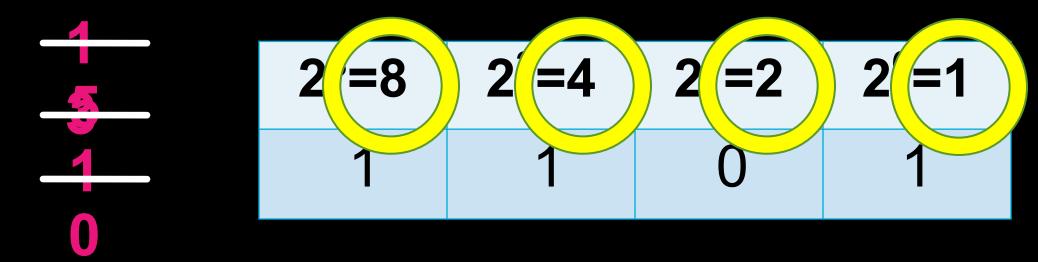
0xC < 0b1010 < 11 0xC < 11 < 0b1010 11 < 0b1010 < 0xC 11 < 0xC < 0b10100b1010 < 11 < 0xC 0b1010 < 0xC < 11

# Abstraction: Base Conversion



## Convert FROM decimal TO binary

- E.g., 13 to binary?
- Start with the columns



- Left to right, is (column) ≤ number n?
  - If yes, put how many of that column fit in n, subtract col
     \* that many from n, keep going.
  - ☐ If not, put 0 and keep going. (and stop at 0)





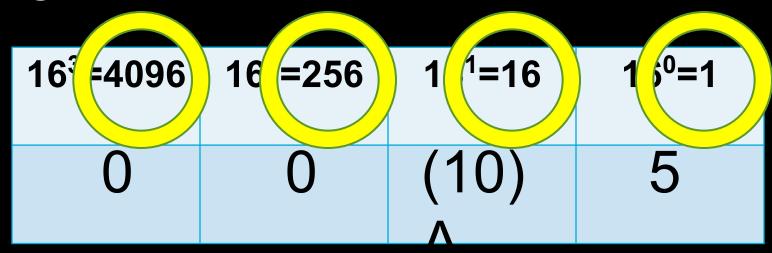


## Convert FROM decimal TO

### hexadecimal?

Start with the columns





- Left to right, is (column) ≤ number n?
  - If yes, put how many of that column fit in n, subtract col
     \* that many from n, keep going.
  - ☐ If not, put 0 and keep going. (and Stop at 0)







## Convert Binary Hexadecimal

- Binary □ Hex? Easy!
  - Always left-pad with 0s to make full nibbles, then look up!
  - ☐ E.g., 0b11110 to Hex?
    - 0b11110 □ 0b00011110
    - Then look up: 0x1E
- Hex □ Binary? Easy!
  - ☐ Just look up, drop leading 0s
    - 0x1E 0b00011110 0b11110

```
0
       0000
      0001
02
      0010
03
      0011
   3
      0100
05
      0101
06
      0110
   6
      0111
07
08
      1000
   8
09
      1001
      1010
11 B
      1011
12 C
      1100
13
      1101
      1110
15 F
      1111
```







## (Cal) Why do we use different bases?

- a) Binary is used by computers, since transistors are bistable (at two values)
- b) Hex is used by humans for encoding binary information because it's 4 times more efficient (number of chars)
- c) Decimal because we have 10 fingers
- d) The fact that computers use binary is below our level of abstraction
- e) All of the above







#### Text **DDG** to **22333** once to join

#### L03b Why do we use different bases?

Binary is used by computers, since transistors are bistable (at two values)

Hex is used by humans for encoding binary information because it's 4 times more efficient (number of chars)

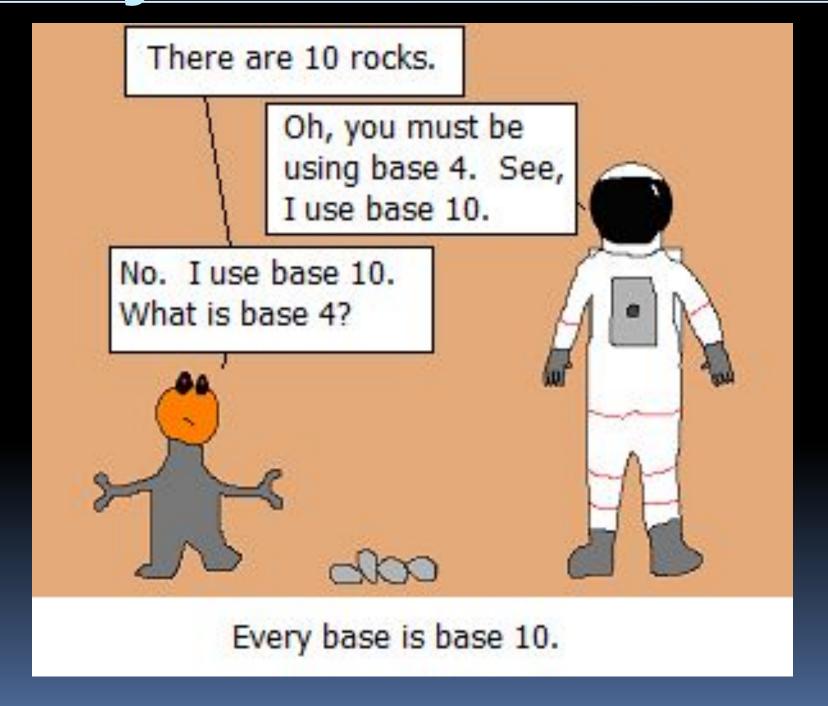
Decimal because we have 10 fingers

The fact that computers use binary is below our level of abstraction

All of the above



## Joke: Every Base is Base 10...







# Abstraction: Power, Limitations



## Abstraction (revisited): Digital Data

- A combination of abstractions is often used to represent digital data.
- At the lowest level all digital data are represented by bits.
  - Bits can represent anything!
- Bits are grouped to represent higher-level abstractions including numbers and characters.
  - □ Logical values? 0 □ False, 1 □ True
  - □ Colors? 00 □ Red, 01 □ Green, 10 □ Blue
  - ☐ Characters? 00000 ☐ 'a', 00001 ☐ 'b', ....
- Higher-level abstractions such as Internet protocol (IP) packets, images, and audio files are comprised of groups of bits that represent different parts of the abstractions.





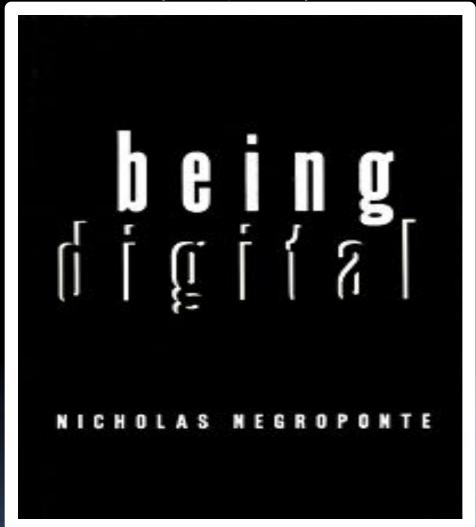




# Interpretation of a Binary Sequence...

- ...depends on how it is used (e.g., as instruction, number, text, sound, or image).
- The sequence of bits that represents...
  - ...an instruction may also represent data processed by that instruction.
  - ...a character/letter may also represent a number.
  - ...a color in an image may also represent a sound in an audio file.

(Wikipedia)









#### Overflow and Roundoff

#### Overflow

- When the number of represented things exceeds digits allocated for it.
- ☐ E.g., Odometer rollover
  - **■** 99999 □ 00000
- ☐ E.g., Adding 15 + 2 with 4 bits:
  - $\blacksquare$  0b1111 + 0b10 = 0b1

#### Roundoff error

- When the true real number can't be stored exactly given the encoding due to the fixed number of bits
  - E.g.,  $\pi = 3.14$
- Sometimes this error accumulates causing problems!







## Summary: Abstractions everywhere!

- Applications and systems are designed, developed, and analyzed using levels of hardware, software, and conceptual abstractions.
  - ☐ E.g., Mobile apps and systems
  - ☐ E.g,. Web services (both an application and a system)
- This course will include examples of abstractions used in modeling the world, managing complexity, and communicating with people as well as with machines.

