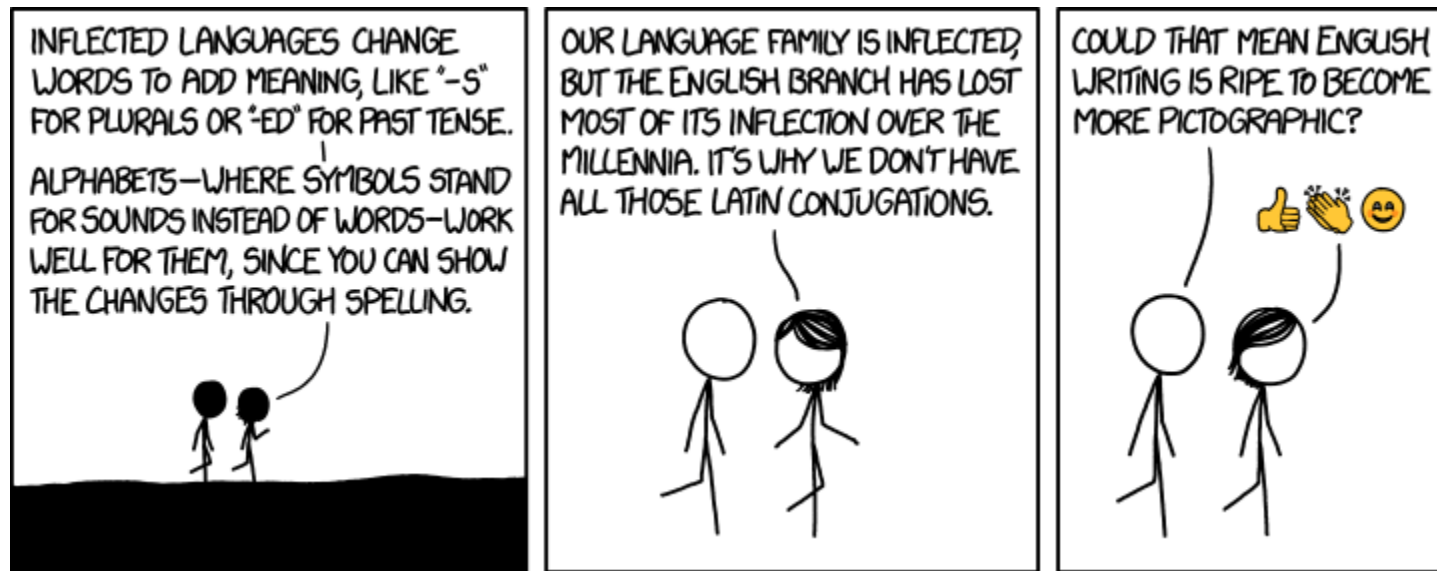


ENGSCI 233 Lecture 2

Structured Data



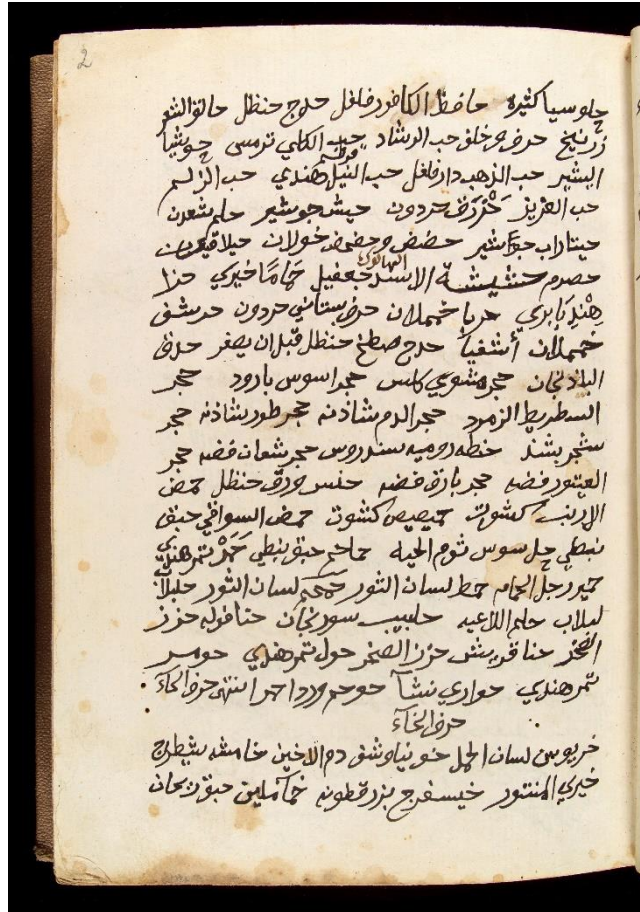
Today's objectives:

- Understand role of endianness in data storage
- Understand how text data are represented in computers
- Know how to handle situations where other forms of data need to be stored

What happens when we
have more than 8 bits?

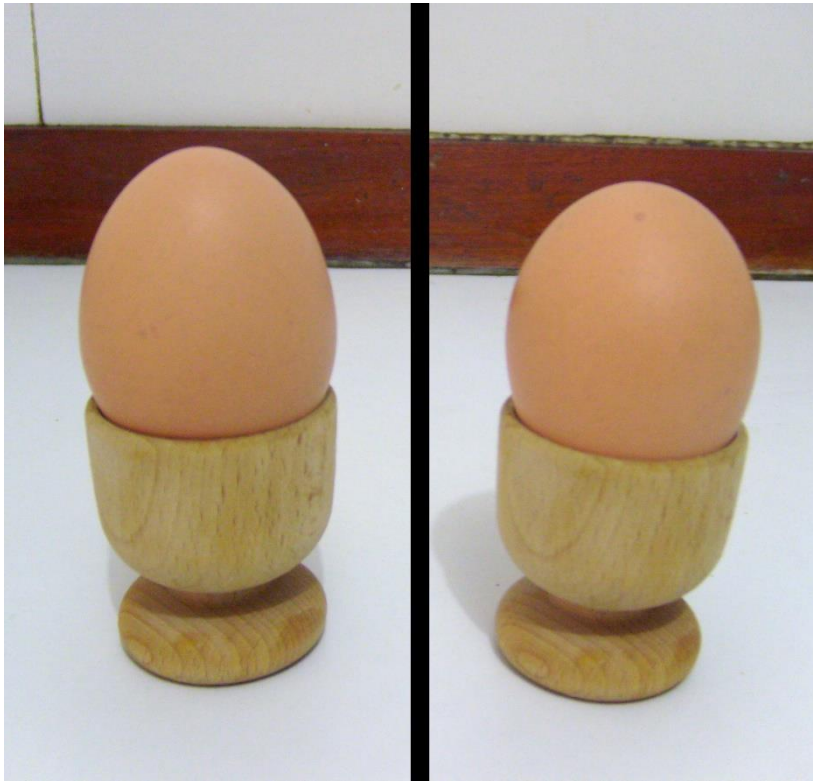


Which way does a computer read?



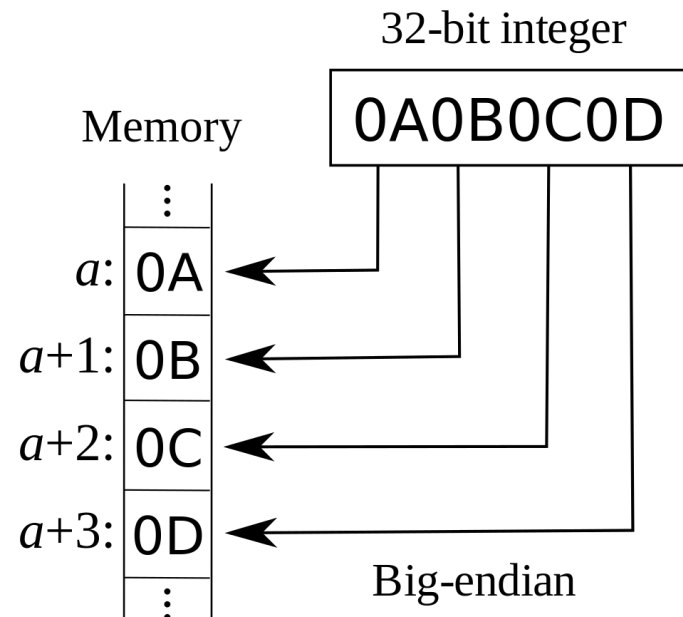
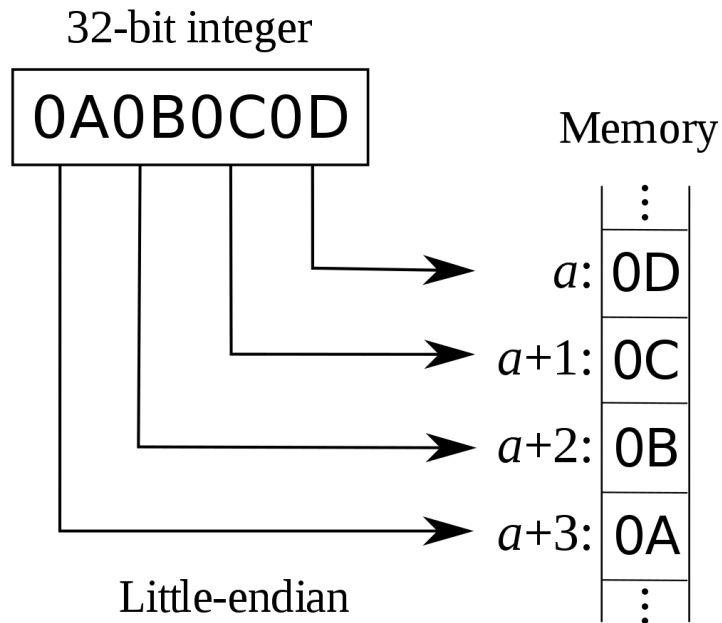
- We have been reading left-to-right
- Not everyone does!
- Computers are no different...

Which way does a computer read?



- Big-endian
 - First byte is highest
 - Used in mainframes and network equipment
- Little-endian
 - First byte is lowest
 - Used on most PCs

What does this look like?



What does this look like?

- 0xFACEFEED

Why does endianness matter?

- Your code normally can't see it!
 - Programming languages do a good job of hiding it.
- What happens when you store data, though?



What about non-numbers?

- Encode each character as a number.
- But how?
- English fits in seven bits:

ASCII Code Chart

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

How is ASCII used?

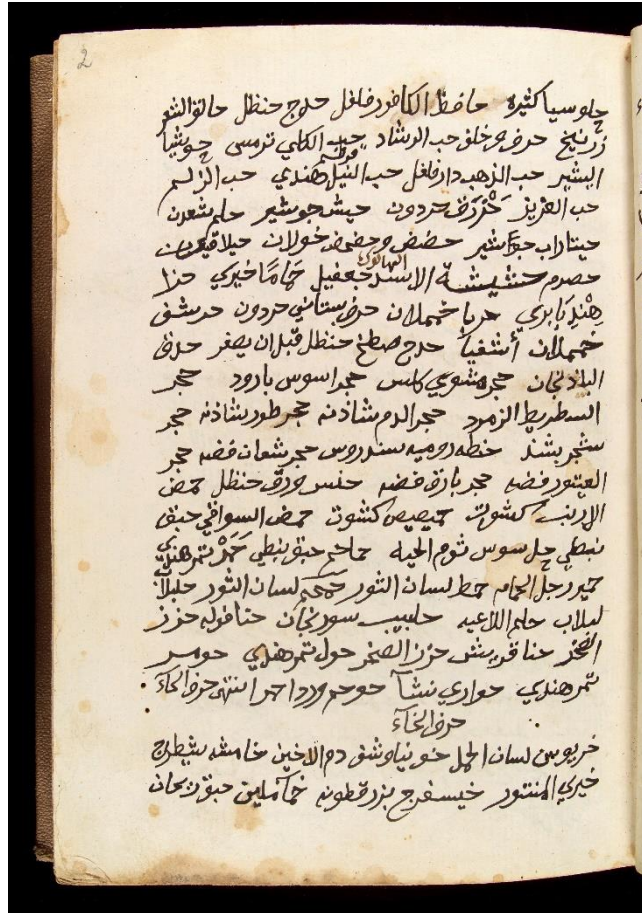
ASCII Code Chart

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

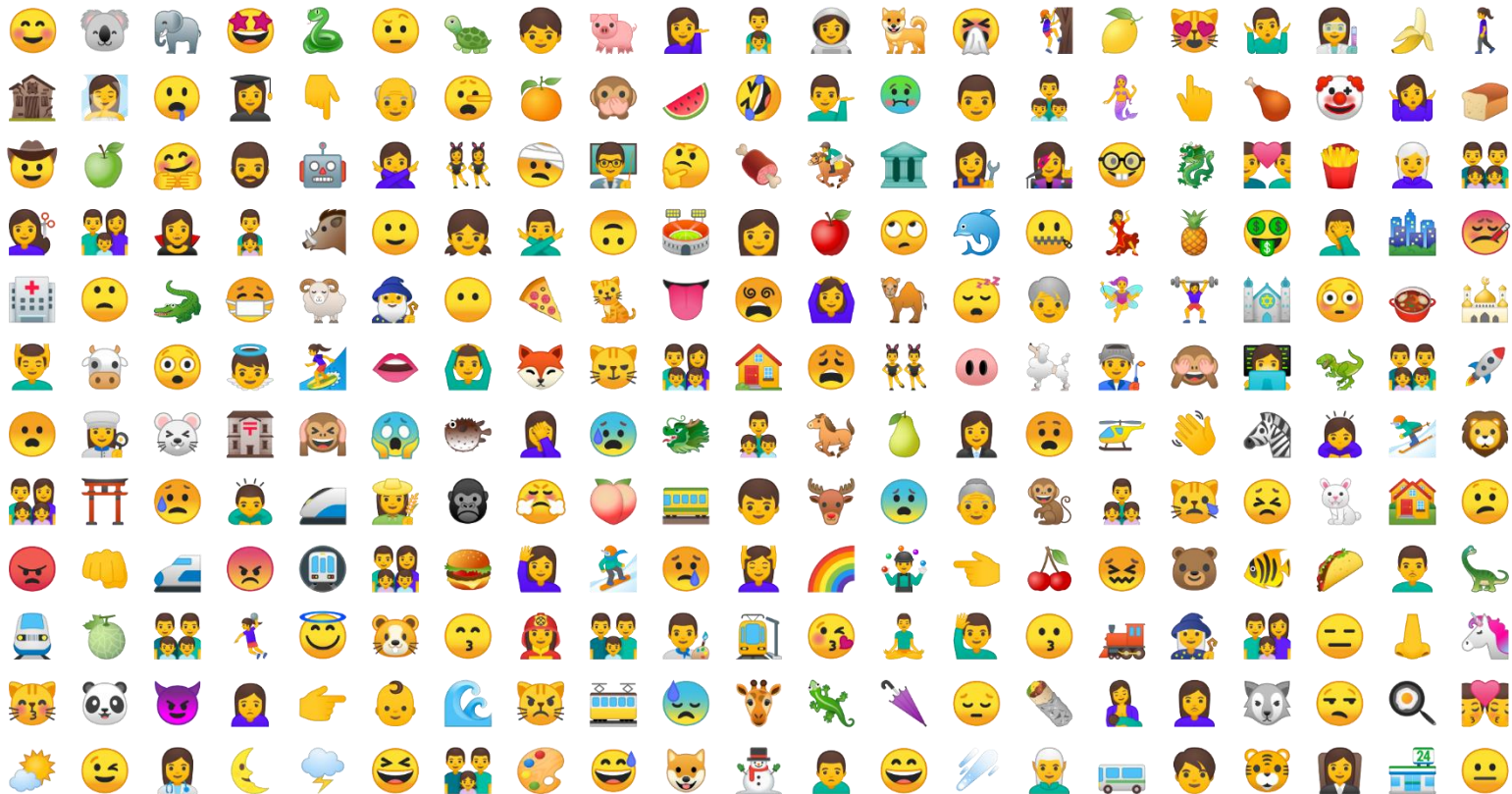
Hello, world!

[illegible]

The world no longer uses ASCII.



The world no longer uses ASCII.



How can we represent every language?



- One standard with 137,439 characters
- Room for over 1 million!
- We can't fit every character in one byte any more...

How do we store this?

- The simple way: UTF-32
- 4 bytes per character



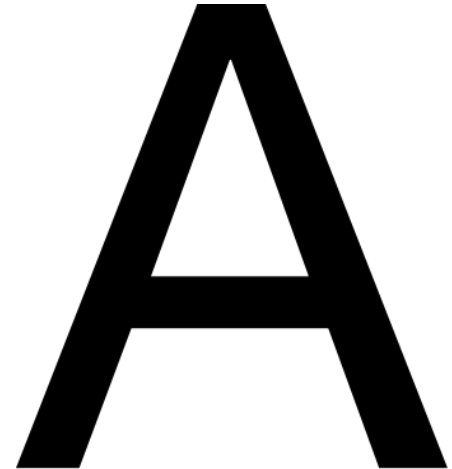
U+1F4A9

0x0001F4A9



U+2615

0x00002615



U+41

0x00000041

How do we store this?

- The Windows way: UTF-16
- 2 bytes per character, if possible



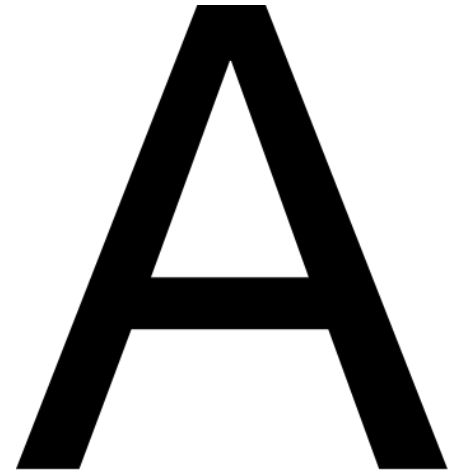
U+1F4A9

0xD83D DCA9



U+2615

0x2615



U+41

0x0041

How do we store this?

- The standard way: UTF-8
- As few bytes as unambiguously possible



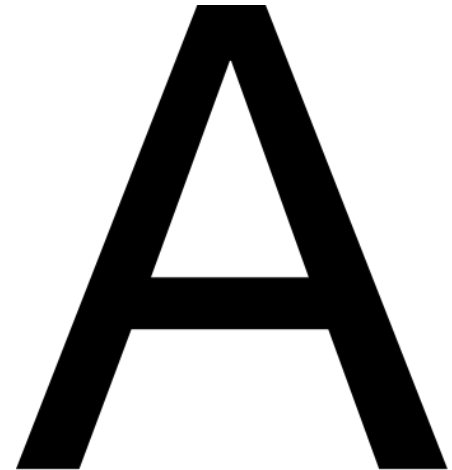
U+1F4A9

0xF0 9F 92 A9



U+2615

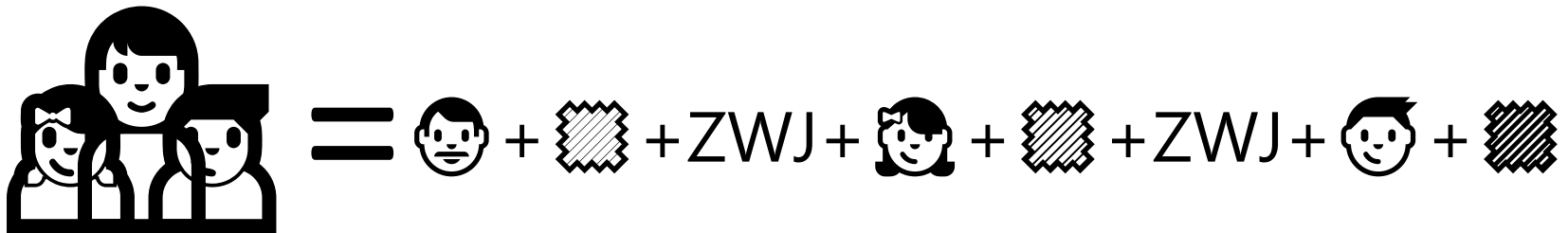
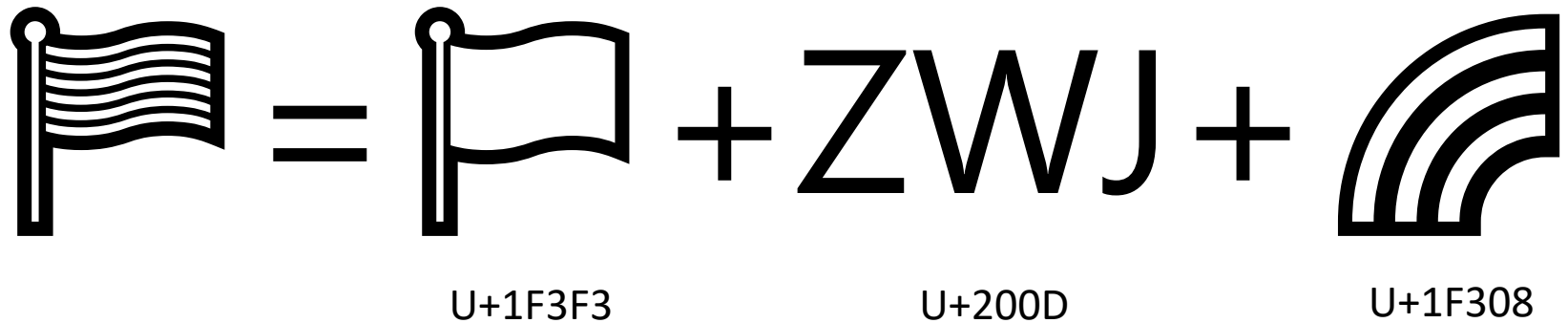
0xE2 98 95



U+41

0x41

Some entities use more characters.



What does this mean for you?

- ASCII strings are always 1 byte per character
- UTF-8 and UTF-16 have a variable character size
 - How do you figure out the length of a string in memory?
- Python cheats and uses the smallest constant-size representation that will work...
- You can't assume that displayed characters and numbers are interchangeable any more!
- You can't predict required display space from string length.

What else is there to store?

- Images?
- Formatted text?
- Executable code?



Use a standard!

- Images?

INTERNATIONAL
STANDARD

**ISO/IEC
15948:2004**

- Formatted text?

- Executable code?

Information technology -- Computer
graphics and image processing -- Portable
Network Graphics (PNG): Functional
specification

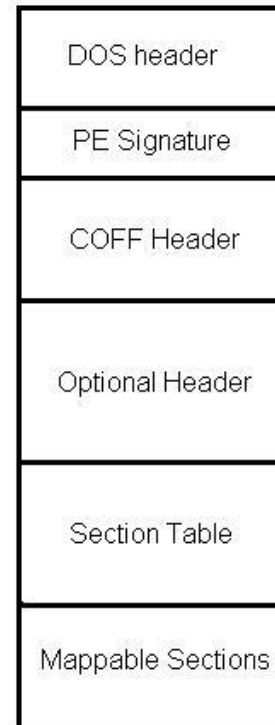
Use a standard!

- Images?
- Formatted text?
- Executable code?



Use a standard!

- Images?
- Formatted text?
- Executable code?



How do standards work?

- Often contain a magic number or signature
 - PNG image has ASCII “PNG” plus bytes to detect mis-processing
 - PDF starts with ASCII “%PDF-”
- Fixed size fields or variable size stored with length
- Metadata stored with data
- Documentation made available to all
 - Not always freely!

What about pointers?

- Don't keep pointers around for posterity!
- A pointer has the size in memory dictated by the computer architecture.



8-bit



32-bit



16-bit



64-bit

Next time: Computer Hardware

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