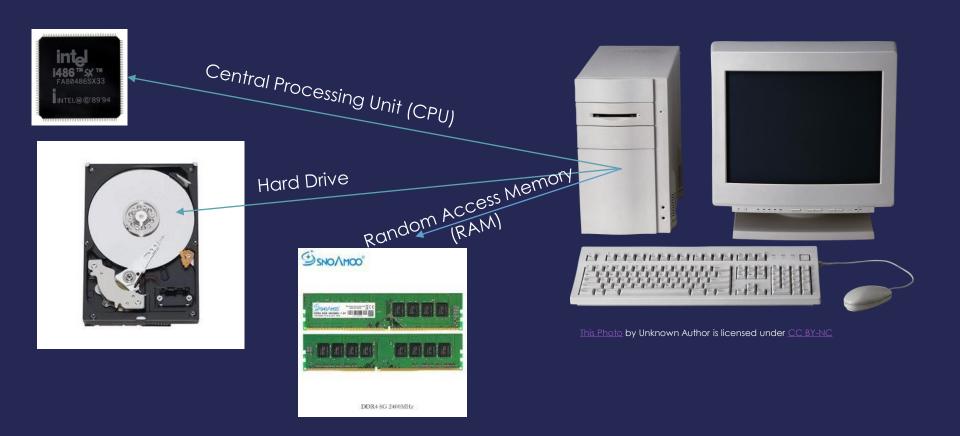
## Intro to Computers

**UT LAW 379M** 

Spring 2021

Lecture Notes

### Three Major Computer Parts



#### First, a Word About Data

- Computers store and process all data as BINARY NUMBERS
- O Everything is a binary number. Games, programs, music, etc.
- O The binary numbers are *interpreted* as letters, music, etc.

### Quick Binary Lesson

#### Base 10 Numbers

#### Base 2 Numbers

10

10 <sup>3</sup> = 1000	10 <sup>2</sup> = 100	10 <sup>1</sup> = 10	100 = 1	$2^3 = 8$	<b>2</b> <sup>2</sup> = <b>4</b>	21 = 2	20 = 1
3	0	9	5	1	0	1	0
(3X1000)	(0X100) +	(9X10) +	(5X1)	(1X8) +	(0X4) +	(1X2) +	(OX1)
+				8 +	0 +	2 +	0
3000 +	0 +	90 +	5				
			3095				

## What are These Binary Numbers?

- O Binary 1000?
- O Binary 0100?
- O Binary 0010?
- O Binary 0001?
- O Binary 0101?
- O Binary 1010?
- O Binary 1111?

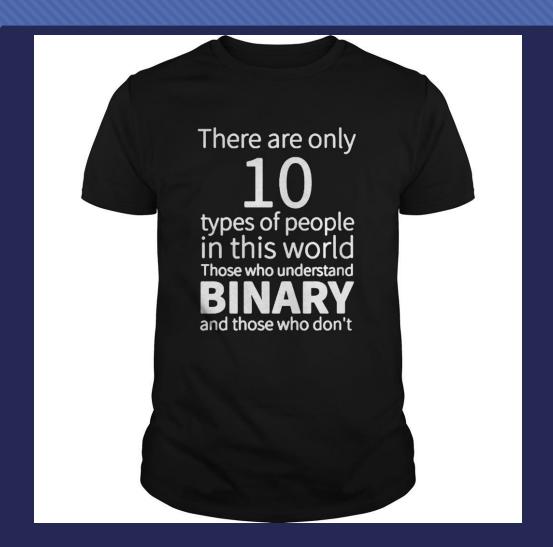
Remember 8, 4, 2,1 columns.

If there's a one, add the column:

0110 = 4+2 = 6

1001 = 8+1 = 9

#### **Decode This Shirt**



#### **Binary Sizes**

```
<DIR>
09/09/2020 10:50 PM
                                        Links
09/09/2020 10:50 PM
                        <DIR>
                                       Music
10/04/2020 09:41 AM
                                397,307 npm-debug.log
09/11/2020 11:28 AM
                        <DIR>
                                        OneDrive
                                     26 osync.log
                        <DIR>
                                        Pictures
                                     13 query
09/09/2020
            10:50 PM
                        <DIR>
                                        Saved Games
            10:50 PM
                        <DIR>
09/09/2020
                                        Searches
03/11/2020
           08:05 AM
                              3,298,911 snap beans1.tgz
08/26/2019 11:10 PM
                                     13 start
05/19/2019 09:57 PM
                                     0 Sti Trace.log
08/26/2019 11:10 PM
                                     13 stop
10/06/2020 08:53 AM
                        <DIR>
                                        Videos
02/10/2020 07:48 PM
                        <DIR>
                                       VirtualBox VMs
               8 File(s)
                             61,789,284 bytes
              22 Dir(s) 12,737,953,792 bytes free
C:\Users\seth >_
```

- A one or a zero is a "bit"
- 8 bits is a byte
- Let's use our command line to see how big files are:
  - Open a terminal on Mac or the cmd shell on Windows
  - O Type "Is -I" on Mac or "dir" on Windows

```
sethjn@Paladin:~$ ls -l
total 69160
-rwxrwxrwx 1 sethjn sethjn 737282 Jul 27 13:01 chaum_001.pdf
lrwxrwxrwx 1 sethjn sethjn 30 Aug 26 2019 dev -> /////seth_/
//
-rw-rw-rw- 1 sethjn sethjn 2488927 Mar 30 2020 files.txt
-rwxrwxrwx 1 sethjn sethjn 32655988 Jul 27 09:58 iso11770_1.pdf
-rwxrwxrwx 1 sethjn sethjn 779655 Jul 27 09:59 iso11770_3.pdf
-rwxrwxrwx 1 sethjn sethjn 186903 Jul 27 22:20 places caswell.pdf
```

# Binary is Often Represented as Hex

- O Binary is Base 2
- For "short hand", binary is often written in Base 16
- This is because there is a 1:1 mapping between 4 bits and 1 Hex number:

0000 – 0	0100 – 4		1100 – C (hex 12)
0001 – 1	0101 – 5	1001 – 9	1101 - D (hex 13)
0010 – 2	0110 – 6	1010 - A (hex 10)	1110 – E (hex 14)
0011 – 3	0111 - 7	1011 - B (hex 11)	1111 - F (hex 15)

#### Interpretation - Letters

- ASCII The original English language character mapping
- Each letter, symbol, and control character had a code
- 'a' 97 (decimal), 0x61 (hex), 0110 0001 (bin)
- 'A' 65 (decimal), 0x41 (hex), 0100 0001 (bin)
- Newline 10 (decimal), 0x0a (hex), 0000 1010 (bin)

#### Interpretation - Images

- Uncompressed pictures can be 1 number per pixel
- Each number is an index into a table of colors
- 1 bit-per-pixel can do two colors (black and white)
- 8 bpp can do 256 colors
- 32 bpp can do 4,294,967,296 colors

#### (Side Note, Compression)

- Images can be compressed with special techniques
- Groups of same-color pixels stored together
- Videos go even further
  - I frame, full picture
  - B frame/p frame, changes from previous picture

#### Interpretation - Documents

- Multi-level encoding
- O Codes indicate whether text is regular, bold, etc.
- All the data is rendered by the display program

#### HTML Example

- O The entire document, except for media, is text
  - So, there is "interpretation" from binary to text
  - And more "interpretation" from text to codes
- Example:
  - <B>This is bold</B>
  - The <B> says "all text until next </B>" is bold

#### **Processors and Binary**



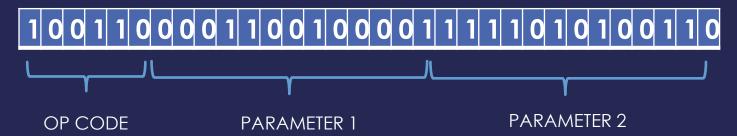
Computer "Instruction" is just a binary number. In older computers, like the 486 shown here, it was 32-bit. In more modern processors it is 64-bit.

10011000011001000111111010100110

#### **CPU Instructions**



The instruction is broken down into pieces. One part is called the "op code" or operation code, it tells the computer what to do. The other parts are parameters. Each instruction "add", "subtract," etc. has its own op code.



#### Program Stored On Disk

32-bit instruction

32-bit instruction

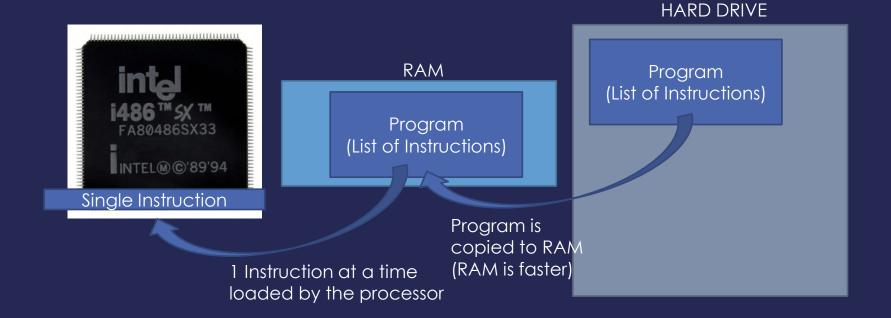
32-bit instruction



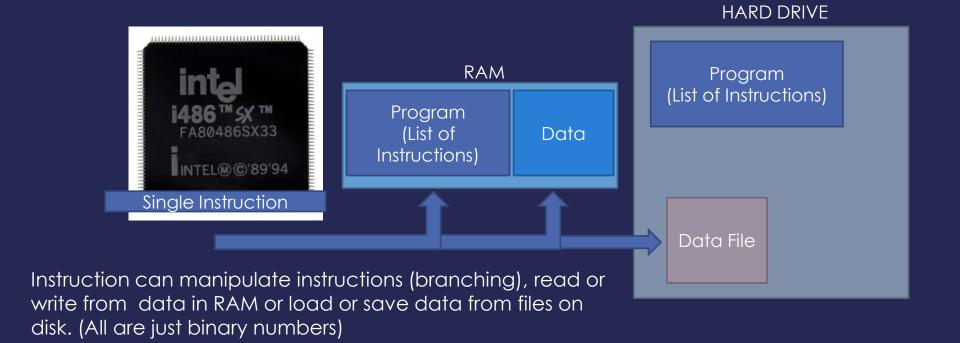
32-bit instruction

- Program is a list of instructions
- Processor executes one at a time.
- Some instructions are "branches"
- A branch jumps ahead or behind in the list
- Often "conditional" (e.g., if x > 0 then jump)

#### Running a Program



#### Data Too



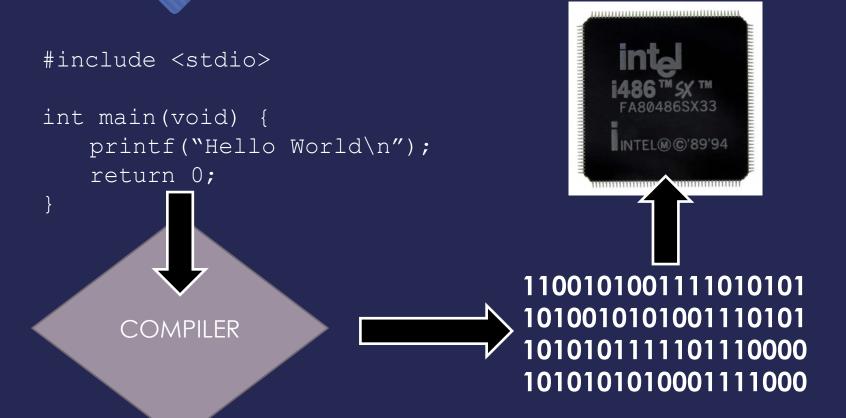
#### Creating a Program

- Programs written in Programming Language
- Programming Language is human readable
- However, programming language NOT machine readable
- Remember, processor ONLY speaks in basic instructions

#### Compiling

- Some languages can be "complied"
- This means the program is converted to machine readable
- Compiler knows how to translate and organize
- Quite complicated and still subject of research
- Example: C/C++

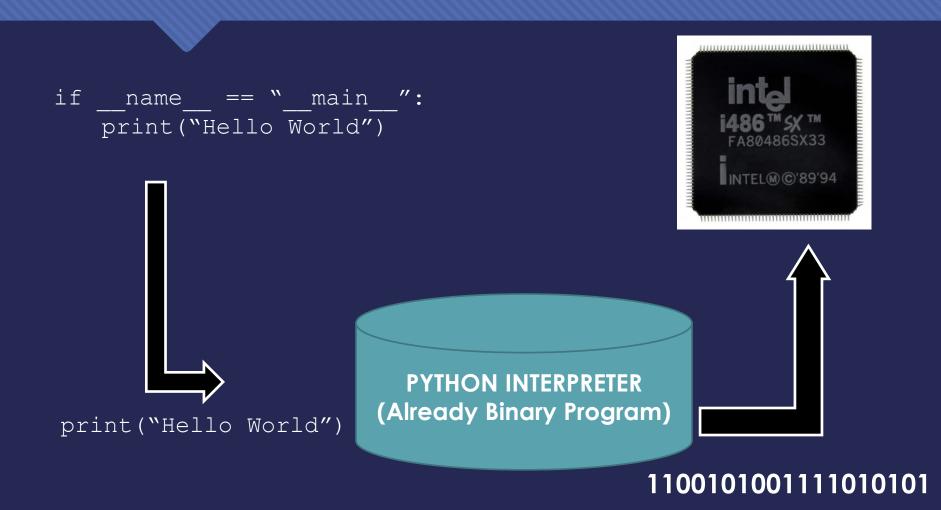
#### C Example



#### Interpreting

- Some languages can be "interpreted"
- This means the program is "executed" by interpreter
- Usually one instruction at a time
- Interpreter has to be a fully compiled program
- Interpretation is considerably slower
- Example: Python

#### Python Example



#### Virtual Machine

- An extreme form of "interpreting"
- Virtual processor with virtual instructions
- Programs are compiled to the virtual instructions
- Virtual instructions executed on the virtual processor
- Virtual processor translates instructions to host machine code
- Example: Java

#### Java Example

```
import System;
class HelloWorld {
  static int main(void)
                                                 Java Virtual
    System.Out.println("Hello World!");
                                                  Machine
    return 0;
                                           1100101001111010101
                            1100101001111010101
            COMPILER
                            1010010101001110101
                            '1010101111101110000
                            1010101010001111000
```

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#### Why This is Useful

- Everything in a computer is a number. Programs, Data, etc.
- This is great because programs and data can be stored the same way
- Everything can be copied over a network the same way