



# COMP10001

## Foundations of Computing

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### Tutorial 11

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# Outline

- ❖ Number Systems
- ❖ Encoding Standards
- ❖ Text Document Encoding
- ❖ ACM Code of Ethics
- ❖ Dual Use
- ❖ Exercises

# Number Systems

- ❖ In essence, a number system is the way we represent numbers
- ❖ Common number systems:

Name	Base	Range	Conversion Function	Prefix	Example
Decimal	10	[0, ... , 9]	<code>int(num[,base=10])</code>		419
Binary	2	[0, 1]	<code>bin()</code>	0b	0b1000101
Octal	8	[0, ... , 7]	<code>oct()</code>	0o	0o644
Hexadecimal	16	[0, ... , 15]	<code>hex()</code>	0x	0x45

- ❖ Note: In Hexadecimal, “A”, “B”, “C”, “D”, “E” are used for 10, 11, 12, 13, 14, 15, resp.

# Number Systems

- ❖ Why is binary useful?
  - ❖ Similar to how our native numbering system is Decimal, computers use Binary, so all data is stored in Binary and processors are built to perform calculations using Binary values
- ❖ Why is Hexadecimal useful?
  - ❖ Higher information density: a single Hex character can represent 4 consecutive bits. Since a byte is 8 bits, 2 Hex characters can represent 1 byte.
  - ❖ E.g. `0b11011000 == 0xD8`
  - ❖ Used to describe precise memory locations, as well as for specifying colours

# Encoding Standards

- ❖ ASCII
  - ❖ American Standard Code for Information Interchange
  - ❖ A standard that contains a unique mapping for every character in the English alphabet (alongside other characters like punctuation symbols and space)
- ❖ Unicode
  - ❖ A standard that contains a unique mapping for every character in every language of the world
  - ❖ Solves the problem that in the past, different languages had their own encoding standards, preventing multiple languages from appearing in the document

# Text Document Encoding

- ❖ **Fixed-Length Encoders:** All the characters will be represented using the same number of bits
- ❖ **ASCII**
  - ❖ Uses 7 bits to represent a single character
  - ❖ Can encode up to 127 (i.e.  $2^7 - 1$ ) characters
  - ❖ Characters are usually stored using a byte (8 bits) so there's a single redundant bit at the start
- ❖ **UTF-32 (Unicode Transformation Format 32-bit)**
  - ❖ Uses 32 bits to represent a single character, so many more characters can be encoded
  - ❖ Wastes space, since many representations will have redundant bits added to the front

# Text Document Encoding

- ❖ **Variable-Length Encoders:** Different characters may be represented using a different number of bits
- ❖ **ISO-8859**
  - ❖ Adds a single bit to the front of an ASCII bit sequence, allowing an extra 128 characters to be represented
  - ❖ Since adding 1 extra bit doesn't allow a substantial number of extra characters, it comes in 16 variations (ISO-8859-1 to ISO-8859-16)
- ❖ **UTF-8**
  - ❖ Uses 1 to 4 bytes to represent a single character, depending on how much space is needed for it
- ❖ **UTF-16**
  - ❖ Uses 2 to 4 bytes to represent a single character, depending on how much space is needed for it

# ACM Code of Ethics

- ❖ Having knowledge of programming is powerful; can augment human abilities, allowing people to deploy systems at scale and change the world in both small and large ways
- ❖ Without a sense of ethics, computing can be dangerous and damaging
- ❖ Association for Computing Machinery (ACM) have a Code of Ethics and Professional Conduct – next slide has some of them



# ACM Code of Ethics

- ❖ Contribute to society and to human well-being, acknowledging that all people are stakeholders in computing
- ❖ Avoid harm
- ❖ Be honest and trustworthy
- ❖ Be fair and take action not to discriminate
- ❖ Respect the work required to produce new ideas, inventions, creative works, and computing artefacts
- ❖ Respect privacy
- ❖ Honour confidentiality

# Dual Use

- ❖ In computing, dual use refers to technologies which can be equally used for good and malicious purposes
- ❖ Many implementations of artificial intelligence (AI) and automation can be classified as dual use
- ❖ E.g.
  - ❖ Surveillance
  - ❖ Deepfake technology



# Exercises