COMP10001 WORKSHOP #10 ο(π_π)ο

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Number Systems

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- 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]	int(num[,base=10])		419
Binary	2	[0, 1]	bin()	0b	0b1000101
Octal	8	[0,, 7]	oct()	00	00644
Hexadecimal	16	[0,, 15]	hex()	0x	0x45

Note: For Hexadecimal, the characters A, B, C, D, E, F are used to represent 10, 11, 12, 13, 14, 15
eg. 31 == 0x1F









Number Systems



- Why is Binary useful?
 - Similar to how our *native* numbering system is Decimal, computers use Binary, so all the data stored is stored in Binary and processors are designed to perform calculations using those Binary values
- Why is Hexadecimal useful?
 - Higher information density: a single Hex character can represent 4 consecutive bits (ie. 2 Hex characters can represent 1 byte)
 - eg. 0b11011000 == 0xD8
 - Often used to describe precise memory locations, as well as for specifying colours
 - o Why do we use hexadecimal? Niko Savas







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 spaces, of course)

Unicode

- A standard for character encoding that provides a unique **code point** for a supernumerary of **graphemes**
- Solved the problem that different languages had their own encoding standards, which were incompatible with one another and so, made it impossible to decode documents that contained multiple languages
- o Characters, Symbols and the Unicode Miracle Computerphile







- Fixed Length Encoders: All the characters will be represented using the same number of bits
 - **ASCII** 0
 - Uses 7 bits to represent a single character
 - Can encode up to 127 (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 a tremendous amount of space since many representations will have redundant bits added to the front of it





Text Document Encoding >

- Variable Length Encoders: Different characters may be represented using a different number of bits
 - ISO-8859 0
 - Adds a single bit to the front of an ASCII bit sequence, allowing an extra 128 characters to be represented (ISO-8859-1)
 - Since adding 1 extra bit doesn't allow a substantial number of extra orthographies to be represented, it comes in 16 variations (ISO-8859-1 to ISO-8859-16)
 - UTF-8 0
 - Uses 1 to 4 bytes to represent a single character, depending on how much space is needed for it
 - How UTF-8 Unicode encoding works
 - UTF-16 0
 - Uses 2 to 4 bytes to represent single character, depending on how much space is needed for it









ACM Code of Ethics



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- 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 that can equally be used for good or malicious purposes
 - Examples:
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 - Surveillance
 - Deep Fakes (<u>Deep Fake VFX Fresh Prince of Bel-Air (ft. Azerzz)</u>)
 - Nuclear technology











Announcements

- Project 2 due at 11.59PM on Wednesday, June 3rd
 - Try to avoid making the same mistakes you made in Project 1 (if any)
 - Submit on time (submitting at 11.59PM is considered late!)
 - It wouldn't hurt to include meme refs or jokes within your submission
- Final exam is set for Wednesday, June 17th (as per exam timetable)
 - Will be held on Grok, similar to the MST
 - A practice exam is available on Grok





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