

OVERVIEW  
PROBLEM-SOLVING  
NUMBERS  
BITS  
CODE SYSTEMS  
**ALGORITHMS**  
**INFORMATION**  
~~DATA STRUCTURES~~  
**ANALOG VS. DIGITAL**  
~~STORAGE~~  
**LOGIC AND ARITHMETIC**  
~~COMPUTERS~~  
~~SIGNALS~~  
~~PROTOCOLS~~  
~~ENCRYPTION~~  
~~COMPRESSION~~

The slides are meant as visual support for the lecture.  
They are neither a documentation nor a script.

Please consider the environment before printing the slides.

Comments and feedback at [n.meseth@hs-osnabrueck.de](mailto:n.meseth@hs-osnabrueck.de)

# OVERVIEW

[BACK](#)

# course overview

problem-solving

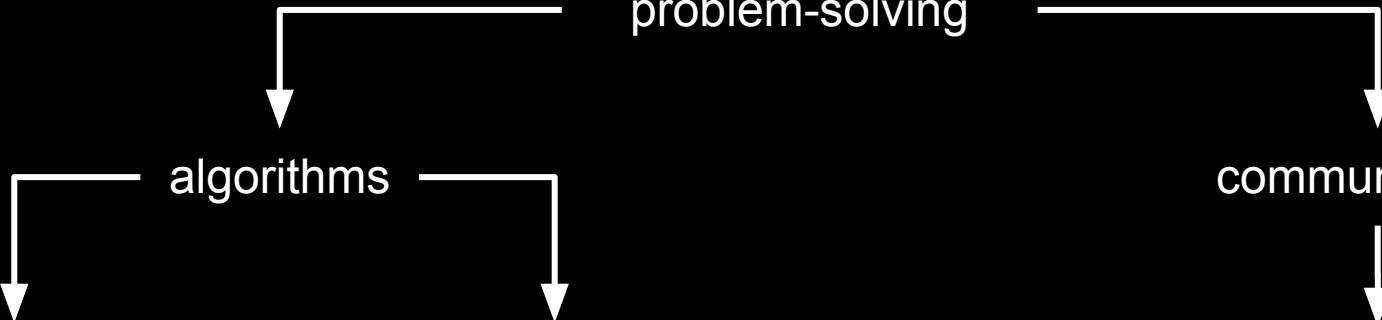
communication

algorithms

information  
representation

information  
processing

information  
sharing



problem-solving

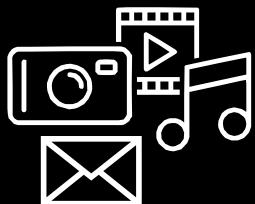
communication

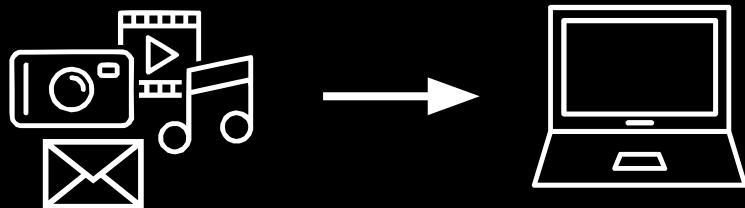
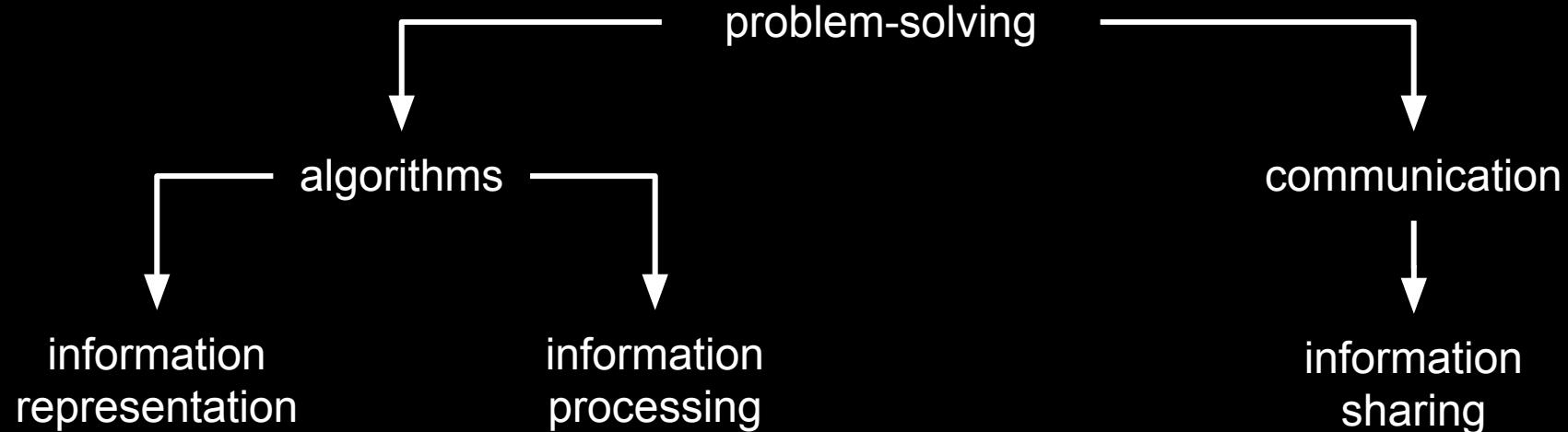
algorithms

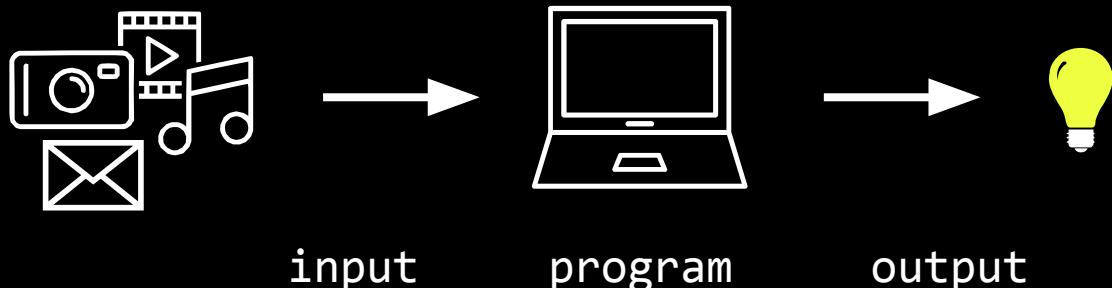
information  
representation

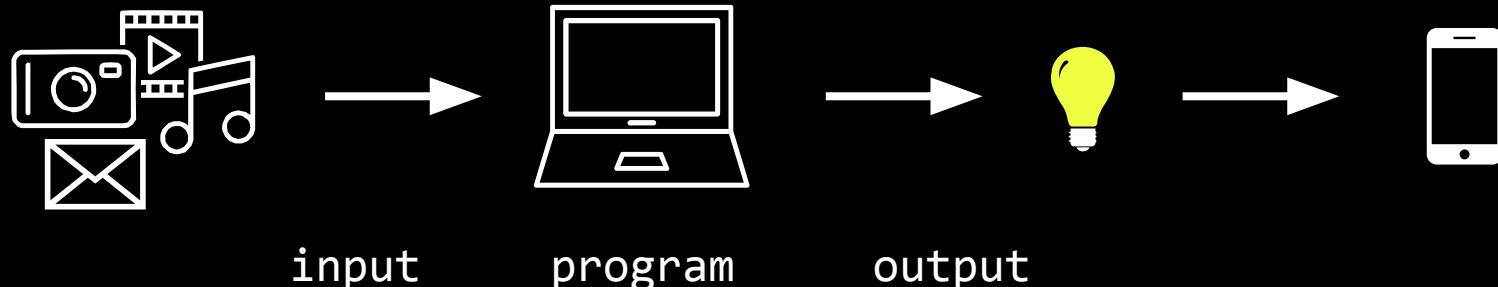
information  
processing

information  
sharing









**cross-course overview**

representation

representation

processing

representation

processing

communication

programming

representation

processing

communication

programming

representation

processing

communication

digital fundamentals

data analysis

programming

representation

processing

communication

digital fundamentals

data analysis

artificial  
intelligence

programming

representation

processing

communication

digital fundamentals

digital applications

data analysis

artificial  
intelligence

programming

representation

processing

communication

digital fundamentals

digital applications

data analysis

artificial  
intelligence

programming

representation

processing

communication



digital fundamentals

digital applications

data analysis

artificial  
intelligence

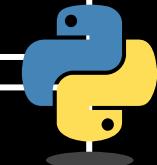


programming

representation

processing

communication



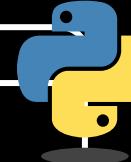
digital fundamentals

digital applications

R

data analysis

artificial  
intelligence



programming

representation

processing

communication



digital fundamentals

# PROBLEM SOLVING

[BACK](#)

# Pólya's approach to problem-solving



image source: <http://doi.org/10.3932/ethz-a-000099441>

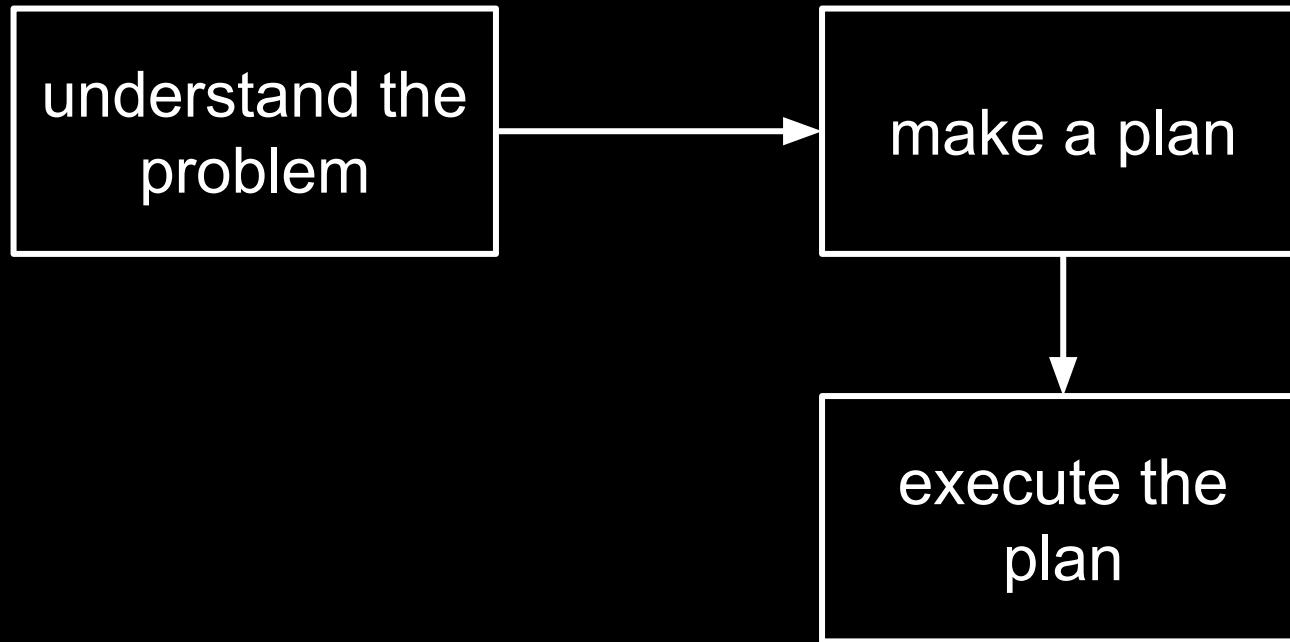
# Pólya's approach to problem-solving

understand the  
problem

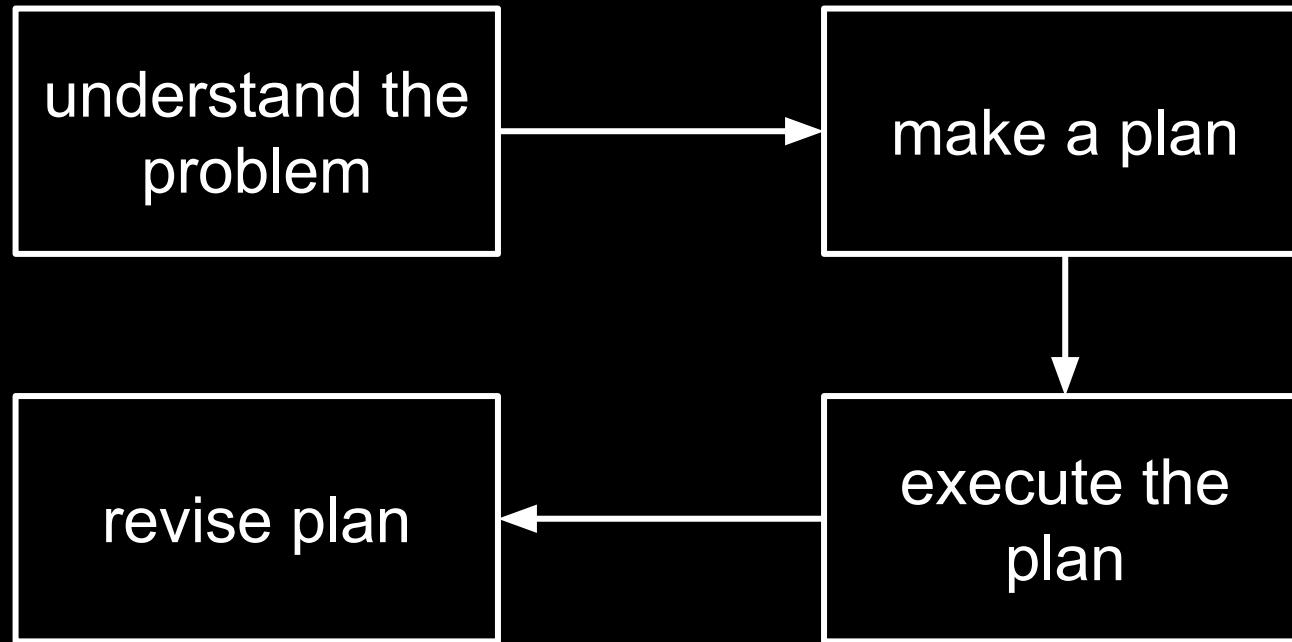
# Pólya's approach to problem-solving



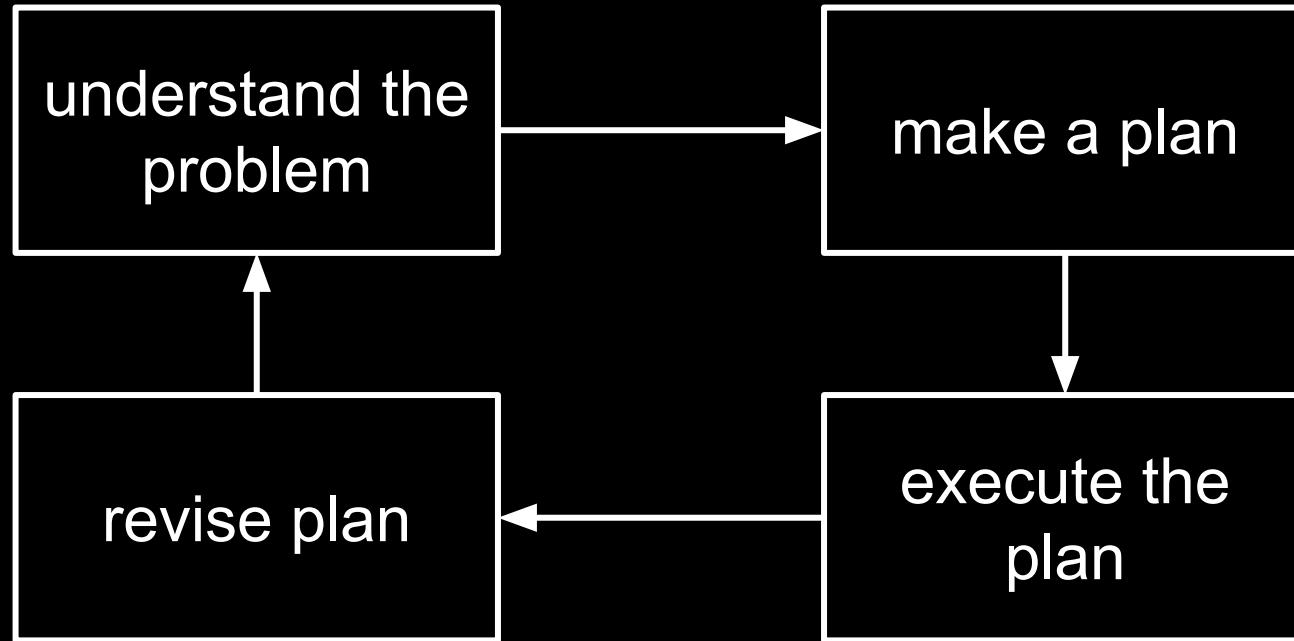
# Pólya's approach to problem-solving



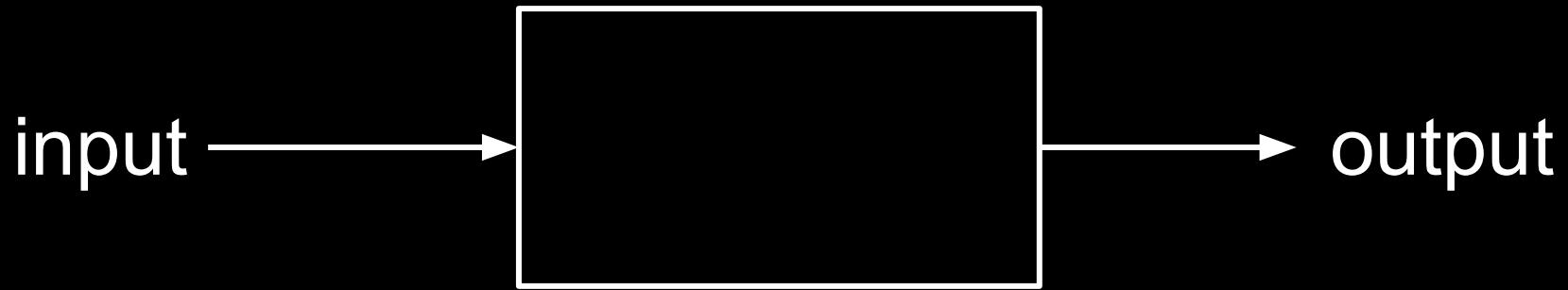
# Pólya's approach to problem-solving



# Pólya's approach to problem-solving



# a model to represent problems



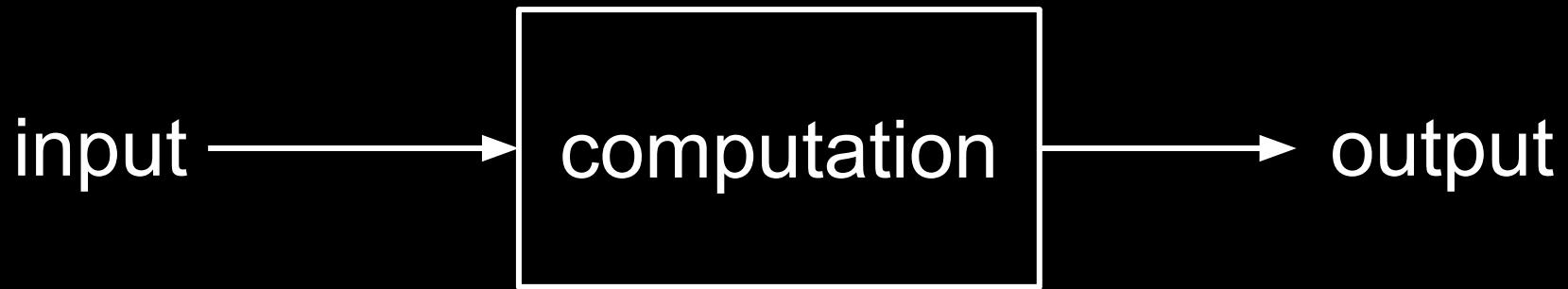
# a model to represent problems



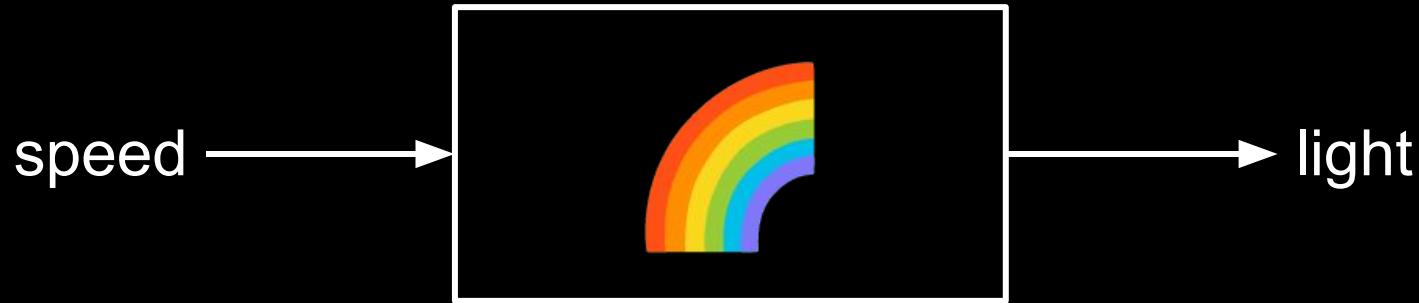
# a model to represent problems



# a model to represent problems



# the rainbow experiment as an input - processing - output - problem



$\{a, b\}$  $s$





count\_plants()

output



count\_plants()

42

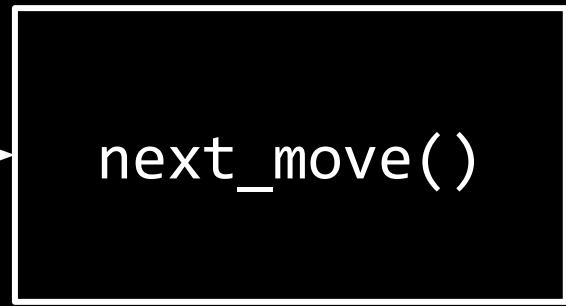
processing of  
information



count\_plants()

42

representation of  
information



E2 → E4



1: 0R	9: 0P	57: 1R
2: 0N	10: 0P	58: 1N
3: 0B	11: 0P	59: 1B
4: 0K	12: 0P	60: 1K
5: 0Q	13: 0P	...
6: 0B	14: 0P	62: 1B
7: 0N	15: 0P	63: 1N
8: 0R	16: 0P	64: 1R

representation of information



problem solving strategies

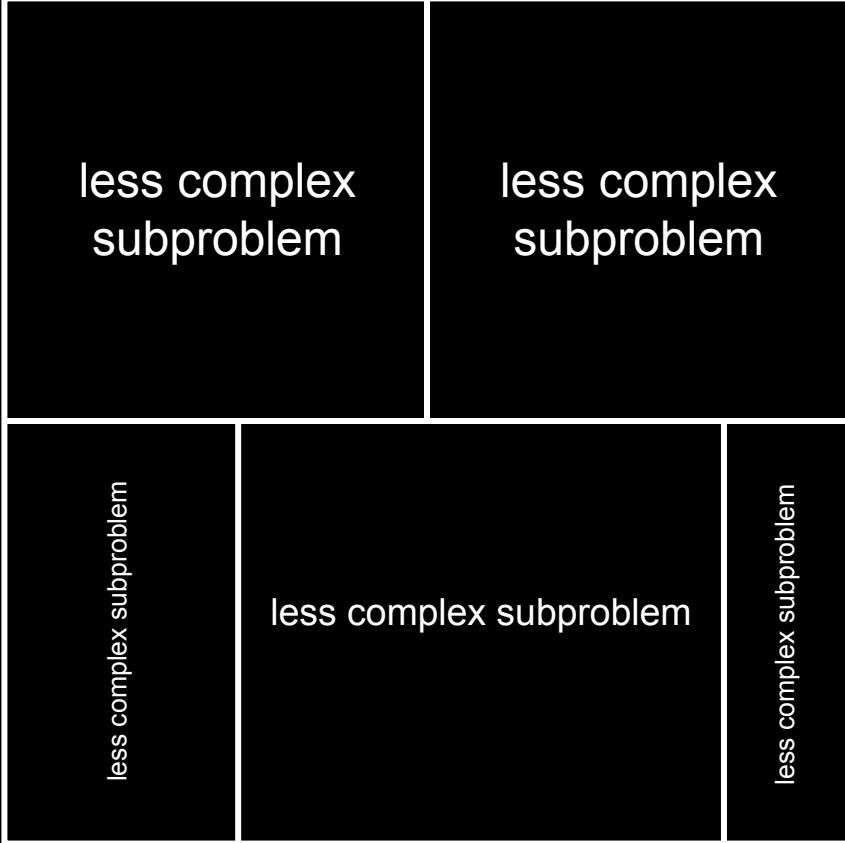
# problem decomposition

large and complex problem

less complex  
subproblem

less complex  
subproblem

less complex subproblem



less complex  
subproblem

less complex  
subproblem

less complex subproblem

less complex subproblem

less complex subproblem

divide and conquer

large and complex problem of type A



smaller problem  
of type A

even smaller problem of type A	even smaller problem of type A
even smaller problem of type A	even smaller problem of type A
even smaller problem of type A	even smaller problem of type A
even smaller problem of type A	even smaller problem of type A

sorted list +  
element



is 67 a prime number?

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## linear search



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## linear search



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## linear search



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## linear search



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## linear search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



19 steps... can't we do better?

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



large and complex  
problem

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## large and complex problem

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## smaller problem

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41

## smaller problem

43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

binary search

67 != 41



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

binary search

$67 > 41$



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, **41**,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

binary search

$67 > 41$



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



67 != 71

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



67 != 71

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



$$67 < 71$$

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



67 != 59

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



$$67 > 59$$

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



$$67 = 67$$

## binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



$$67 = 67$$

3 splits → much better

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



$$67 = 67$$



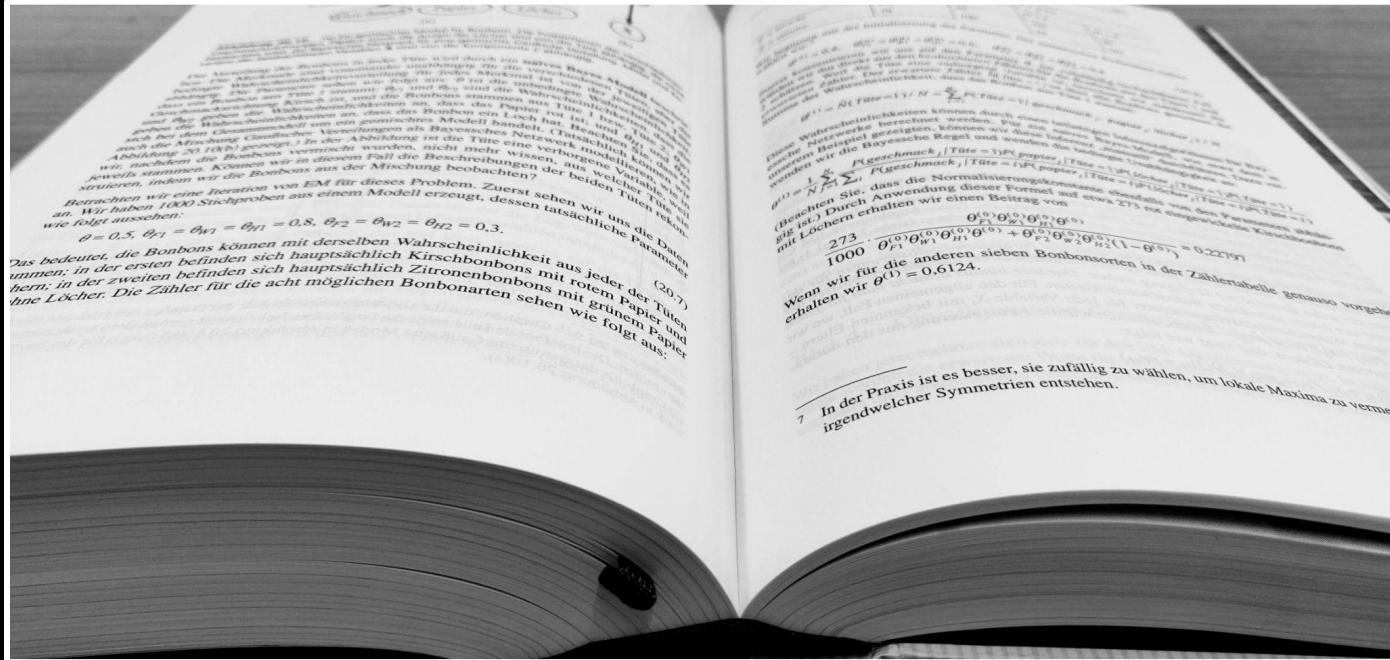
how efficient are linear and  
binary search in general?



count\_words()

word count

**how many words are in the book?**



strategies, anyone?



... und somit ist die Wahrscheinlichkeit, dass ein Bonbon aus einer Zuckertüte ein Karamellbonbon ist, gleich der Wahrscheinlichkeit, dass es ein Zitronenbonbon ist. Also ist  $\theta_{11} = \theta_{12}$  und  $\theta_{21} = \theta_{22}$ .  
Betrachten wir die 1000 Stückbonbons aus einem Modell erzeugt, dessen tatsächliche Prozentsätze  $\theta_{11} = \theta_{12} = \theta_{21} = 0.8$ ,  $\theta_{22} = \theta_{12} = \theta_{21} = 0.3$ ,

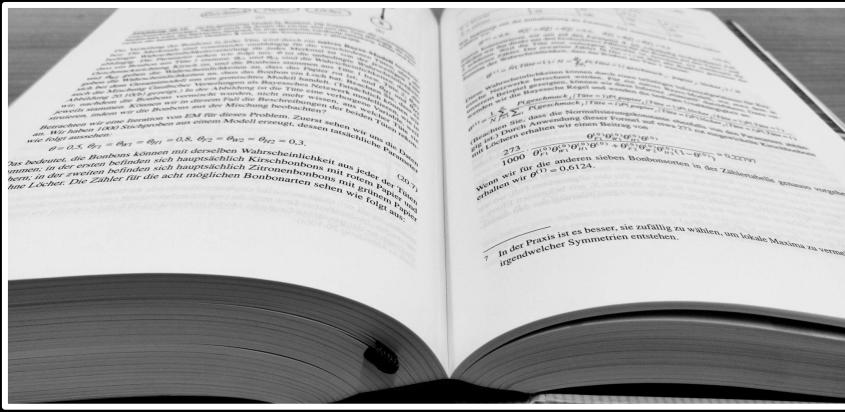
(20.7) dies bedeutet, die Bonbons können mit derselben Wahrscheinlichkeit aus jeder der Tüten entnommen werden. In der ersten Tüte befinden sich hauptsächlich Zitronenbonbons mit einem kleinen Prozentsatz Karamellbonbons, in der zweiten Tüte befinden sich hauptsächlich Karamellbonbons mit einem kleinen Prozentsatz Zitronenbonbons.

7. In der Praxis ist es besser, sie zufällig zu wählen, um lokale Maxima zu vermeiden.

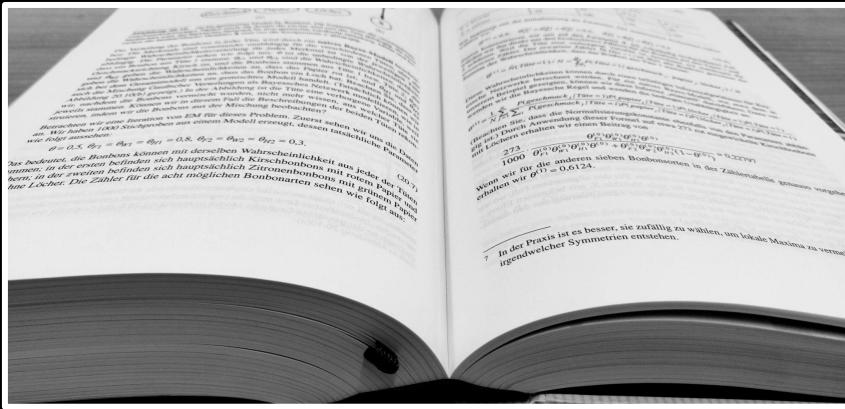
Wenn wir für die anderen sieben Bonbonsorten in der Zuckertüte genommen wären, erhalten wir  $\theta^* = 0.6124$ .



page 1







187

212

55



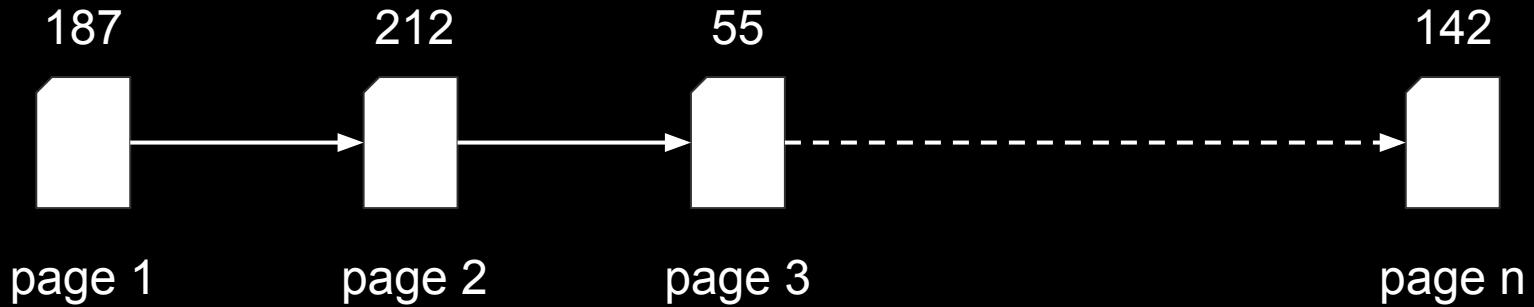
page 1

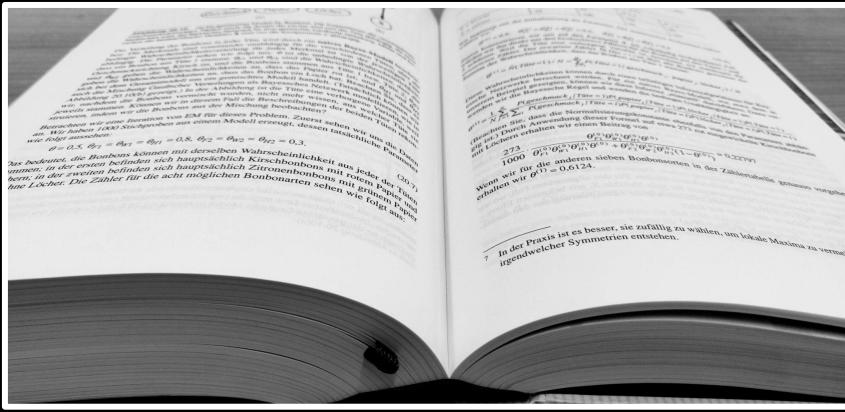


page 2



page 3





$n = 1327$  pages

$\varnothing 2:23$  minutes per page

$\sim 52.34$  hours

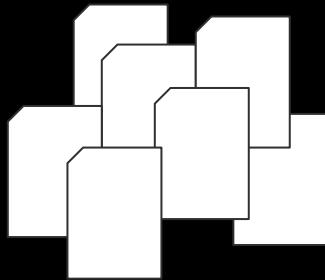


divide and conquer

+

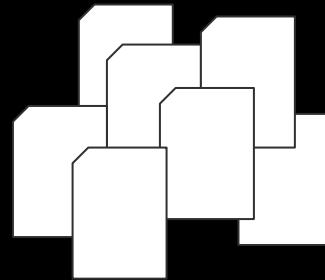
?

pages 1 - 700



student 1

pages 701 - 1327



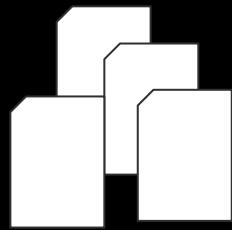
student 2

pages 1 - 350

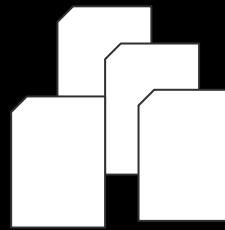
pages 351 - 700

pages 701 - 1050

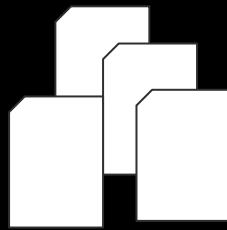
pages 1051- 1327



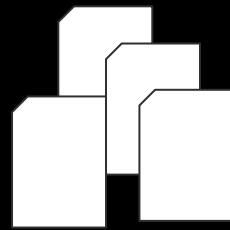
student 1



student 2



student 3

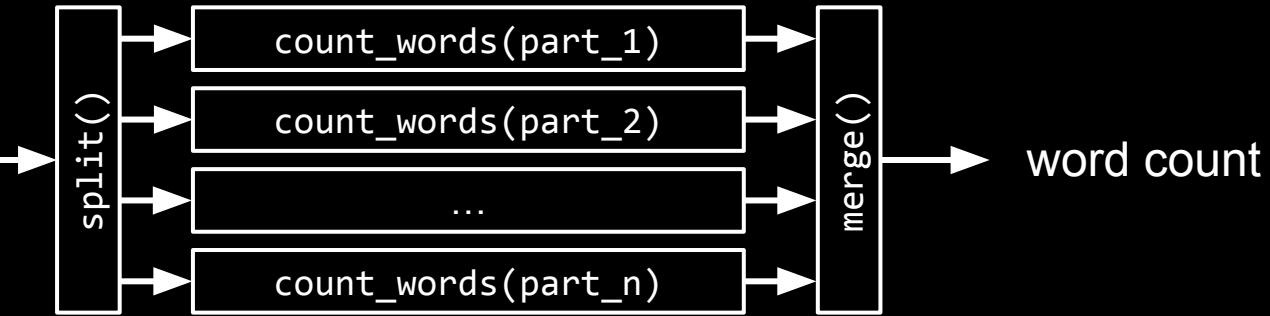
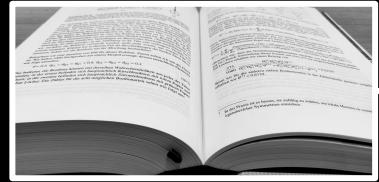


student 4

divide and conquer

+

distribution and parallelization



# ALGORITHMS

[BACK](#)

# what solves the problem?





algorithm, program, process

"A finitely long rule consisting of individual instructions is called an **algorithm**."

Source: Vornberger, O., Algorithmen und Datenstrukturen, Lecture notes: <http://www-lehre.inf.uos.de/~ainf/2013/PDF/skript.pdf>

"A **program** is an algorithm expressed in a  
programming language."

Source: Vornberger, O., Algorithmen und Datenstrukturen, Lecture notes: <http://www-lehre.inf.uos.de/~ainf/2013/PDF/skript.pdf>

**"A process is a program that is currently executed by a computer."**

Source: Vornberger, O., Algorithmen und Datenstrukturen, Lecture notes: <http://www-lehre.inf.uos.de/~ainf/2013/PDF/skript.pdf>



# greatest common divisor

euclidean algorithm

Identify the larger number. If  $a < b$ , swap numbers so that  $a > b$

Subtract  $b$  from  $a$  and replace  $a$  with the result

Repeat until one of the numbers becomes 0

Return the number that is not zero

Loop 1:

a = 18, b = 48 → swap

Loop 1:

a = 18, b = 48 → swap → a = 48, b = 18

a = 48 - 18 = 30

Loop 1:

a = 18, b = 48 → swap → a = 48, b = 18  
a = 48 - 18 = 30

Loop 2:

a = 30, b = 18 → no swap  
a = 30 - 18 = 12

Loop 1:

a = 18, b = 48 → swap → a = 48, b = 18  
a = 48 - 18 = 30

Loop 2:

a = 30, b = 18 → no swap  
a = 30 - 18 = 12

Loop 3:

a = 12, b = 18 → swap → a = 18, b = 12  
a = 18 - 12 = 6

Loop 1:

a = 18, b = 48 → swap → a = 48, b = 18  
a = 48 - 18 = 30

Loop 2:

a = 30, b = 18 → no swap  
a = 30 - 18 = 12

Loop 3:

a = 12, b = 18 → swap → a = 18, b = 12  
a = 18 - 12 = 6

Loop 4:

a = 6, b = 12 → swap → a = 12, b = 6  
a = 12 - 6 = 6

Loop 1:

a = 18, b = 48 → swap → a = 48, b = 18  
a = 48 - 18 = 30

Loop 2:

a = 30, b = 18 → no swap  
a = 30 - 18 = 12

Loop 3:

a = 12, b = 18 → swap → a = 18, b = 12  
a = 18 - 12 = 6

Loop 4:

a = 6, b = 12 → swap → a = 12, b = 6  
a = 12 - 6 = 6

Loop 5:

a = 6, b = 6 → no swap  
a = 6 - 6 = 0

Loop 1:

a = 18, b = 48 → swap → a = 48, b = 18  
a = 48 - 18 = 30

Loop 2:

a = 30, b = 18 → no swap  
a = 30 - 18 = 12

Loop 3:

a = 12, b = 18 → swap → a = 18, b = 12  
a = 18 - 12 = 6

Loop 4:

a = 6, b = 12 → swap → a = 12, b = 6  
a = 12 - 6 = 6

Loop 5:

a = 6, b = 6 → no swap  
a = 6 - 6 = 0

return b = 6

# algorithm representation

## 100 Good Cookies

1 cup white sugar

1 cup brown sugar

1 cup margarine

1 cup cooking oil

1 egg

1 teaspoon vanilla

1 teaspoon cream of tartar

1 teaspoon baking soda

1 cup quick oatmeal

1 cup coconut

1 cup Rice Krispies

1 cup chopped walnuts

3½ cups flour

1-12oz. package mini

chocolate chips

Mix in order given. Drop by teaspoonful onto  
cookie sheet. Bake at 350° for 8-10 minutes.  
(over)

pseudocode

READ a, b

REPEAT

IF a < b THEN

a = b

b = a

a = a - b

UNTIL a = 0 OR b = 0

RETURN the variable that is not 0

# flow diagrams



BEGIN / END

start / end of  
algorithm



decision



input / output



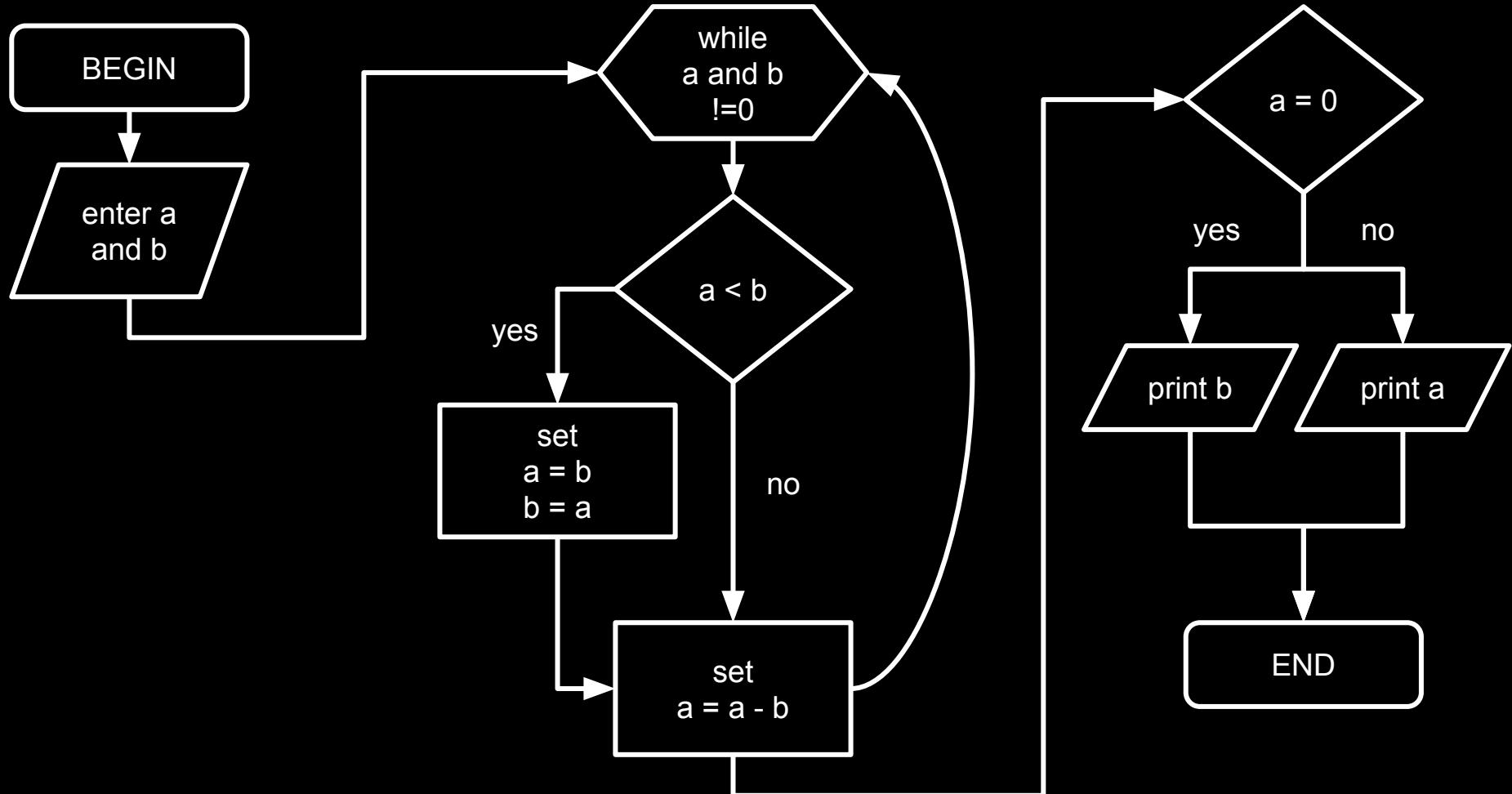
repetition



command /  
assignment



external routine





# square roots

babylonian method

calculate square root of  
 $x = 16$

$A = 1$

$B = x / A = 16$

B

A

$x = 16$

$$A = (A + B) / 2 = 17 / 2 = 8.5$$

$$B = x / A = 16 / 8.5 \approx 1.88$$



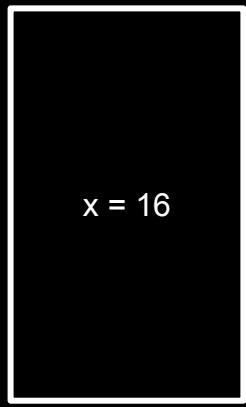
$$A = (A + B) / 2 \approx 10.38 / 2 \approx 5.19$$

$$B = x / A \approx 16 / 5.19 \approx 3.08$$

B

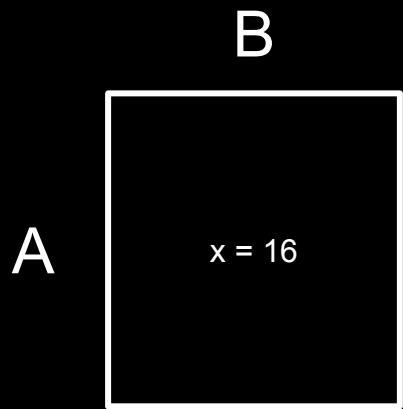
A

$x = 16$



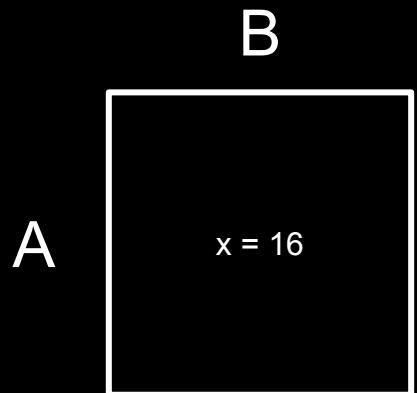
$$A = (A + B) / 2 \approx 8.27 / 2 \approx 4.14$$

$$B = x / A \approx 16 / 4.14 \approx 3.86$$

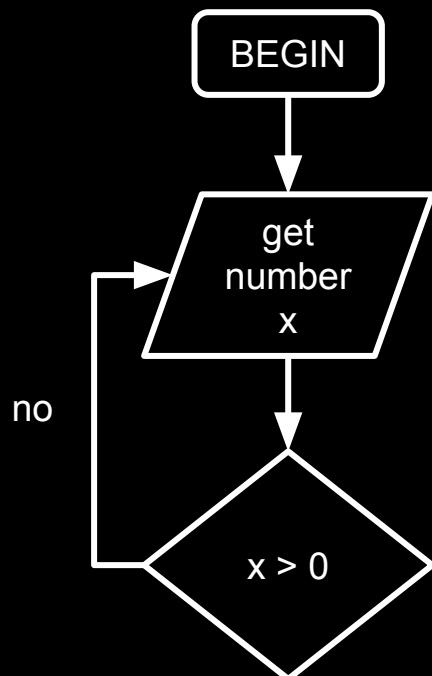


$$A = (A + B) / 2 = 8 / 2 = 4$$

$$B = x / A = 16 / 4 = 4$$















# estimating $\pi$

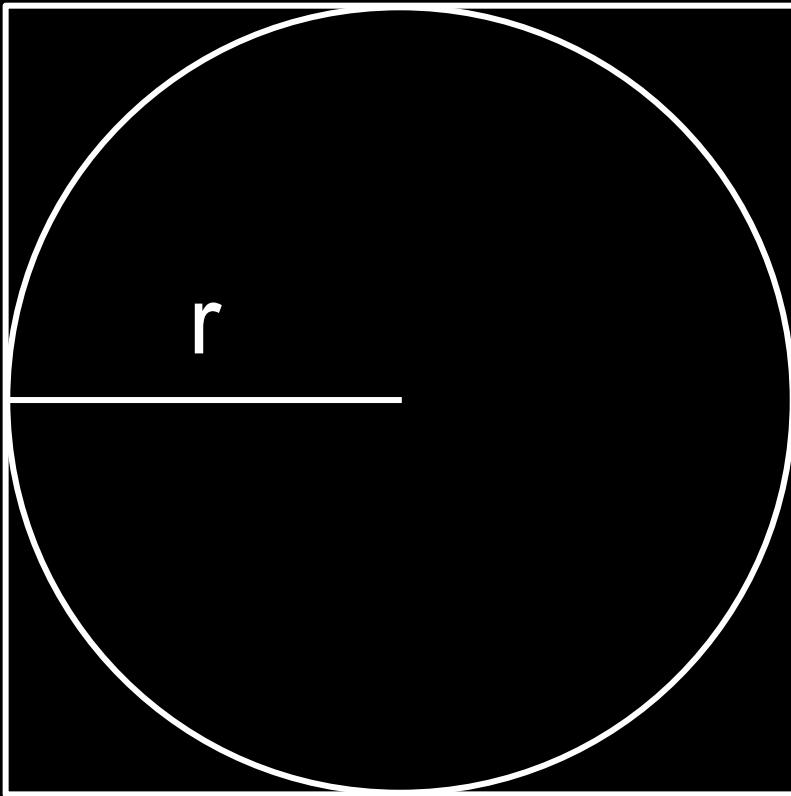


$r$

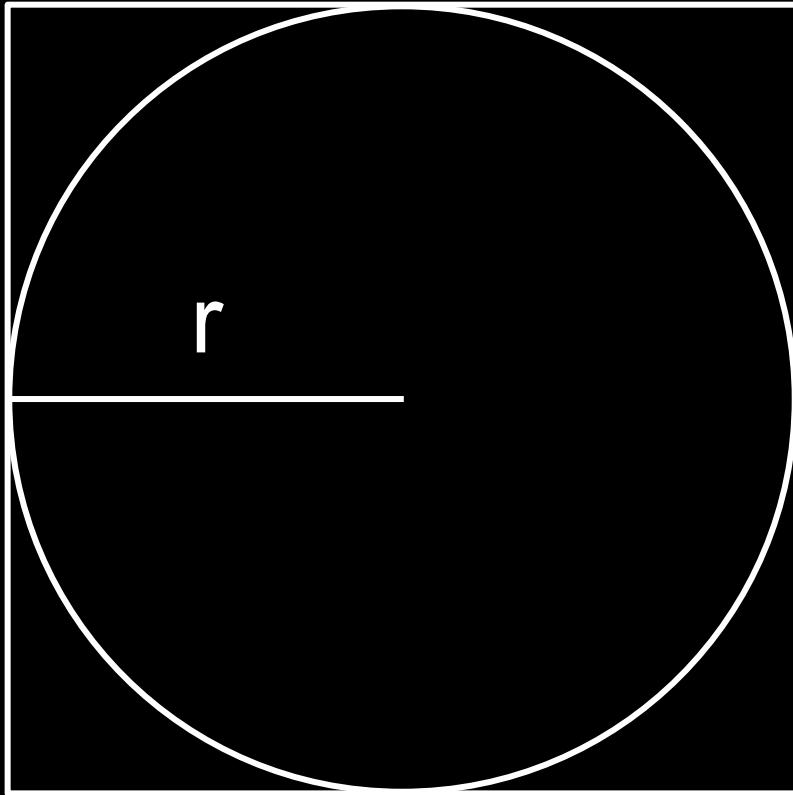
A diagram of a circle with a radius labeled  $r$ . The circle is drawn with a thin white line on a black background. A horizontal line segment from the center to the circumference represents the radius, with the letter  $r$  positioned at its midpoint.



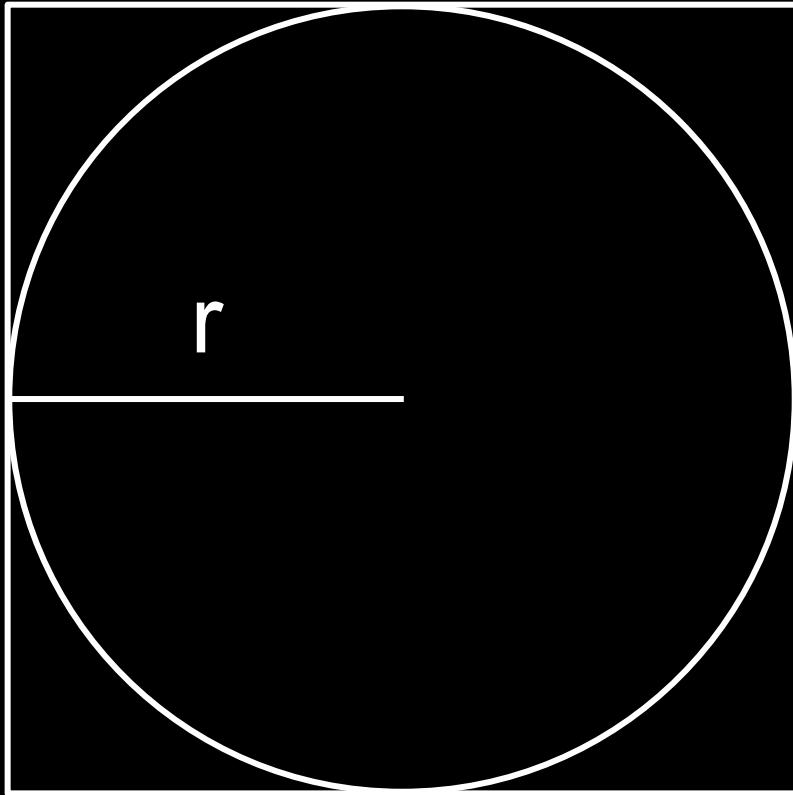
 $2r$  $2r$



$$\frac{\textcircled{1}}{\square} = \frac{\pi r^2}{4r^2}$$



$$\frac{\textcircled{1}}{\square} = \frac{\pi r^2}{4r^2}$$



$$\frac{\textcircled{1}}{\square} = \frac{\pi}{4}$$

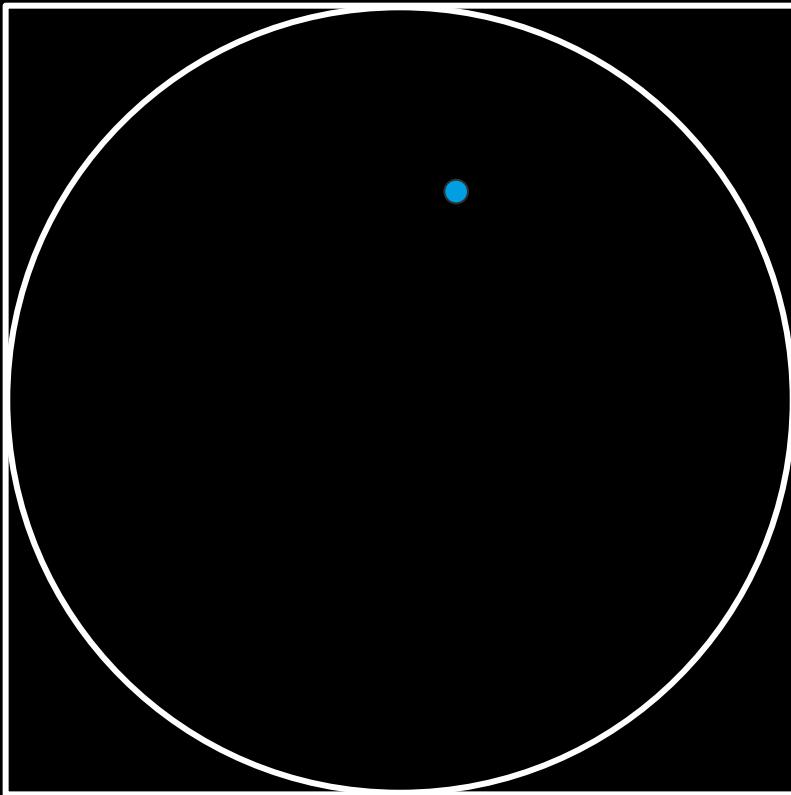
monte carlo simulation



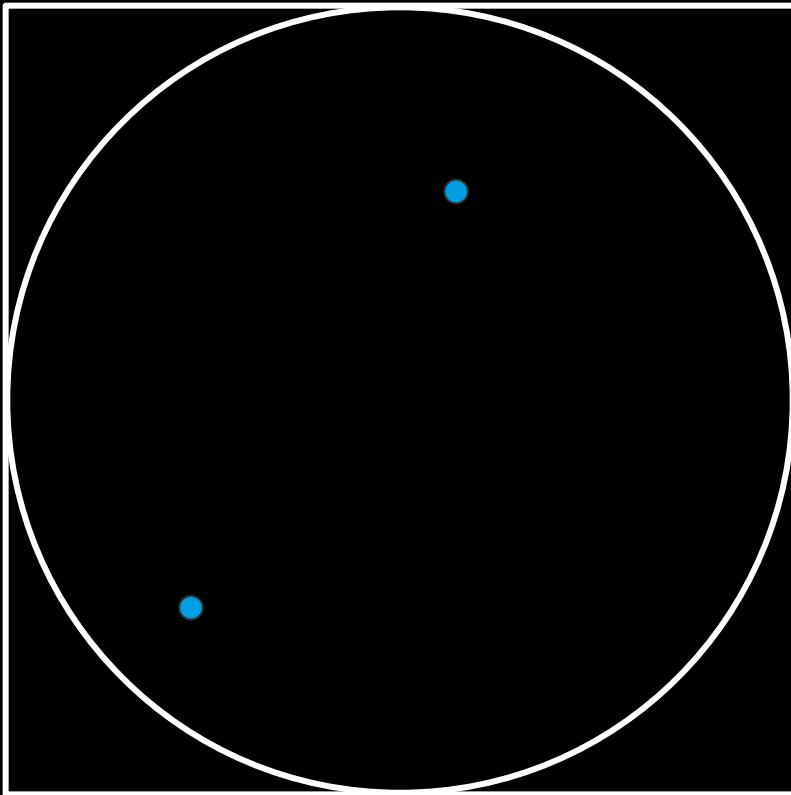
$$\frac{\textcircled{1}}{\square} = \frac{\pi}{4}$$



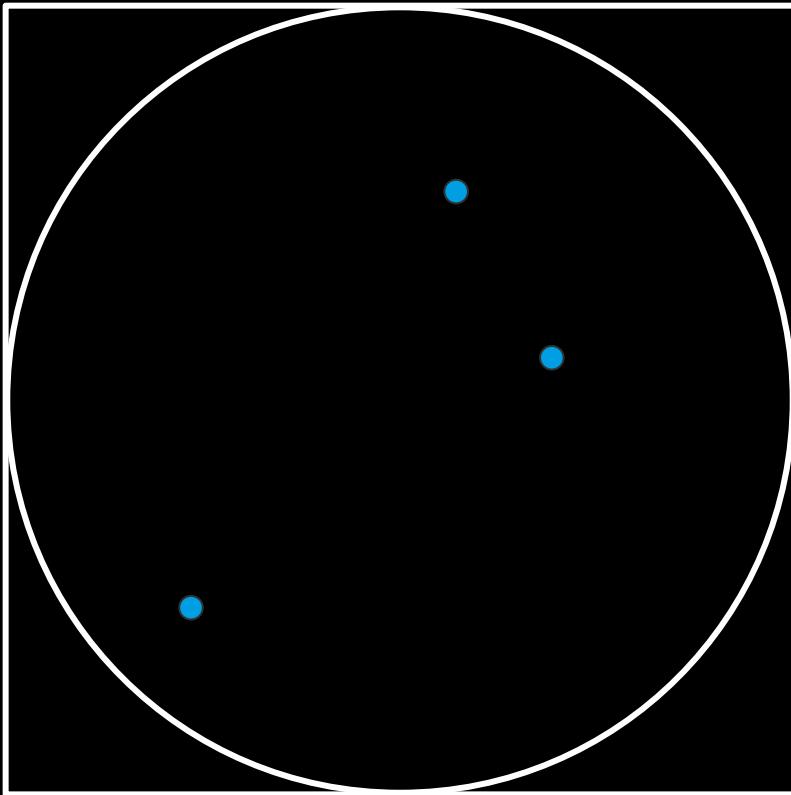
$$4 \frac{\bigcirc}{\square} = \pi$$



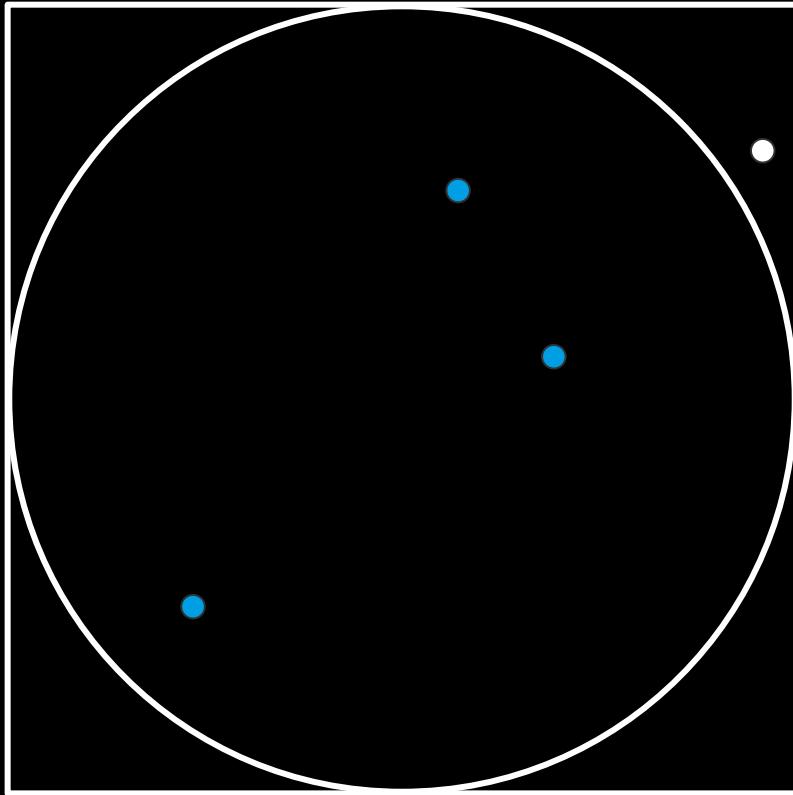
$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 4$$



$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 4$$



$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 4$$



$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 3$$



$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 3,2$$



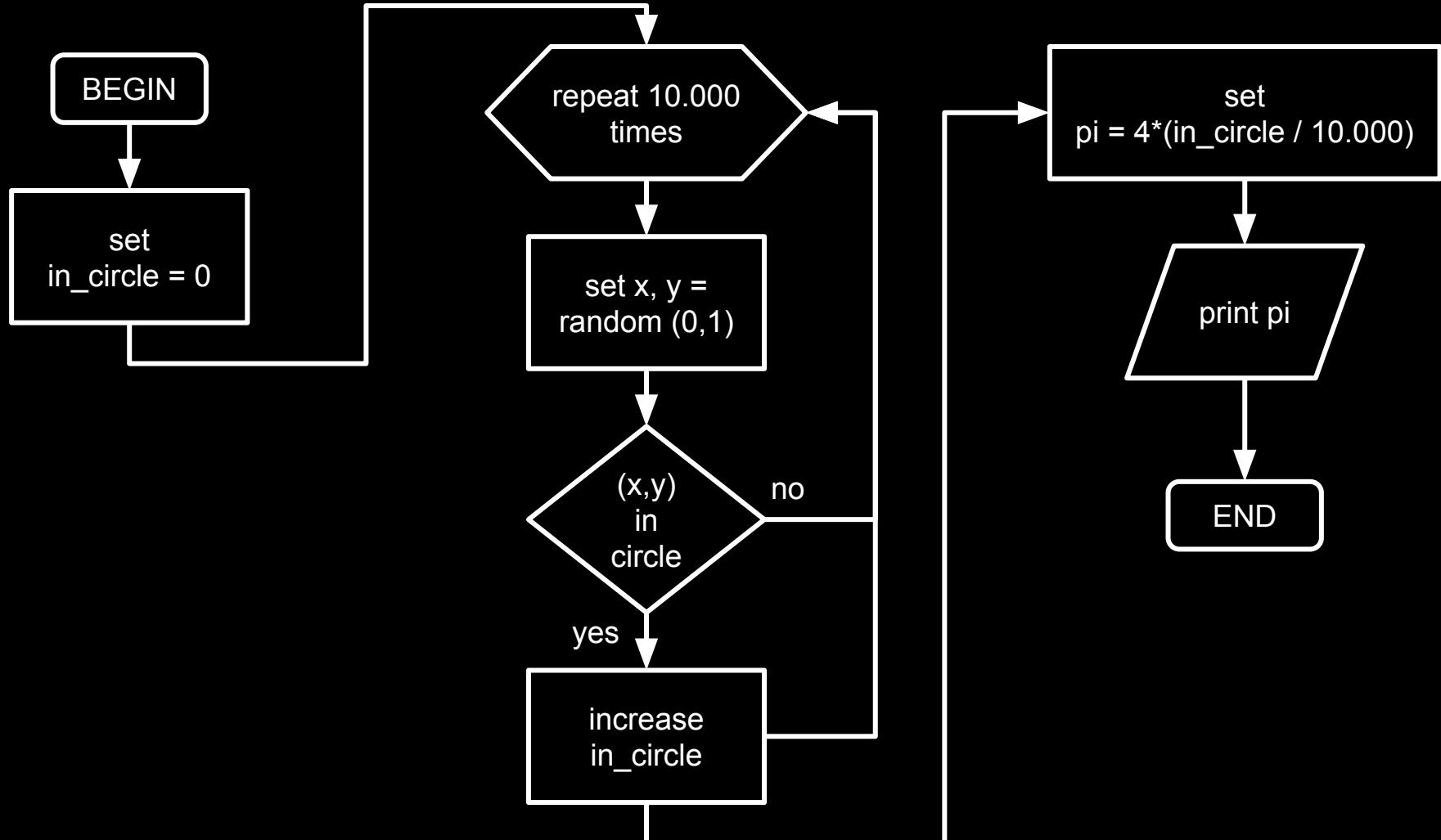
$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 3,33$$



$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 3,43$$



$$4 \frac{\bigcirc}{\square} = \pi$$
$$= 3$$



gregory-leibniz series

$$\pi = 4 \sum_{n=0}^{\infty} \frac{(-1)^n}{2n+1}$$

$$\pi = 4 \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right)$$



# sorting

[ 9, 5, 2, 1, 4, 7 ]

bubble sort

repeatedly compare and swap elements until done.

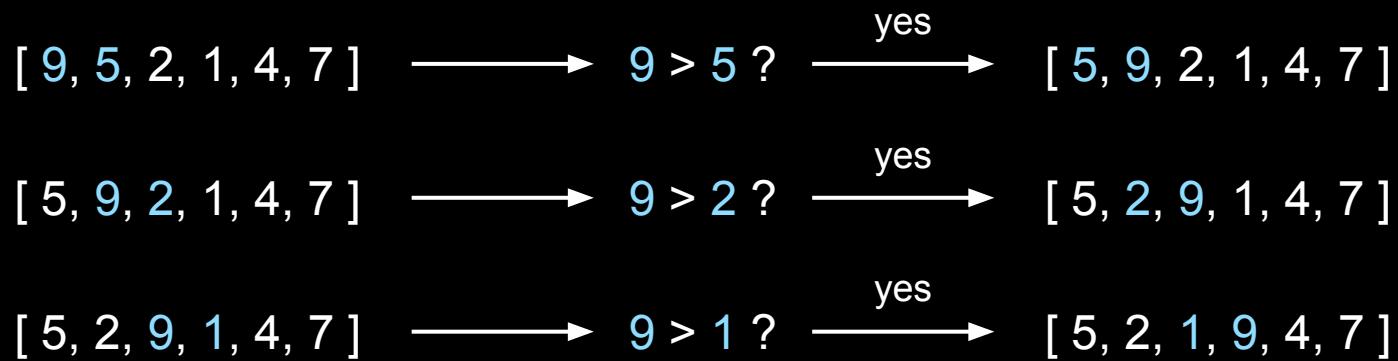
[ 9, 5, 2, 1, 4, 7 ]

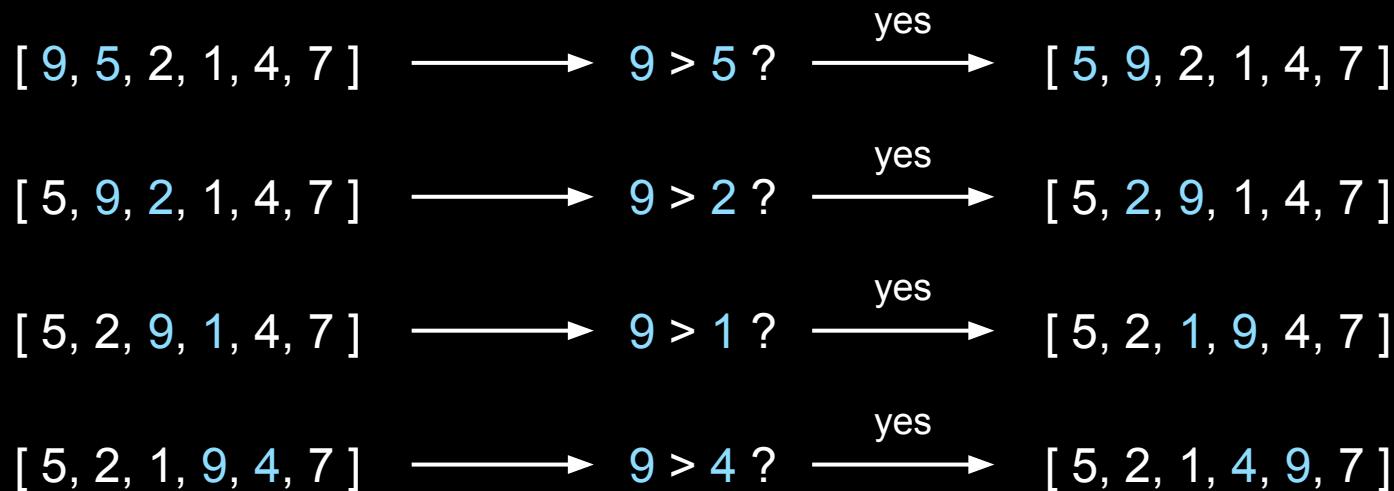
[ 9, 5, 2, 1, 4, 7 ]     $\longrightarrow$      $9 > 5 ?$

[ 9, 5, 2, 1, 4, 7 ] → 9 > 5 ? → yes [ 5, 9, 2, 1, 4, 7 ]

[ 9, 5, 2, 1, 4, 7 ]  $\longrightarrow$   $9 > 5 ?$   $\xrightarrow{\text{yes}}$  [ 5, 9, 2, 1, 4, 7 ]

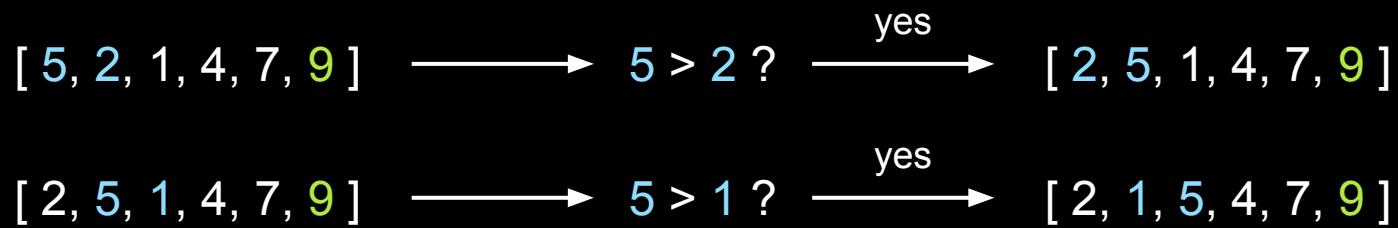
[ 5, 9, 2, 1, 4, 7 ]  $\longrightarrow$   $9 > 2 ?$   $\xrightarrow{\text{yes}}$  [ 5, 2, 9, 1, 4, 7 ]



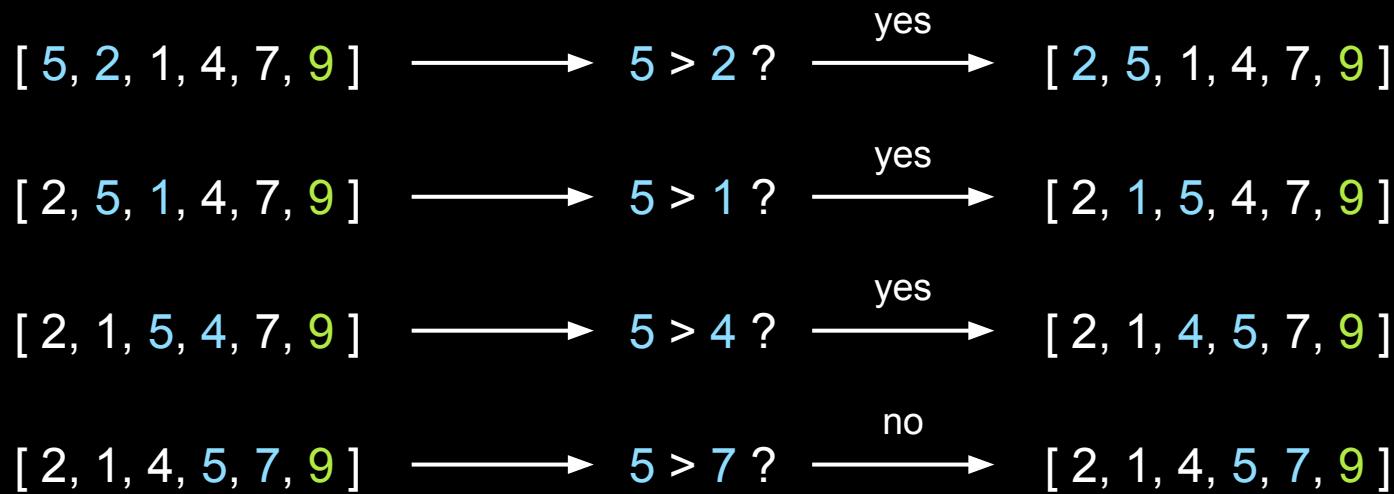




[ 5, 2, 1, 4, 7, 9 ] → 5 > 2 ? → yes [ 2, 5, 1, 4, 7, 9 ]

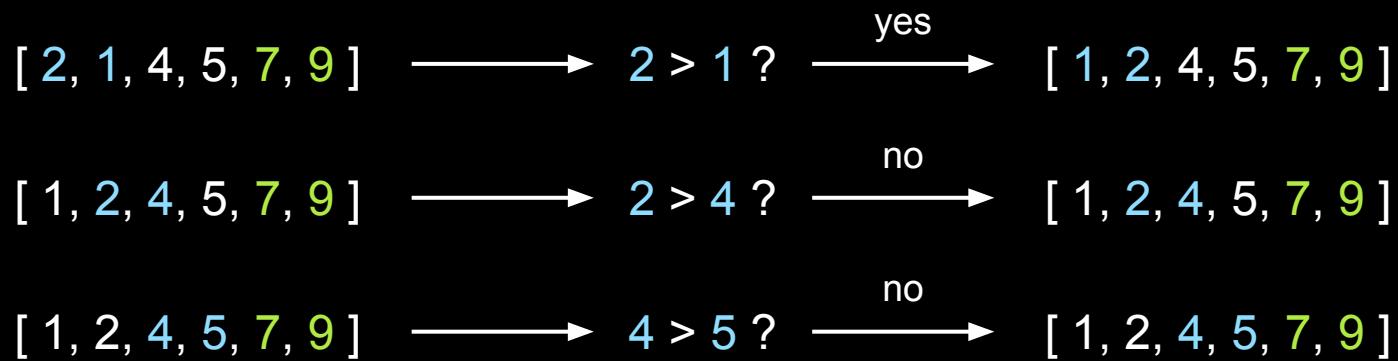






[ 2, 1, 4, 5, 7, 9 ] → 2 > 1 ? → yes [ 1, 2, 4, 5, 7, 9 ]





[ 1, 2, 4, 5, 7, 9 ] → 1 > 2 ? →  
no [ 1, 2, 4, 5, 7, 9 ]

[ 1, 2, 4, 5, 7, 9 ]  $\longrightarrow$  1 > 2 ?  $\xrightarrow{\text{no}}$  [ 1, 2, 4, 5, 7, 9 ]  
[ 1, 2, 4, 5, 7, 9 ]  $\longrightarrow$  2 > 4 ?  $\xrightarrow{\text{no}}$  [ 1, 2, 4, 5, 7, 9 ]

[ 1, 2, 4, 5, 7, 9 ] → 1 > 2 ? →  
no [ 1, 2, 4, 5, 7, 9 ]

[ 1, 2, 4, 5, 7, 9 ] → 1 > 2 ? →  
no [ 1, 2, 4, 5, 7, 9 ]

[ 1, 2, 4, 5, 7, 9 ] DONE!

# selection sort

find the smallest element and move it to front. repeat for the rest of the elements.

move to front

[ 9, 5, 2, 1, 4, 7 ] → [ 1, 5, 9, 2, 4, 7 ]

[ 9, 5, 2, 1, 4, 7 ] move to front [ 1, 5, 9, 2, 4, 7 ]

[ 1, 5, 9, 2, 4, 7 ] move to front [ 1, 2, 5, 9, 4, 7 ]

move to front

[ 9, 5, 2, 1, 4, 7 ] → [ 1, 5, 9, 2, 4, 7 ]

[ 1, 5, 9, 2, 4, 7 ] → [ 1, 2, 5, 9, 4, 7 ]

[ 1, 2, 5, 9, 4, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

move to front

[ 9, 5, 2, 1, 4, 7 ] → [ 1, 5, 9, 2, 4, 7 ]

[ 1, 5, 9, 2, 4, 7 ] → [ 1, 2, 5, 9, 4, 7 ]

[ 1, 2, 5, 9, 4, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

[ 1, 2, 4, 5, 9, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

move to front

[ 9, 5, 2, 1, 4, 7 ] → [ 1, 5, 9, 2, 4, 7 ]

[ 1, 5, 9, 2, 4, 7 ] → [ 1, 2, 5, 9, 4, 7 ]

[ 1, 2, 5, 9, 4, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

[ 1, 2, 4, 5, 9, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

[ 1, 2, 4, 5, 9, 7 ] → [ 1, 2, 4, 5, 7, 9 ]

move to front

[ 9, 5, 2, 1, 4, 7 ] → [ 1, 5, 9, 2, 4, 7 ]

[ 1, 5, 9, 2, 4, 7 ] → [ 1, 2, 5, 9, 4, 7 ]

[ 1, 2, 5, 9, 4, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

[ 1, 2, 4, 5, 9, 7 ] → [ 1, 2, 4, 5, 9, 7 ]

[ 1, 2, 4, 5, 9, 7 ] → [ 1, 2, 4, 5, 7, 9 ]

[ 1, 2, 4, 5, 7, 9 ] → [ 1, 2, 4, 5, 7, 9 ]

merge sort

divide the elements recursively in two halves until only one element is left.  
then merge the sorted halves back together.

divide the elements **recursively** in two halves until only one element is left.  
then merge the sorted halves back together.

[ 9, 5, 2, 1, 4, 7 ]

[ 9, 5, 2 ]

split

[ 1, 4, 7 ]

[ 9, 5, 2, 1, 4, 7 ]

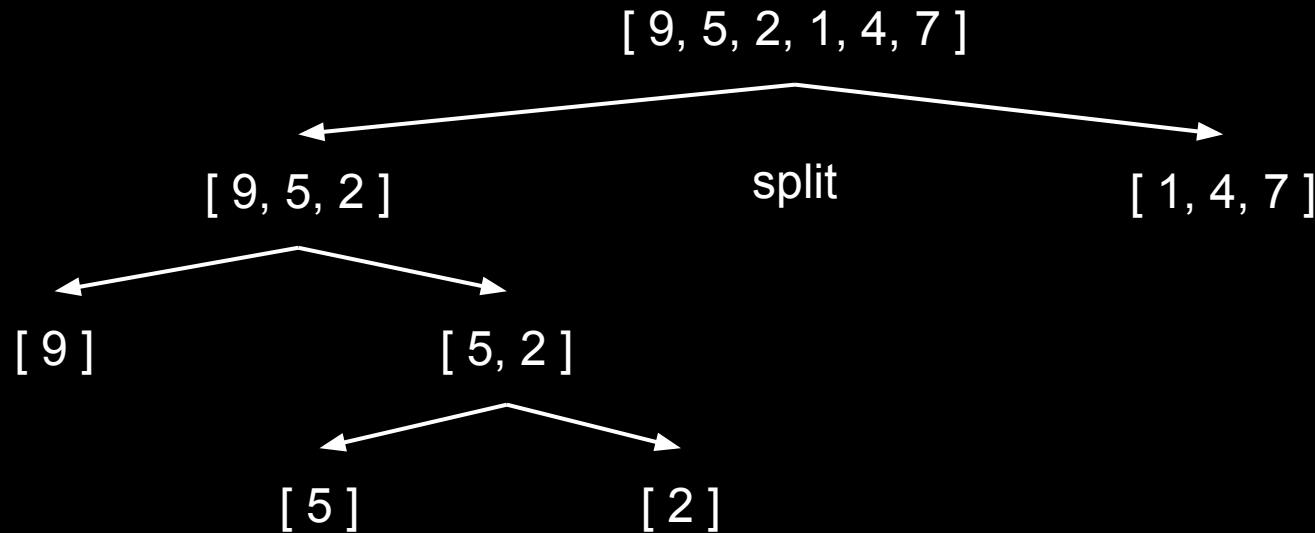
[ 9, 5, 2 ]

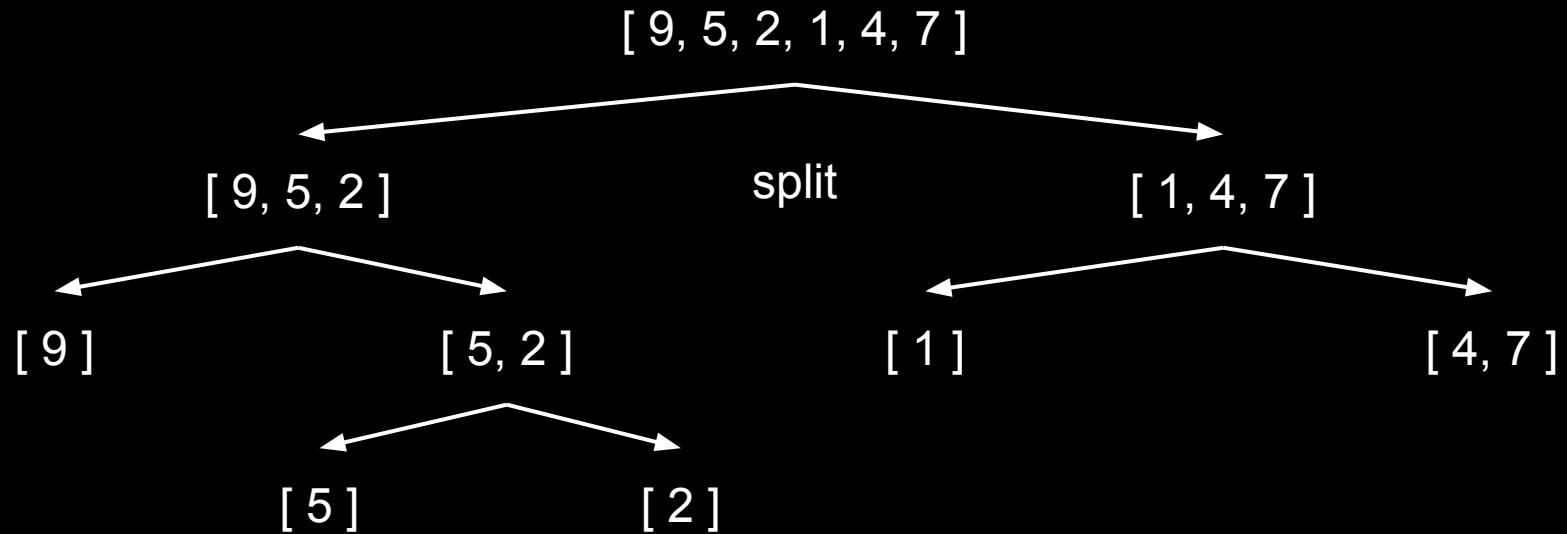
split

[ 1, 4, 7 ]

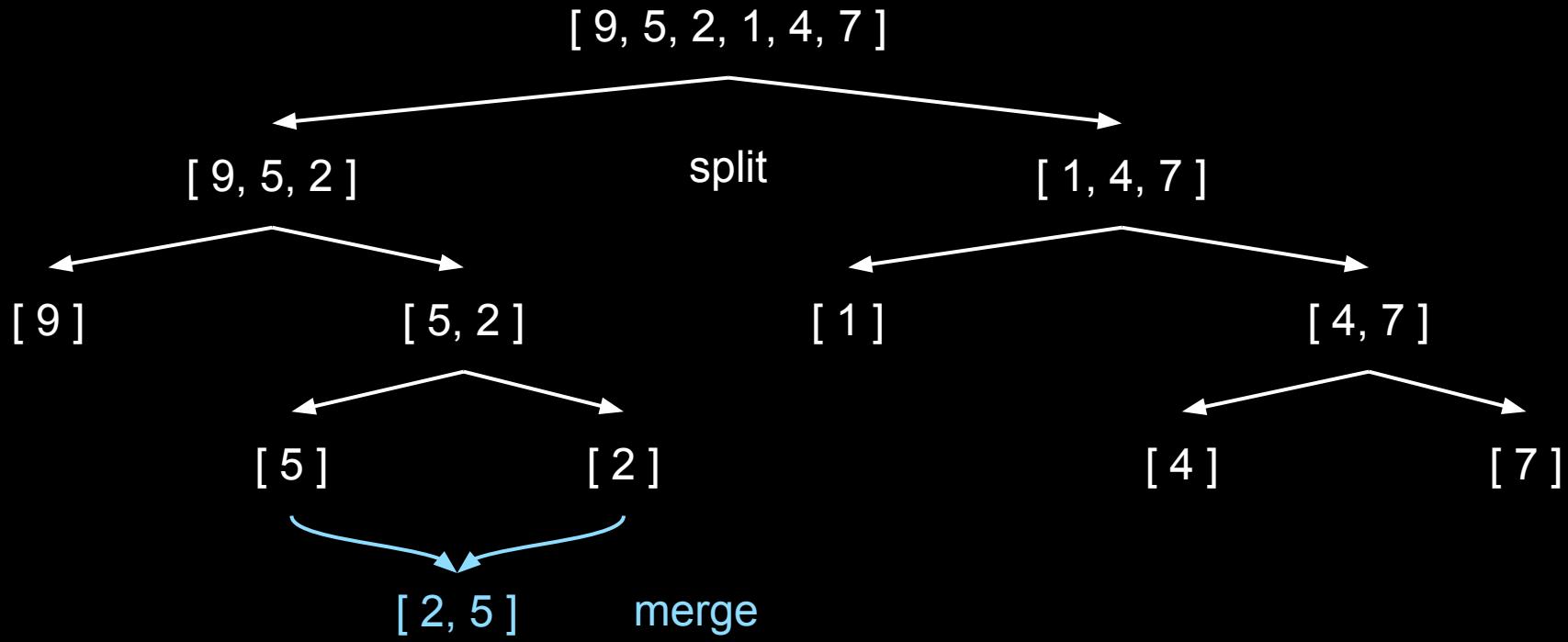
[ 9 ]

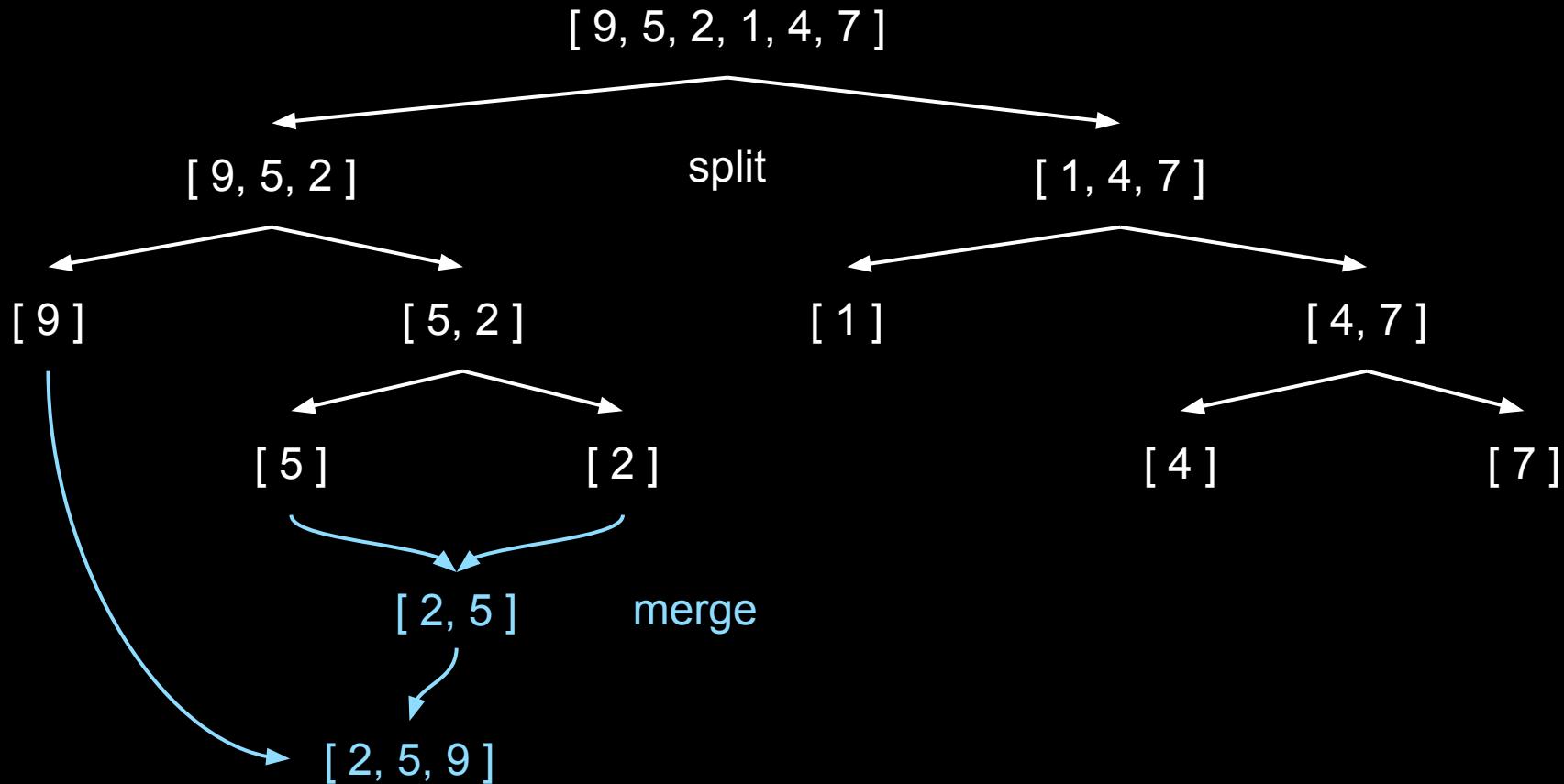
[ 5, 2 ]















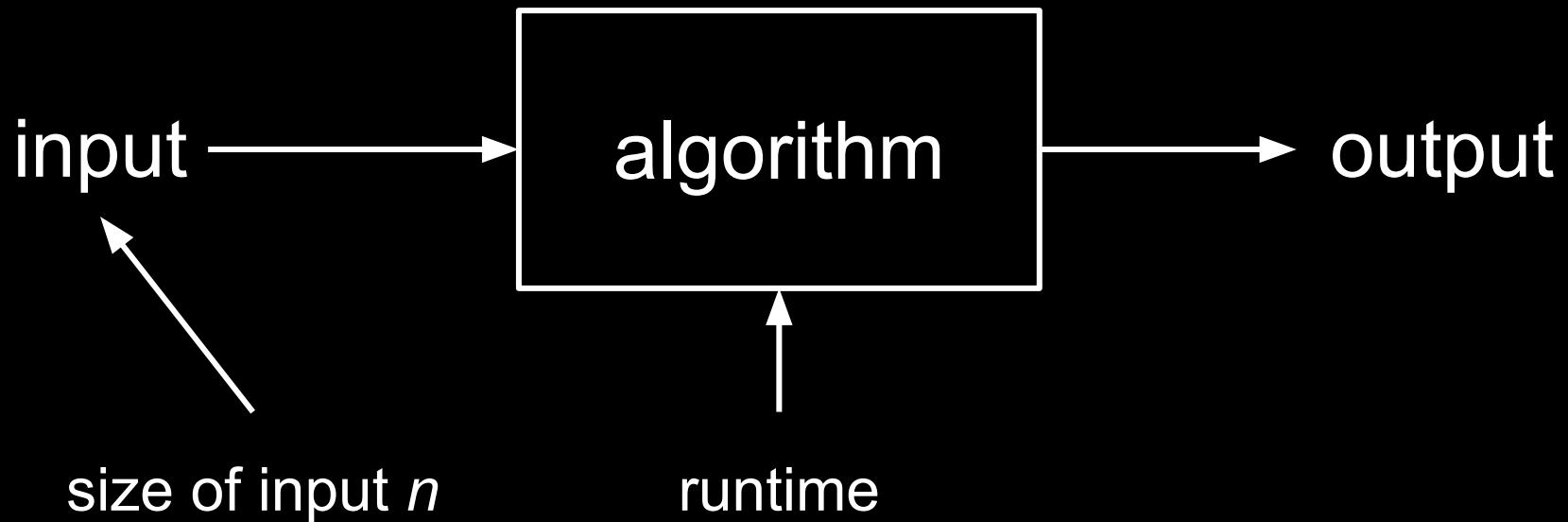


complexity





$O(n)$



$O(1)$	runtime is constant and independent of problem size
$O(\log_2 n)$	runtime is determined by the logarithm of problem size
$O(n)$	runtime is linear to problem size
$O(n^2)$	runtime grows quadratically with the size of the problem
$O(n^3)$	runtime grows cubically with the size of the problem
$O(2^n)$	runtime grows exponentially with the size of the problem
$O(n!)$	runtime grows factorially with the size of the problem

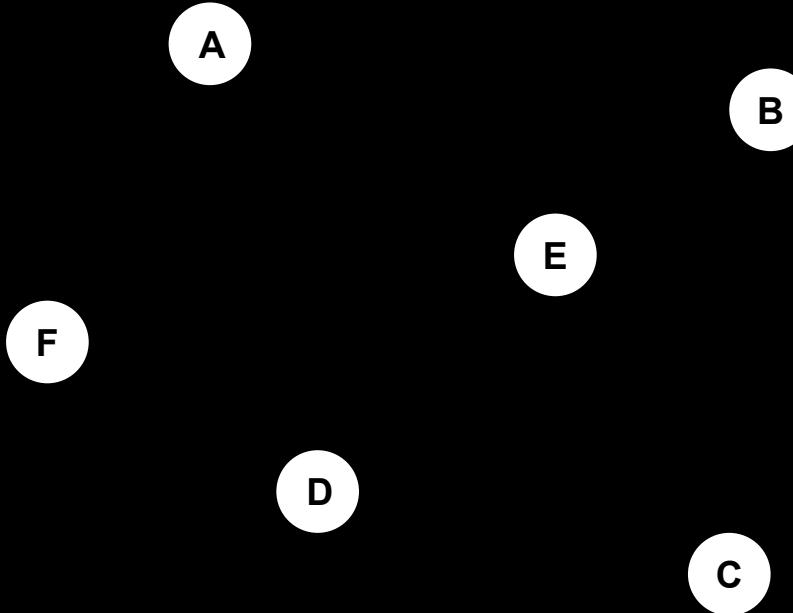


# optimization

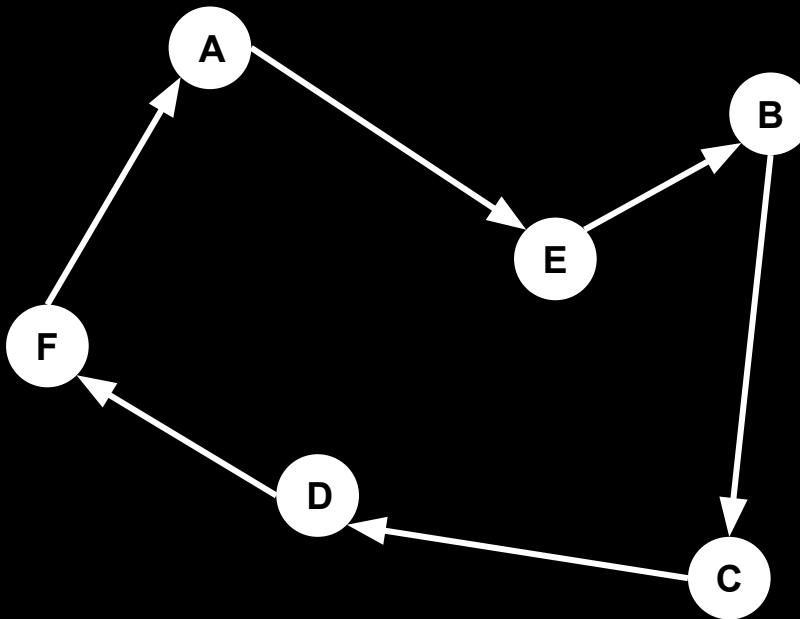


# traveling salesmen

# shortest tour?



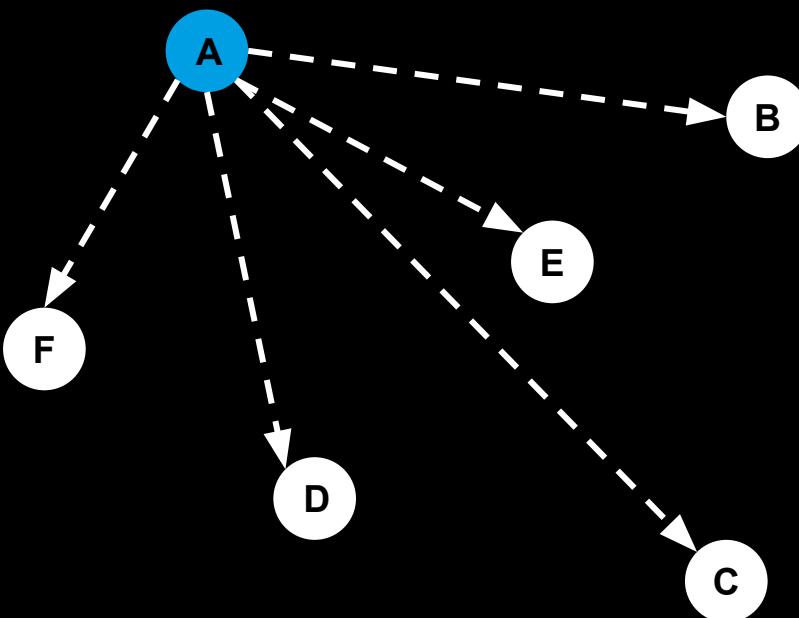
shortest tour?



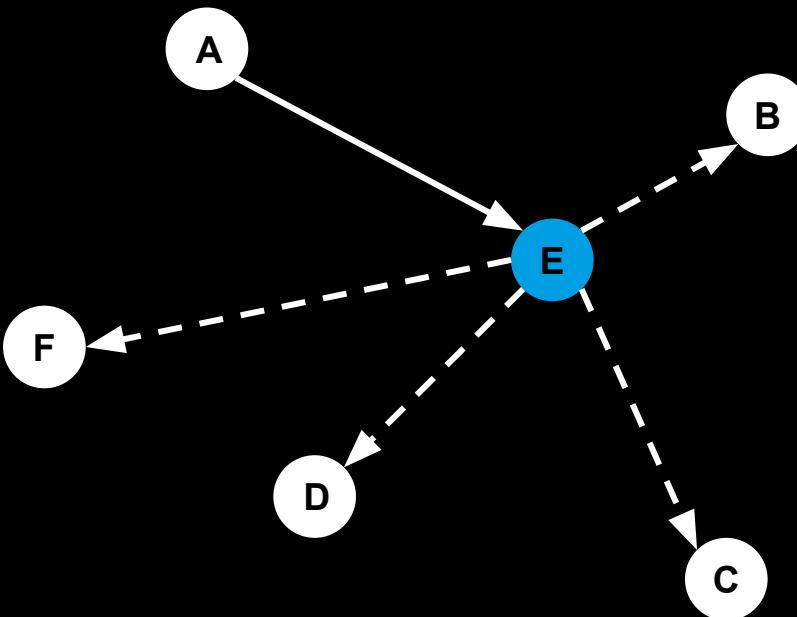
brute force

$O(n) = n!$

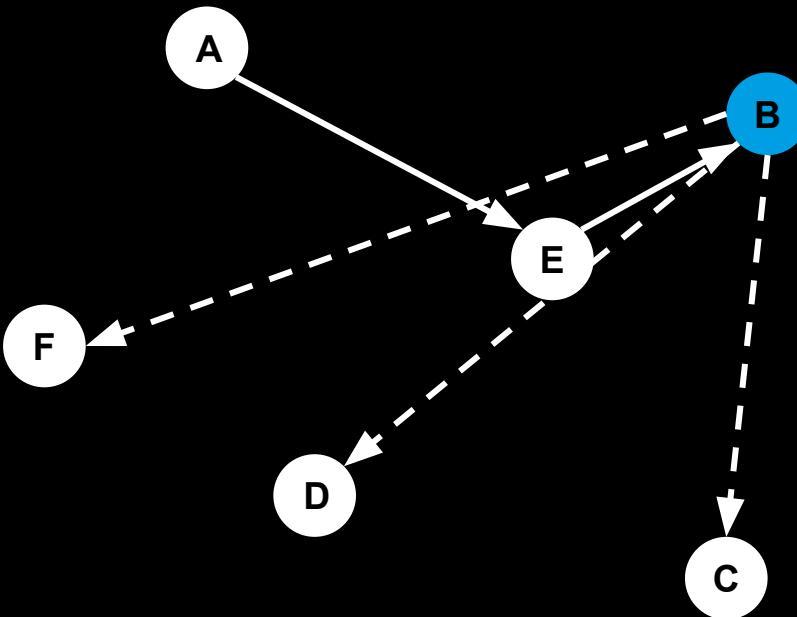
# 5 possible cities



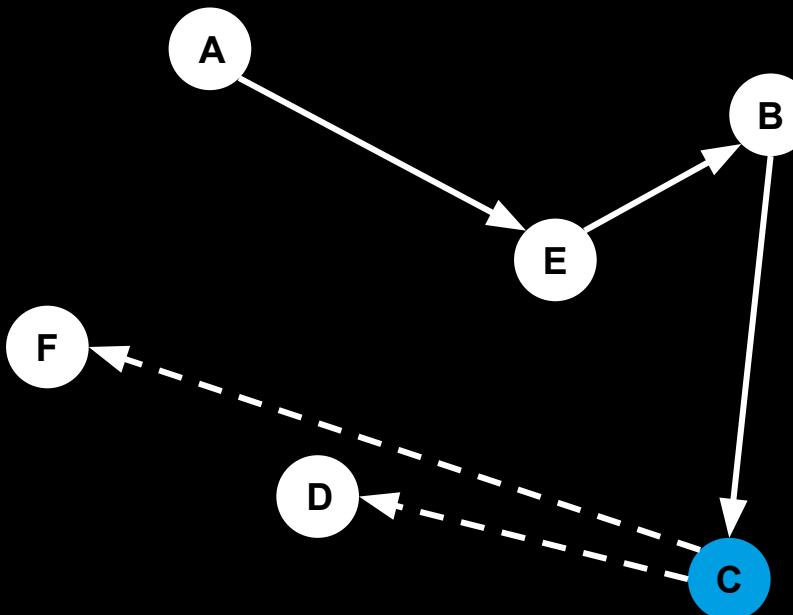
5 4 possible cities



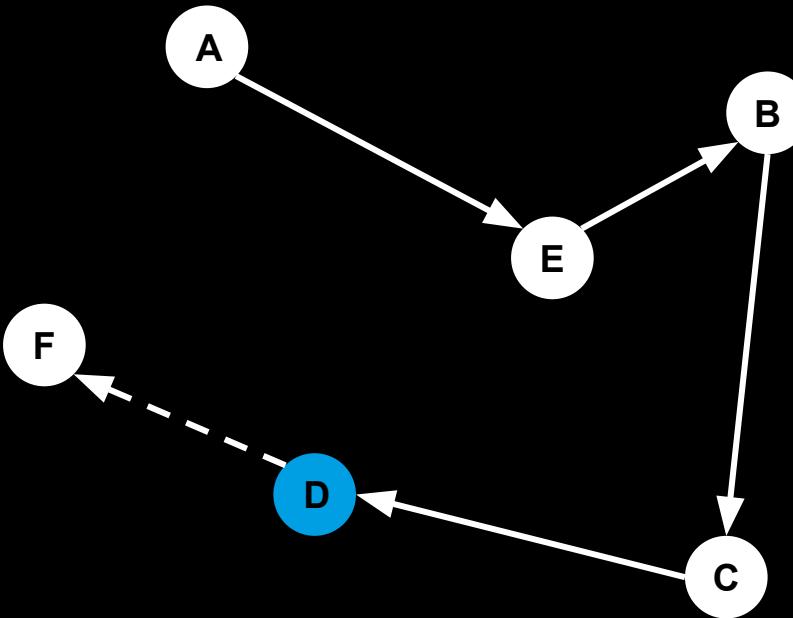
5 4 3 possible cities



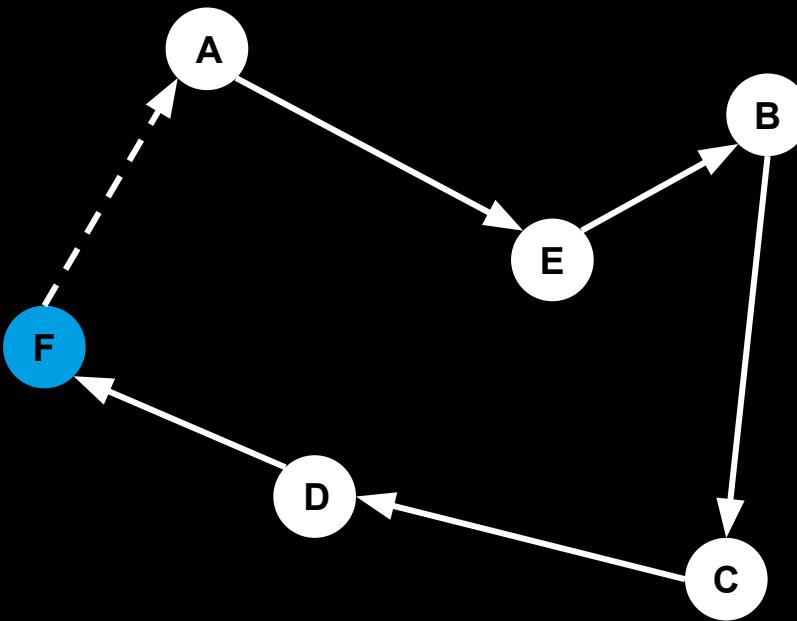
5 4 3 2 possible cities



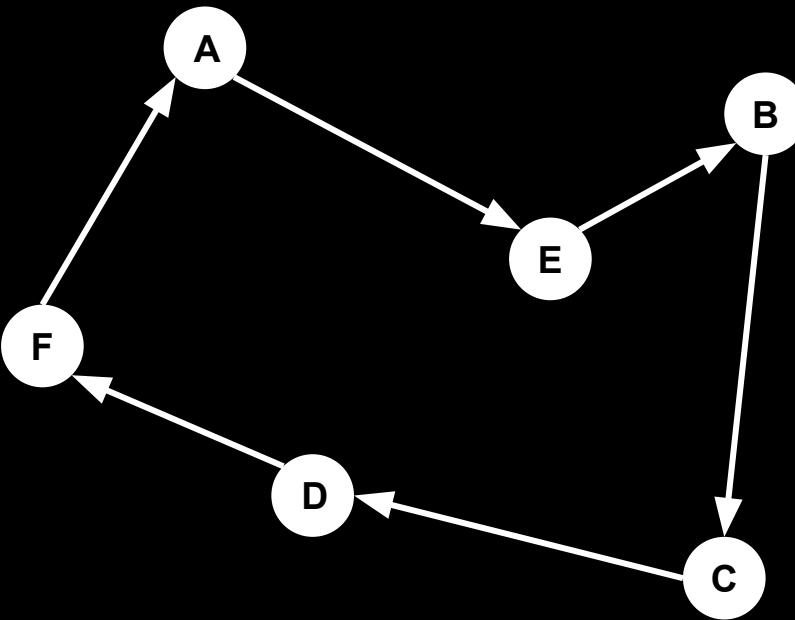
5 4 3 2 1 possible city



5 4 3 2 1 return nome



5 4 3 2 4 return nome



$$O(n) = n!$$

$$n = 5$$

$$O(n) = n!$$

$$n = 5$$

$$N = 5 * 4 * 3 * 2 * 1$$

$$O(n) = n!$$

$$n = 5$$

$$N = 5 * 4 * 3 * 2 * 1$$

$$= 120$$

$n = 10$

$n = 20$

$n = 30$

$$n = 25$$

brute force takes longer than the universe is old

$$n = 60$$

more possible routes than atoms in the universe



Image source: [IEEE](#)



Image source: [VDI Nachrichten](#)



Image source: [Wikimedia](#)



Image source: <https://github.com/meiyi1986/tutorials/blob/master/notebooks/img/pcb-drilling.jpeg>



Image source: [IAS Observatory](#)

but sometimes, brute force works perfectly



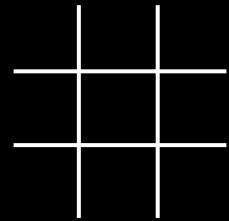
next\_move()

(2, 2)

**brute-force search:**

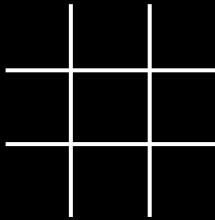
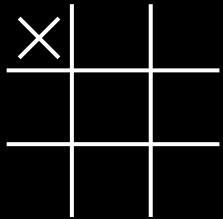
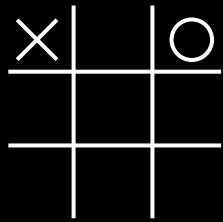
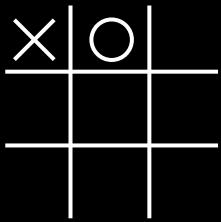
evaluate all possible move sequences.

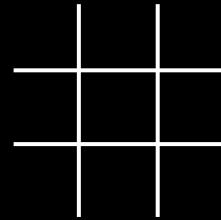
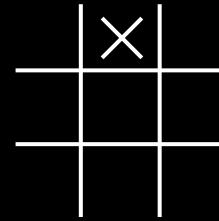
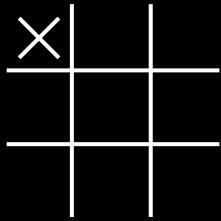
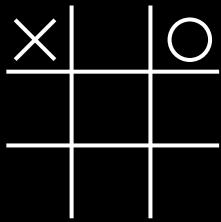
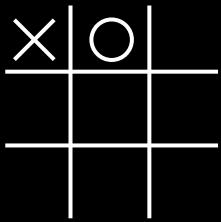
choose the move with the best value.













... 19.678 more



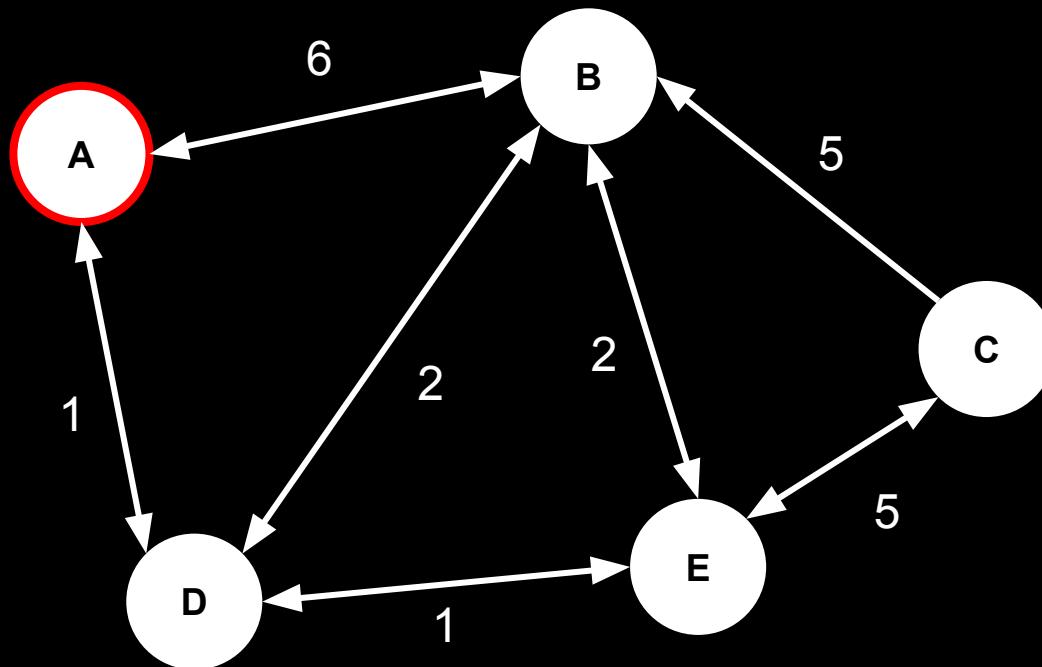
# shortest paths



# dijkstra's algorithm

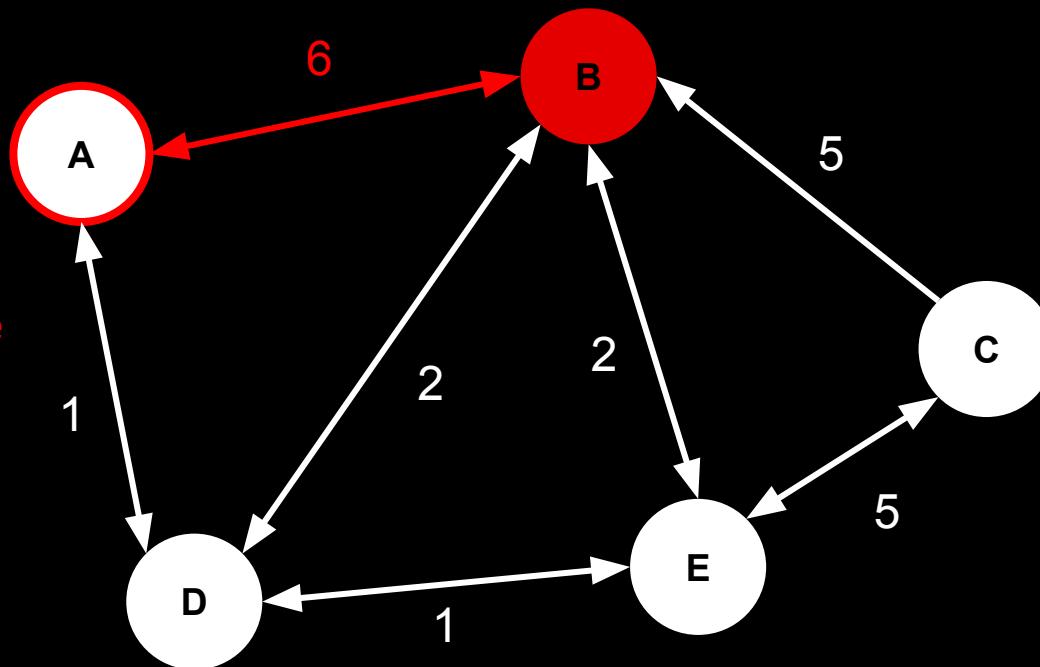
Distances: A = 0, B =  $\infty$ , C =  $\infty$ , D =  $\infty$ , E =  $\infty$

Set A as first location



Distances: A = 0, B = 6, C =  $\infty$ , D =  $\infty$ , E =  $\infty$

Update distance  
to B to 6



Distances: A = 0, B = 6, C =  $\infty$ , D = 1, E =  $\infty$

Update distance  
to D to 1



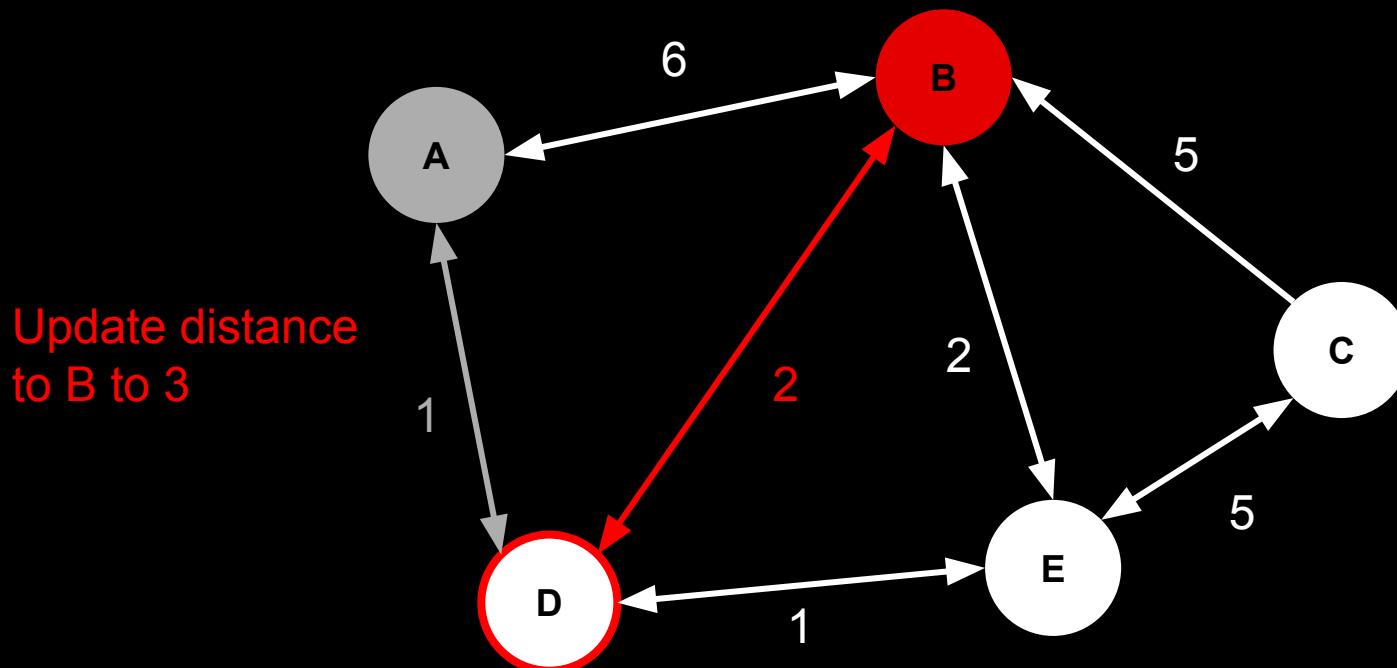
Distances: A = 0, B = 6, C =  $\infty$ , D = 1, E =  $\infty$

Move to D as  
next location

Mark A as  
visited

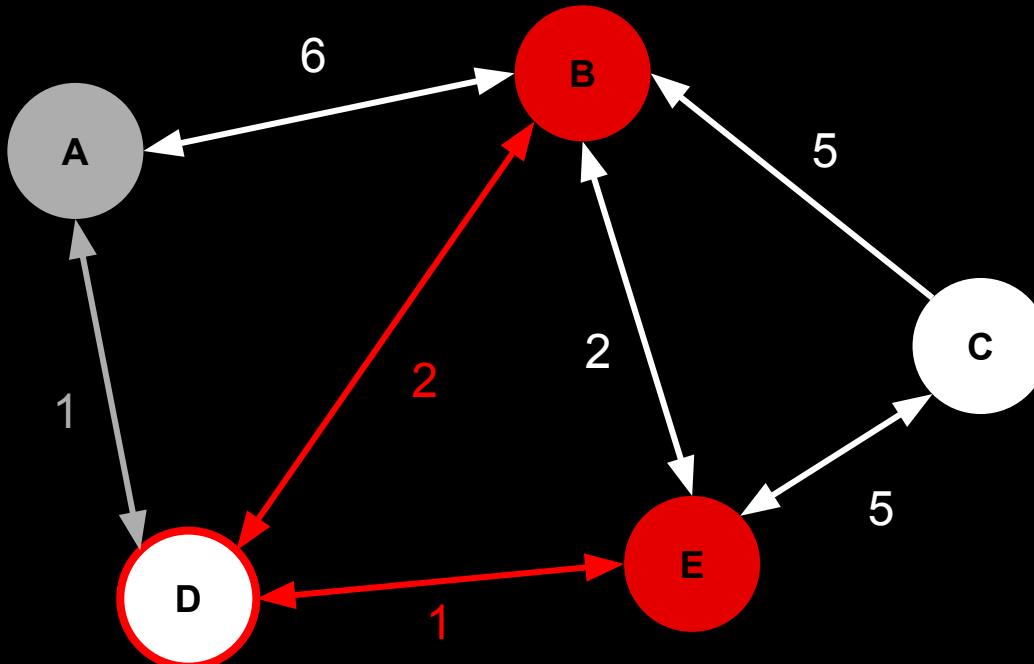


Distances: A = 0, B = 3, C =  $\infty$ , D = 1, E =  $\infty$



Distances: A = 0, B = 3, C =  $\infty$ , D = 1, E = 2

Update distance  
to E to 2

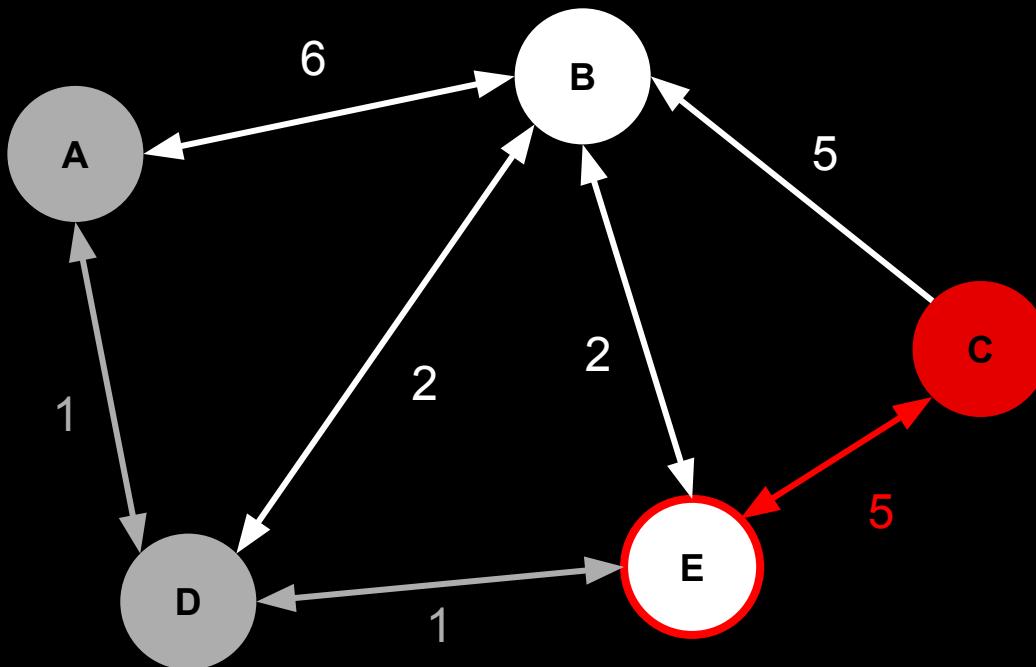


Distances: A = 0, B = 3, C =  $\infty$ , D = 1, E = 2



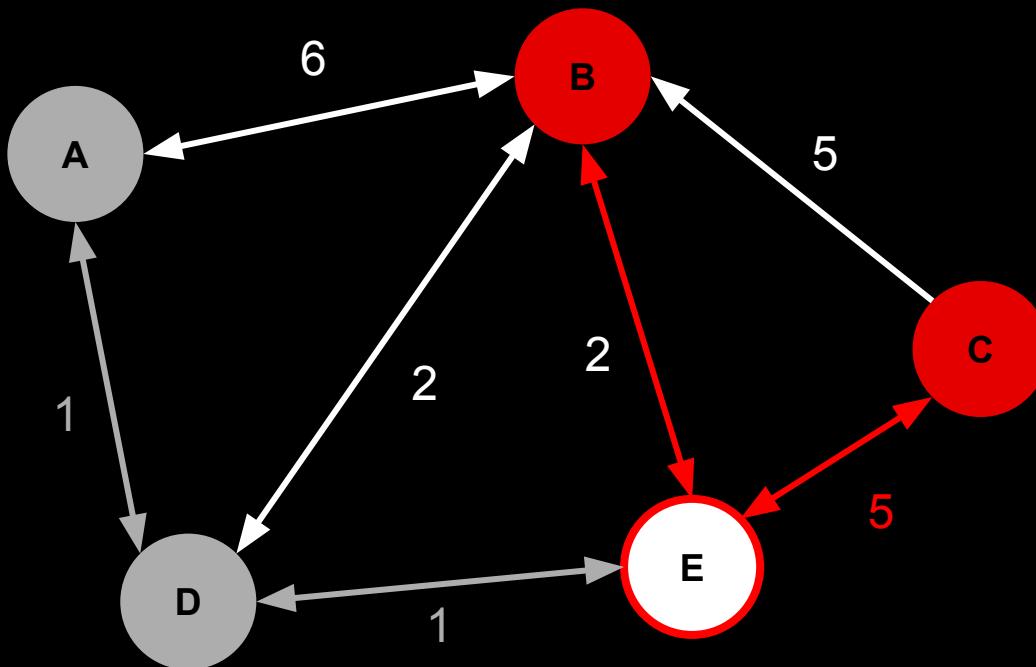
Distances: A = 0, B = 3, C = 7, D = 1, E = 2

Update distance  
to C to 7



Distances: A = 0, B = 3, C = 7, D = 1, E = 2

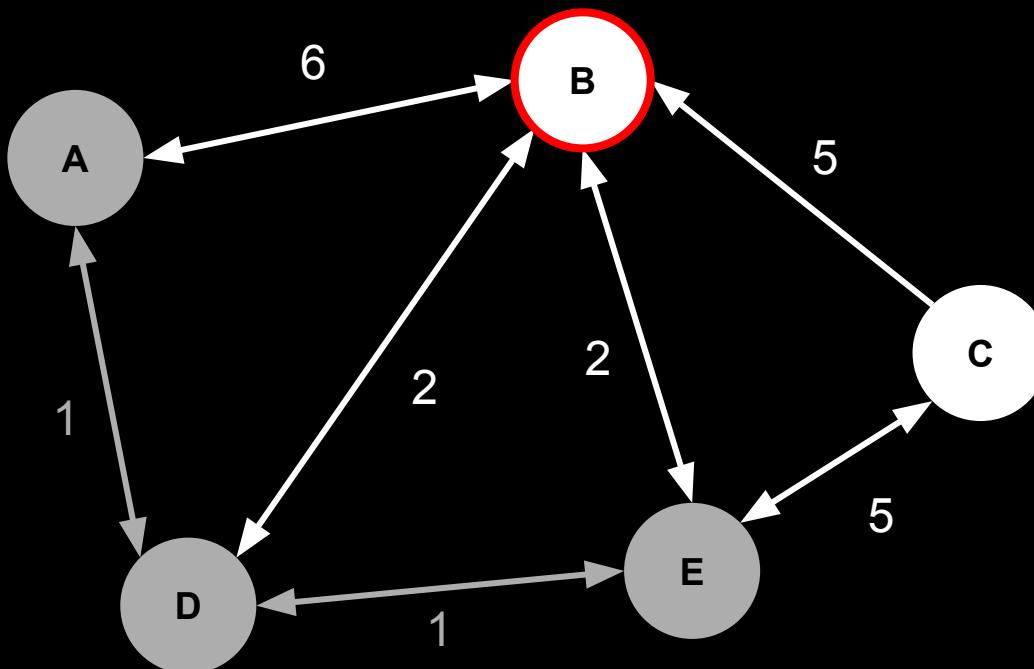
No update for B,  
shorter path  
exists



Distances: A = 0, B = 3, C = 7, D = 1, E = 2

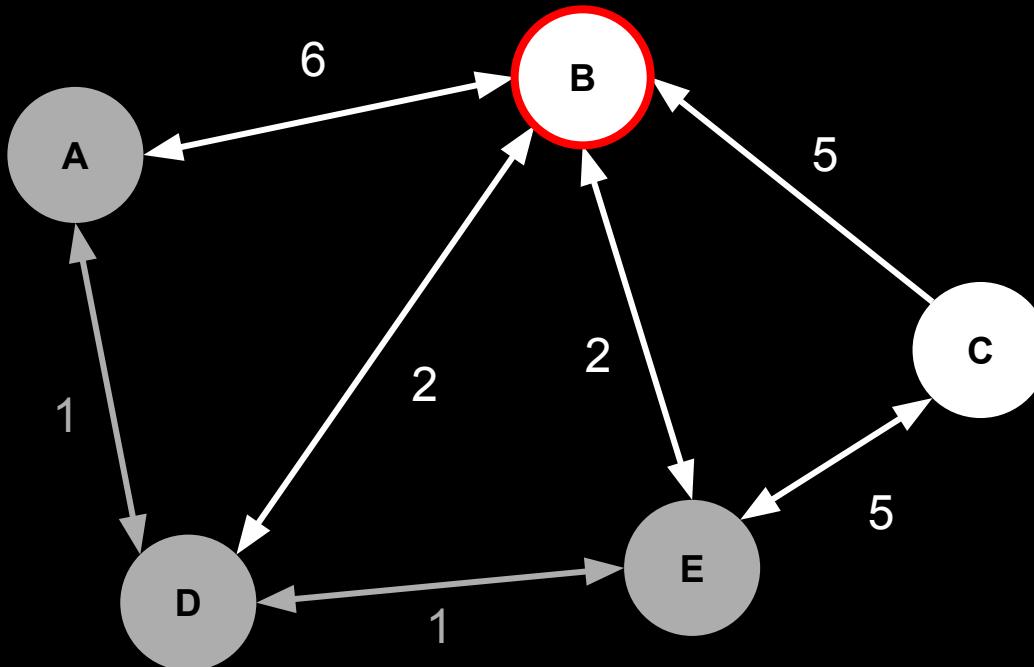
Move to B as  
new location

Mark E as  
visited



Distances: A = 0, B = 3, C = 7, D = 1, E = 2

No further locations  
reachable  
from B



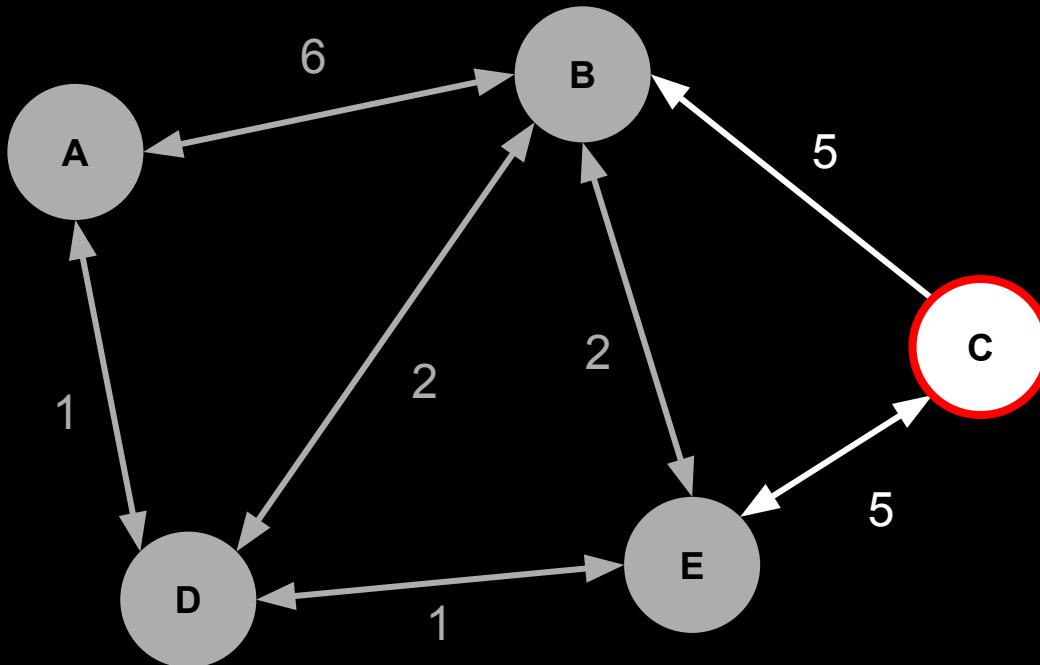
Distances: A = 0, B = 3, C = 7, D = 1, E = 2

Move to C as  
new location



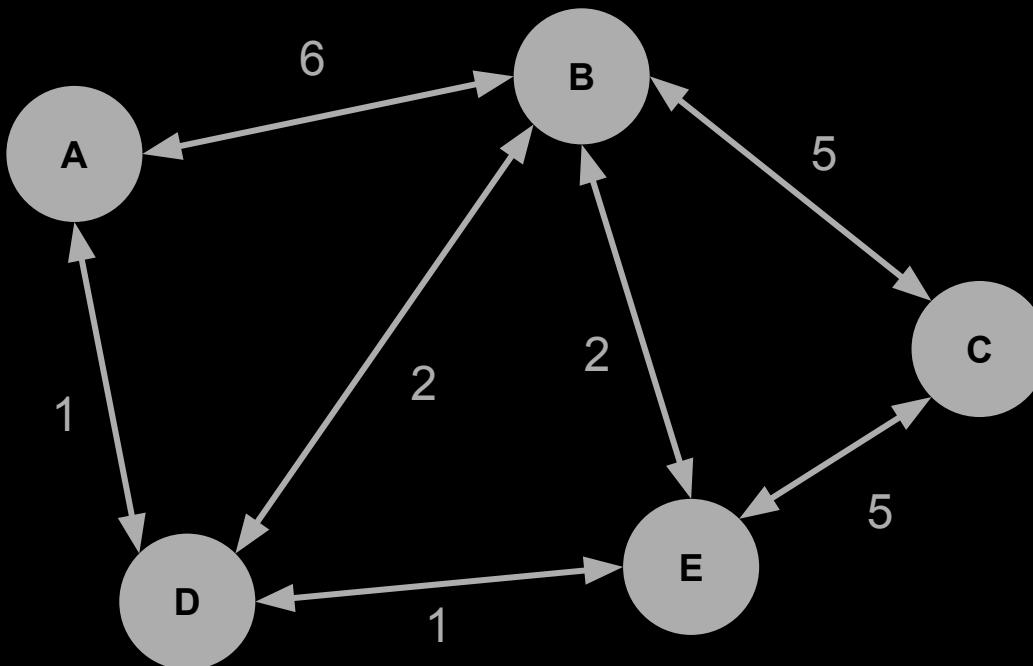
Distances: A = 0, B = 3, C = 7, D = 1, E = 2

No further  
locations  
reachable from  
C



Distances: A = 0, B = 3, C = 7, D = 1, E = 2

All nodes  
visited, we're  
done!





# spam emails



# finding oranges in images



Image source: [Wikimedia](#)



Image source: [Wikimedia](#)

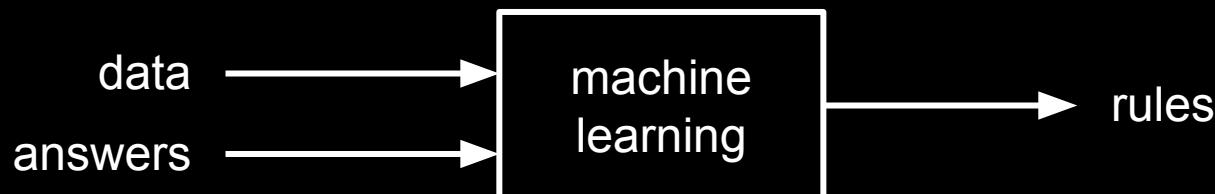


Image source: [Wikimedia](#)

what set of rules can solve this?

machine learning algorithms





# INFORMATION

[BACK](#)

“Information is that which allows you to make a  
correct prediction with accuracy better than chance.”

Adami, Christoph. “What Is Information?” Philosophical Transactions of the Royal Society A: Mathematical, Physical and Engineering Sciences, vol. 374, no. 2063, Mar. 2016, p. 20150230, <https://doi.org/10.1098/rsta.2015.0230>.

“Information is that which allows you to make a correct prediction with accuracy better than chance.”

Adami, Christoph. “What Is Information?” Philosophical Transactions of the Royal Society A: Mathematical, Physical and Engineering Sciences, vol. 374, no. 2063, Mar. 2016, p. 20150230, <https://doi.org/10.1098/rsta.2015.0230>.

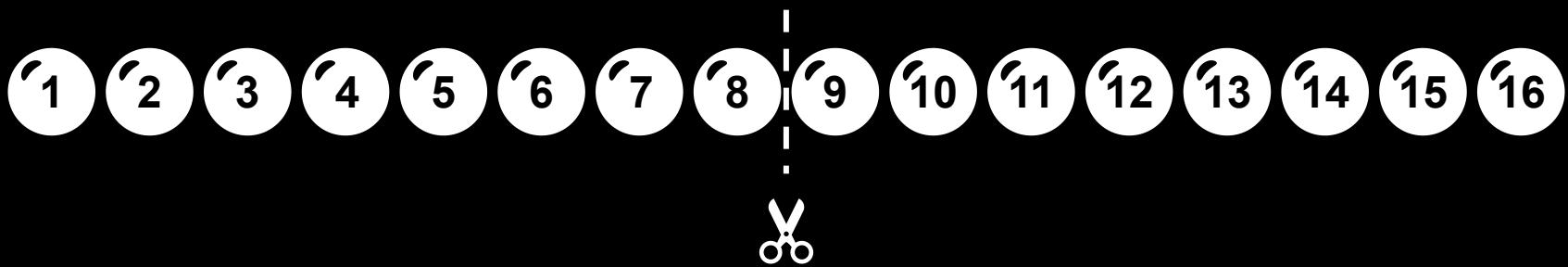
defining and measuring information

guess the number am I thinking of!

what is the most efficient approach?



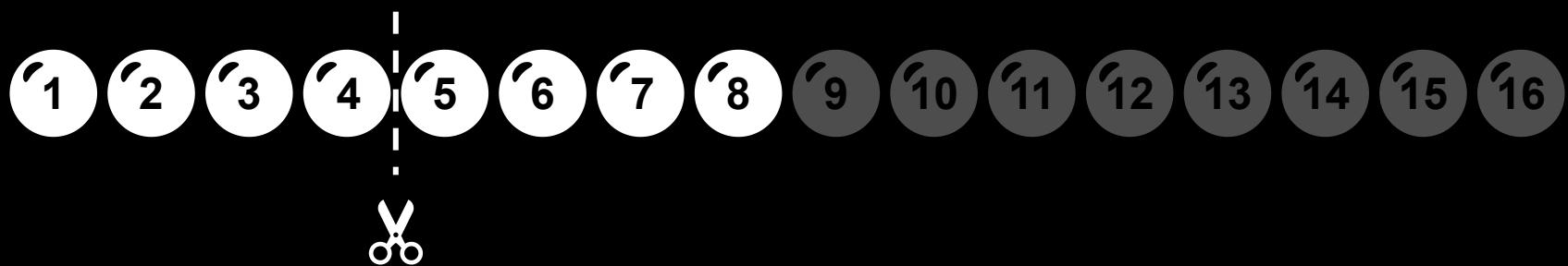
is it > 8?



is it  $> 8?$  



is it > 8? ✗  
is it > 4?



is it > 8? ✗

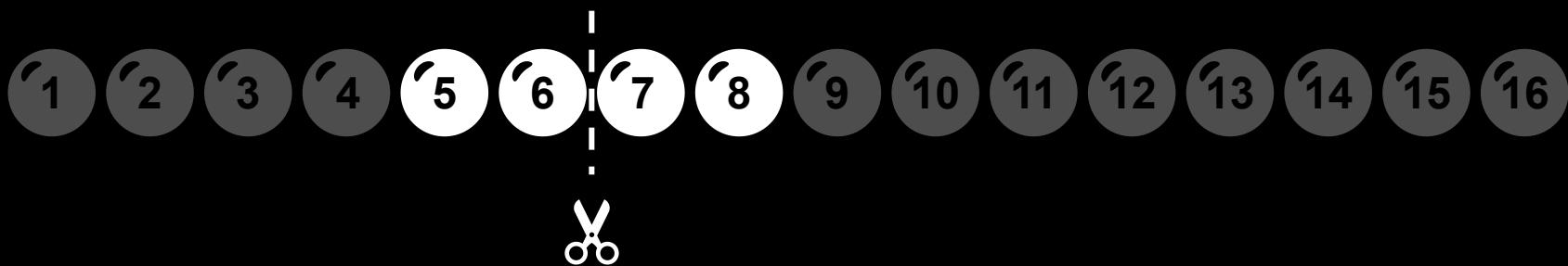
is it > 4? ✓



is it > 8? ✗

is it > 4? ✓

is it > 6?



is it > 8? ✗

is it > 4? ✓

is it > 6? ✓



is it > 8? ✗

is it > 4? ✓

is it > 6? ✓

is it > 7?



is it > 8? ✗

is it > 4? ✓

is it > 6? ✓

is it > 7? ✗

- ‘1
- ‘2
- ‘3
- ‘4
- ‘5
- ‘6
- ‘7
- ‘8
- ‘9
- ‘10
- ‘11
- ‘12
- ‘13
- ‘14
- ‘15
- ‘16

is it > 8? ✗

is it > 4? ✓

is it > 6? ✓

is it > 7? ✗



with 4 questions from 16 to 1

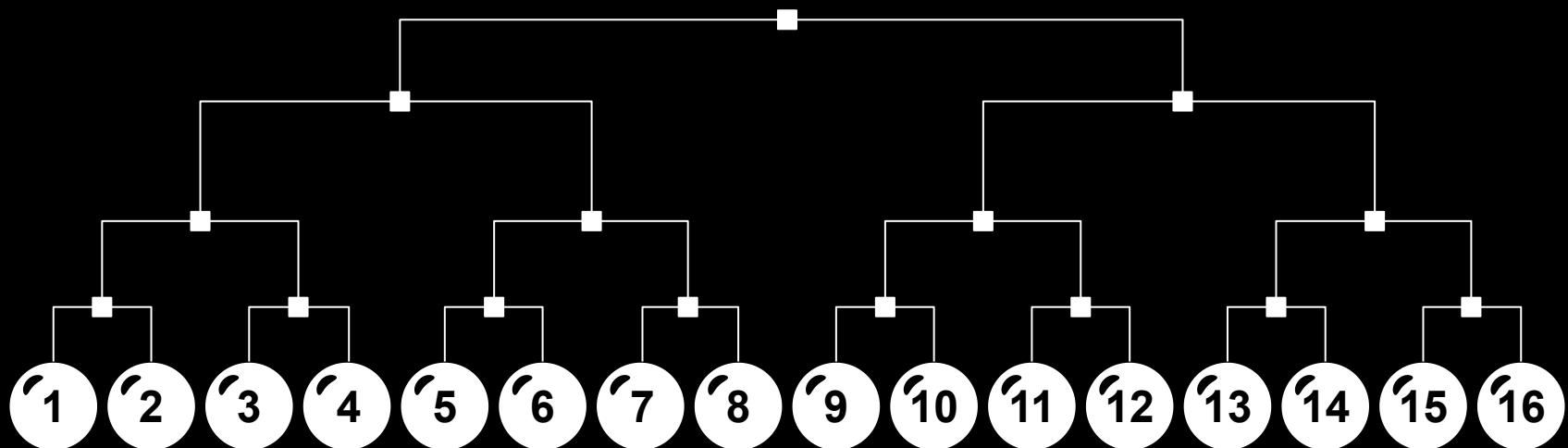
is it > 8?	✗	}	0
is it > 4?	✓		1
is it > 6?	✓		1
is it > 7?	✗		0



with 4 questions from 16 to 1

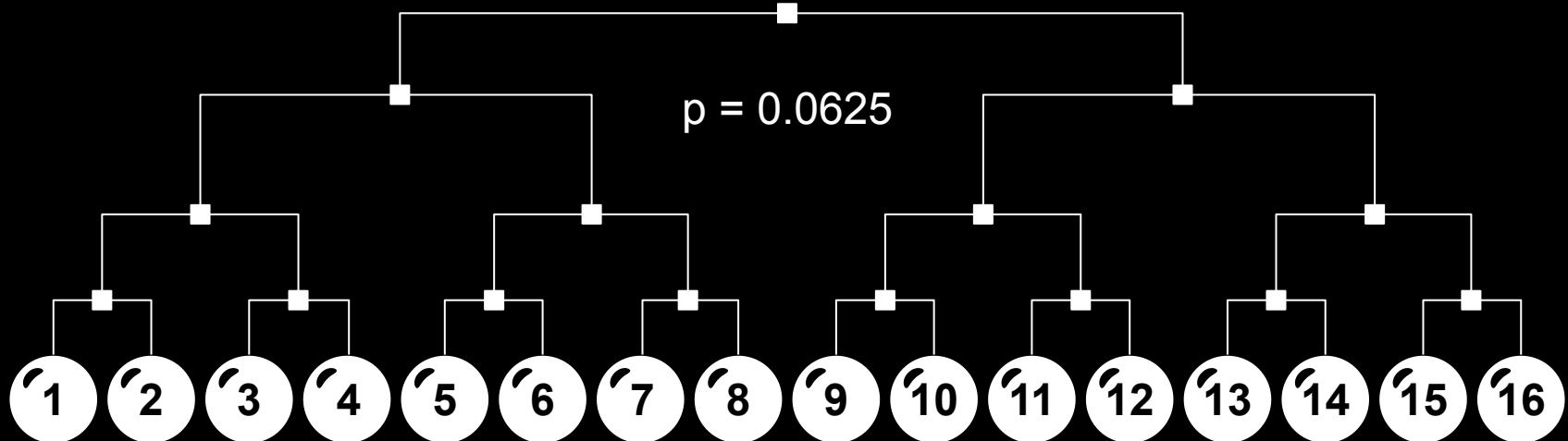
where is the information?

# where is the information?



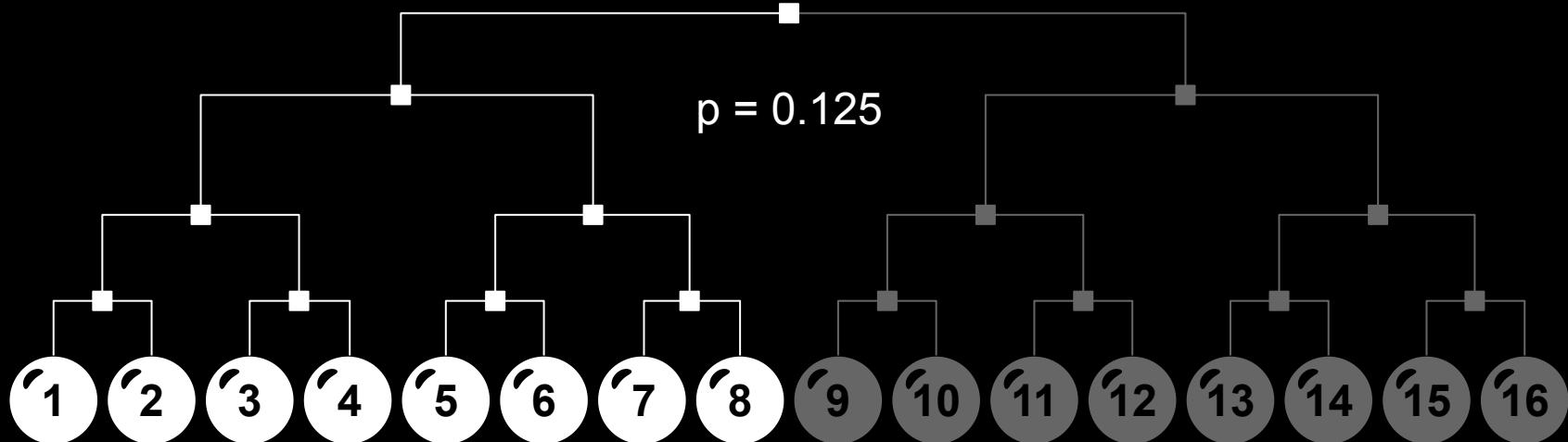
# where is the information?

$N = 16$



# where is the information?

$$\begin{aligned} N &= 16 \\ N &= 8 \end{aligned}$$



# where is the information?

$\overline{N} = 16$

$\overline{N} = 8$

$N = 4$



# where is the information?

$N = 16$

$N = 8$

$N = 4$

$N = 2$



# where is the information?

$N = 16$

$N = 8$

$N = 4$

$N = 2$

$N = 1$



information = reduced uncertainty  
uncertainty is measured with the logarithm of N

$$H = \log_2(N)$$

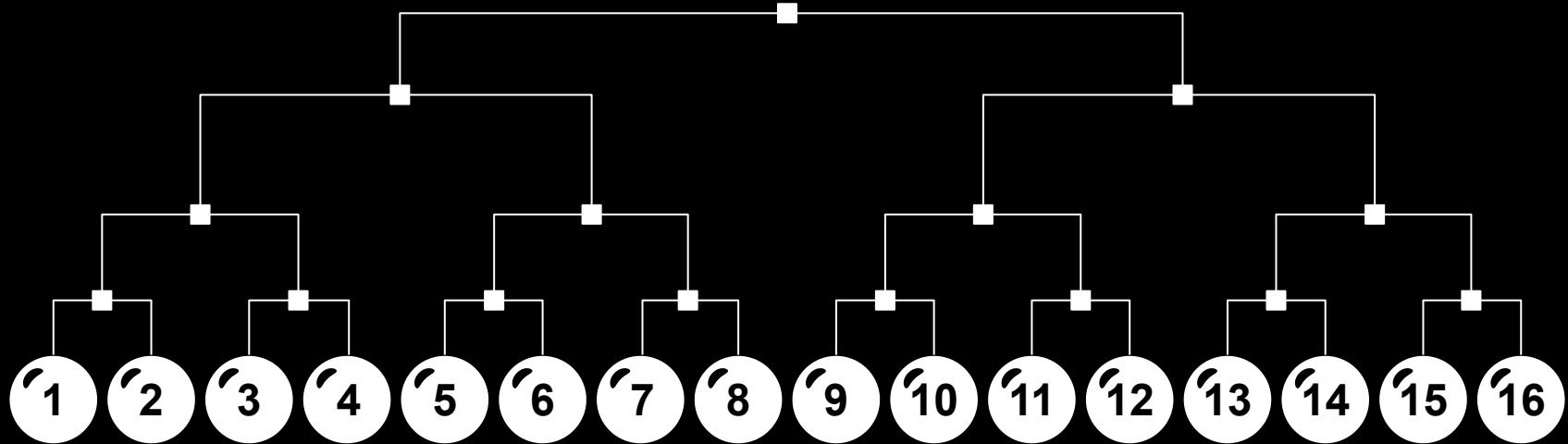


or: how often can we cut the remaining possibilities in half?

$$H = \log_2(N)$$



$$H_0 = \log_2(16) = 4$$



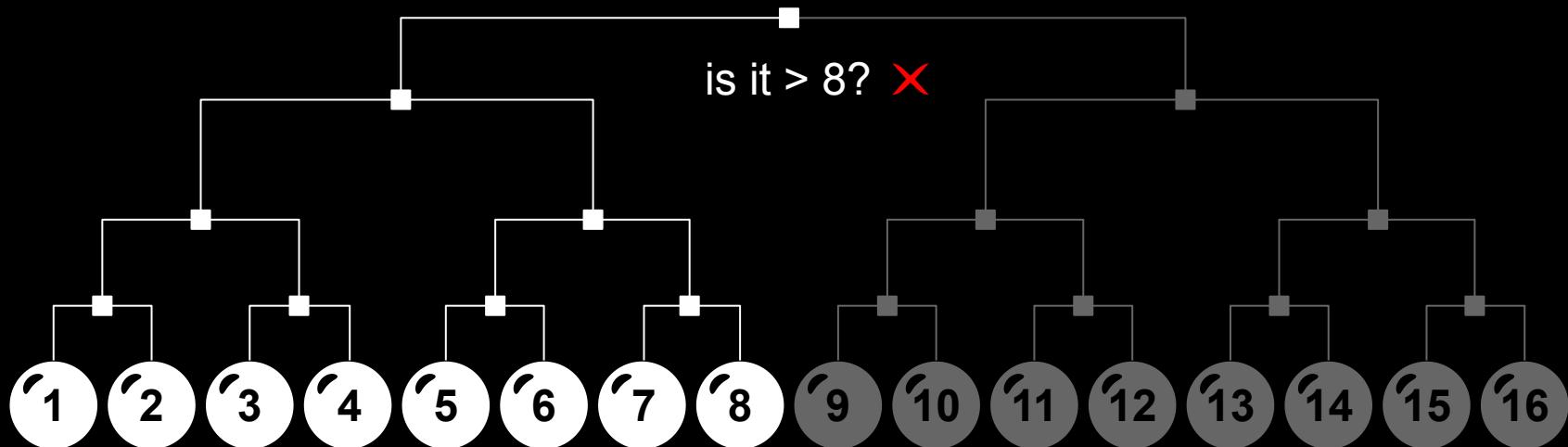
$$H_1 = \log_2(8) = 3$$



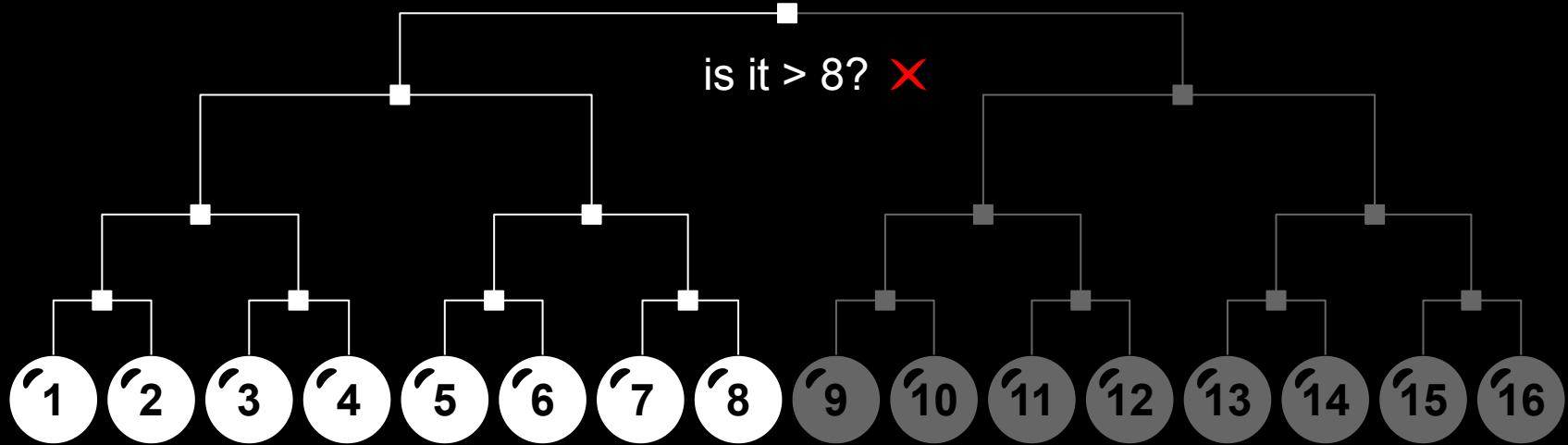
$$I = H_0 - H_1$$



$$I = \log_2(16) - \log_2(8)$$



$$I = 4 - 3 = 1$$



uncertainty and information are  
measured in **bits**

how many yes/no questions to reduce uncertainty to zero?

$$H = 0 = \log_2(1)$$

how many yes/no questions to reduce uncertainty to zero?

$$H = 0 = \log_2(1)$$

$$H = \log_2(N)$$

poker

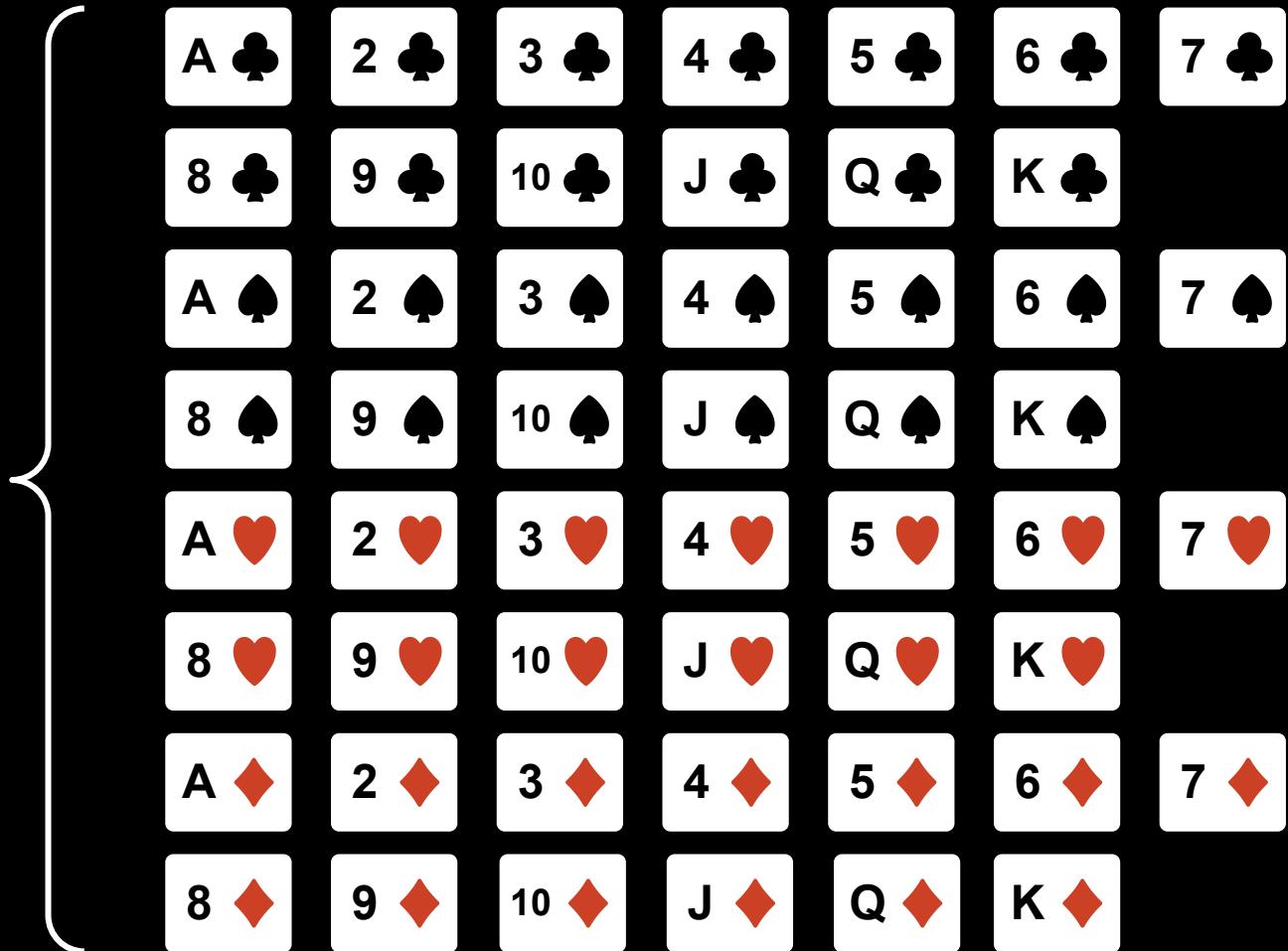
which card am I holding?



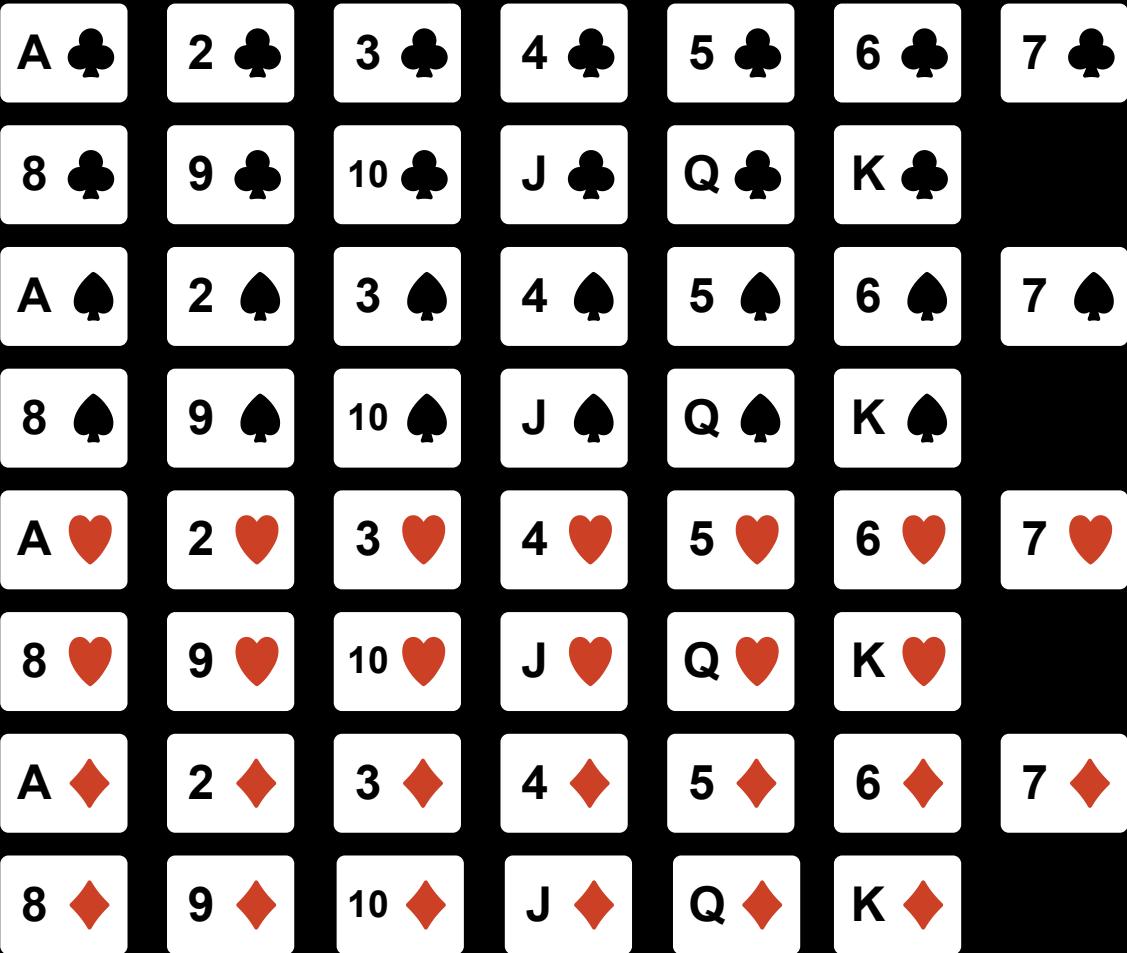
52 card poker deck



52 possible cards

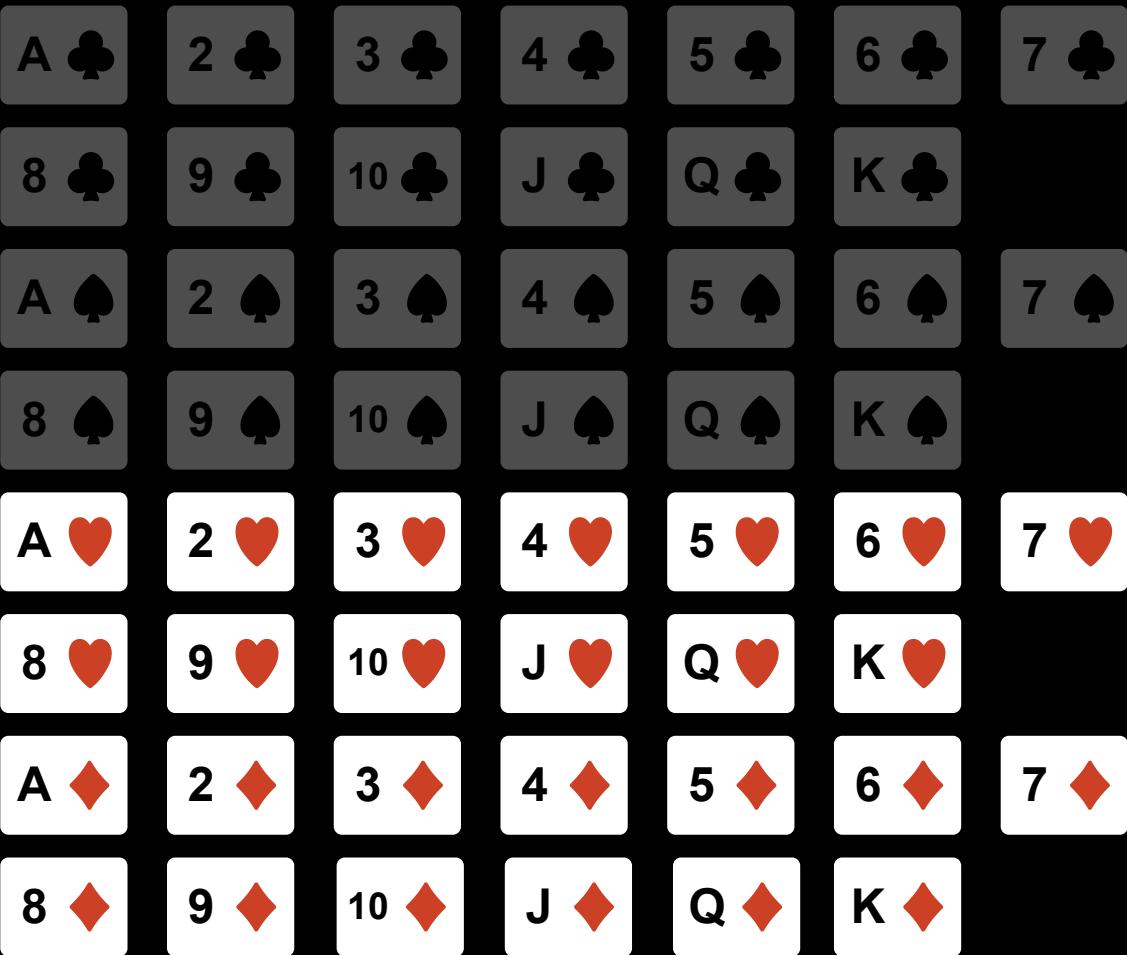


is the card black?



is the card black?

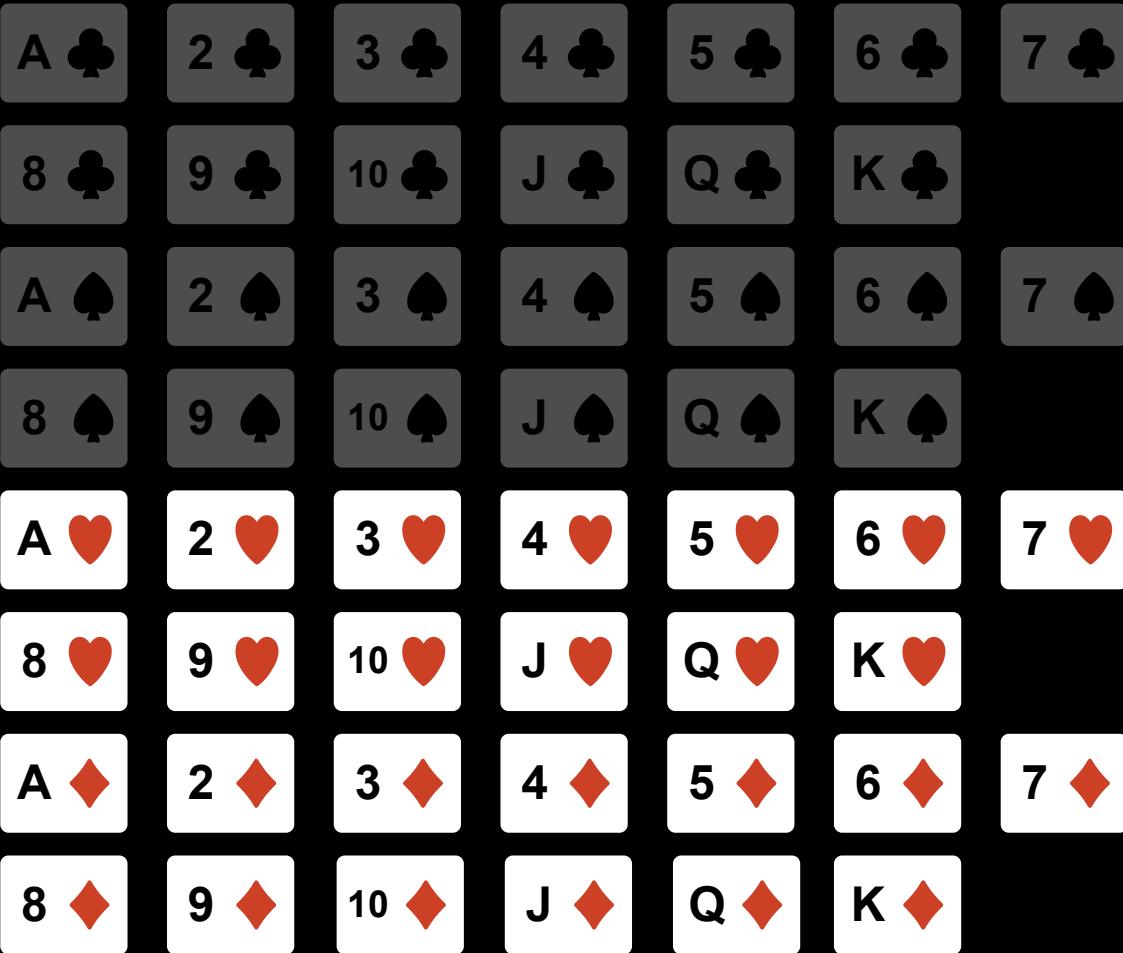
no



is the card black?

no

is it hearts?

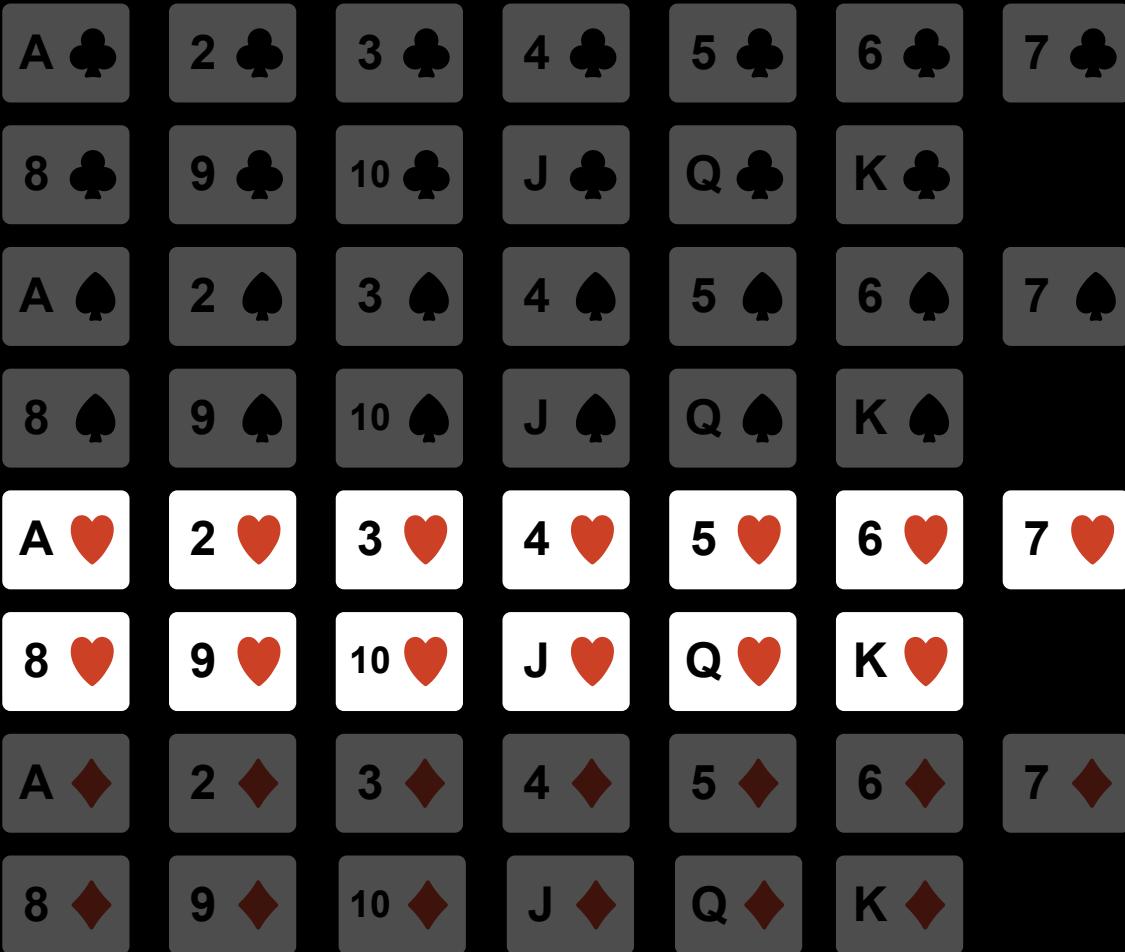


is the card black?

no

is it hearts?

yes



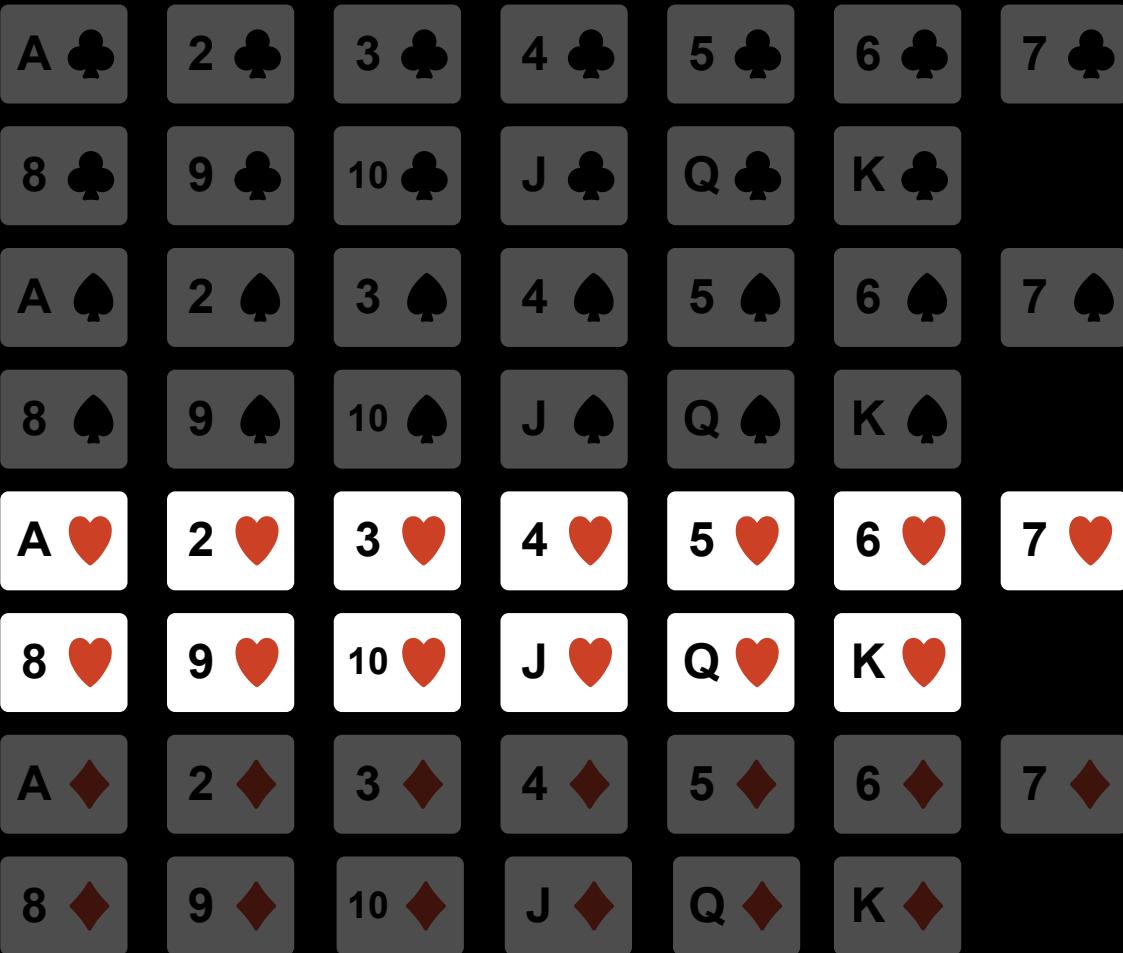
is the card black?

no

is it hearts?

yes

is it 8 or above?



is the card black?

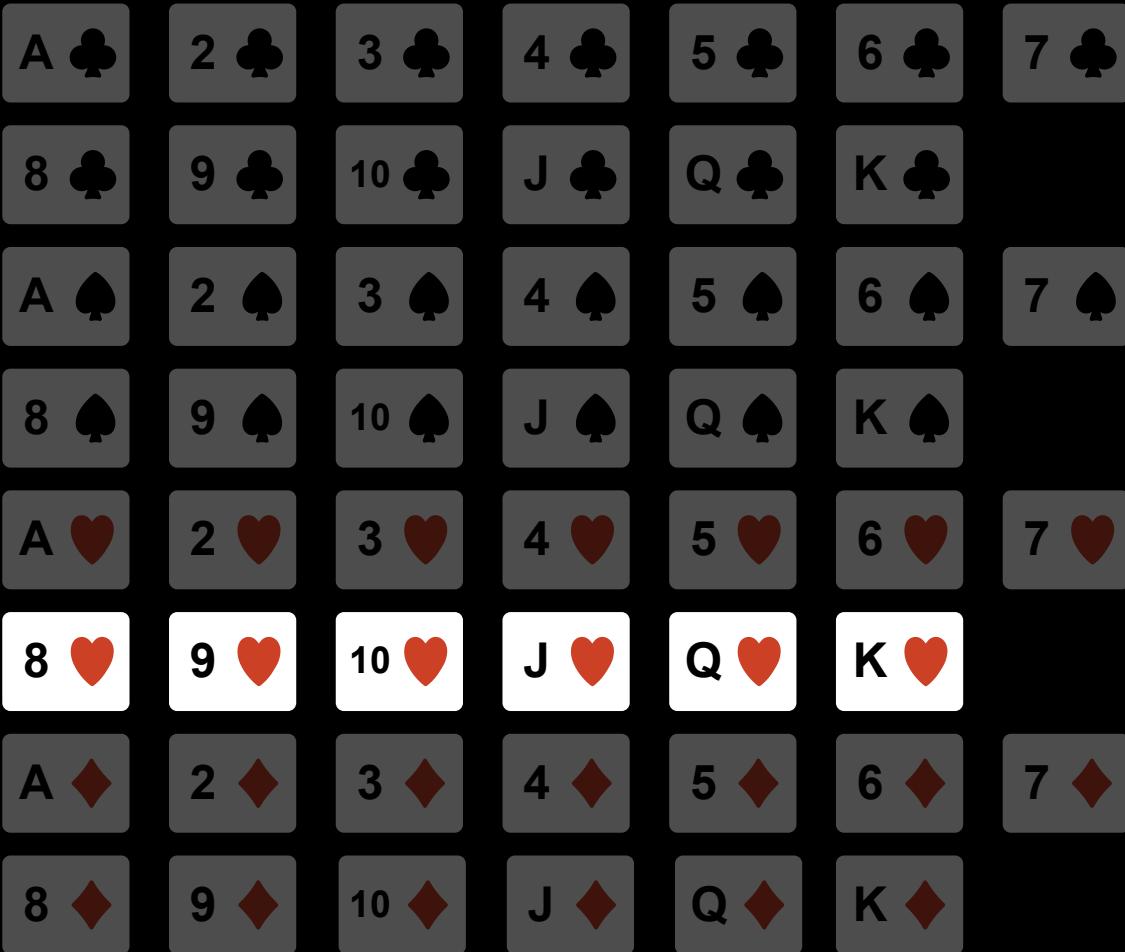
no

is it hearts?

yes

is it 8 or above?

yes



is the card black?

no

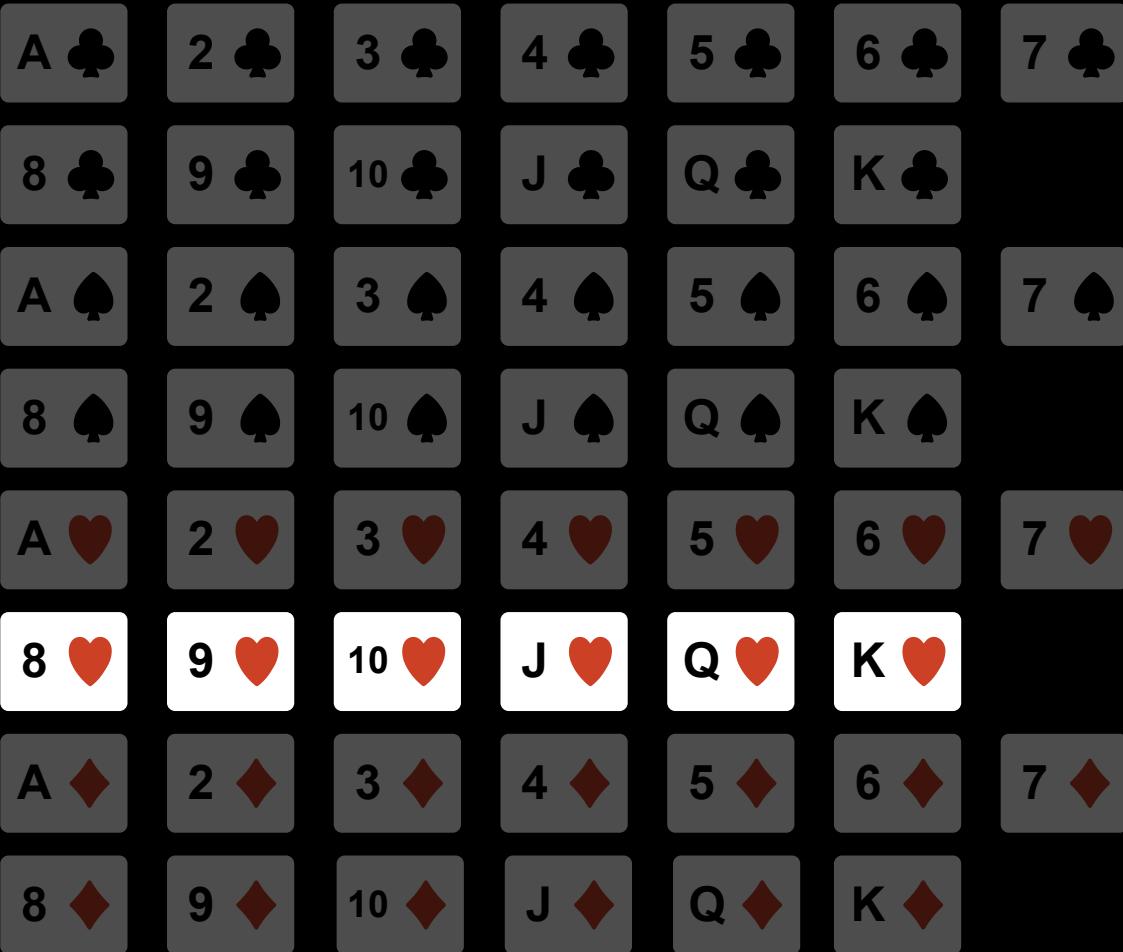
is it hearts?

yes

is it 8 or above?

yes

is it jack or above?



is the card black?

no

is it hearts?

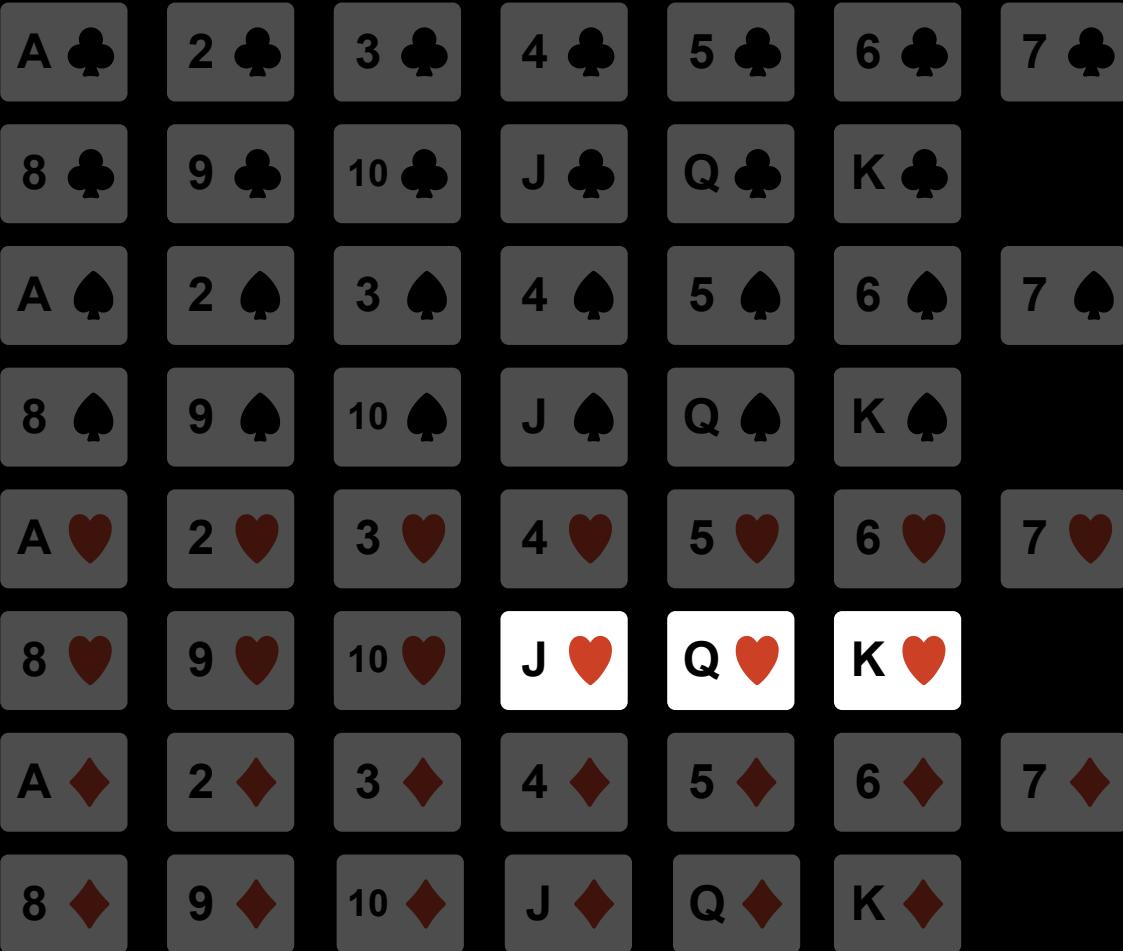
yes

is it 8 or above?

yes

is it jack or above?

yes



is the card black?

no

is it hearts?

yes

is it 8 or above?

yes

is it jack or above?

yes

is it queen or above?



is the card black?

no

is it hearts?

yes

is it 8 or above?

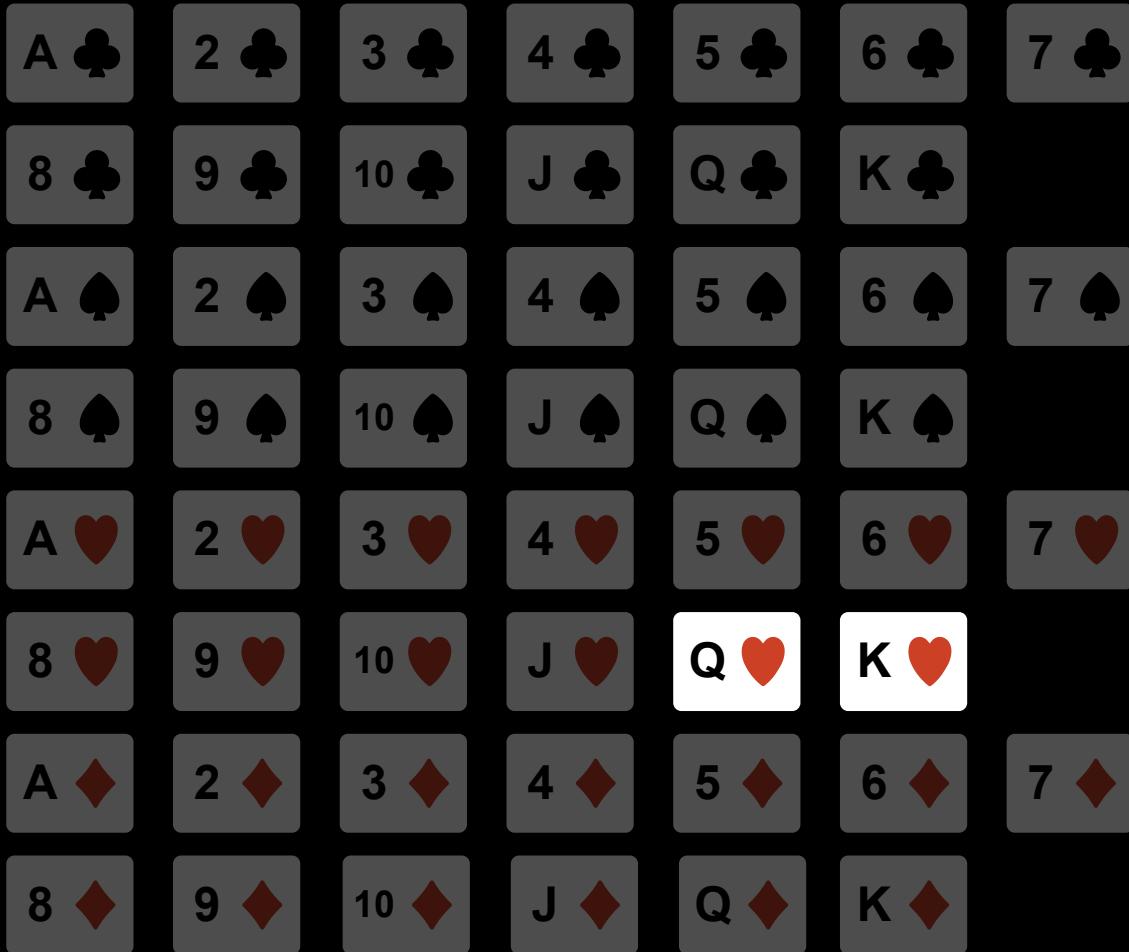
yes

is it jack or above?

yes

is it queen or above?

yes



is the card black?

no

is it hearts?

yes

is it 8 or above?

yes

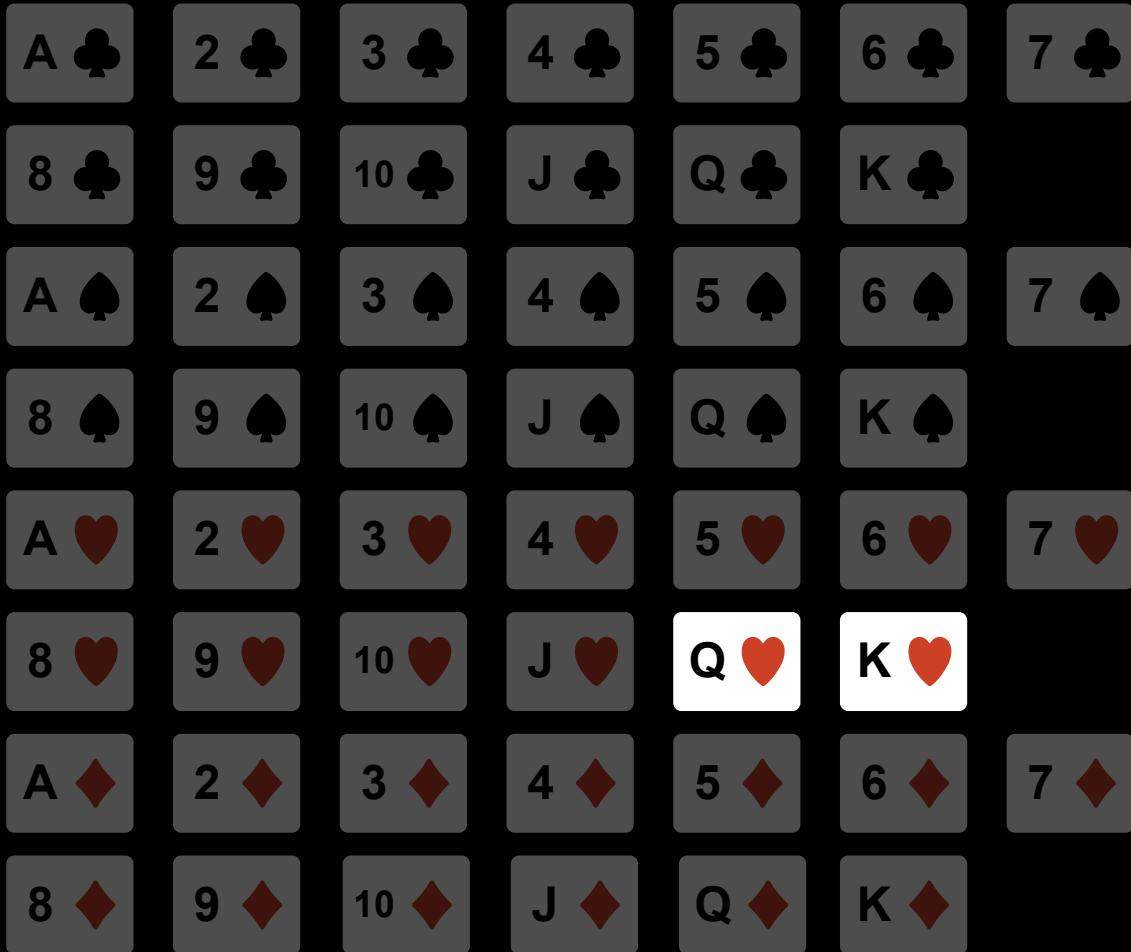
is it jack or above?

yes

is it queen or above?

yes

is it king?



is the card black?

no

is it hearts?

yes

is it 8 or above?

yes

is it jack or above?

yes

is it queen or above?

yes

is it king?

no



with 6 questions  
from 52 to 1

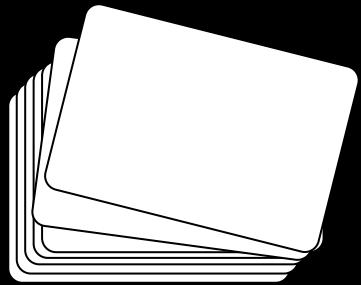


uncertainty with  $N = 52$  possibilities?



$$H = \log_2(52) \approx 5.7$$

uncertainty with  $N = 52$  possibilities?



average # of yes/no  
questions



$$H = \log_2(52) \approx 5.7$$

one bit of information with each answer...

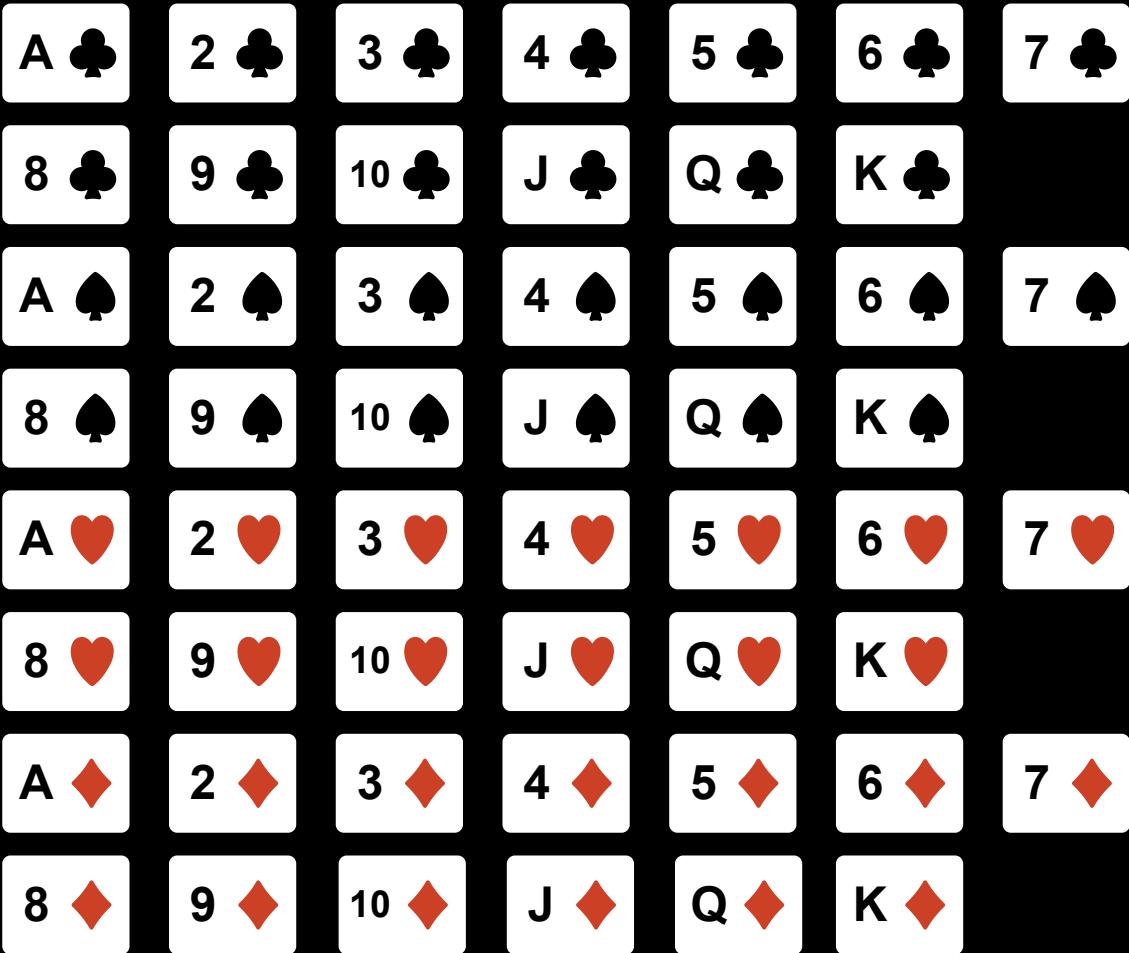
$$\log_2(52) - \log_2(26) = 1$$

one bit of information with each answer...

$$\log_2(52) - \log_2(26) = 1$$

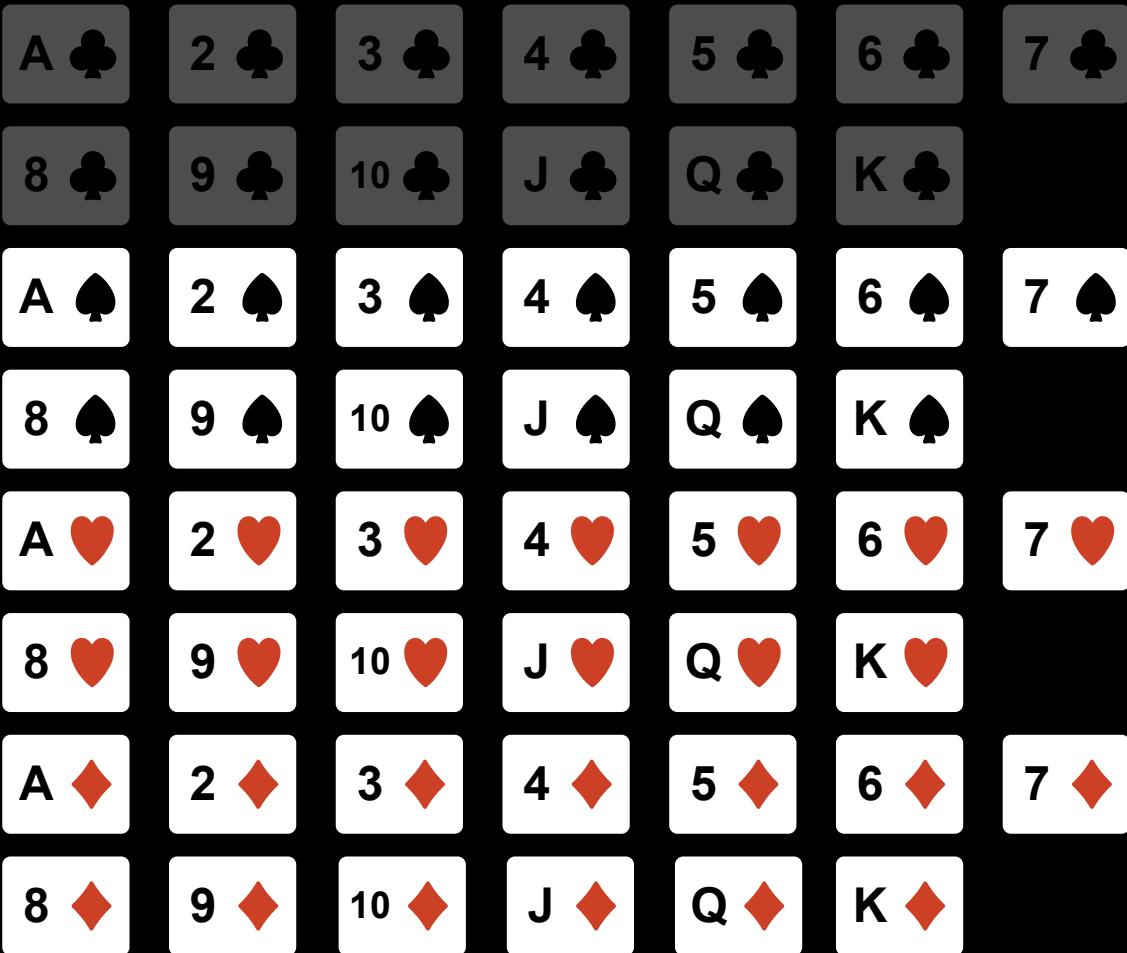
...that cuts the remaining options in half

is it a spades card?



is it a spades card?

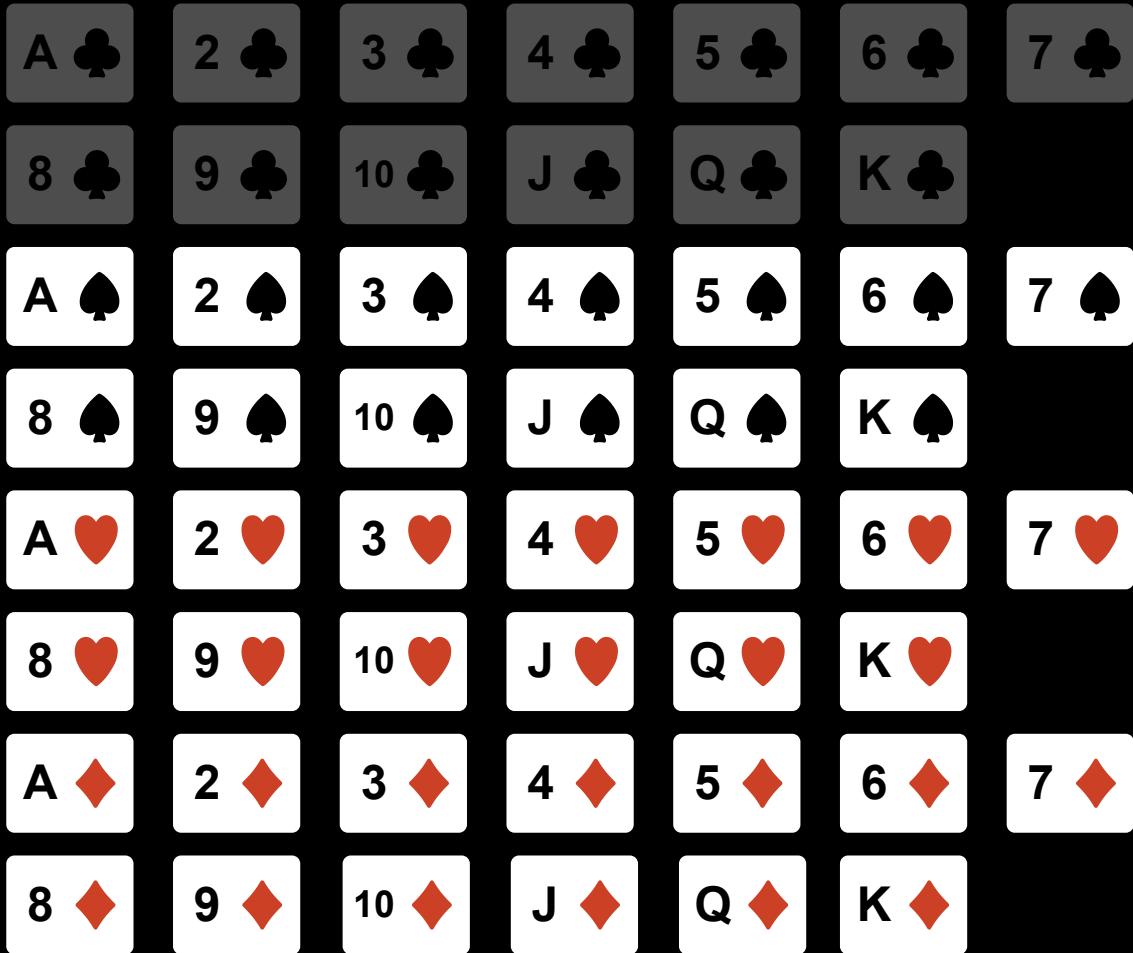
no



is it a spades card?

no

how much information?



is it a spades card?

no

how much information?

$$H_0 = \log_2(52) \approx 5.7$$

$$H_1 = \log_2(39) \approx 5.29$$



is it a spades card?

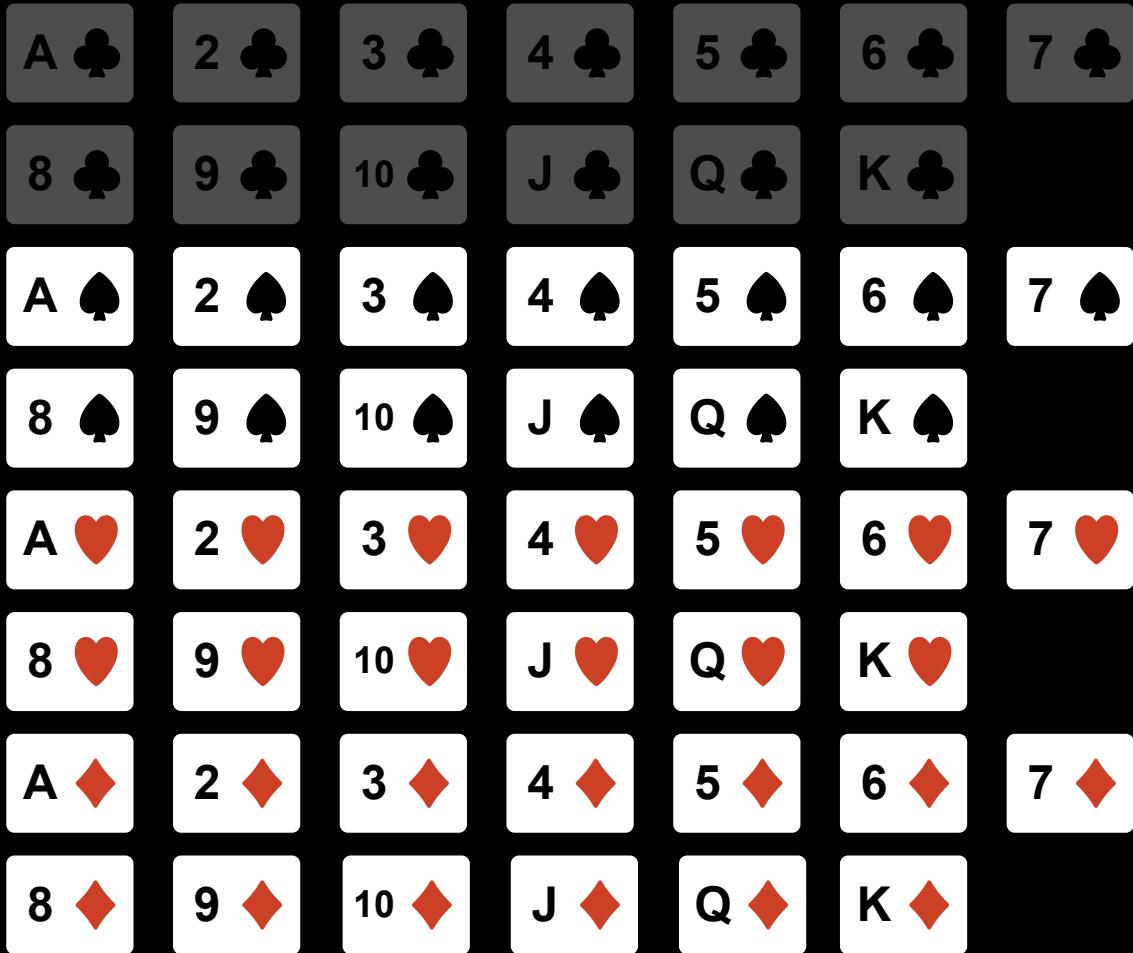
no

how much information?

$$H_0 = \log_2(52) \approx 5.7$$

$$H_1 = \log_2(39) \approx 5.29$$

$$H_0 - H_1 \approx 0.41$$



is it a spades card?

no

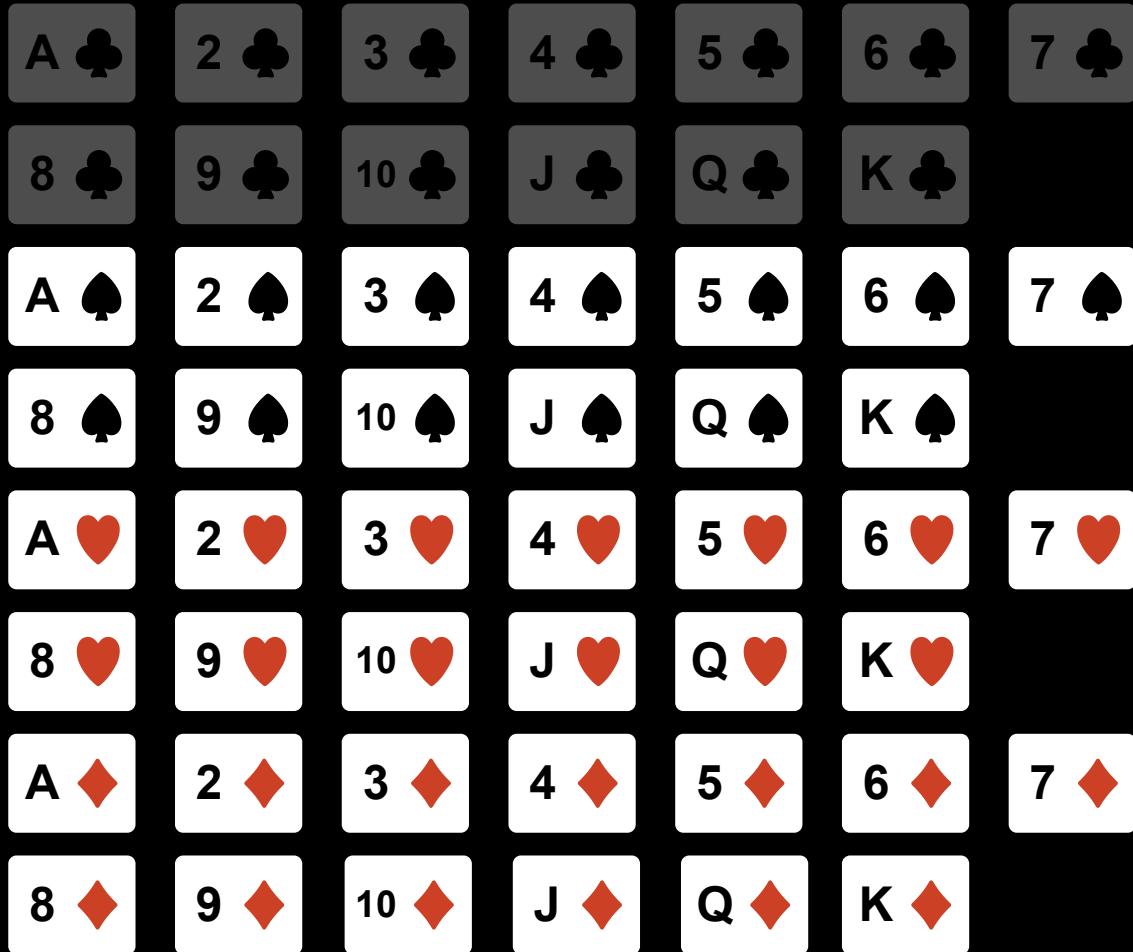
how much information?

$$H_0 = \log_2(52) \approx 5.7$$

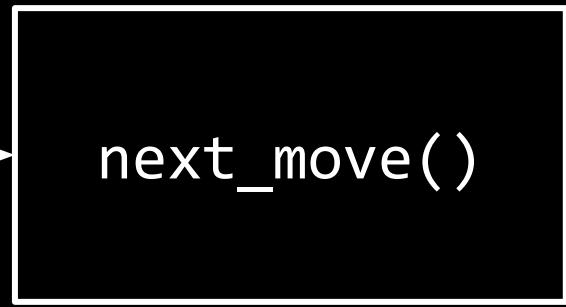
$$H_1 = \log_2(39) \approx 5.29$$

$$H_0 - H_1 \approx 0.41$$

that's less than 1 bit

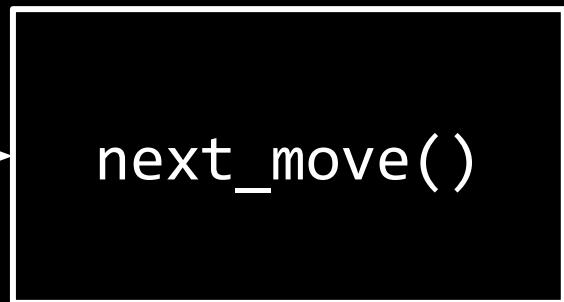


chess

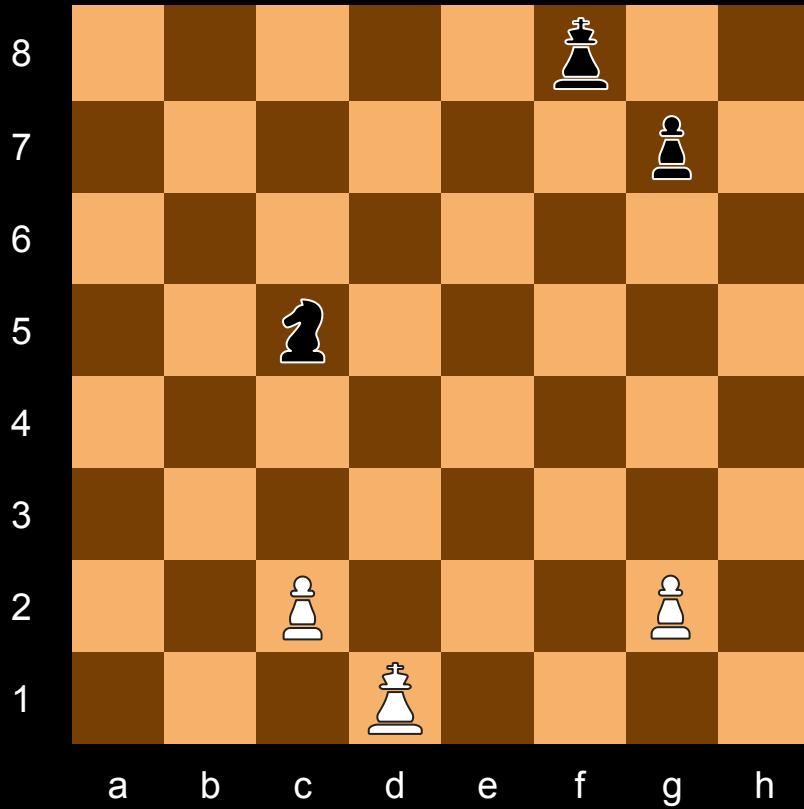


E2 → E4

how much information is  
one move?



E2 → E4







c2 → c4



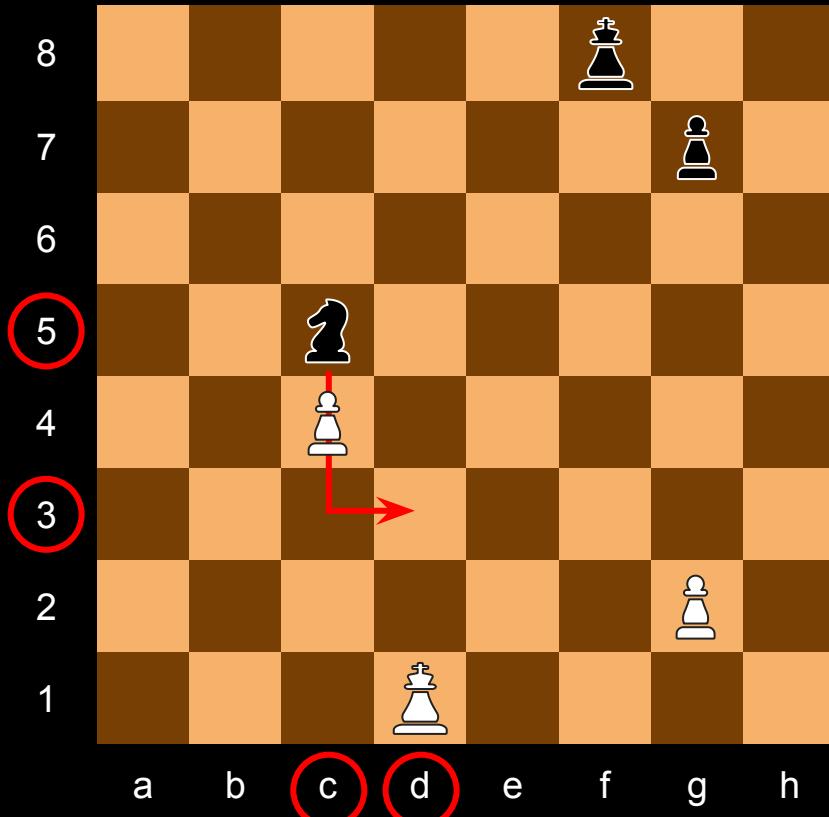
c2 → c4



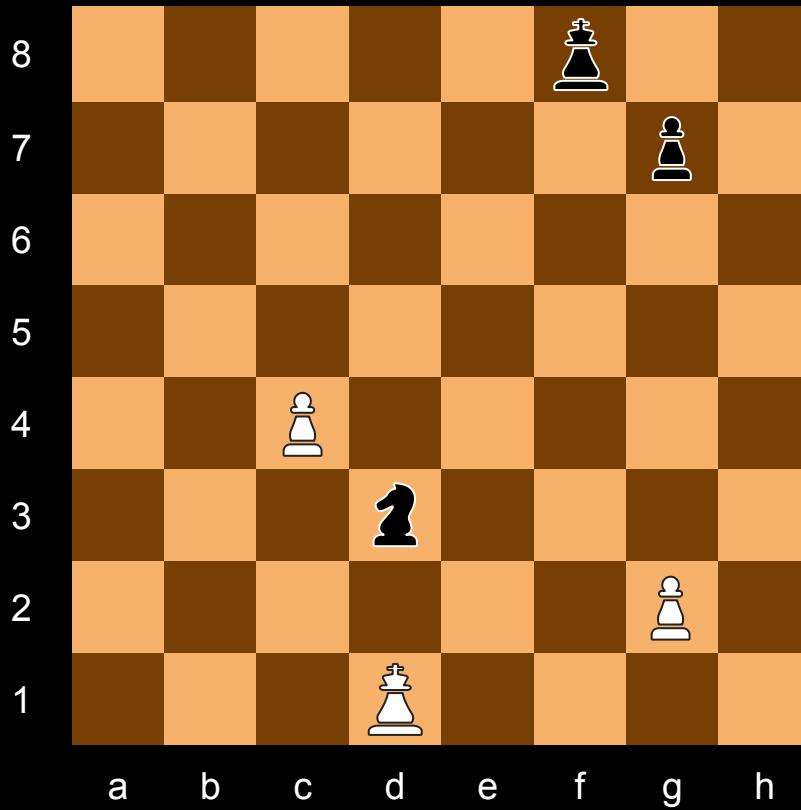
c2 → c4



$c2 \rightarrow c4$   
 $c5 \rightarrow d3$



$c2 \rightarrow c4$   
 $c5 \rightarrow d3$   
...



c2 → c4

how many possibilities?

64 fields x 64 fields

how many possibilities?

$$64 \times 64 = 4096$$

possible moves\*

\*disregarding impossible moves

$$64 \times 64 = 4096$$

$$H = \log_2(4096) = 12$$

$$64 \times 64 = 4096$$

$$H = \log_2(4096) = 12$$

one chess move is 12 bits of information

**an alternative way to calculate # bits**

c 2 c 4

4 digits

c 2 c 4

4 digits

8 possible symbols per digit

c 2 c 4

4 digits

8 possible symbols per digit  
how many bits per digit?

c 2 c 4

4 digits

8 possible symbols per digit  
how many bits per digit?

$$H_{digit} = \log_2(8) = 3$$

c 2 c 4

4 digits

8 possible symbols per digit  
how many bits per digit?

$$H_{digit} = \log_2(8) = 3$$

$$H_{move} = \log_2(8) \times 4 = 12$$

$$H_{avg} = \log_2(S) \times n$$

S: number of possible symbols

n: number of digits in our message

$$H_{max} = \lceil \log_2(S) \rceil \times n$$

when calculating bits for storage, we must  
always consider the worst case

# digits and # symbols

{A}

— —

{A}

A A

{A, B}

— —

{A, B}

AA, AB, BA, BB

{A, B, C}

— —

{A, B, C}

AA, AB, BA, BB,  
AC, BC, CA, CB, CC

{A, B, C, D}

— —

{A, B, C, D}

AA, AB, BA, BB, AC, BC, CA, CB,  
CC, AD, DA, BD, DB, CD, DC, DD

{A, B, C, D, E}

— —

{A, B, C, D, E}

AA, AB, BA, BB, AC, BC, CA, CB, CC,  
AD, DA, BD, DB, CD, DC, DD, AE, EA,  
BE, EB, CE, EC, DE, ED, EE

with # digits n = 2

# symbols	# messages
1	1
2	4
3	9
4	16
5	25

with length  $n = 2$

# symbols	$f(x)$	# messages
1		1
2	$f(x)$	4
3	→	9
4		16
5		25

and more digits?

{A, B}

— — —

{A, B}

AAA, AAB, ABA, ABB,  
BBB, BBA, BAA, BAB

{A, B}

— — — —

# {A, B}

AAAA, AAAB, AABA, AABB,  
ABAA, ABAB, ABBA, ABBB,  
BAAA, BAAB, BABA, BABB,  
BBAA, BBAB, BBBA, BBBB

with # symbols  $S = 2$

# digits	# messages
1	2
2	4
3	8
4	16
5	32

with # symbols  $S = 2$

# digits	$f(x)$	# messages
1		2
2	$f(x)$	4
3	$\longrightarrow$	8
4		16
5		32

with # symbols  $S = 2$

# digits	$f(x)$	# messages
1		2
2	$f(x)$	4
3	→	8
4		16
5		32

# possible messages with  $n$  digits and  $S$  symbols

$$N = S^n$$

# NUMBERS

[BACK](#)

1

2

3

**1**

**2**

**3**

---

**$10^2$**

**$10^1$**

**$10^0$**

**1**

**2**

**3**

---

**$10^2$**

**$10^1$**

**$10^0$**

**100**

**10**

**1**

**1**

**2**

**3**

---

**$10^2$**

**$10^1$**

**$10^0$**

$$= 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

$$= 1 \times 100 + 2 \times 10 + 3 \times 1$$

$$= 123$$

4

1

2

3

---

?

$10^2$

$10^1$

$10^0$

4

1

2

3

---

$10^3$

$10^2$

$10^1$

$10^0$

$$= 4 \times 10^3 + 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

**4**

**1**

**2**

**3**

---

**$10^3$**

**$10^2$**

**$10^1$**

**$10^0$**

$$= 4 \times 10^3 + 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

$$= 4 \times 1000 + 1 \times 100 + 2 \times 10 + 3 \times 1$$

**4**

**1**

**2**

**3**

---

**$10^3$**

**$10^2$**

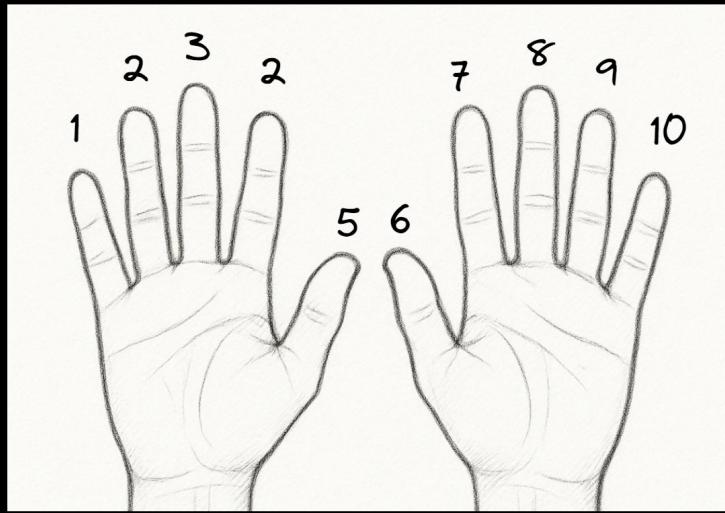
**$10^1$**

**$10^0$**

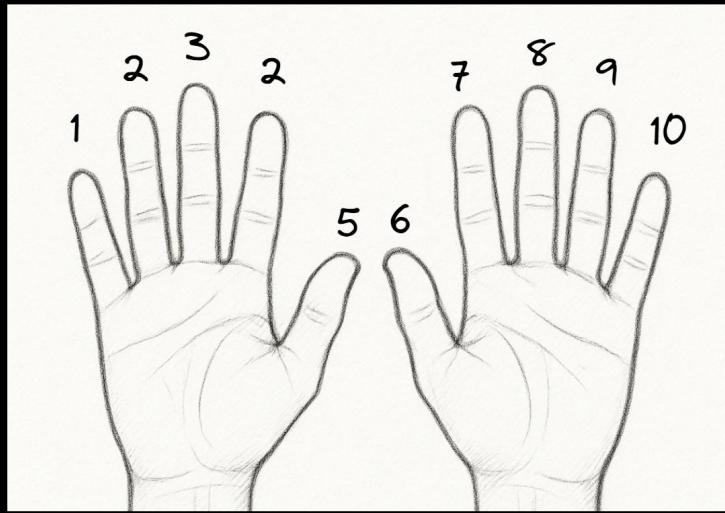
$$= 4 \times 10^3 + 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

$$= 4 \times 1000 + 1 \times 100 + 2 \times 10 + 3 \times 1$$

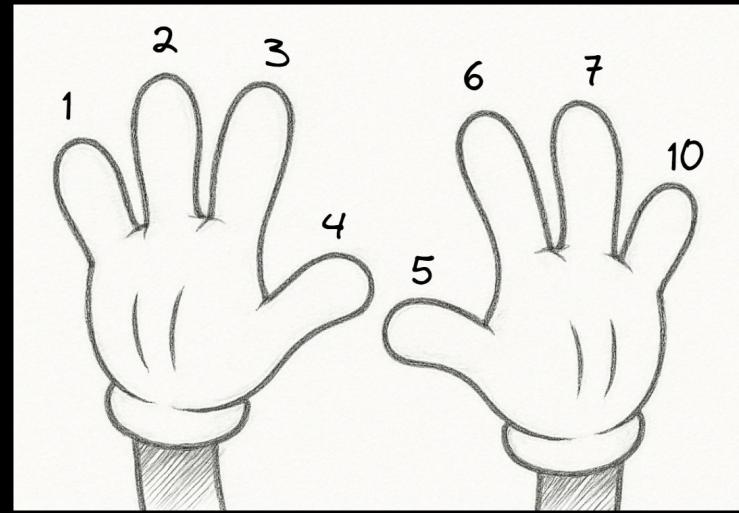
$$= 4123$$



human hand



human hand



cartoon character's hand

1

2

3

(octal)

**1**

**2**

**3**

(octal)

---

**$8^2$**

**$8^1$**

**$8^0$**

**1**

**2**

**3**

(octal)

---

**$8^2$**

**$8^1$**

**$8^0$**

$$= 1 \times 8^2 + 2 \times 8^1 + 3 \times 8^0$$

**1**

**2**

**3**

(octal)

---

**$8^2$**

**$8^1$**

**$8^0$**

$$= 1 \times 8^2 + 2 \times 8^1 + 3 \times 8^0$$

$$= 1 \times 64 + 2 \times 8 + 3 \times 1$$

**1**

**2**

**3**

(octal)

---

**$8^2$**

**$8^1$**

**$8^0$**

$$= 1 \times 8^2 + 2 \times 8^1 + 3 \times 8^0$$

$$= 1 \times 64 + 2 \times 8 + 3 \times 1$$

$$= \mathbf{83} \text{ (decimal)}$$

decimal

8

octal

?

decimal

octal

?



7

decimal

16

octal

?

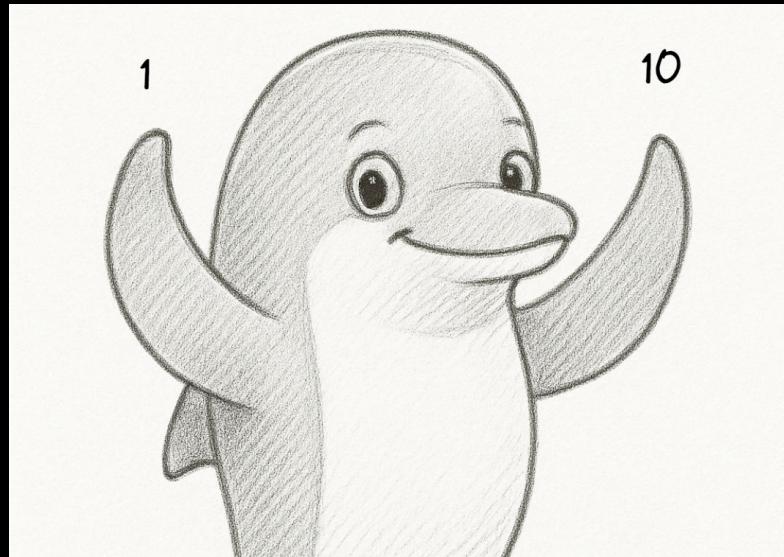
decimal

octal

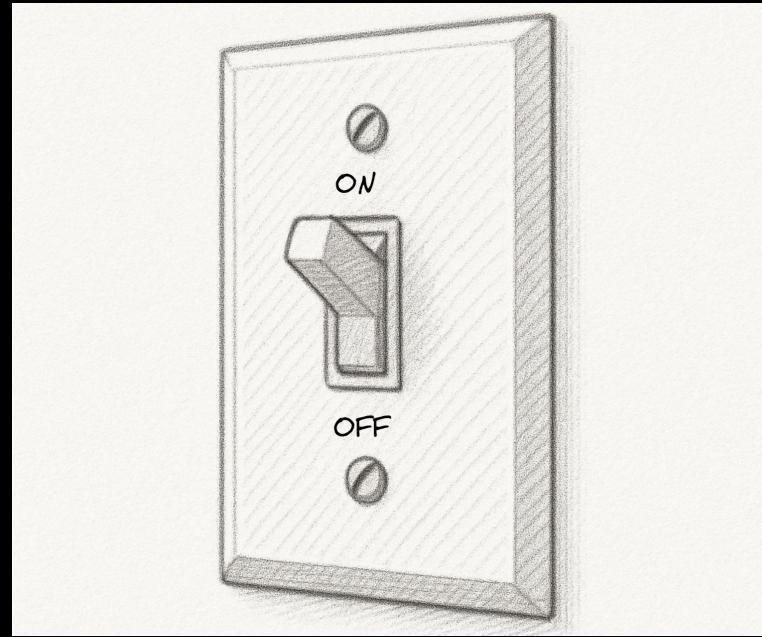
?



100



what now?



a binary number is like a switch

0, 1, ...

0, 1, 10, ...

0, 1, 10, 11, ...

0, 1, 10, 11, 100, ...

0, 1, 10, 11, 100, 101, ...

0, 1, 10, 11, 100, 101, 110

1 1 0 (binary)

**1**

**1**

**0**

(binary)

---

**$2^2$**

**$2^1$**

**$2^0$**

$$\begin{array}{r} 1 & 1 & 0 \\ \hline 2^2 & 2^1 & 2^0 \end{array}$$

$$= 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

$$\begin{array}{r} 1 & 1 & 0 \\ \hline 2^2 & 2^1 & 2^0 \end{array}$$

$$= 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

$$= 1 \times 4 + 1 \times 2 + 0 \times 1$$

$$\begin{array}{r} 1 & 1 & 0 \\ \hline 2^2 & 2^1 & 2^0 \end{array}$$

$$= 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

$$= 1 \times 4 + 1 \times 2 + 0 \times 1$$

$$= 6 \text{ (decimal)}$$

2 3 4 5 6

0, 1, 10, 11, 100, 101, 110

# place value systems

$$N = d_n * R^{n-1} + \dots + d_2 * R^1 + d_1 * R^0$$

$$d \in \{ 0, 1, \dots R-1 \}$$

$n$  = number of digits

$R$  = base

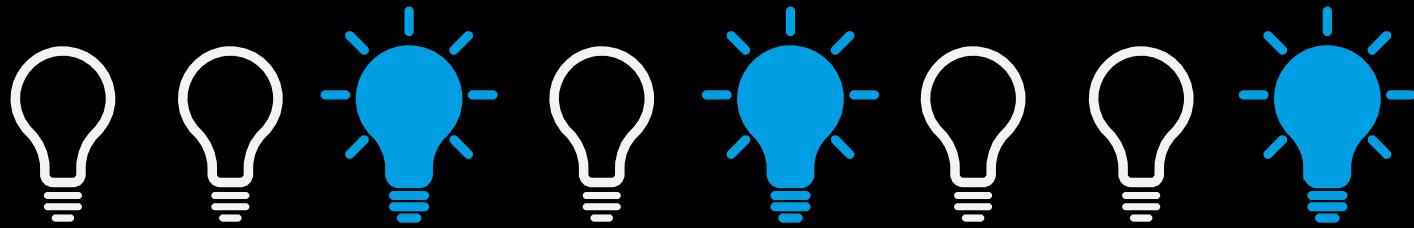
R ≥ 2

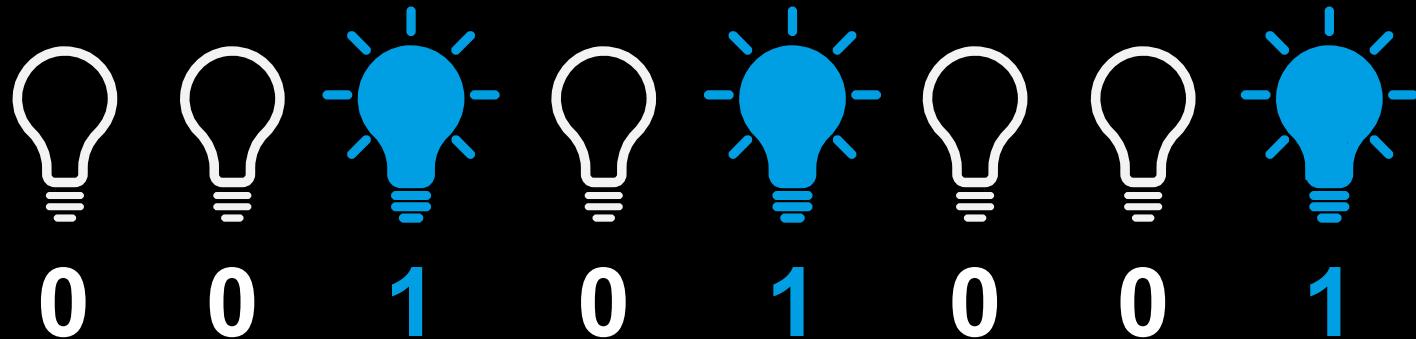
# BITS & BYTES

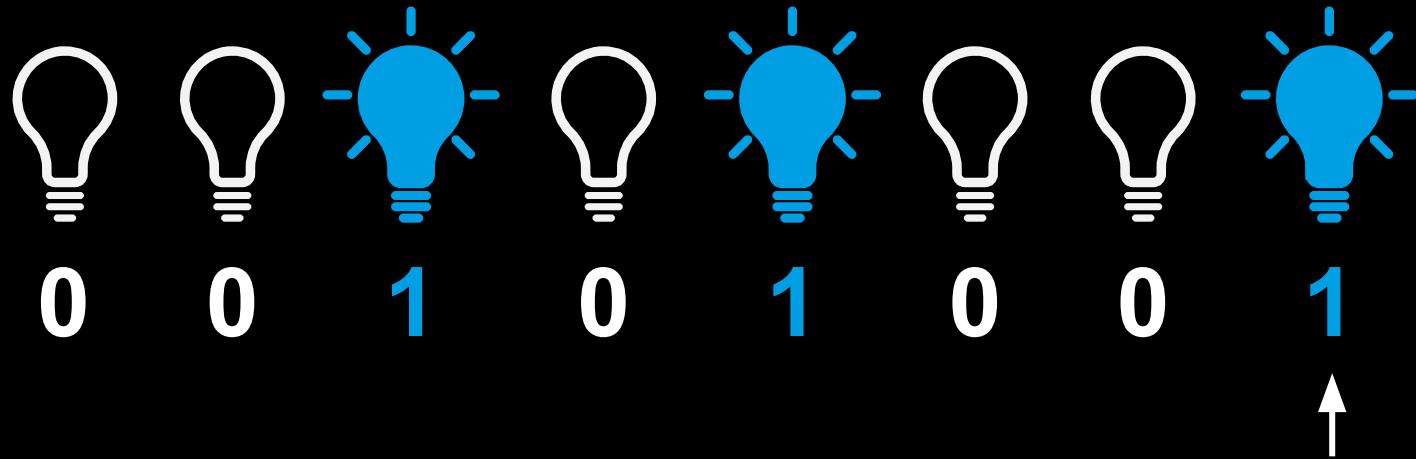
[BACK](#)

why do computers think binary?

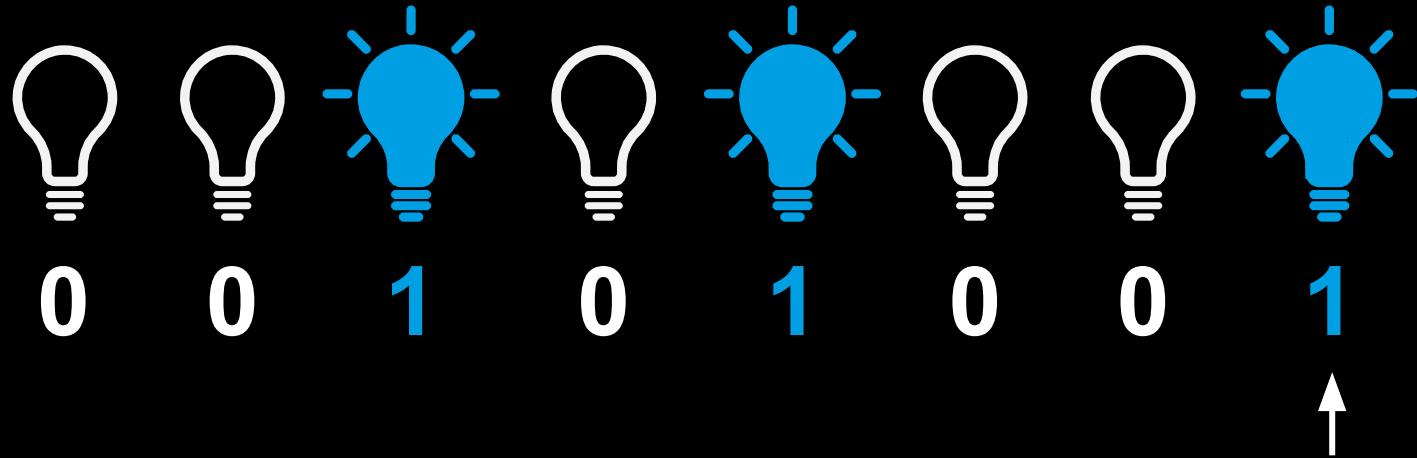






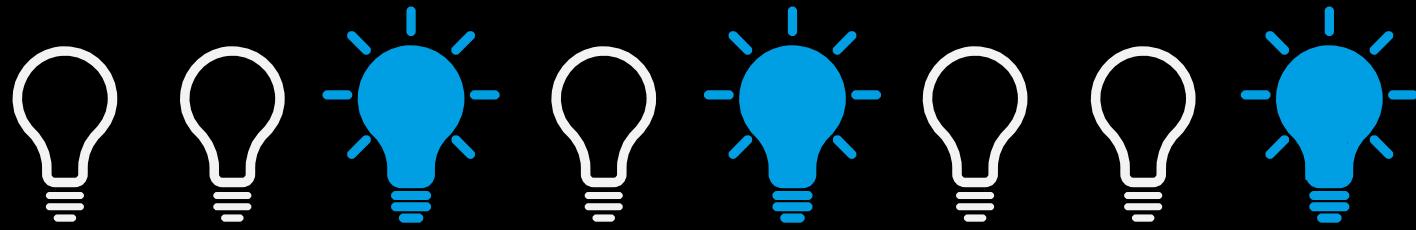


a **bit** (binary digit)



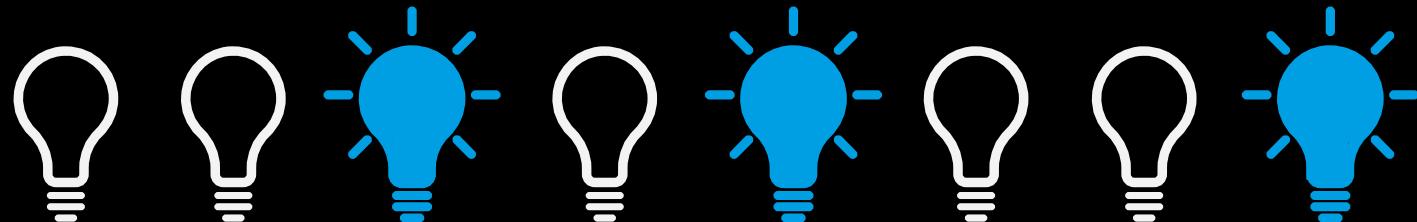
a bit (binary digit)

a byte (8 bits)



---

 $2^7$  $2^6$  $2^5$  $2^4$  $2^3$  $2^2$  $2^1$  $2^0$



---

0  
0

1

0

1

0

0

1

$2^7$

$2^6$

$2^5$

$2^4$

$2^3$

$2^2$

$2^1$

$2^0$

128

64

32

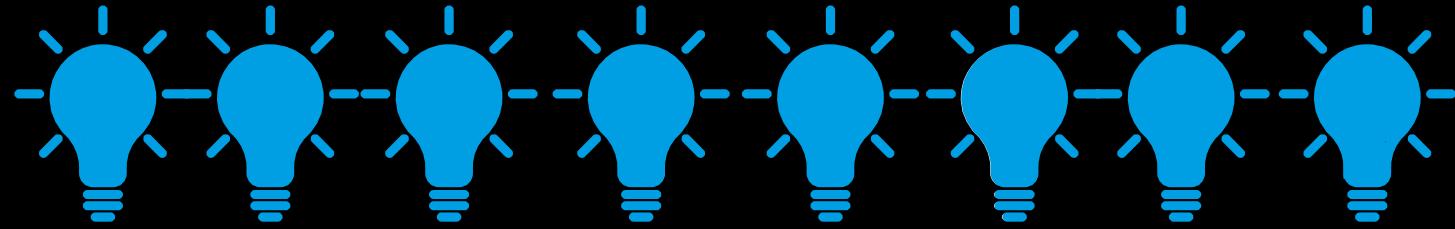
16

8

4

2

1



what can we store in one byte?

what comes after the byte?

$2^{10}$  bytes = 1.024 bytes = 1 Kibibyte (KiB)

$2^{20}$  bytes = 1.048.576 bytes = 1 Mebibyte (MiB)

$2^{30}$  bytes = 1.073.741.824 bytes = 1 Gibibyte (GiB)

$10^3$  bytes = 1.000 bytes = 1 Kilobyte (KB)

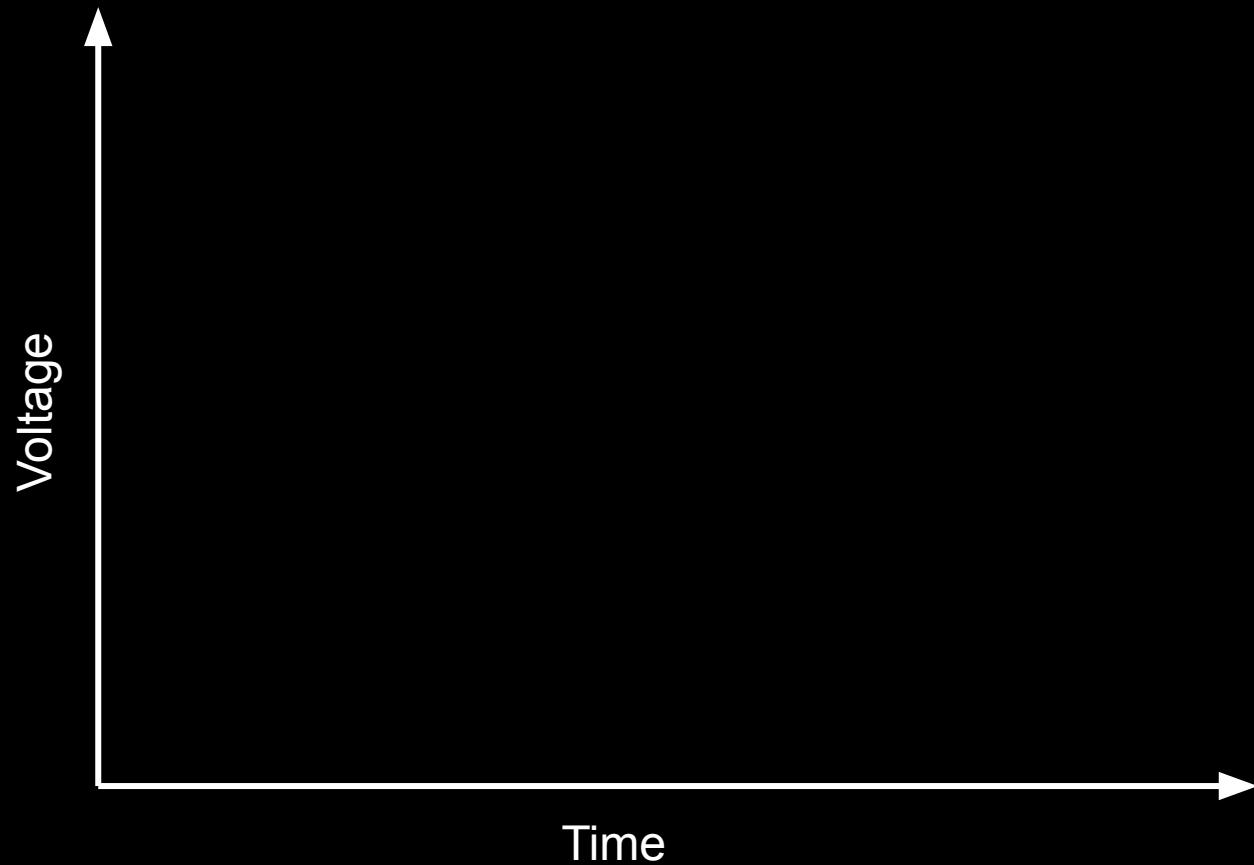
$10^6$  bytes = 1.000.000 bytes = 1 Megabyte (MB)

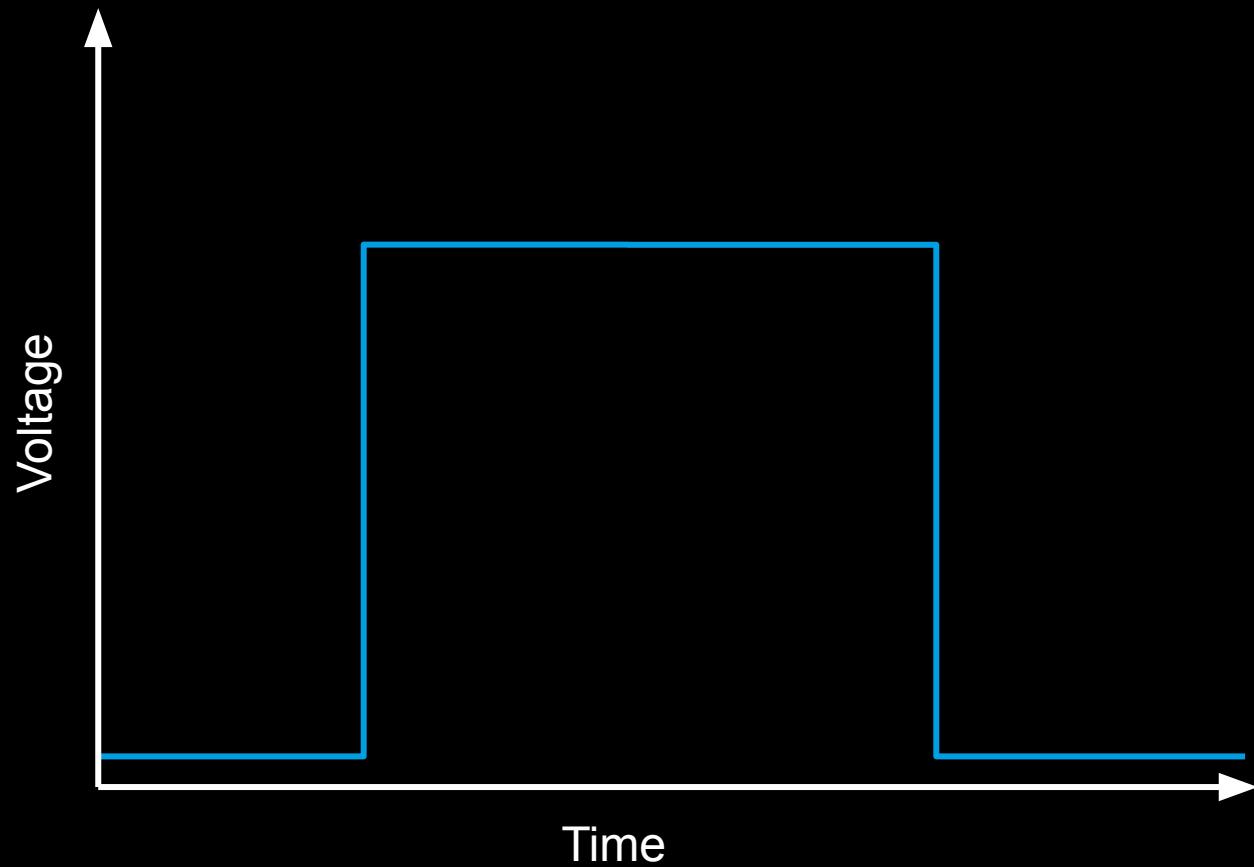
$10^9$  bytes = 1.000.000.000 bytes = 1 Gigabyte (GB)

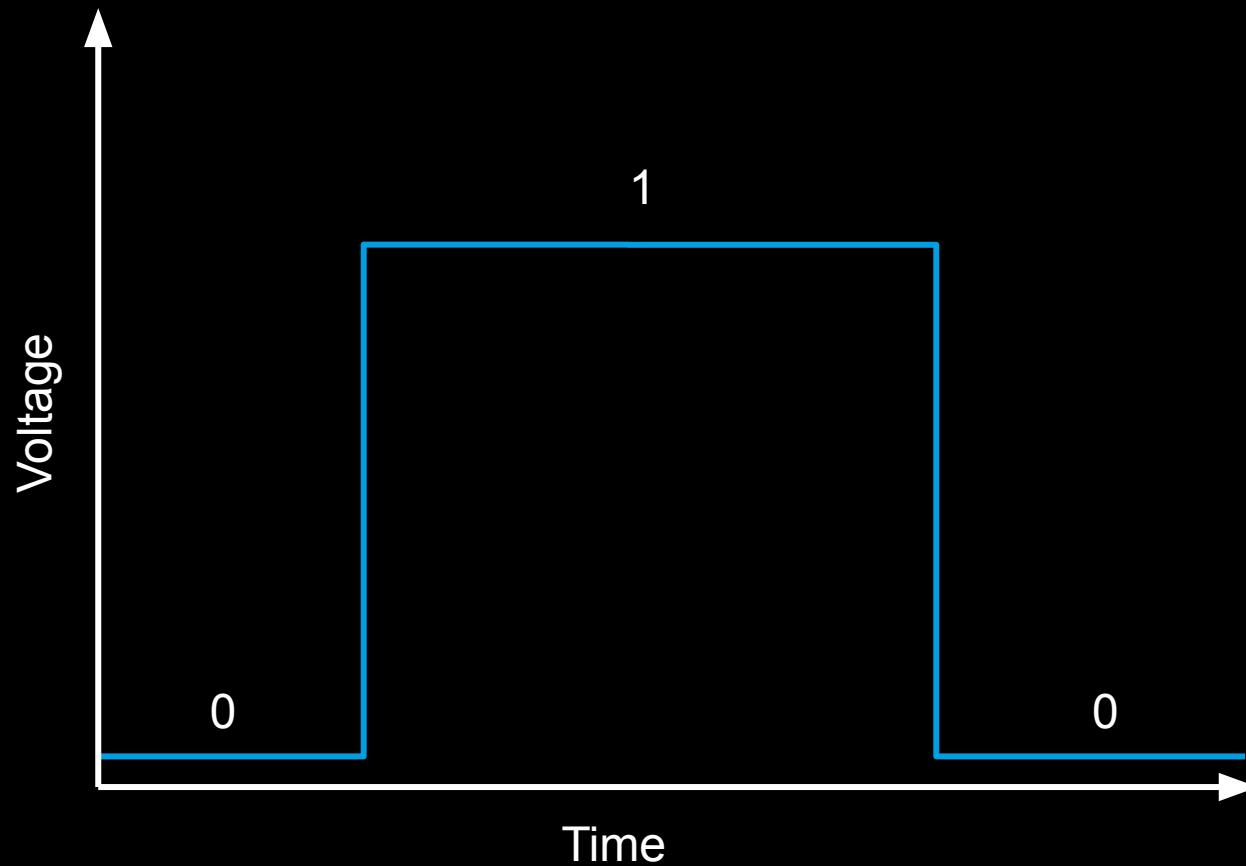
$10^{12}$  bytes = ?

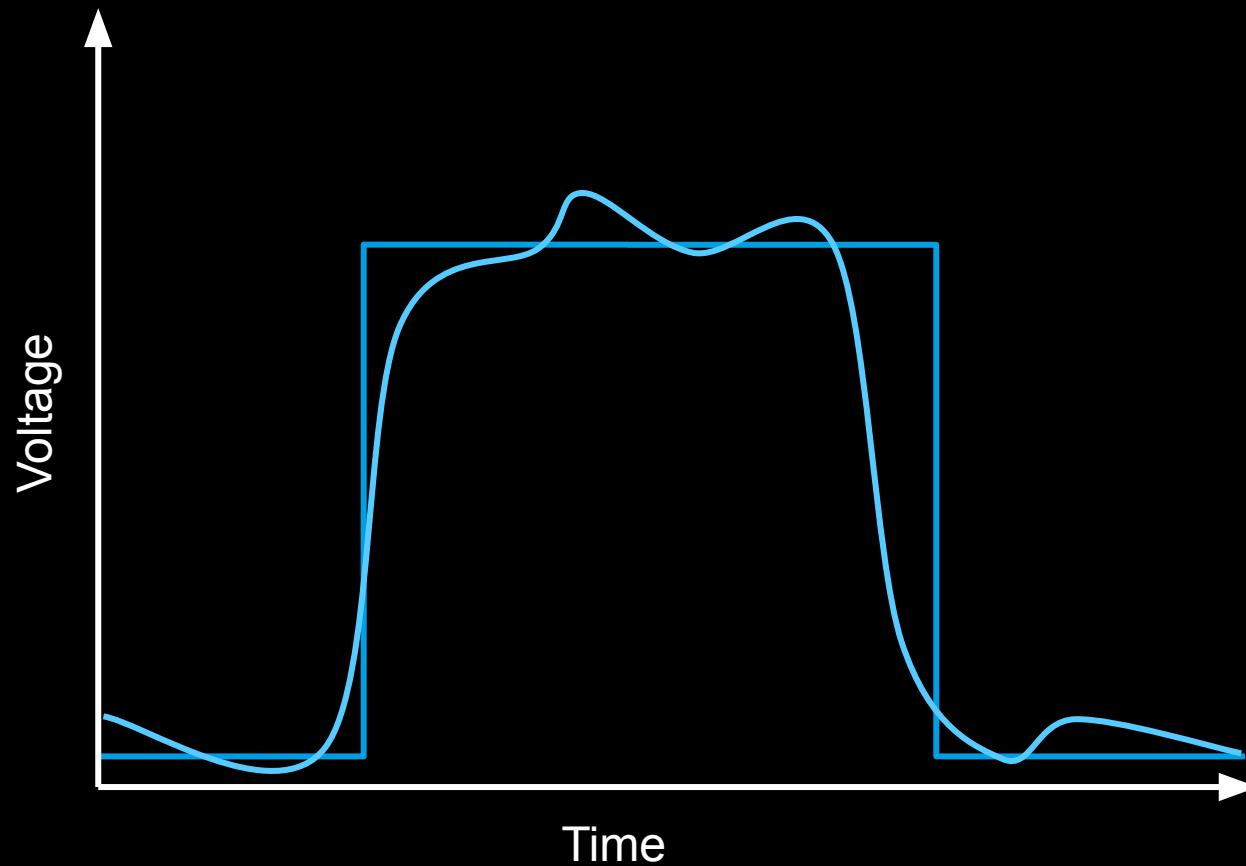
how many bits are on a DVD with  
4.7 GB capacity?

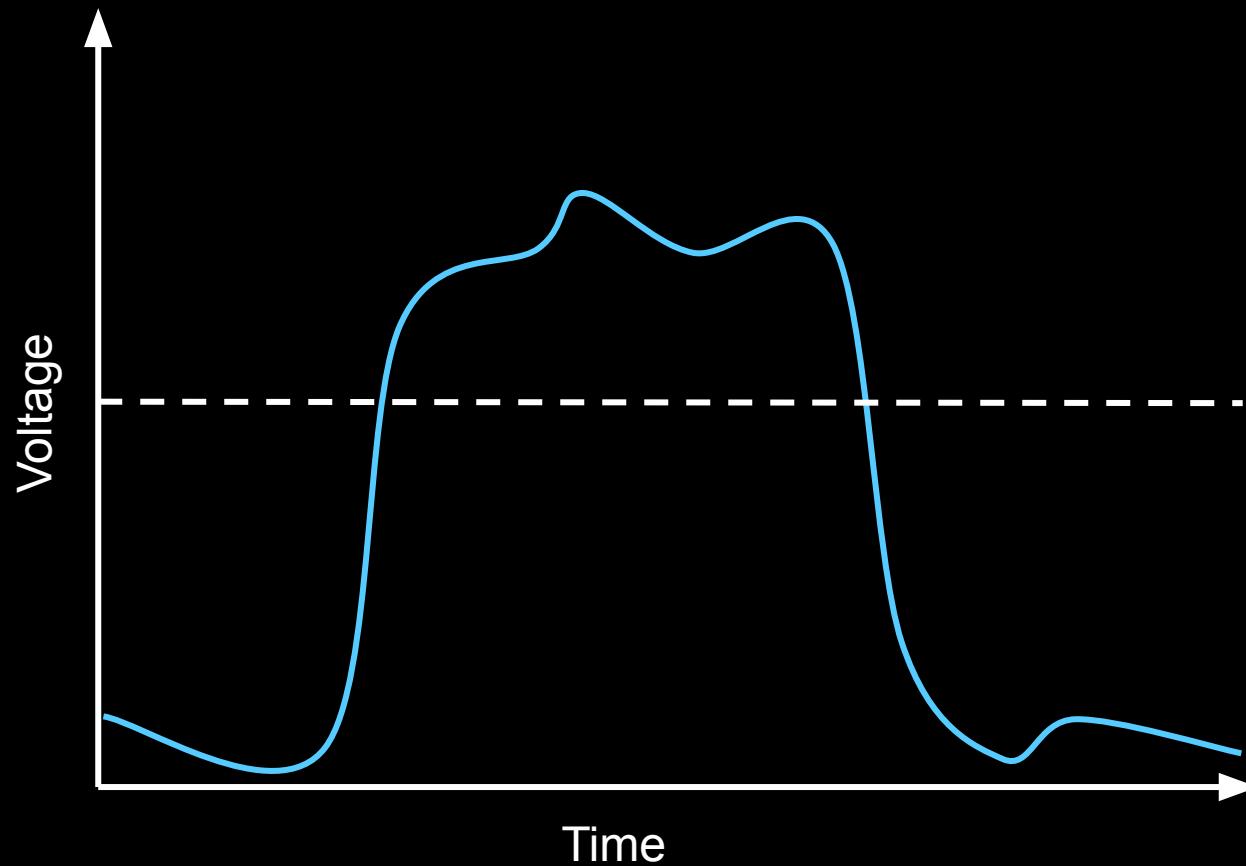
are we stuck with binary?

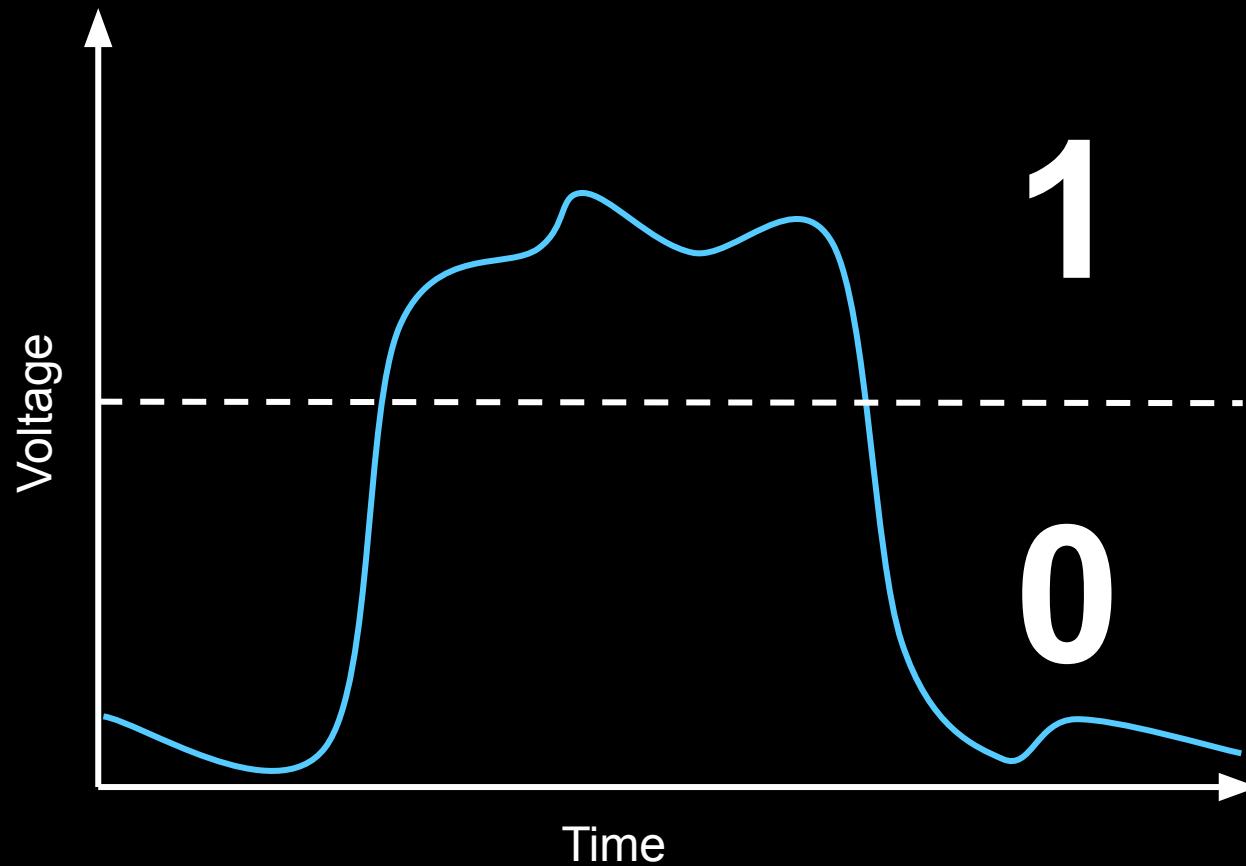


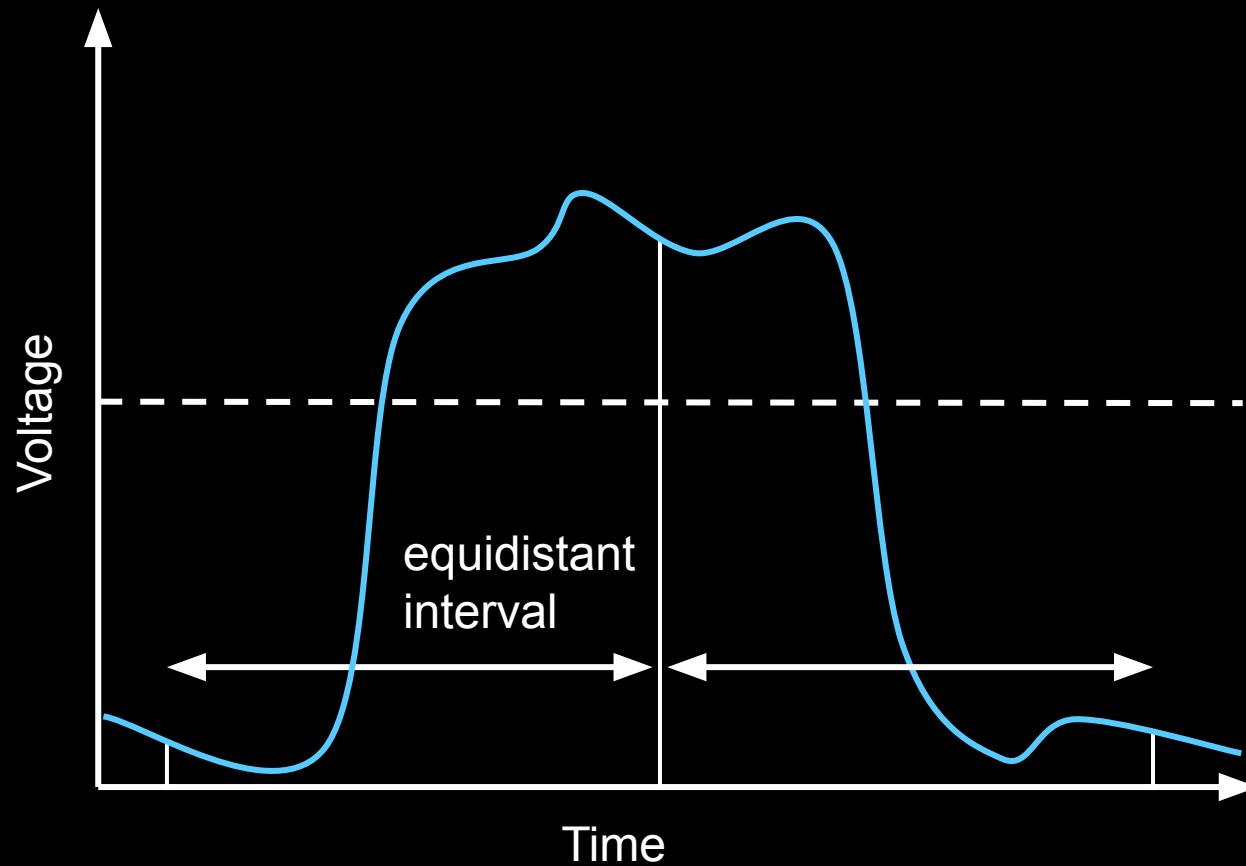


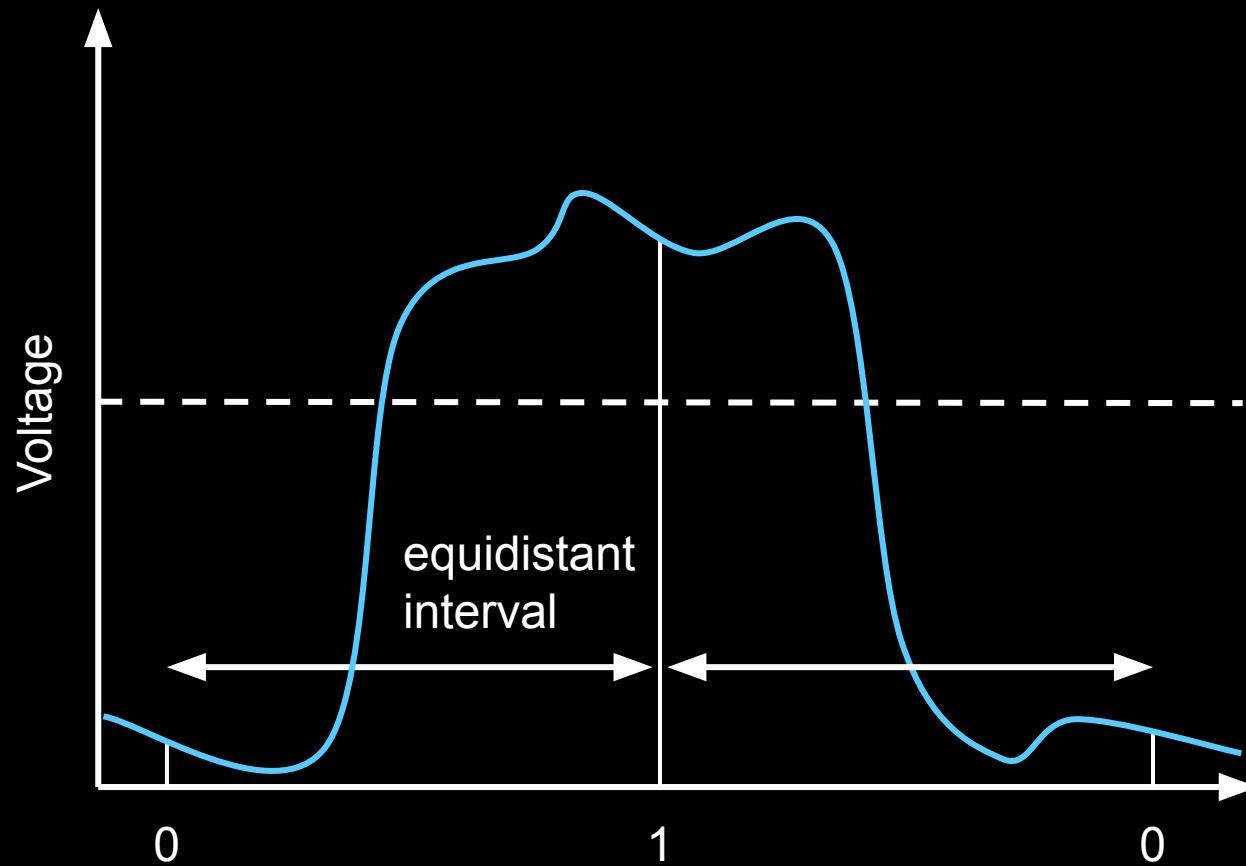


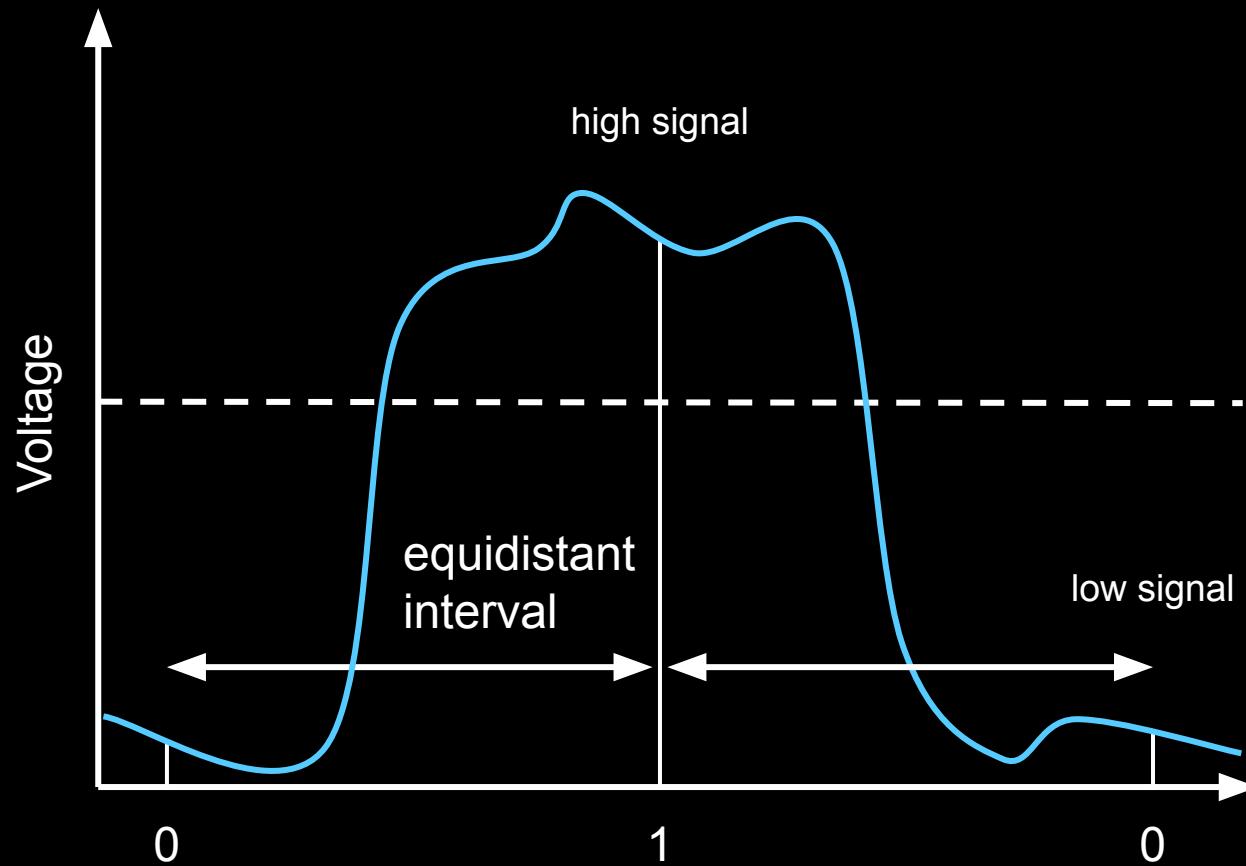




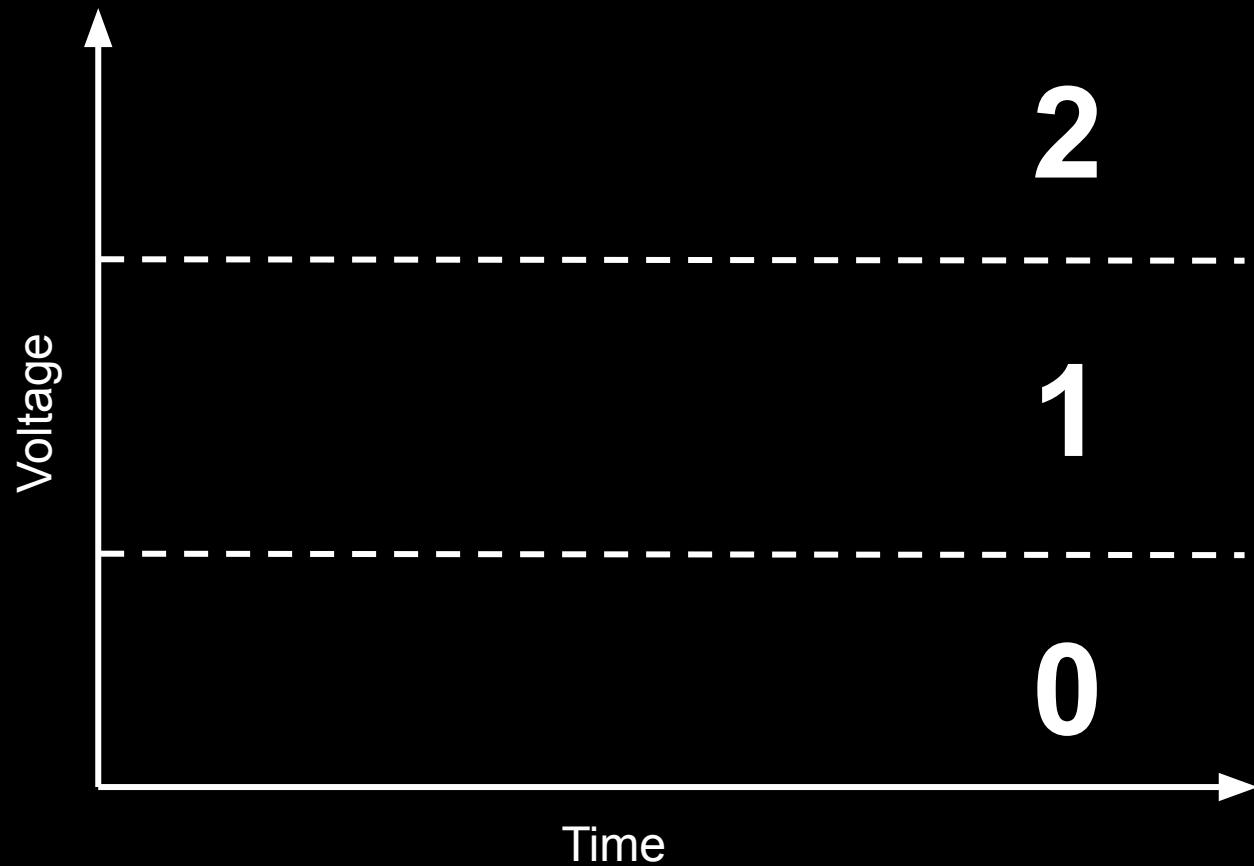




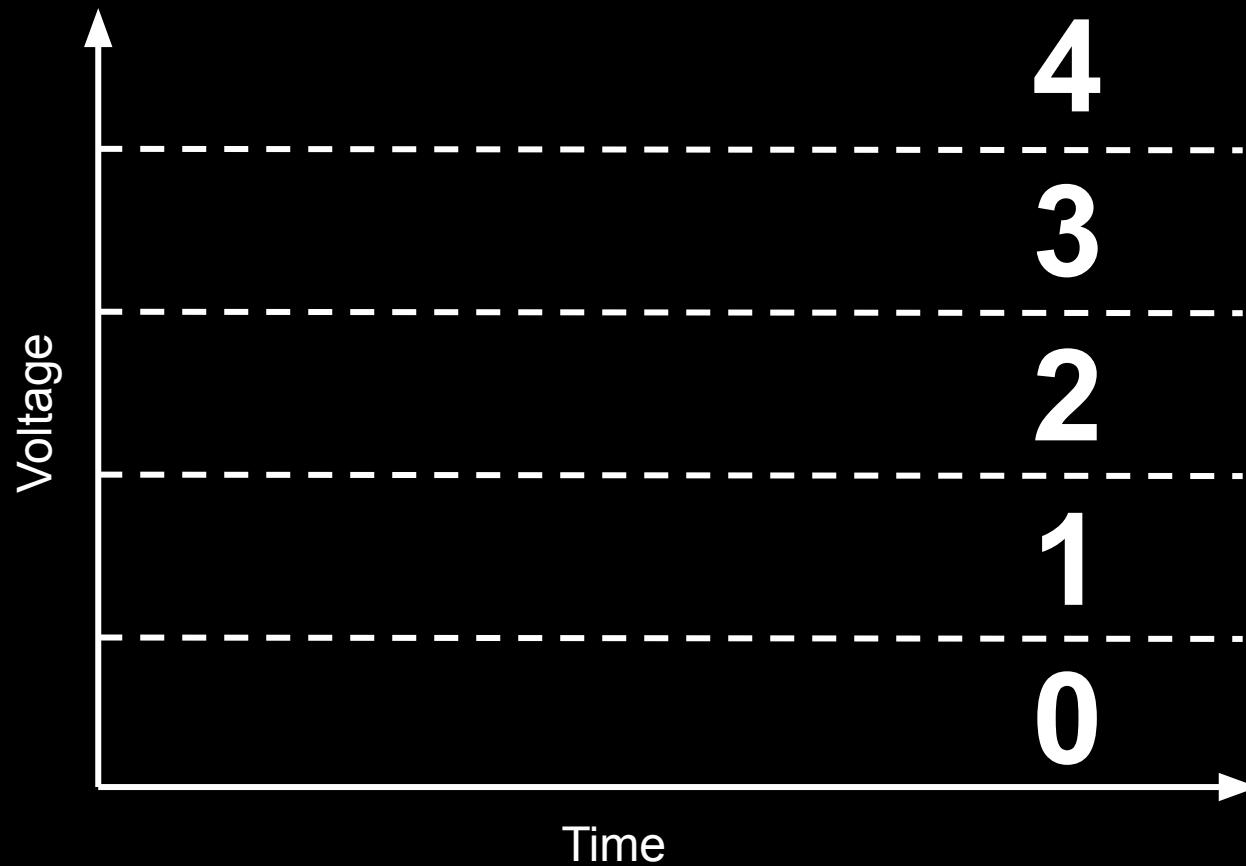


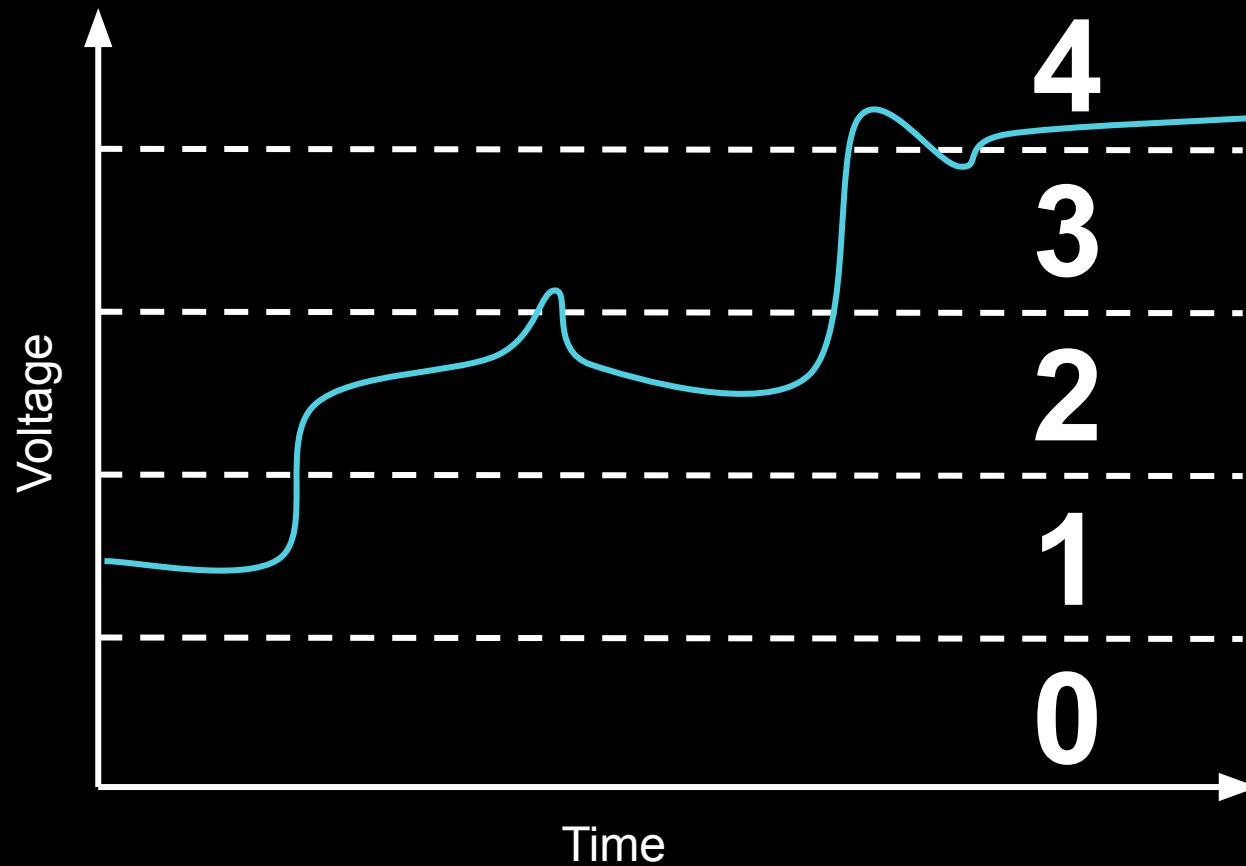


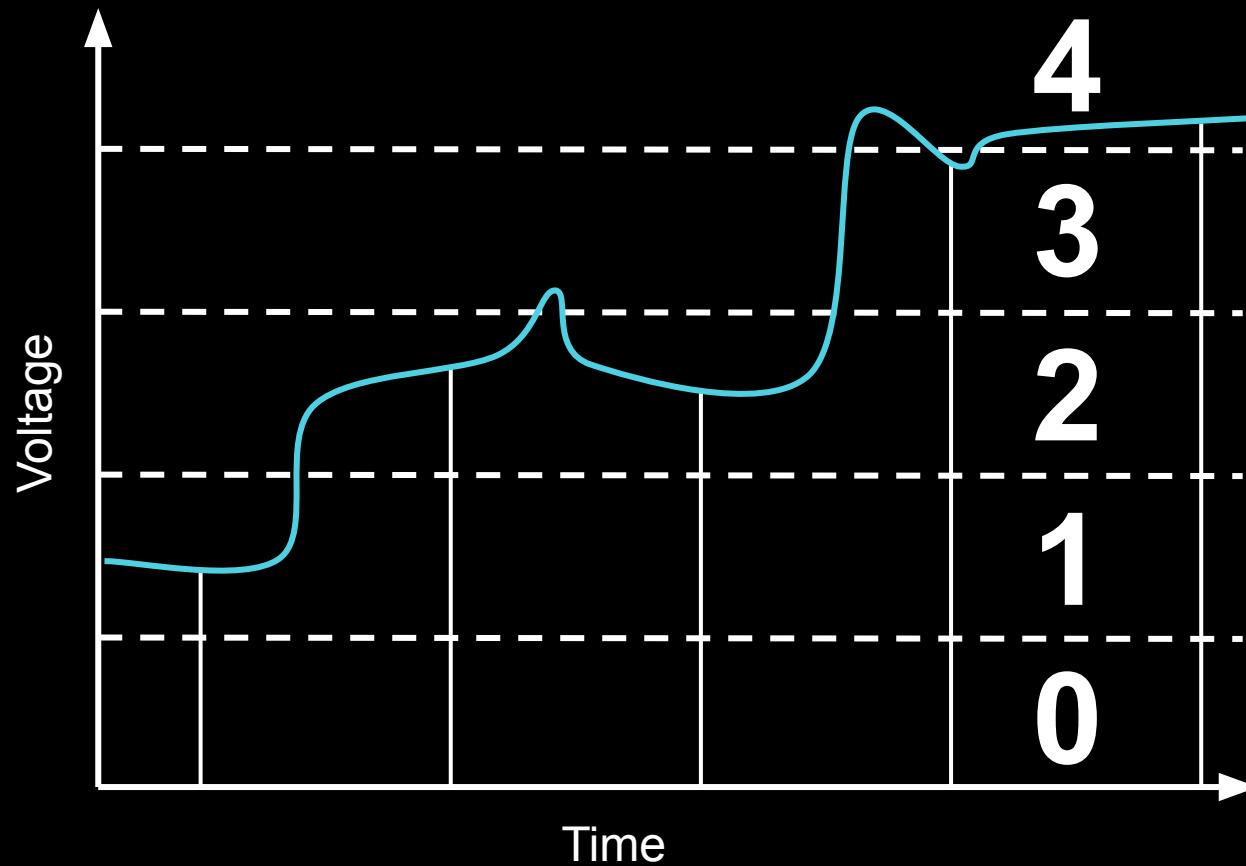
what about  $R > 2$ ?

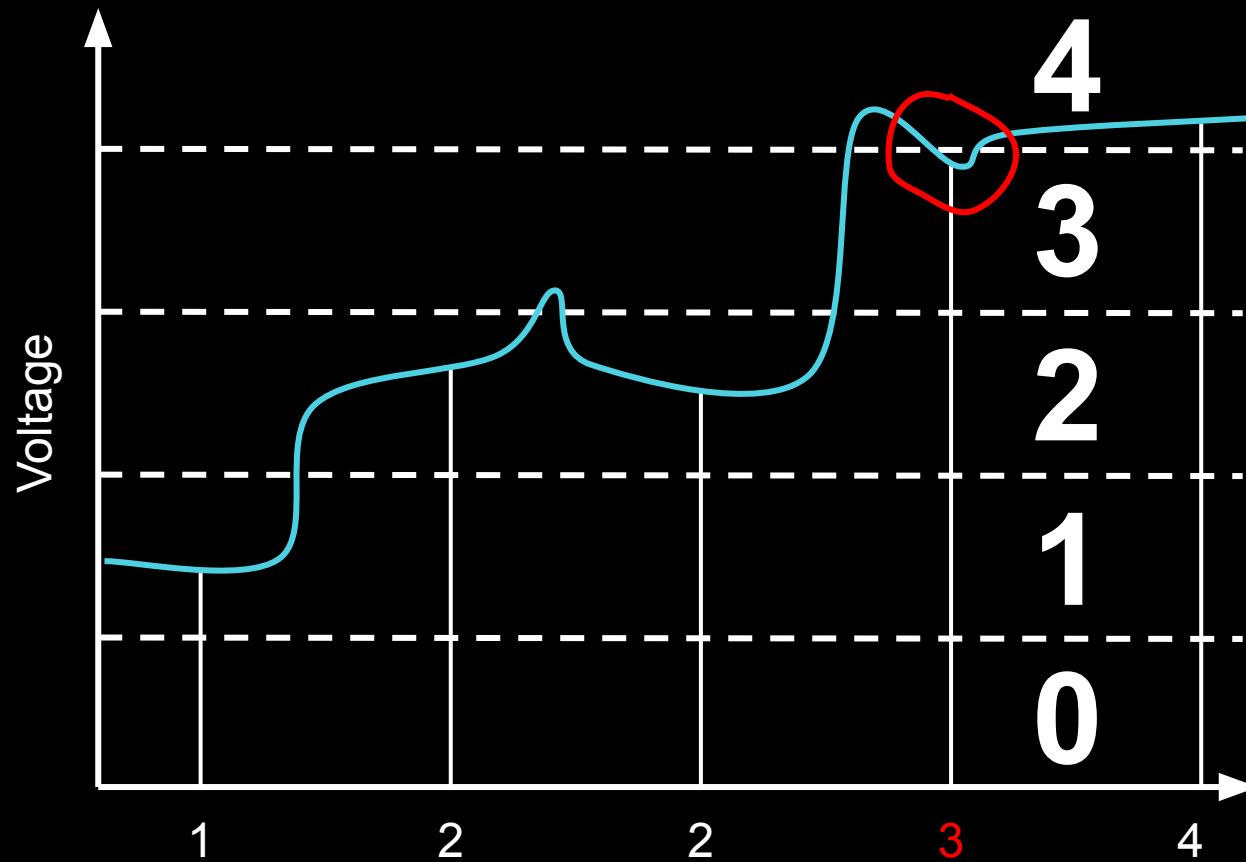












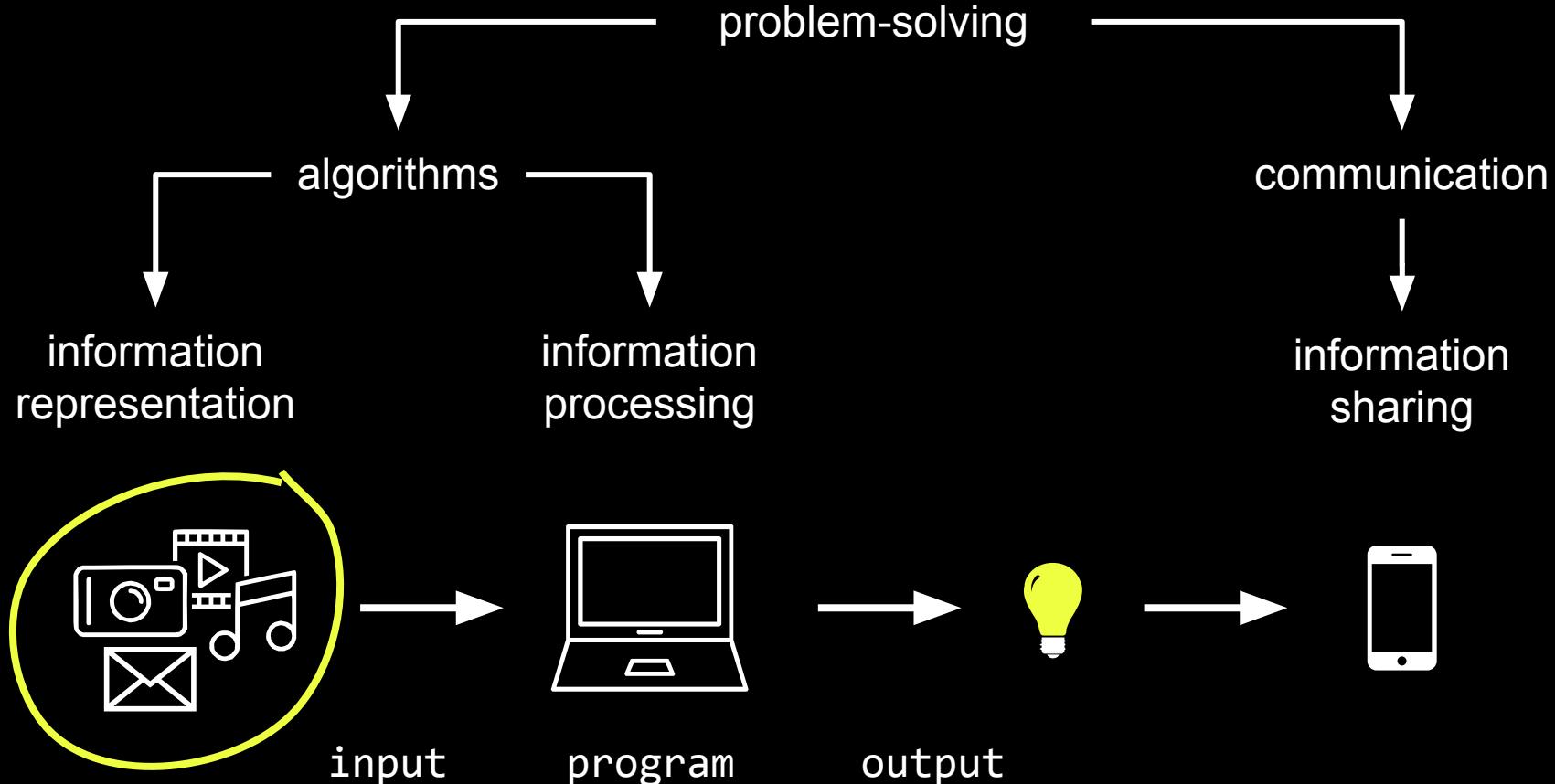
a higher base means less hardware

a higher base means less hardware  
but more complex devices

a higher base means less hardware  
but more complex devices  
and more errors

# CODE SYSTEMS

[BACK](#)





# MORSE CODE

(ALPHABETICAL)

A	• —	N	— •
B	— • • •	O	———
C	— • — •	P	• — — •
D	— • •	Q	—— • —
E	•	R	• — •
F	• • — •	S	• • •
G	—— •	T	—
H	• • • •	U	• • —
I	• •	V	• • • —
J	• — — —	W	• — —
K	— • —	X	— • • —
L	• — • •	Y	— • — —
M	——	Z	—— • •
1	• — — — —	6	— • • • •
2	• • — — —	7	—— • • •
3	• • • — —	8	—— — • •
4	• • • • —	9	—— — — •
5	• • • • •	0	—— — — —

representing text

A	B	C	D	...	a	b	c	d
65	66	67	68		97	98	99	100

# ASCII Code

A	B	C	D	...	a	b	c	d
65	66	67	68		97	98	99	100

Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII
0	00000000	000	00	NUL	32	00100000	040	20	SP	64	01000000	100	40	@	96	01100000	140	60	`
1	00000001	001	01	SOH	33	00100001	041	21	!	65	01000001	101	41	A	97	01100001	141	61	a
2	00000010	002	02	STX	34	00100010	042	22	"	66	01000010	102	42	B	98	01100010	142	62	b
3	00000011	003	03	ETX	35	00100011	043	23	#	67	01000011	103	43	C	99	01100011	143	63	c
4	00000100	004	04	EOT	36	00100100	044	24	\$	68	01000100	104	44	D	100	01100100	144	64	d
5	00000101	005	05	ENQ	37	00100101	045	25	%	69	01000101	105	45	E	101	01100101	145	65	e
6	00000110	006	06	ACK	38	00100110	046	26	&	70	01000110	106	46	F	102	01100110	146	66	f
7	00000111	007	07	BEL	39	00100111	047	27	'	71	01000111	107	47	G	103	01100111	147	67	g
8	000001000	010	08	BS	40	00101000	050	28	(	72	01001000	110	48	H	104	01101000	150	68	h
9	000001001	011	09	HT	41	00101001	051	29	)	73	01001001	111	49	I	105	01101001	151	69	i
10	000001010	012	0A	LF	42	00101010	052	2A	*	74	01001010	112	4A	J	106	01101010	152	6A	j
11	000001011	013	0B	VT	43	00101011	053	2B	+	75	01001011	113	4B	K	107	01101011	153	6B	k
12	000001100	014	0C	FF	44	00101100	054	2C	.	76	01001100	114	4C	L	108	01101100	154	6C	l
13	000001101	015	0D	CR	45	00101101	055	2D	-	77	01001101	115	4D	M	109	01101101	155	6D	m
14	000001110	016	0E	SO	46	00101110	056	2E	.	78	01001110	116	4E	N	110	01101110	156	6E	n
15	000001111	017	0F	SI	47	00101111	057	2F	/	79	01001111	117	4F	O	111	01101111	157	6F	o
16	00010000	020	10	DLE	48	00110000	060	30	0	80	01010000	120	50	P	112	01110000	160	70	p
17	00010001	021	11	DC1	49	00110001	061	31	1	81	01010001	121	51	Q	113	01110001	161	71	q
18	00010010	022	12	DC2	50	00110010	062	32	2	82	01010010	122	52	R	114	01110010	162	72	r
19	00010011	023	13	DC3	51	00110011	063	33	3	83	01010011	123	53	S	115	01110011	163	73	s
20	00010100	024	14	DC4	52	00110100	064	34	4	84	01010100	124	54	T	116	01110100	164	74	t
21	00010101	025	15	NAK	53	00110101	065	35	5	85	01010101	125	55	U	117	01110101	165	75	u
22	00010110	026	16	SYN	54	00110110	066	36	6	86	01010110	126	56	V	118	01110110	166	76	v
23	00010111	027	17	ETB	55	00110111	067	37	7	87	01010111	127	57	W	119	01110111	167	77	w
24	00011000	030	18	CAN	56	00111000	070	38	8	88	01011000	130	58	X	120	01111000	170	78	x
25	00011001	031	19	EM	57	00111001	071	39	9	89	01011001	131	59	Y	121	01111001	171	79	y
26	00011010	032	1A	SUB	58	00111010	072	3A	:	90	01011010	132	5A	Z	122	01111010	172	7A	z
27	00011011	033	1B	ESC	59	00111011	073	3B	:	91	01011011	133	5B	[	123	01111011	173	7B	{
28	00011100	034	1C	FS	60	00111100	074	3C	<	92	01011100	134	5C	\	124	01111100	174	7C	
29	00011101	035	1D	GS	61	00111101	075	3D	=	93	01011101	135	5D	]	125	01111101	175	7D	}
30	00011110	036	1E	RS	62	00111110	076	3E	>	94	01011110	136	5E	^	126	01111110	176	7E	~
31	00011111	037	1F	US	63	00111111	077	3F	?	95	01011111	137	5F	-	127	01111111	177	7F	DEL



1F600



1F601



1F602



1F603

...



1F648



1F649



1F64A



1F64B

# Unicode



1F600



1F601



1F602



1F603

...



1F648



1F649



1F64A



1F64B

hexadecimal

**1**

**A**

**D**

(hexadecimal)

---

**$16^2$**

**$16^1$**

**$16^0$**

**1**

**A**

**D**

(hexadecimal)

---

**$16^2$**

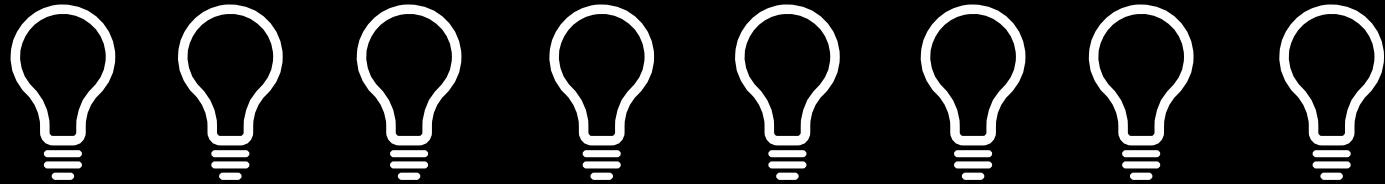
**$16^1$**

**$16^0$**

$$= 1 \times 16^2 + 10 \times 16^1 + 13 \times 16^0$$

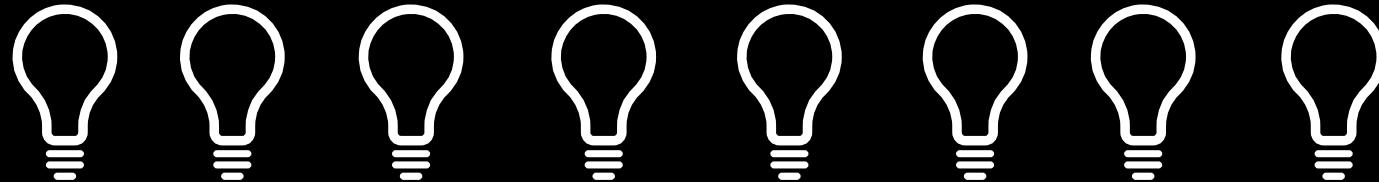
$$= 1 \times 256 + 10 \times 16 + 13 \times 1$$

$$= \mathbf{429} \text{ (decimal)}$$



---

 $2^7$  $2^6$  $2^5$  $2^4$  $2^3$  $2^2$  $2^1$  $2^0$

 $2^7$  $2^6$  $2^5$  $2^4$  $2^3$  $2^2$  $2^1$  $2^0$ 

128

64

32

16

8

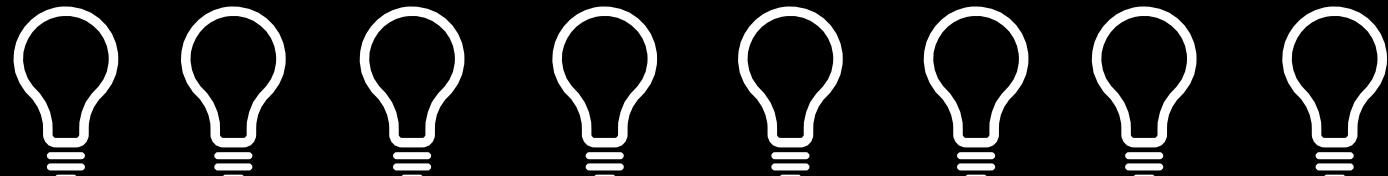
4

2

1

second hexadecimal digit  
(16 - 255)

first hexadecimal digit  
(0 - 15)



0

0

0

0

0

0

0

---

$2^7$

$2^6$

$2^5$

$2^4$

$2^3$

$2^2$

$2^1$

$2^0$

128

64

32

16

8

4

2

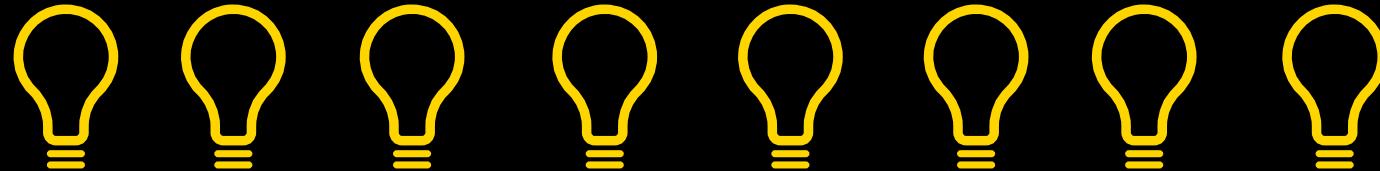
1

{}

0

{}

0



---

$1$     $1$     $1$     $1$     $1$     $1$     $1$     $1$

$2^7$     $2^6$     $2^5$     $2^4$     $2^3$     $2^2$     $2^1$     $2^0$

$128$     $64$     $32$     $16$     $8$     $4$     $2$     $1$

{}

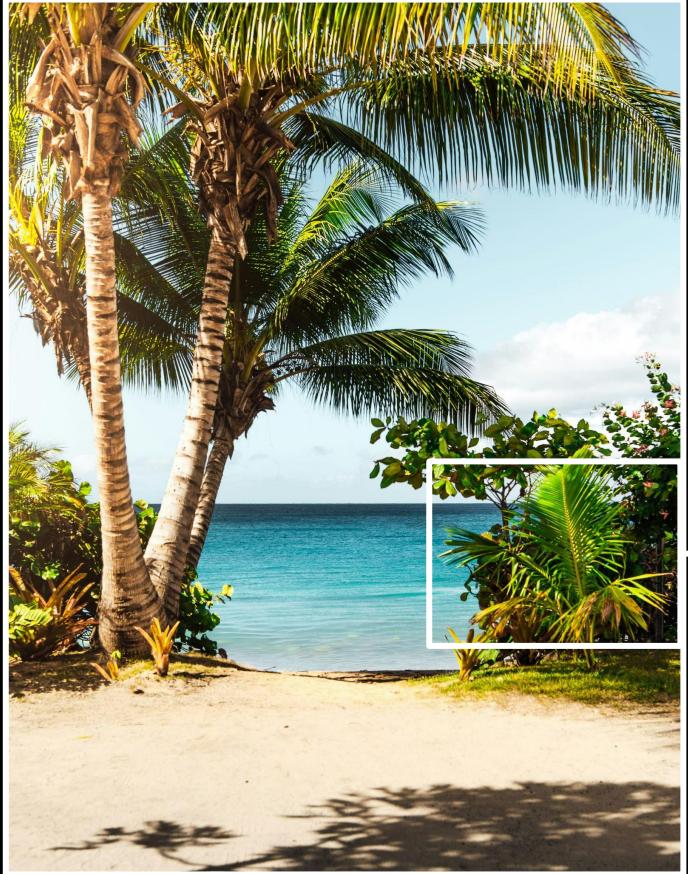
F

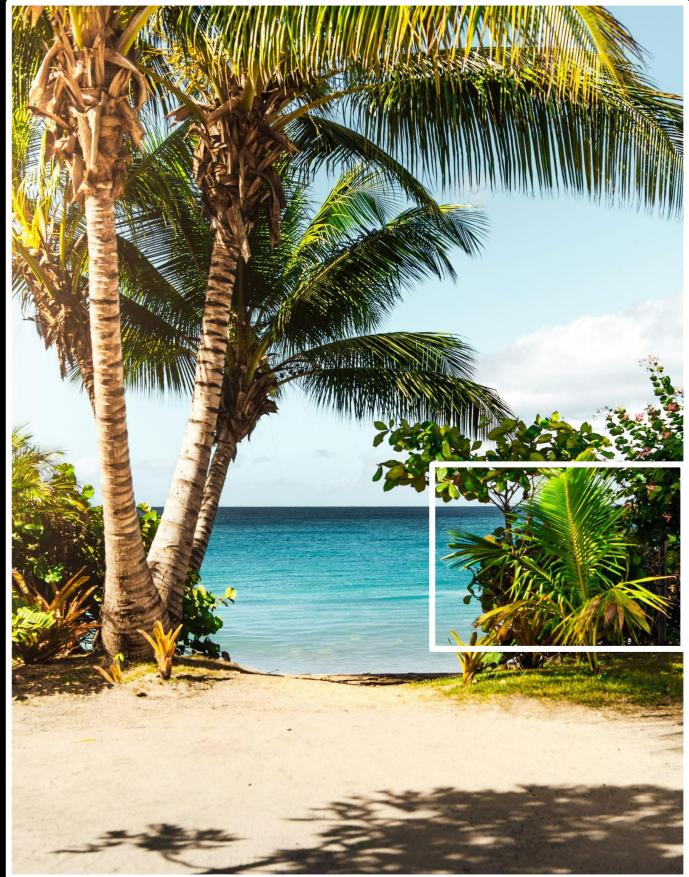
{}

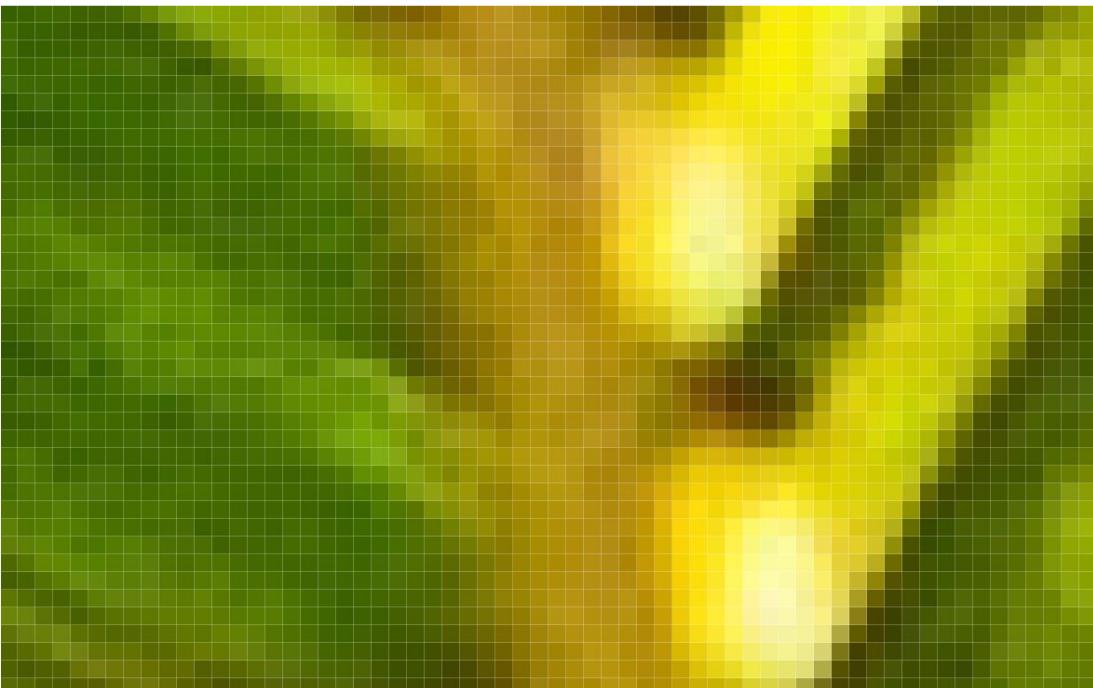
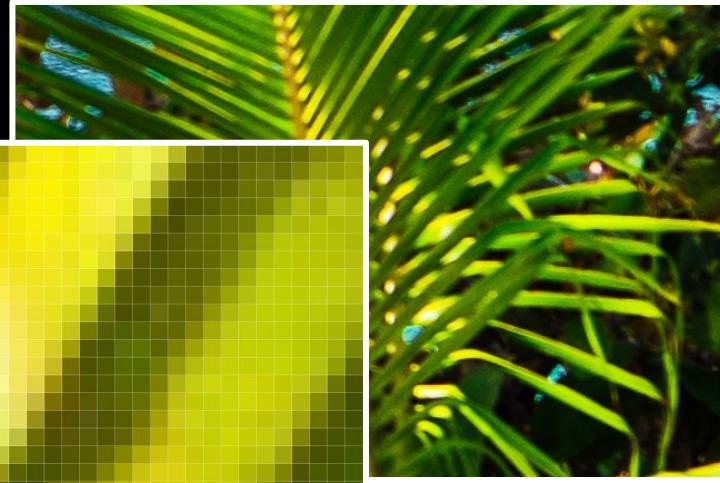
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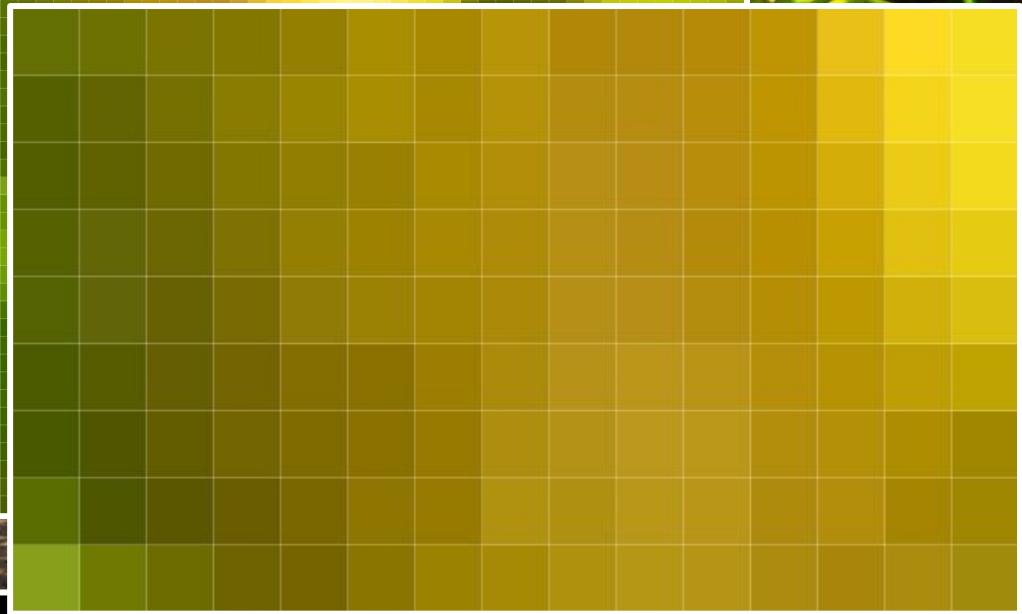
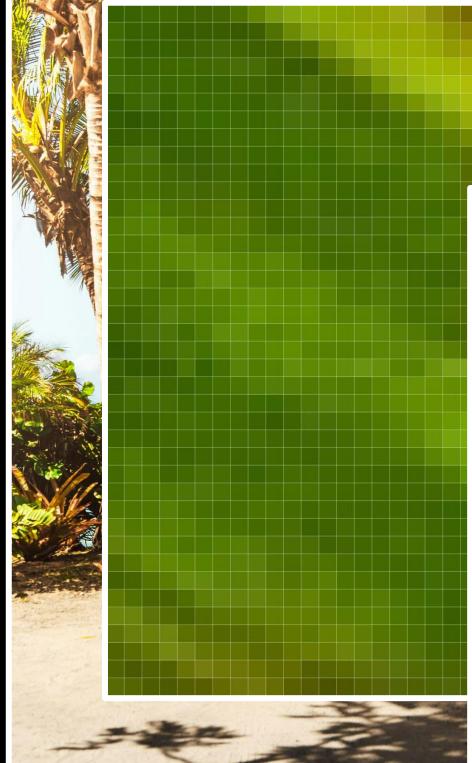
representing images

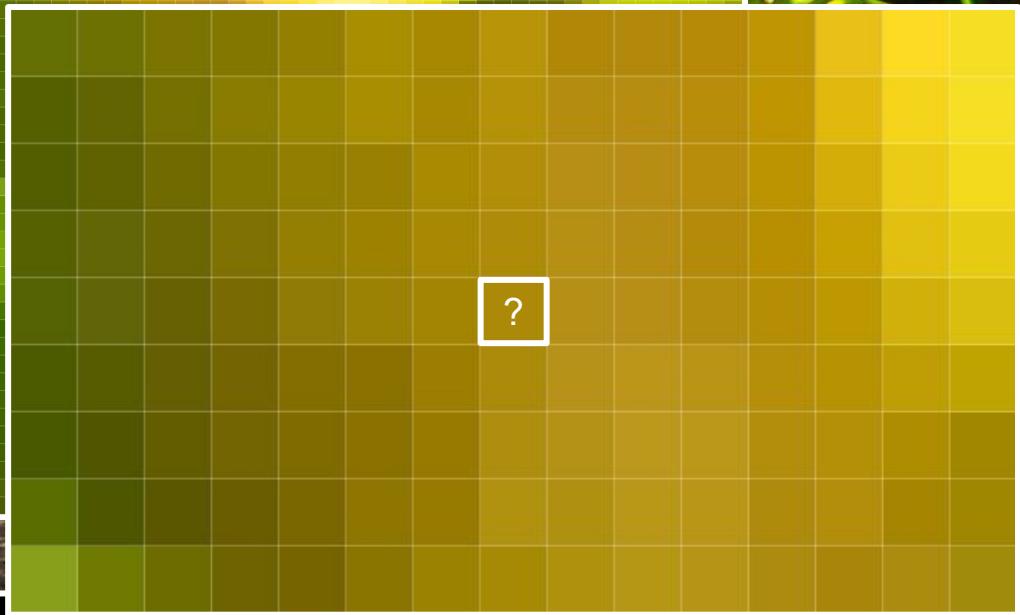
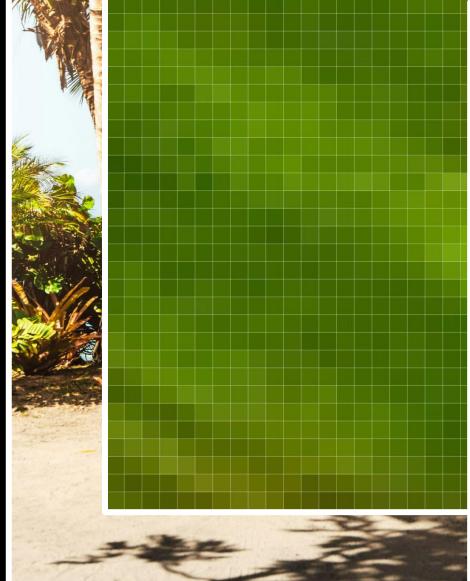




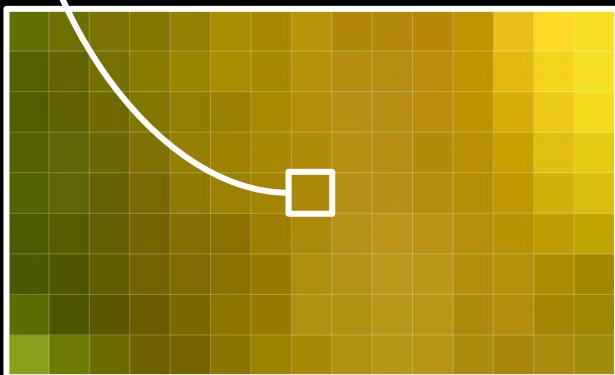




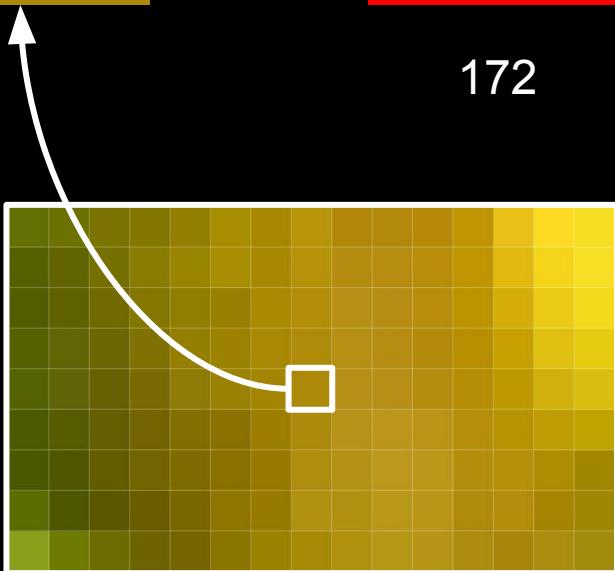




$$\text{Yellow} = \text{R} + \text{G} + \text{B}$$



$$\text{Yellow} = \text{R} + \text{G} + \text{B}$$



172

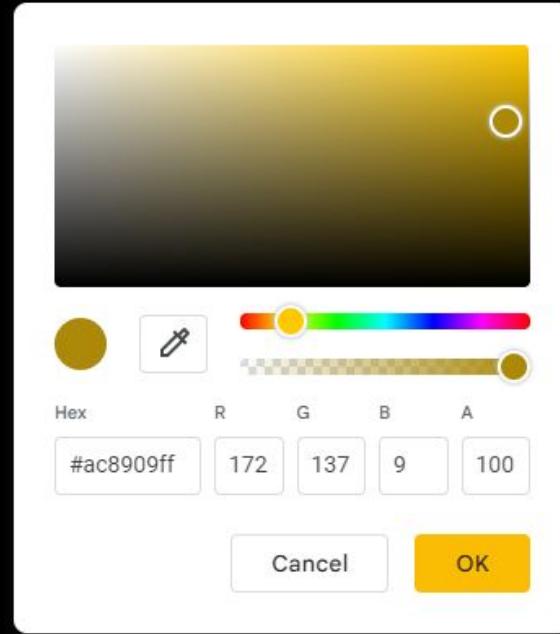
137

9

$$\begin{matrix} \text{Yellow} \\ = \\ 172 \end{matrix} + \begin{matrix} \text{Red} \\ R \\ 137 \end{matrix} + \begin{matrix} \text{Green} \\ G \\ 9 \end{matrix} + \begin{matrix} \text{Blue} \\ B \end{matrix}$$

$$\begin{matrix} \text{Yellow} \\ \text{=} \end{matrix} \quad \begin{matrix} \text{R} \\ 172 \end{matrix} \quad + \quad \begin{matrix} \text{G} \\ 137 \end{matrix} \quad + \quad \begin{matrix} \text{B} \\ 9 \end{matrix}$$

#AC8909



$$\text{#AC8909} = \text{R} + \text{G} + \text{B}$$

172

137

9

#AC8909

AC

89

09

$$\text{Color} = R + G + B$$

172

137

9

#AC8909

AC

89

09

10101100

01011001

00001001

# possible colors?

R

$2^7 \quad 2^6 \quad 2^5 \quad 2^4 \quad 2^3 \quad 2^2 \quad 2^1 \quad 2^0$

R

G

B

$2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16}$

$2^{15} 2^{14} 2^{13} 2^{12} 2^{11} 2^{10} 2^9 2^8$

$2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0$

R

G

B

$2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16}$

$2^{15} 2^{14} 2^{13} 2^{12} 2^{11} 2^{10} 2^9 2^8$

$2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0$

 256

 256

 256

256



256



256

R

G

B

$2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16}$

$2^{15} 2^{14} 2^{13} 2^{12} 2^{11} 2^{10} 2^9 2^8$

$2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0$

{

{

{

256

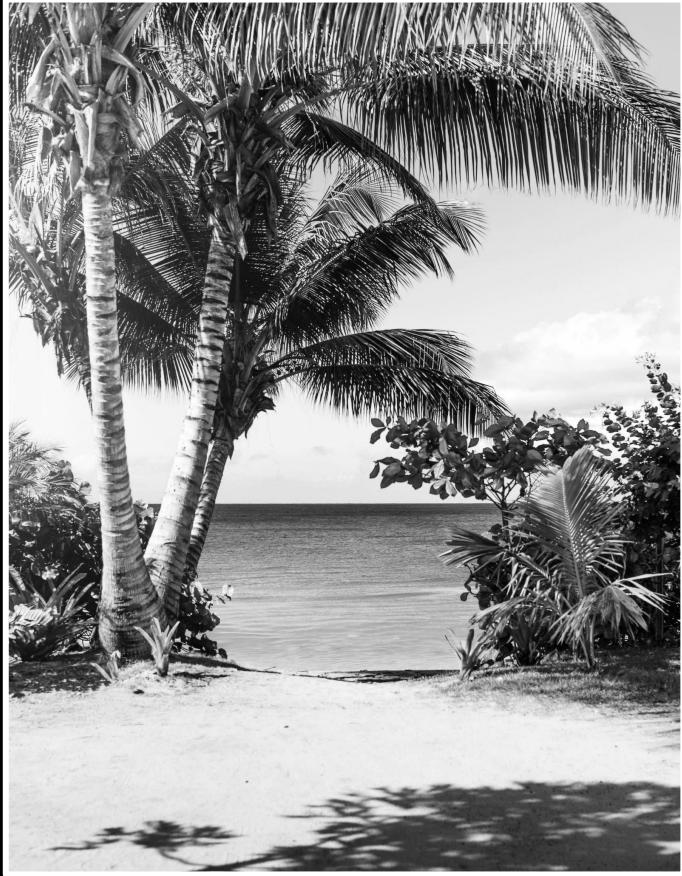
X

256

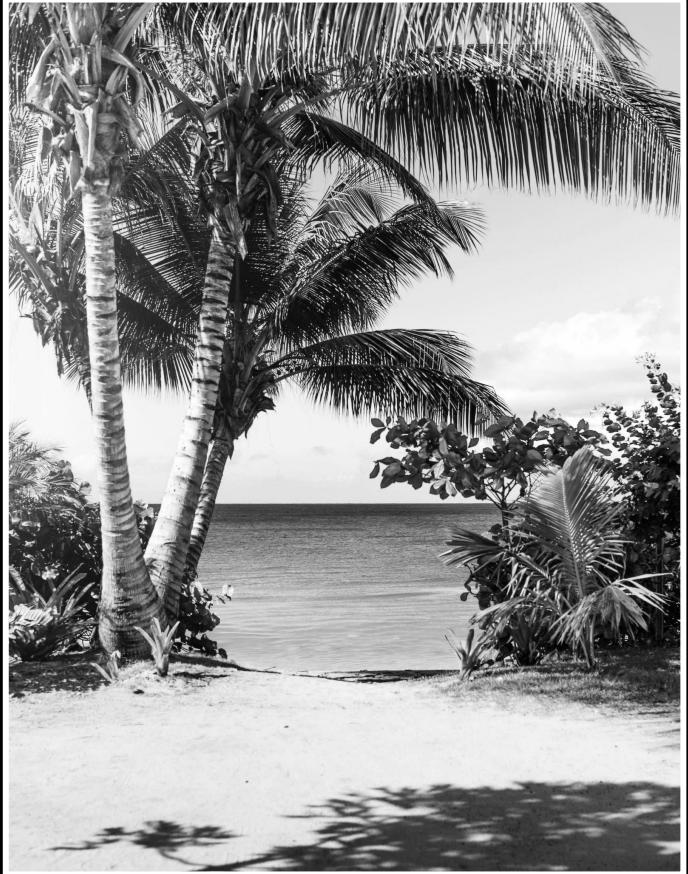
X

256

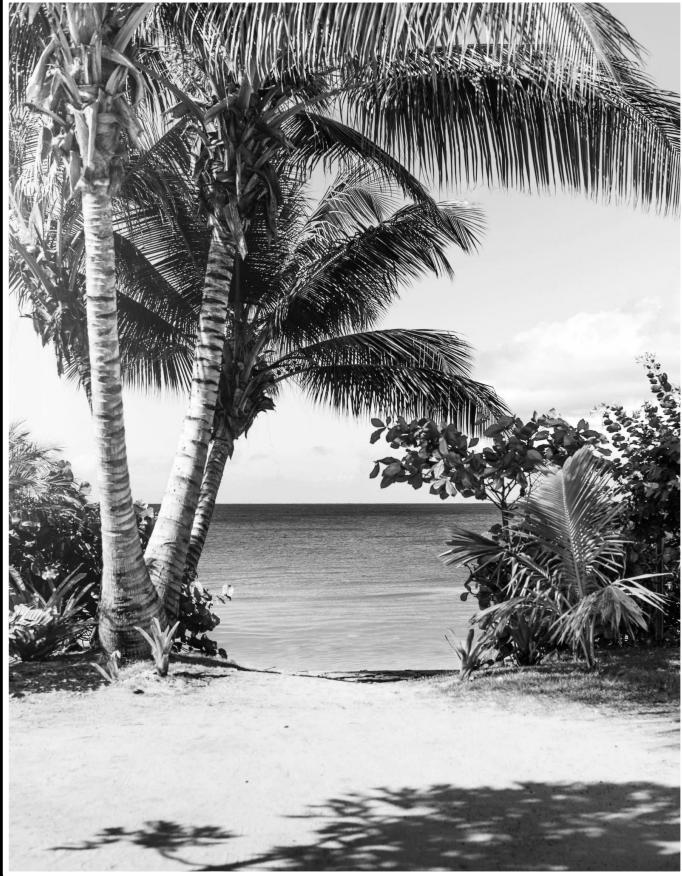
16.777.216



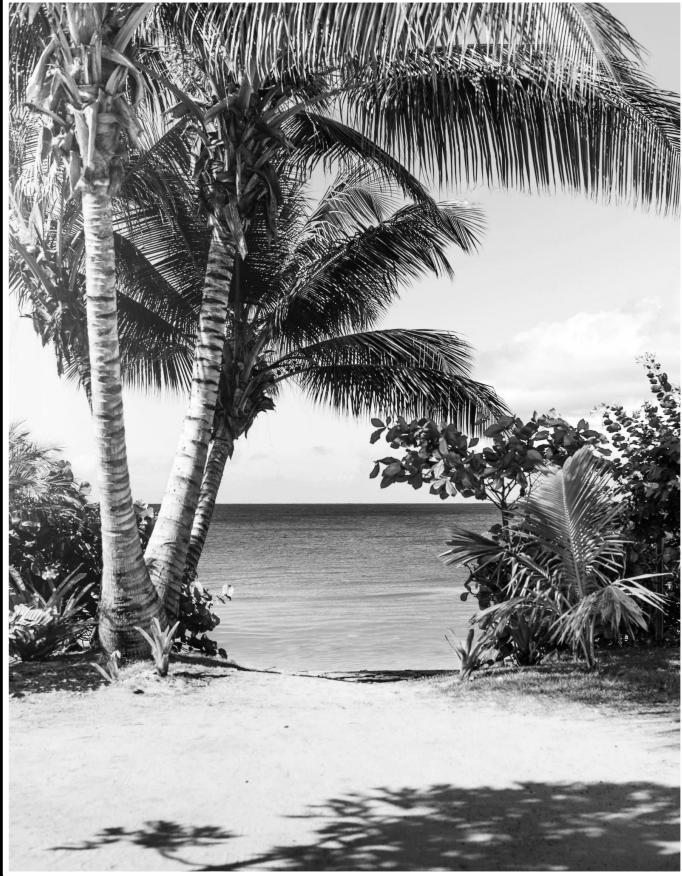
grayscale



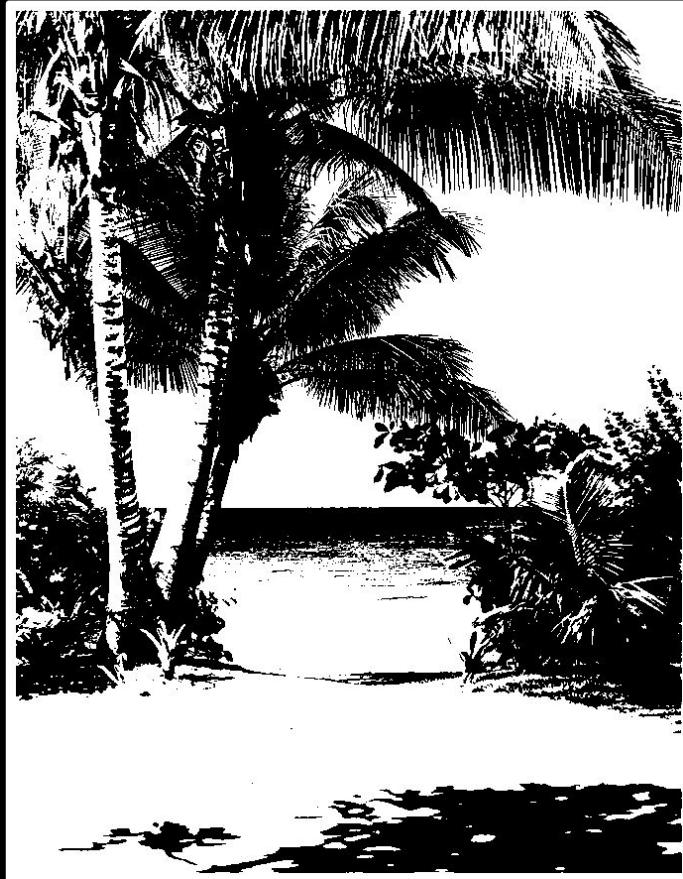
grayscale  
256 shades of gray



grayscale  
256 shades of gray  
how many bits ?

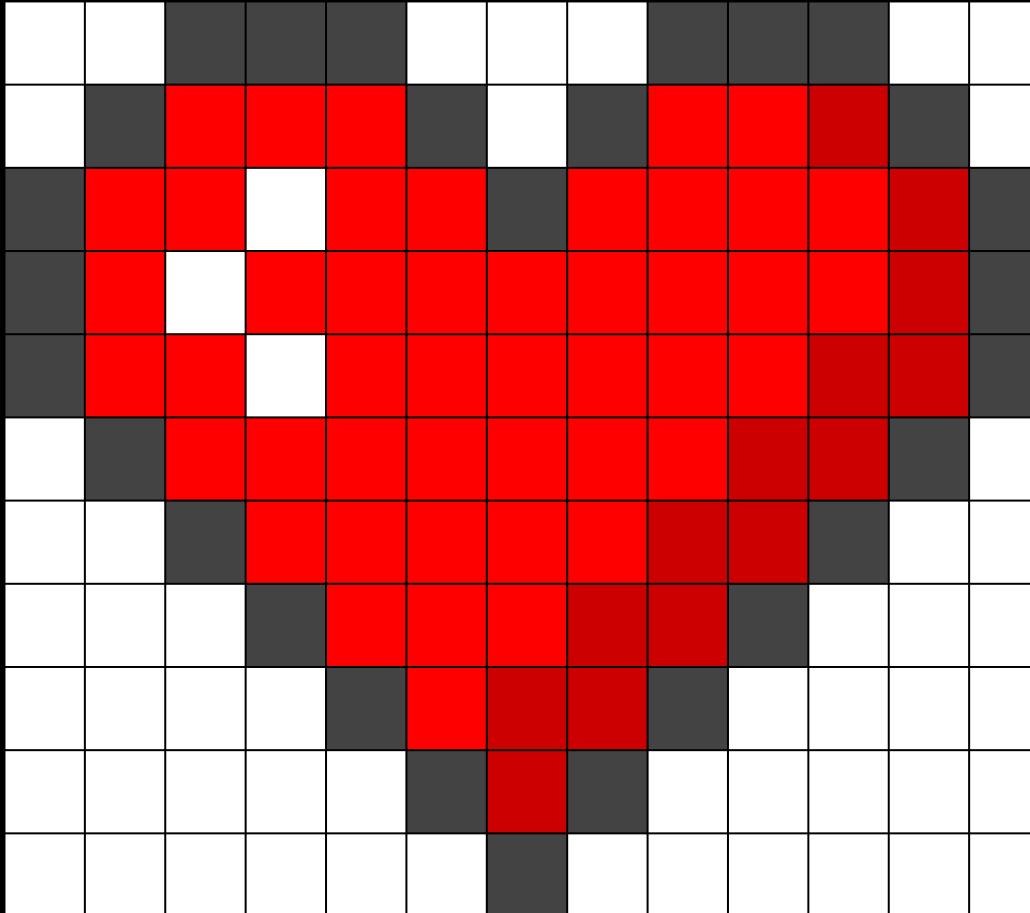


grayscale  
256 shades of gray  
how many bits ?



black/white

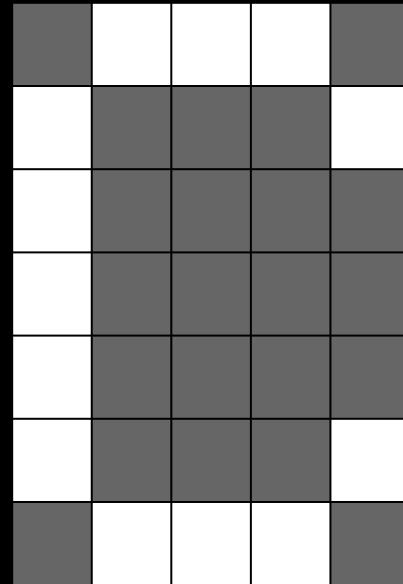
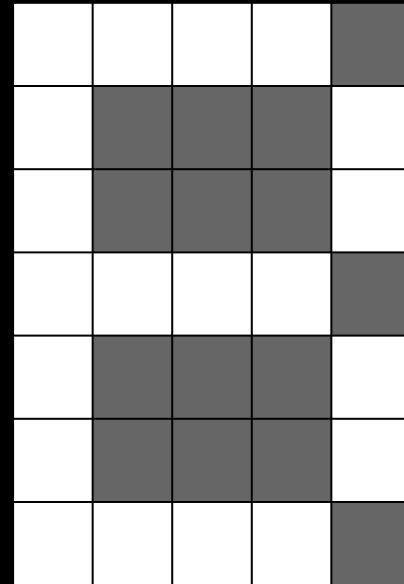
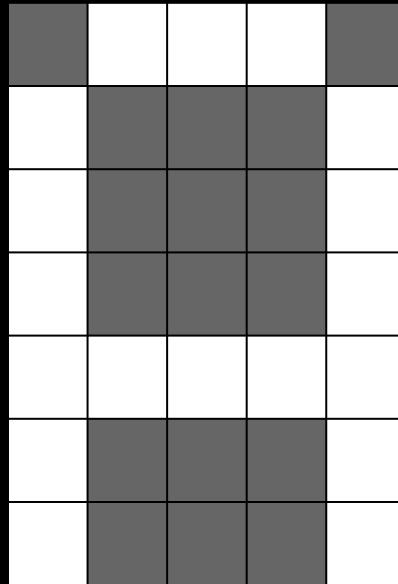


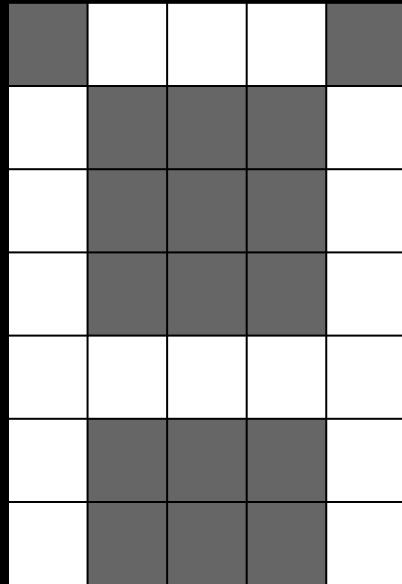




compression?

bitmap fonts





0	1	1	1	0
1	0	0	0	1
1	0	0	0	1
1	0	0	0	1
1	1	1	1	1
1	0	0	0	1
1	0	0	0	1

0	1	1	1	0
1	0	0	0	1
1	0	0	0	1
1	0	0	0	1
1	1	1	1	1
1	0	0	0	1
1	0	0	0	1



011101000110001100  
0111111000110001

5

0	1	1	1	0
1	0	0	0	1
1	0	0	0	1
1	0	0	0	1
1	1	1	1	1
1	0	0	0	1
1	0	0	0	1

7

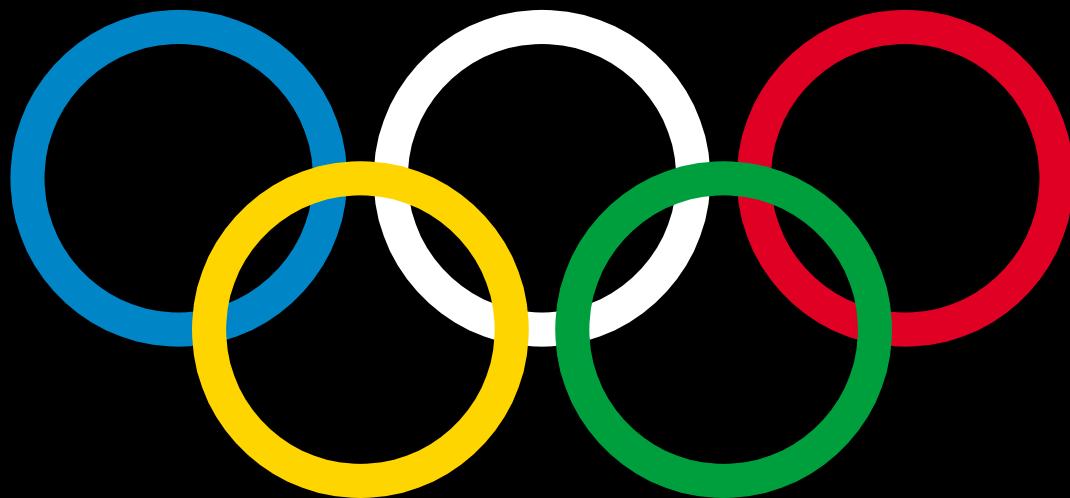


0 1 1 1 0 1 0 0 0 1 1 0 0 0 1 1 0 0  
0 1 1 1 1 1 1 0 0 0 1 1 0 0 0 1

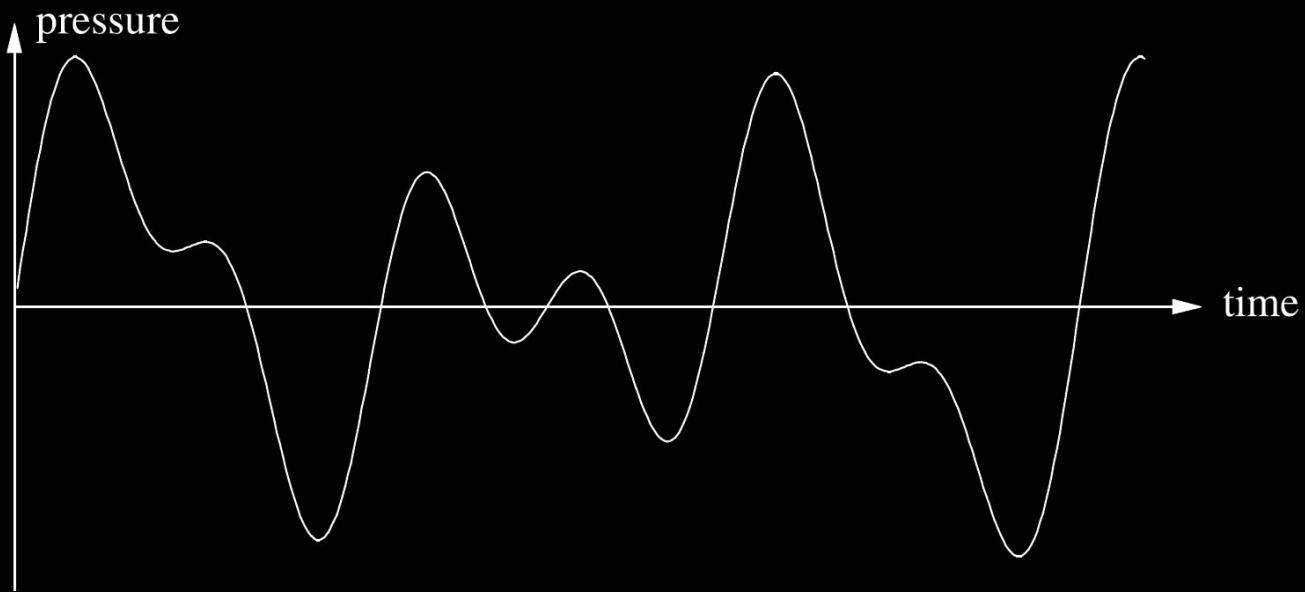
vector graphics

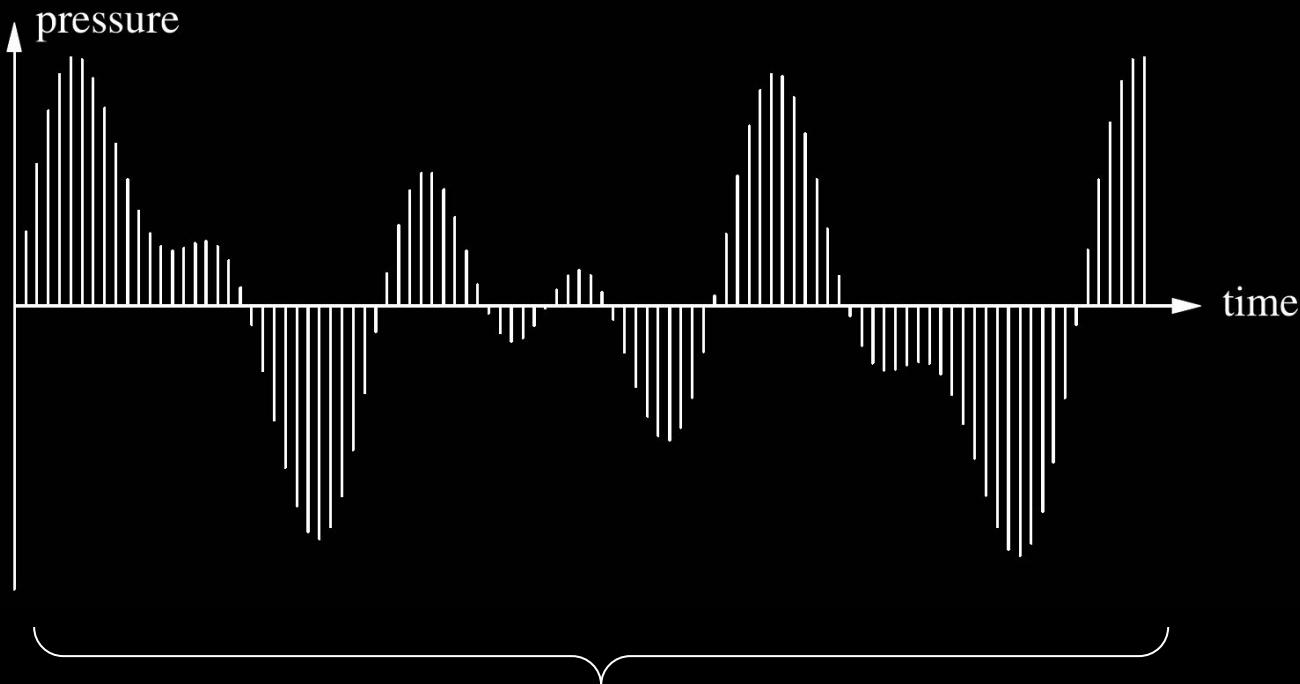
```
<svg width="440" height="220" xmlns="http://www.w3.org/2000/svg">  
  <circle cx="60" cy="60" r="50" stroke="#0085C7" stroke-width="10" fill="none" />  
  <circle cx="180" cy="60" r="50" stroke="#000000" stroke-width="10" fill="none" />  
  <circle cx="300" cy="60" r="50" stroke="#DF0024" stroke-width="10" fill="none" />  
  <circle cx="120" cy="110" r="50" stroke="#FFD500" stroke-width="10" fill="none" />  
  <circle cx="240" cy="110" r="50" stroke="#009F3D" stroke-width="10" fill="none" />  
</svg>
```

```
<svg width="440" height="220" xmlns="http://www.w3.org/2000/svg">  
  <circle cx="60" cy="60" r="50" stroke="#0085C7" stroke-width="10" fill="none" />  
  <circle cx="180" cy="60" r="50" stroke="#000000" stroke-width="10" fill="none" />  
  <circle cx="300" cy="60" r="50" stroke="#DF0024" stroke-width="10" fill="none" />  
  <circle cx="120" cy="110" r="50" stroke="#FFD500" stroke-width="10" fill="none" />  
  <circle cx="240" cy="110" r="50" stroke="#009F3D" stroke-width="10" fill="none" />  
</svg>
```

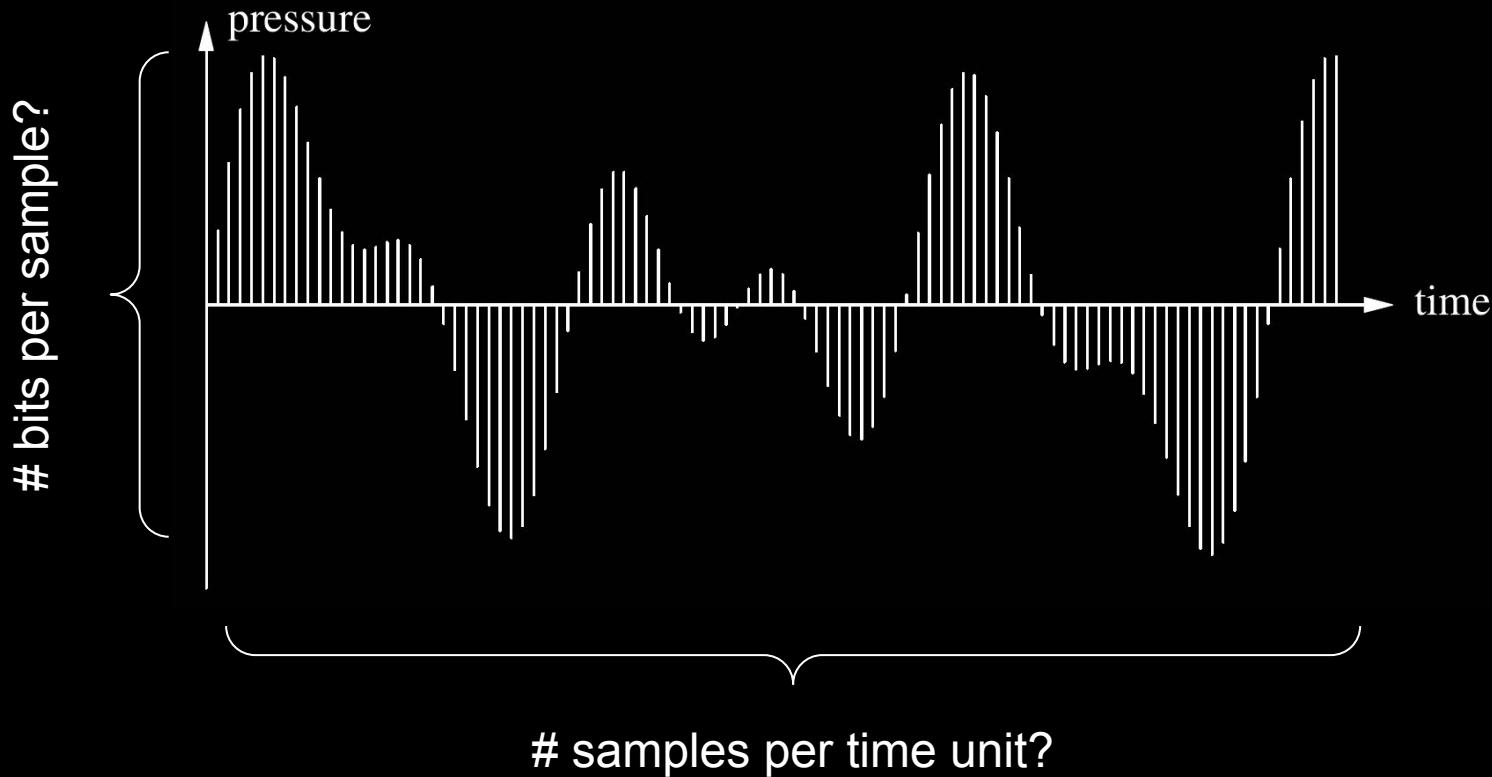


representing sound





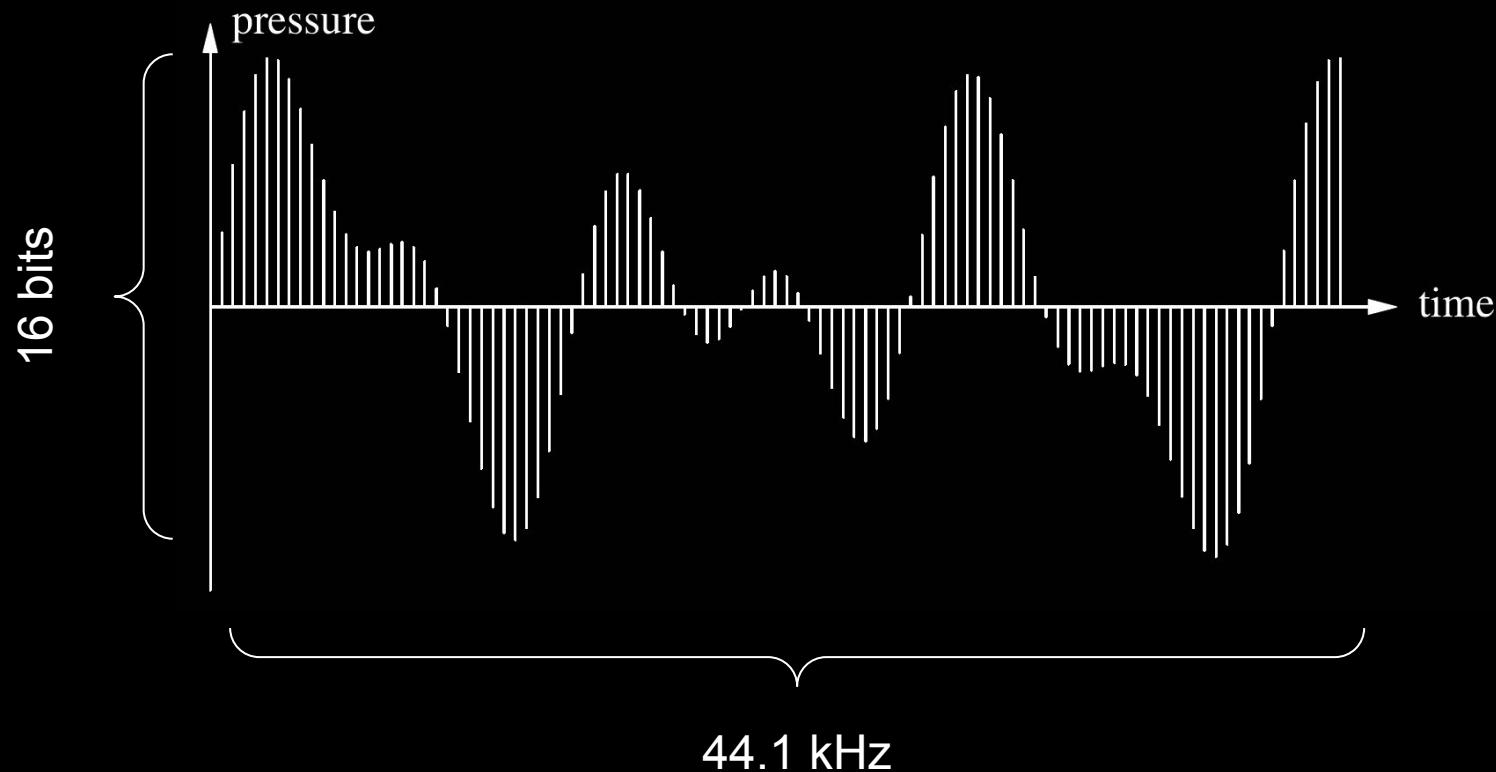
how many samples per time unit?



telephone

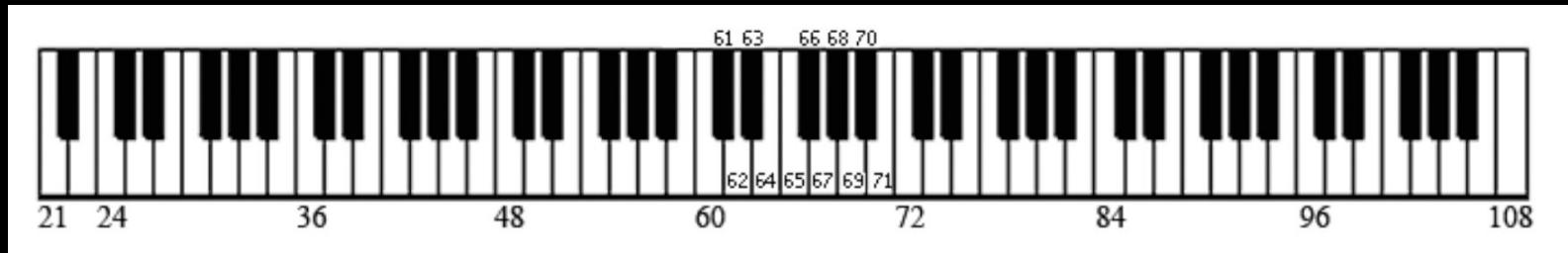


music



musical instrument digital interface  
(MIDI)

**byte 1 = note**  
**byte 2 = velocity**



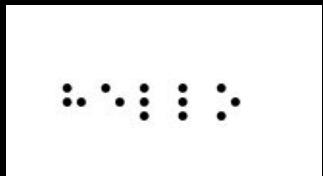
what code systems exist outside  
of computers?



b)

MORSE CODE (ALPHABETICAL)	
A	• —
B	— • • •
C	— • — •
D	— • •
E	•
F	• • — •
G	— — •
H	• • • •
I	• •
J	• — — —
K	— • —
L	— • • •
M	— —
N	— •
O	— — —
P	• — — —
Q	— — • —
R	• — •
S	• • •
T	—
U	• • —
V	• • — —
W	• — —
X	— • — —
Y	— • — —
Z	— — • •
1	• — — — —
2	• • — — —
3	• • • — —
4	• • • • —
5	• • • • •
6	— • • • •
7	— — • • •
8	— — — • •
9	— — — — •
0	— — — — —

c)



d)



f)

# BITMAPS

[BACK](#)

a bitmap file



# bitmap file header

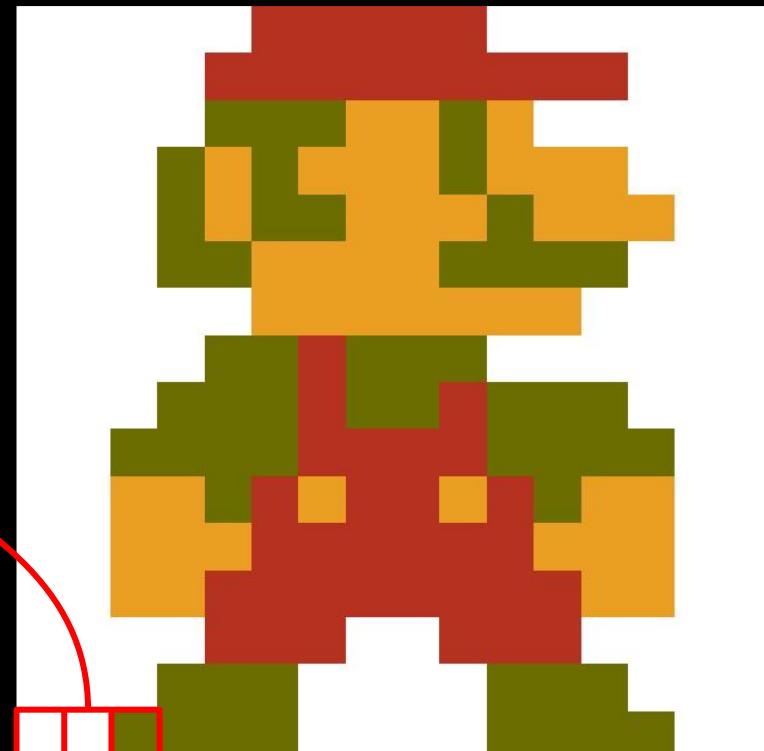
# bitmap info header

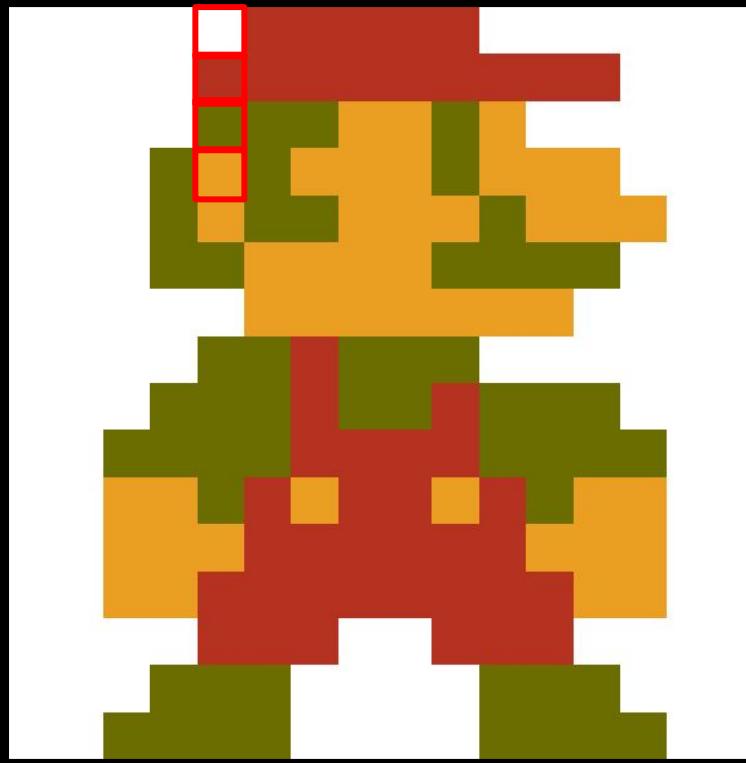
## pixel data

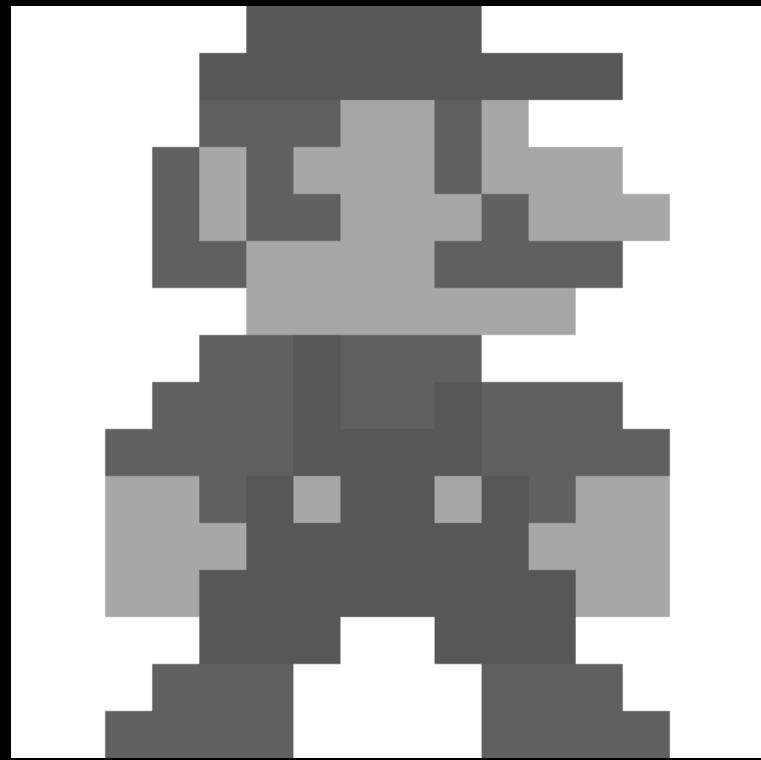
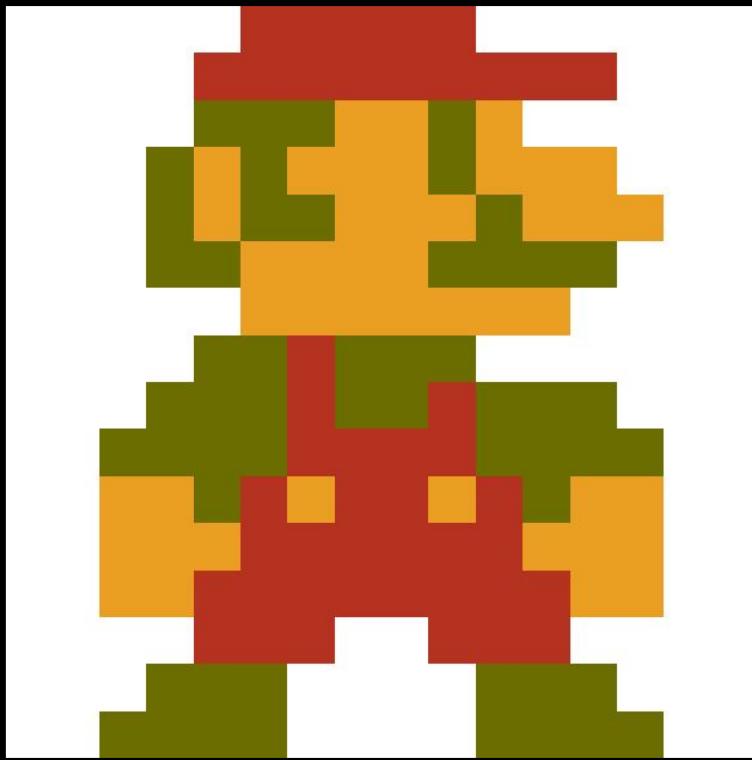
super_mario_color.bmp															
0000000000	42	4D	36	03	00	00	00	00	00	00	00	36	00	00	00
0000000100	00	00	10	00	00	00	10	00	00	00	01	00	18	00	00
0000000200	00	00	00	03	00	00	C4	0E	00	00	C4	0E	00	00	00
0000000300	00	00	00	00	00	00	FF	FF	FF	FF	FF	FF	00	6D	6B
0000000400	6D	6B	00	6D	6B	00	6D	6B	FF						
0000000500	FF	FF	FF	FF	00	6D	6B	00	6D	6B	00	6D	6B	00	6D
0000000600	FF														
0000000700	6D	6B	00	6D	6B	00	6D	6B	FF						
0000000800	FF	FF	FF	FF	00	6D	6B	00	6D	6B	00	6D	6B	FF	FF
0000000900	FF														
0000000A00	FF	FF	20	31	B5	20	31	B5	20	31	B5	FF	FF	FF	FF
0000000B00	FF	20	31	B5	20	31	B5	20	31	B5	FF	FF	FF	FF	FF
0000000C00	FF	22	9E	EA											
0000000D00	9E	EA	20	31	B5	20									
0000000E00	B5	20	31	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E
0000000F00	FF	22	9E	EA											
0000001000	9E	EA	22	9E	EA	20	31	B5	20	31	B5	20	31	B5	20
0000001100	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22	9E
0000001200	FF	22	9E	EA											

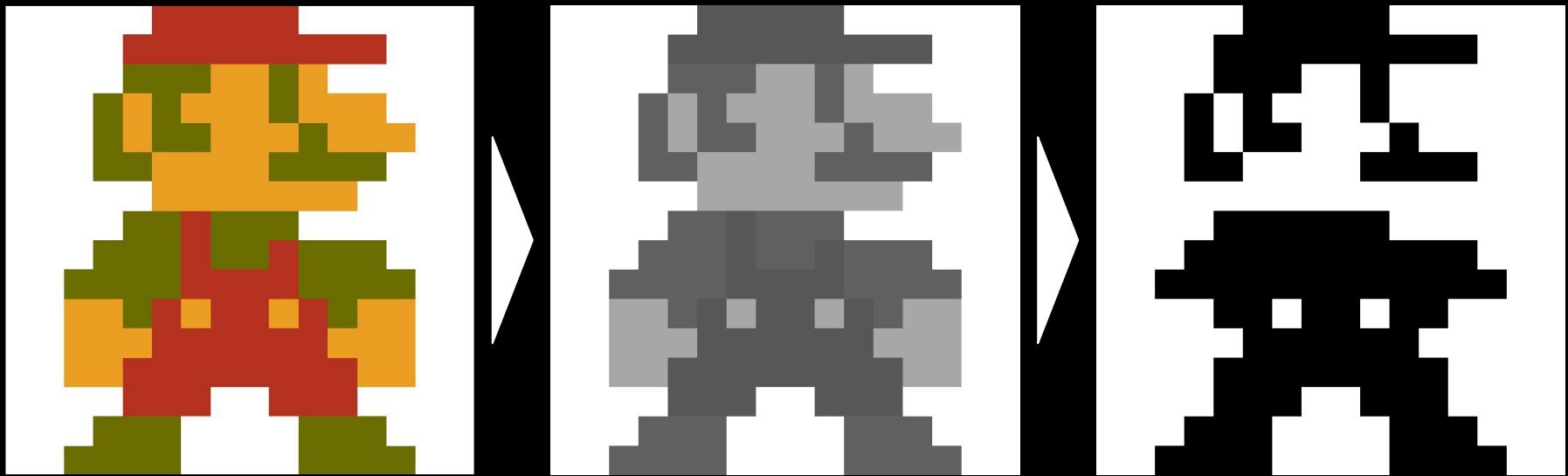
super\_mario\_color.bmp ×

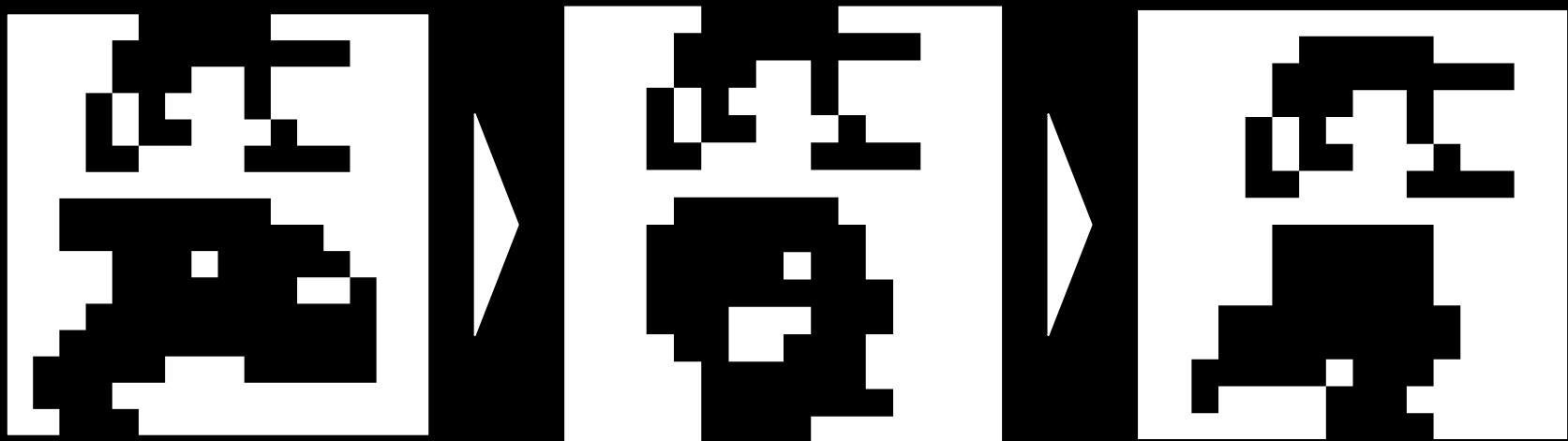
00000000	42 4D 36 03 00 00 00 00 00 00 00 00 36 00 00 00 00 28 00
00000010	00 00 10 00 00 00 10 00 00 00 01 00 18 00 00 00
00000020	00 00 00 03 00 00 C4 0E 00 00 C4 0E 00 00 00 00 00 00
00000030	00 00 00 00 00 00 FF FF FF FF FF FF 00 6D 6B 00
00000040	6D 6B 00 6D 6B 00 6D 6B FF
00000050	FF FF FF FF 00 6D 6B
00000060	FF 00
00000070	6D 6B 00 6D 6B 00 6D 6B FF
00000080	FF FF FF FF 00 6D 6B 00 6D 6B 00 6D 6B 00 6D 6B FF FF FF
00000090	FF
000000A0	FF FF 20 31 B5 20 31 B5 20 31 B5 FF FF FF FF FF FF
000000B0	FF 20 31 B5 20 31 B5 20 31 B5 FF FF FF FF FF FF FF
000000C0	FF 22 9E EA 22
000000D0	9E EA 20 31 B5 20 31
000000E0	B5 20 31 B5 20 31 B5 20 31 B5 22 9E EA 22 9E EA
000000F0	FF 22 9E EA 22
00000100	9E EA 22 9E EA 20 31 B5 20 31 B5 20 31 B5 20 31 B5 20 31
00000110	B5 20 31 B5 20 31 B5 22 9E EA 22 9E EA 22 9E EA
00000120	FF FF FF FF FF FF FF FF 22 9E EA 22





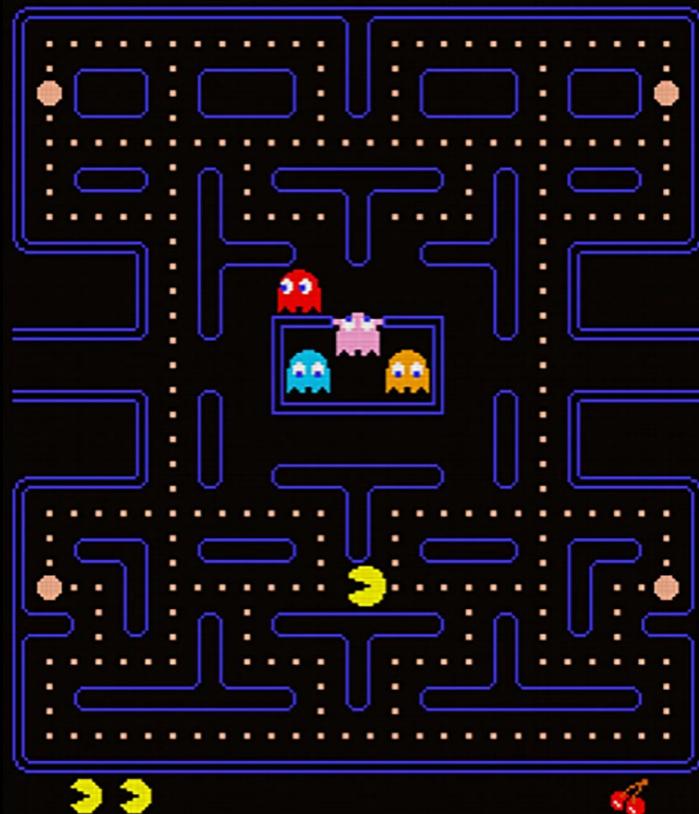


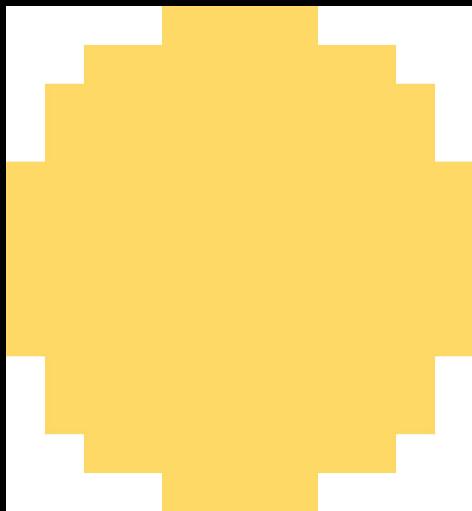




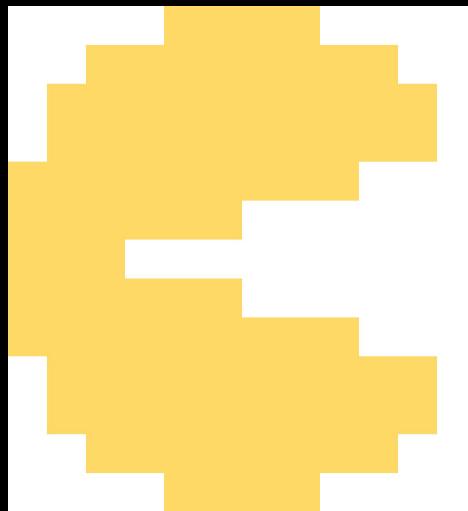
1UP  
00

HIGH SCORE  
16440

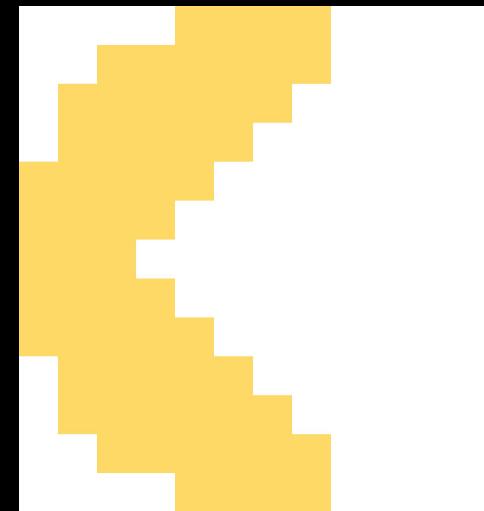




closed

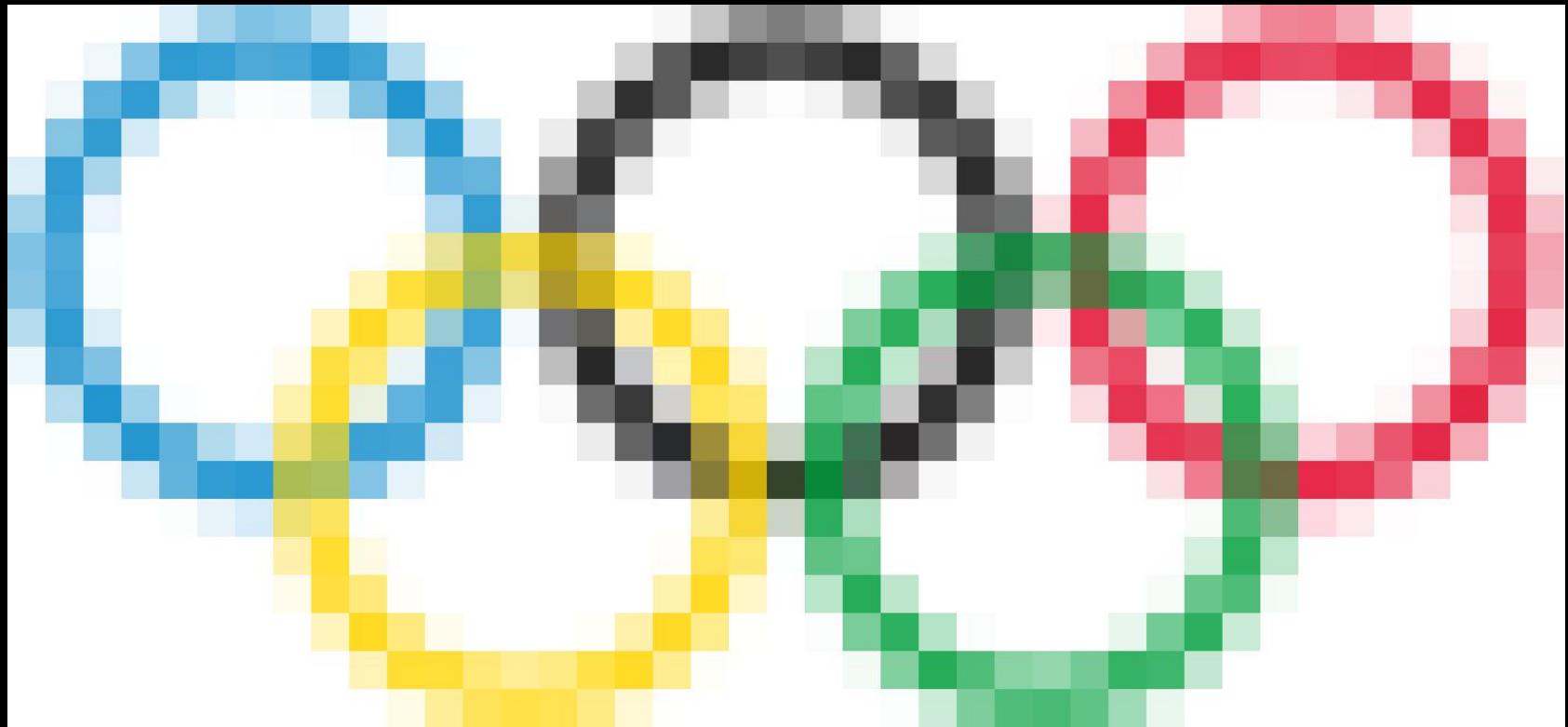


half



open





đ

đ

# DATA STRUCTURES

[BACK](#)

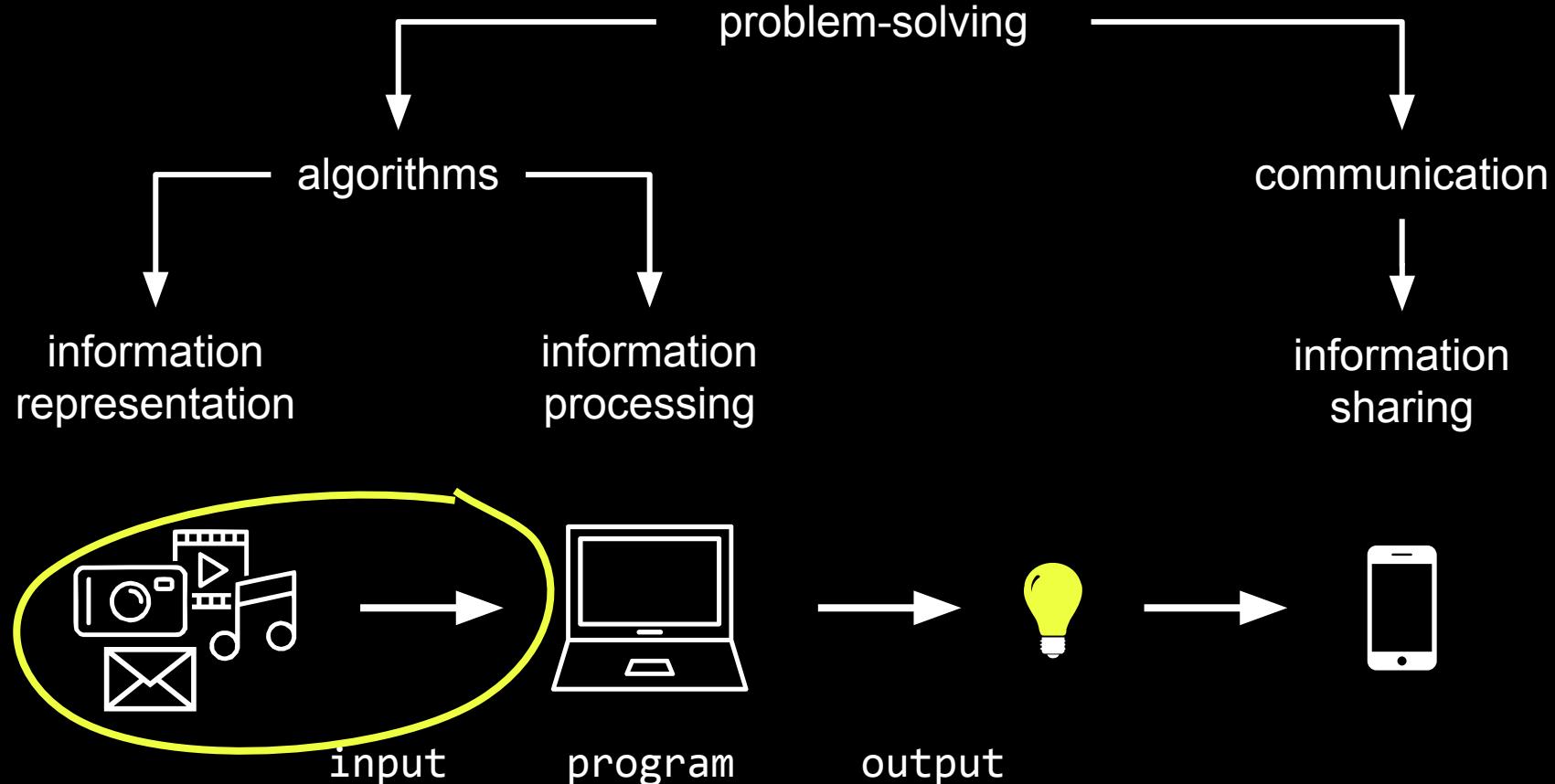
lists

maps

trees

# ANALOG VS. DIGITAL

[BACK](#)



where can you stand on each side?



where can you stand on each side?



# where can you stand on each side?



# where can you stand on each side?



# where can you stand on each side?

CONTINUOUS

any level is  
possible



DISCRETE

only four  
different levels

4

3

2

1

# analog and digital clocks



Image source: [Wikipedia](#)



Image source: [Wikipedia](#)

“Digitization is the representation of an object, image, sound, document or signal by generating a series of numbers that describe a discrete set of its points or samples”

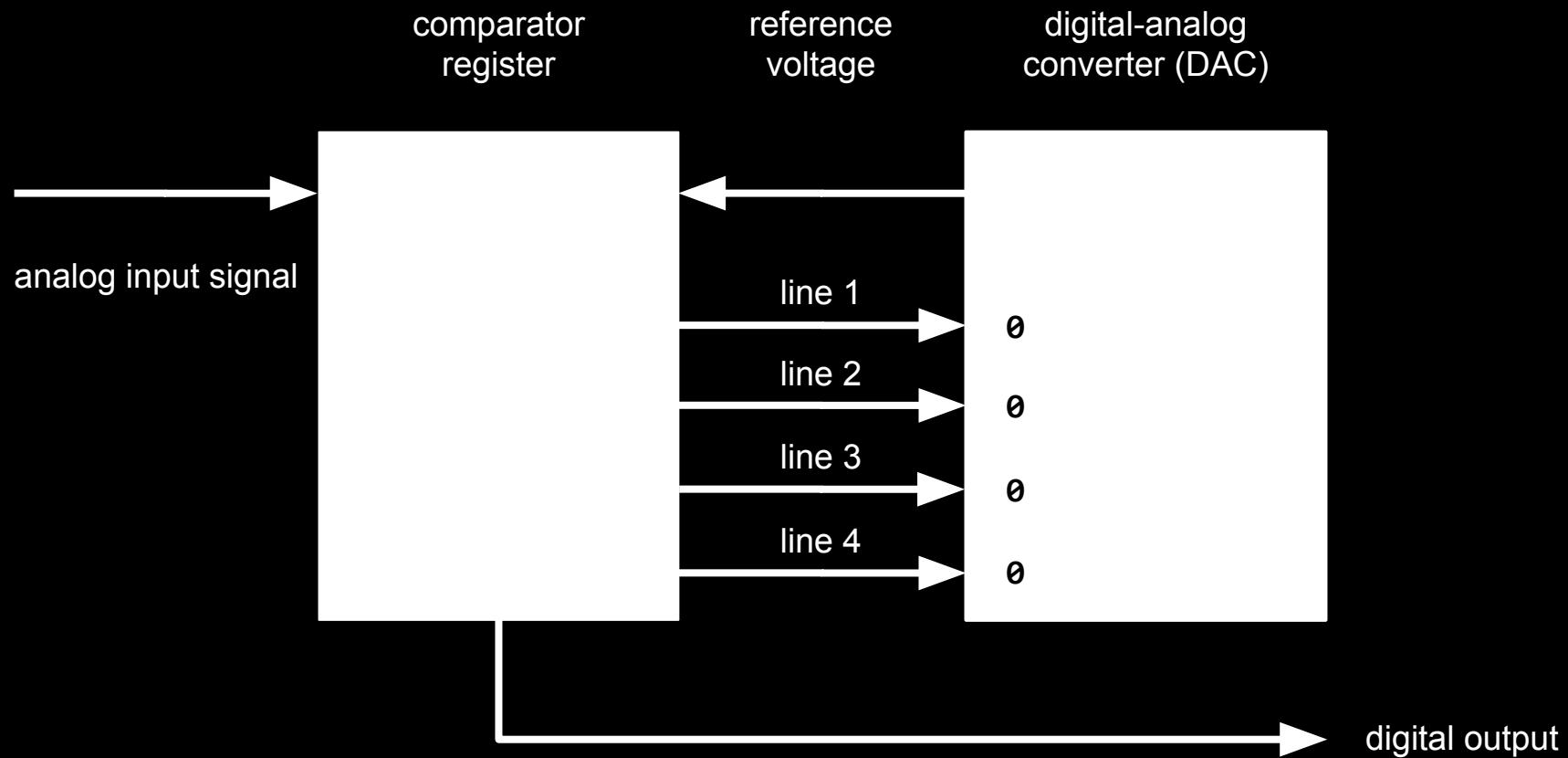
analog-to-digital converter (ADC)

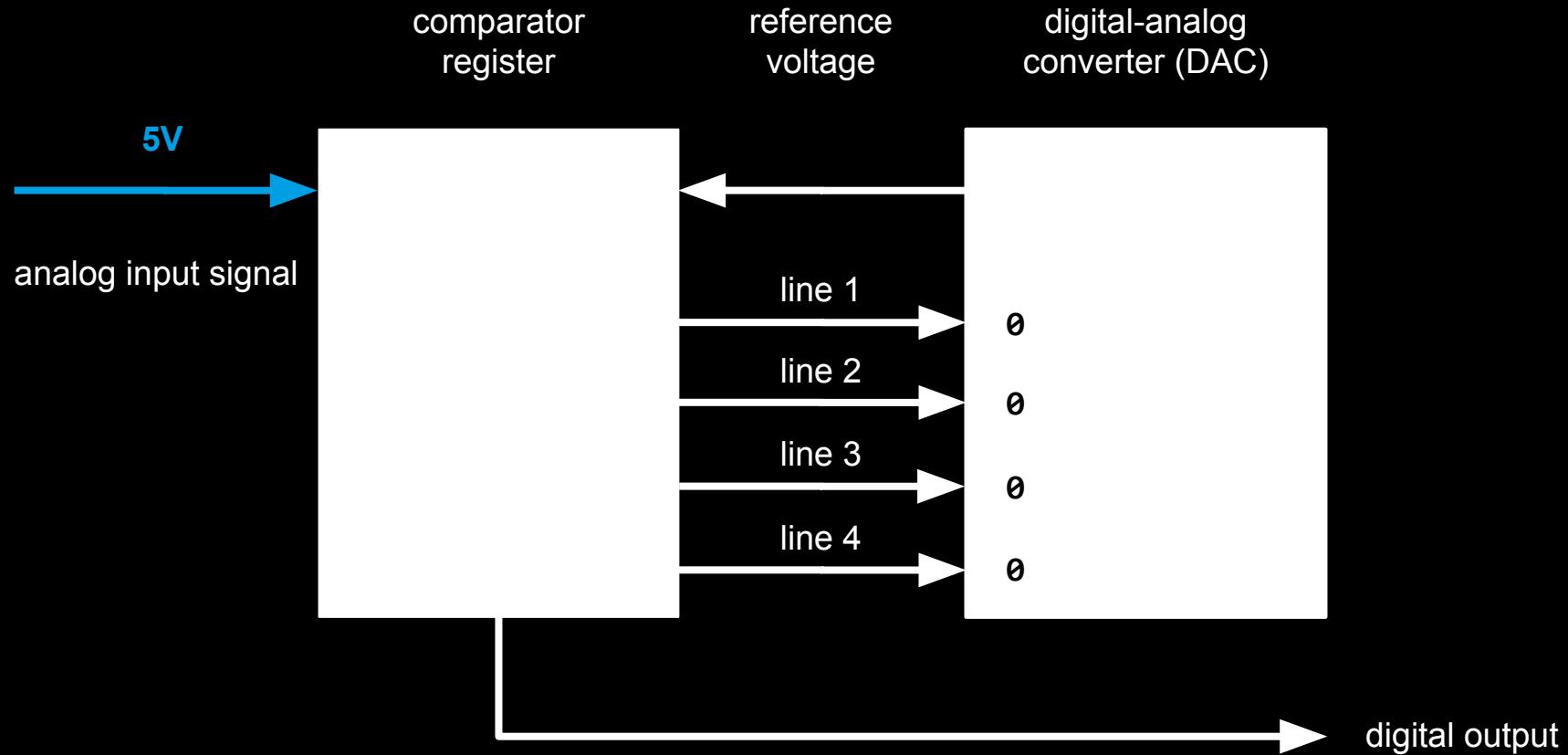


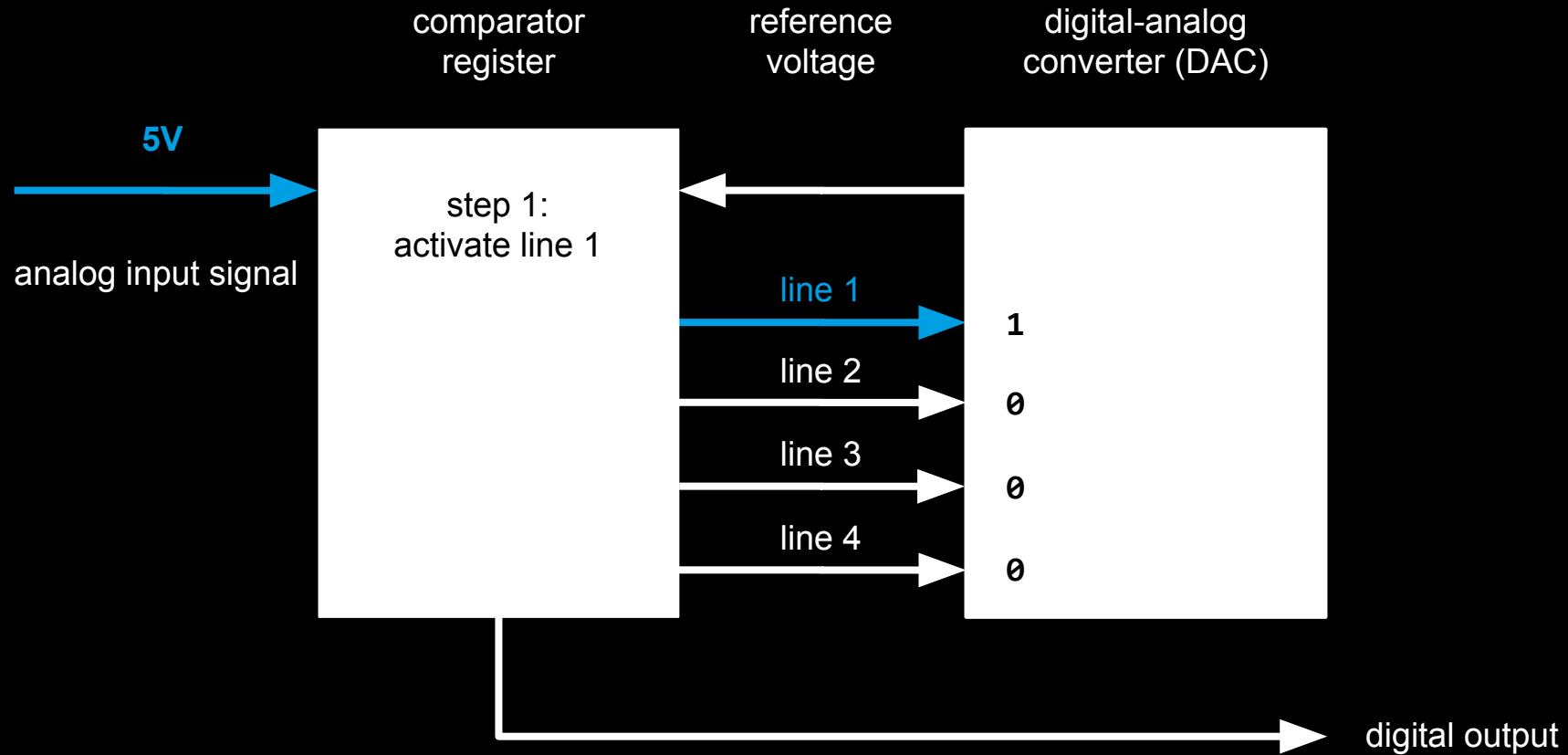
measuring of the  
analog signal

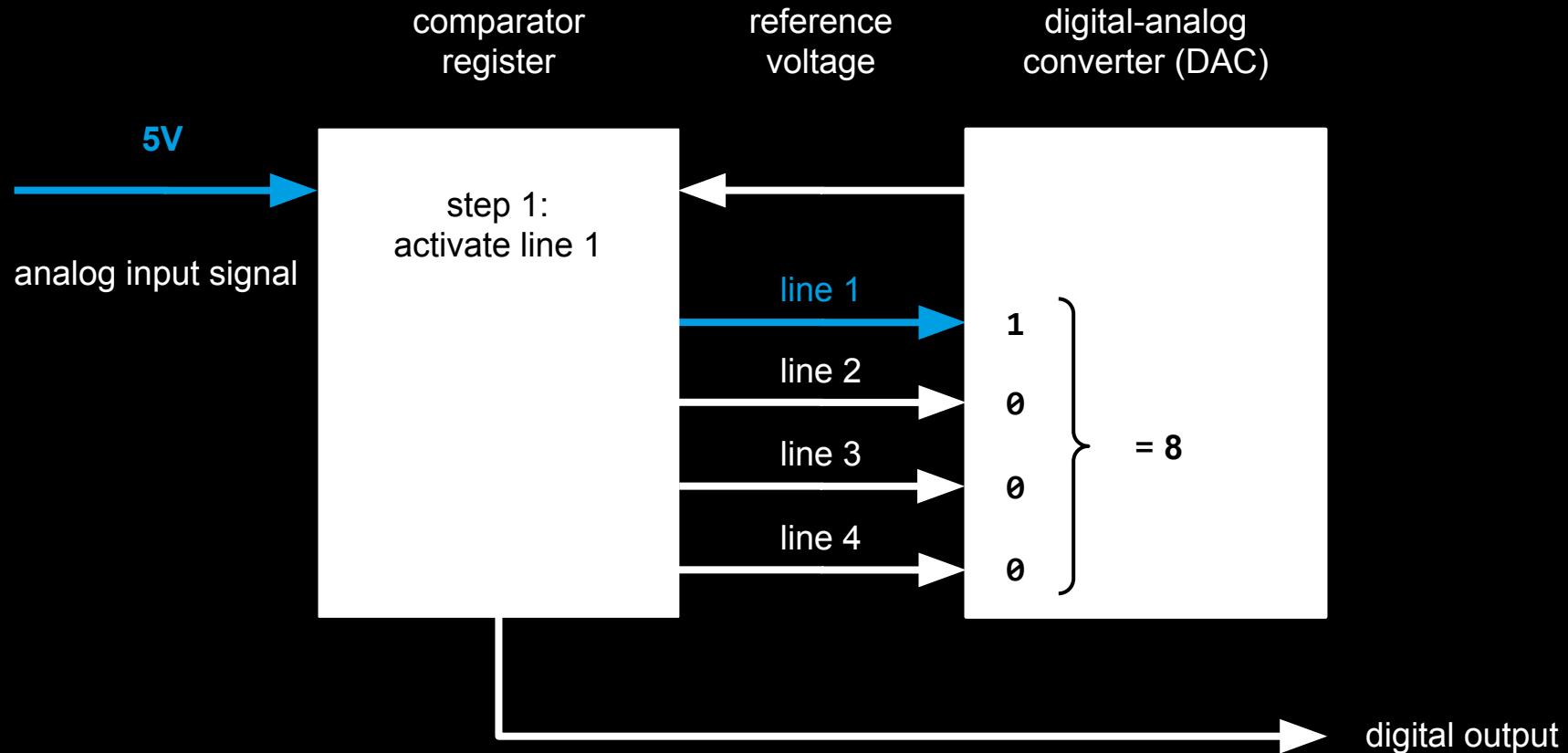
turning the  
measurement into a  
series of 1 and 0

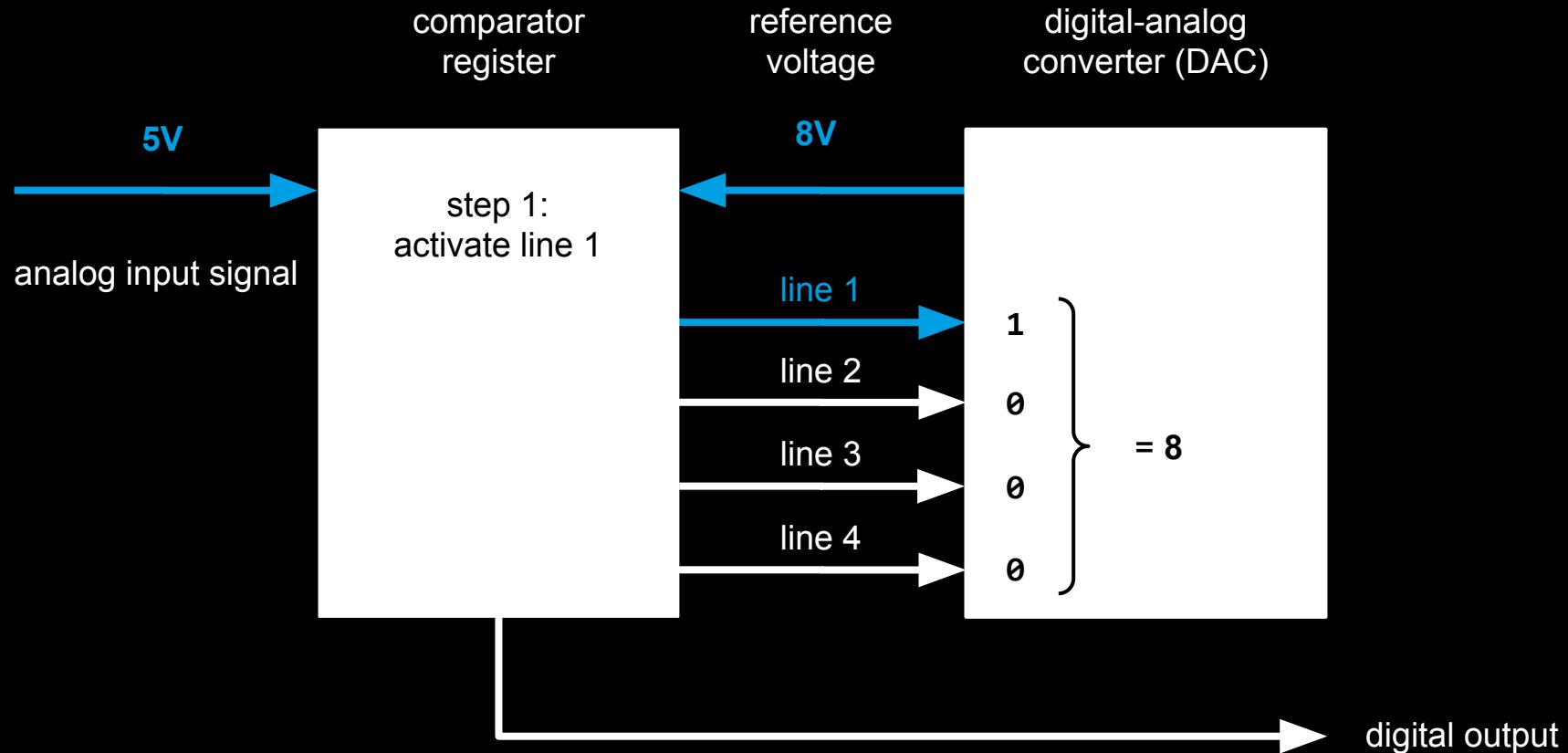
encoding the series of  
numbers in binary  
and assign meaning

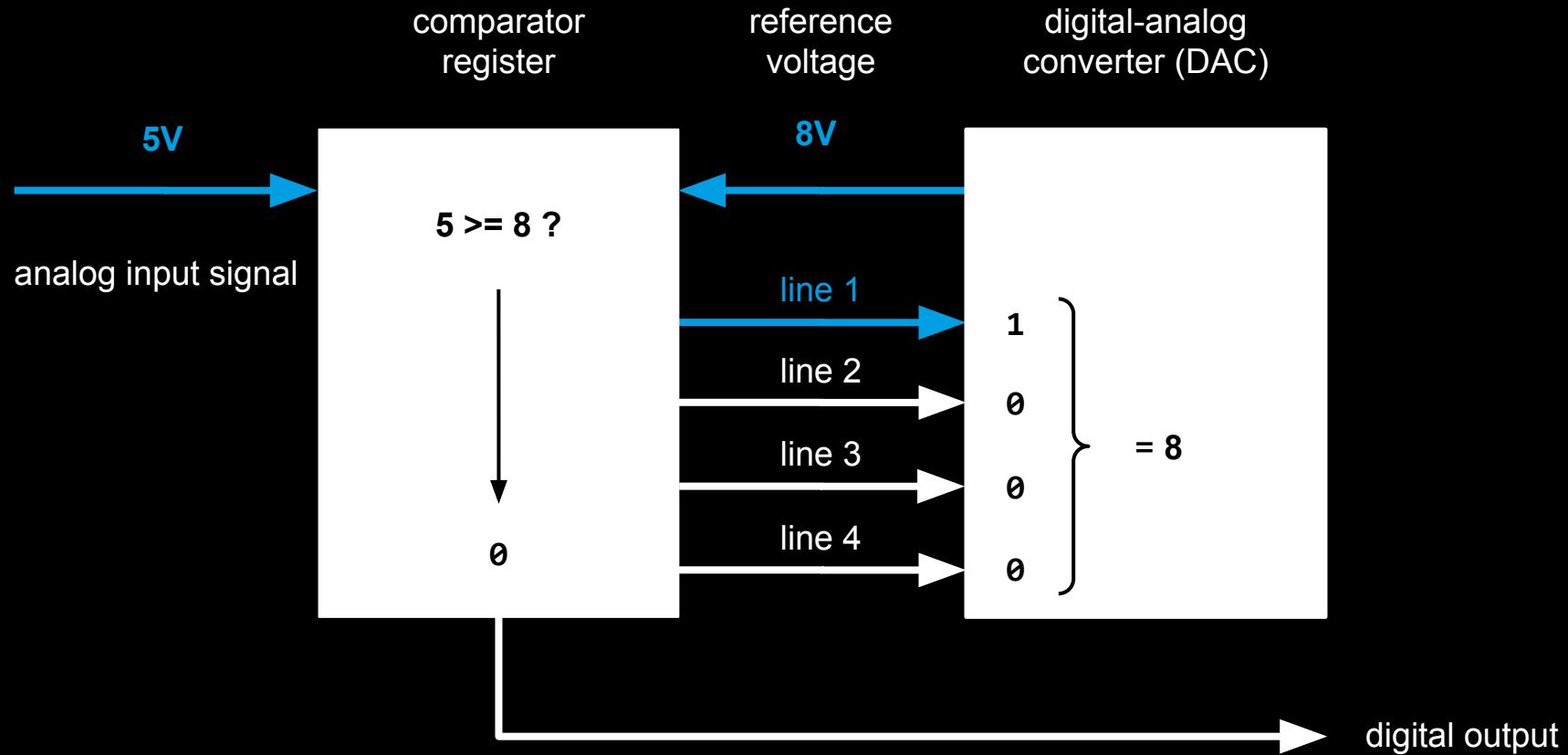


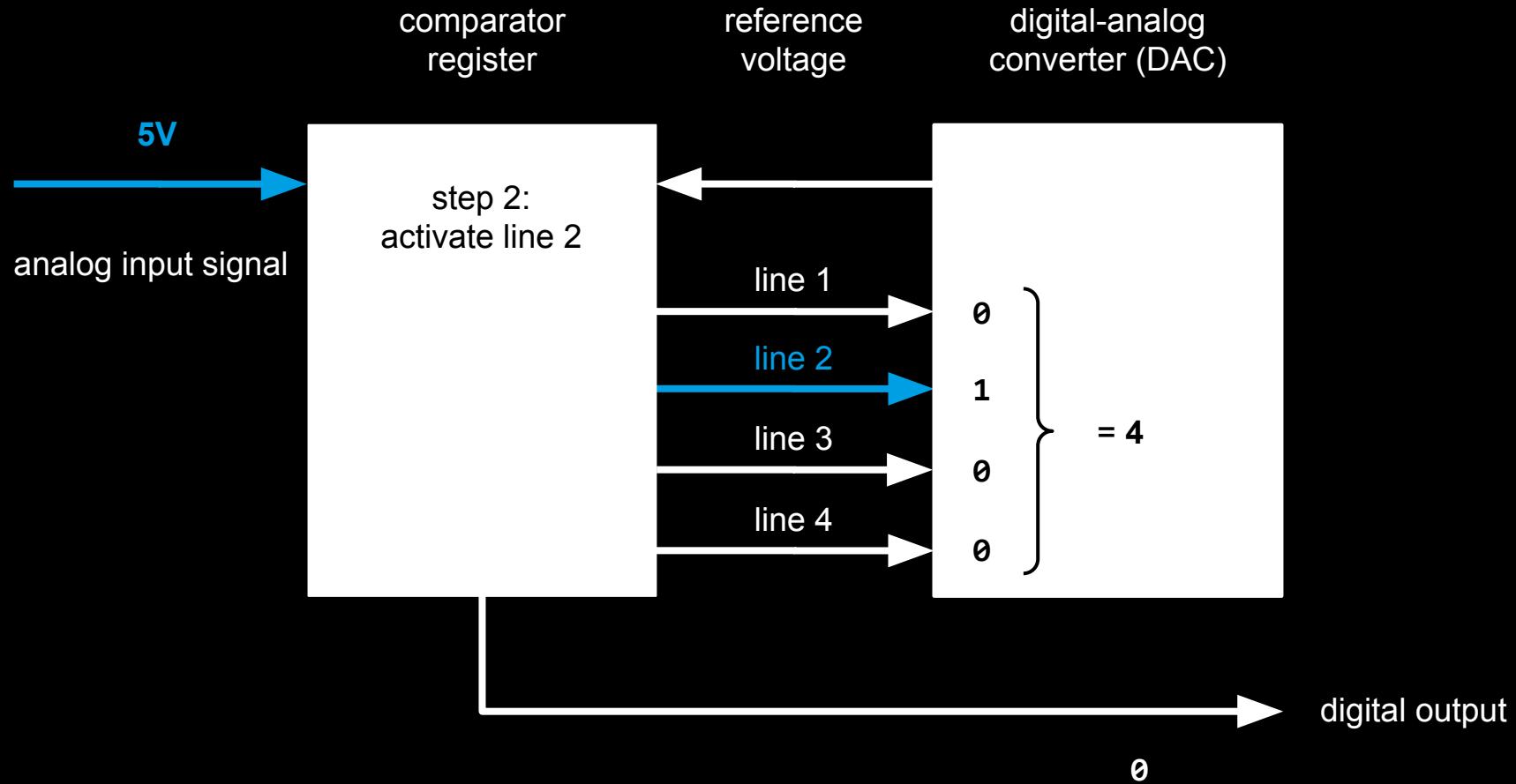


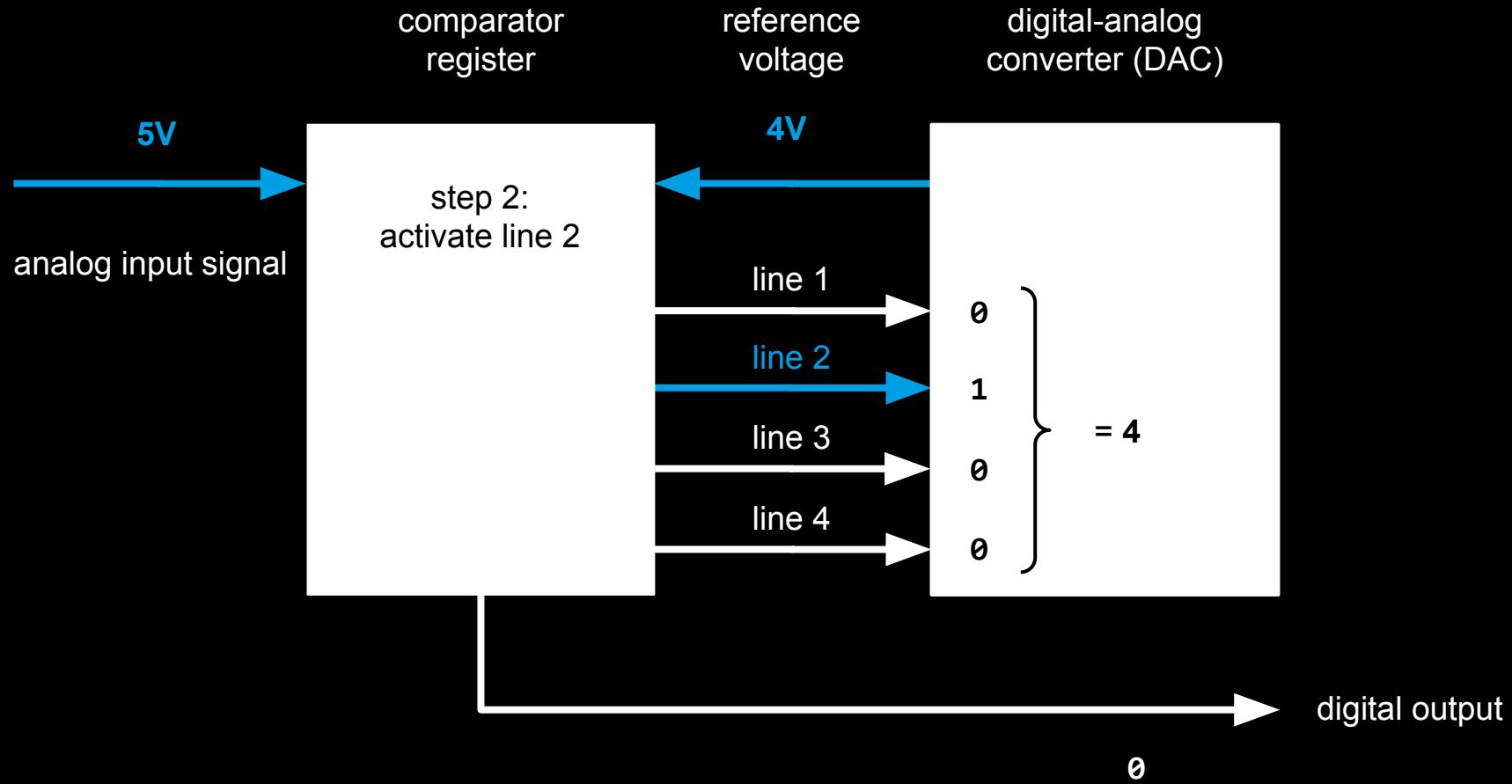


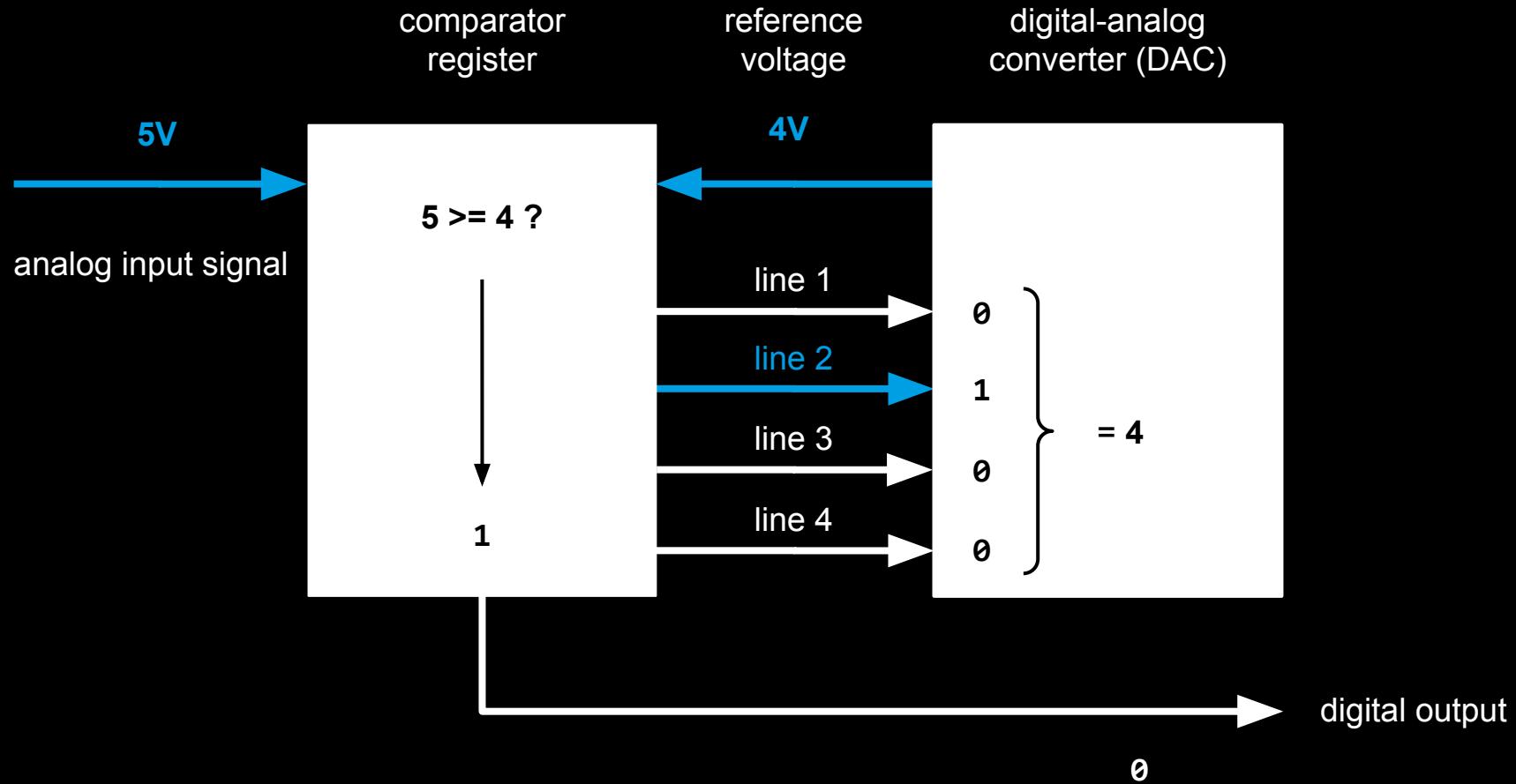


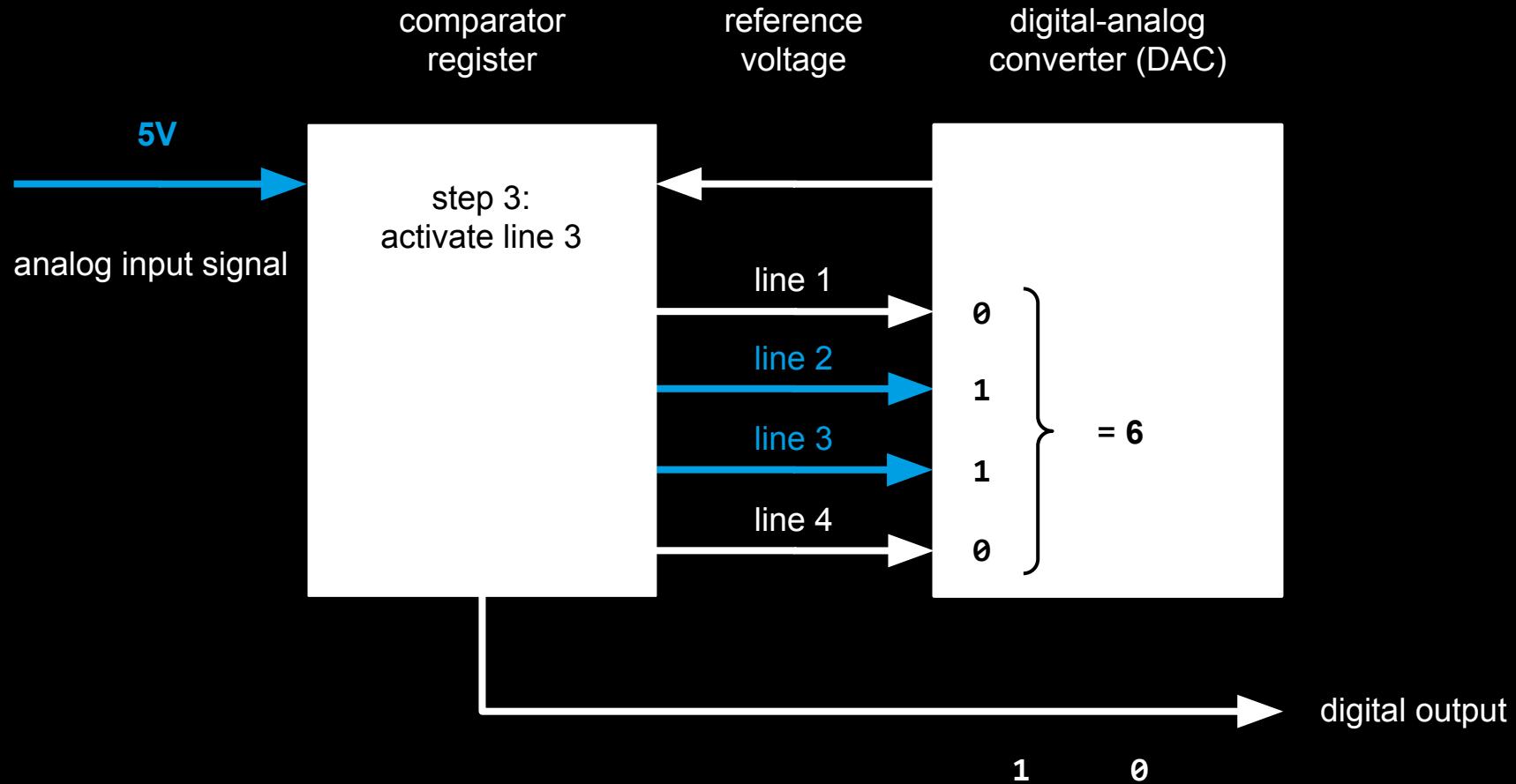


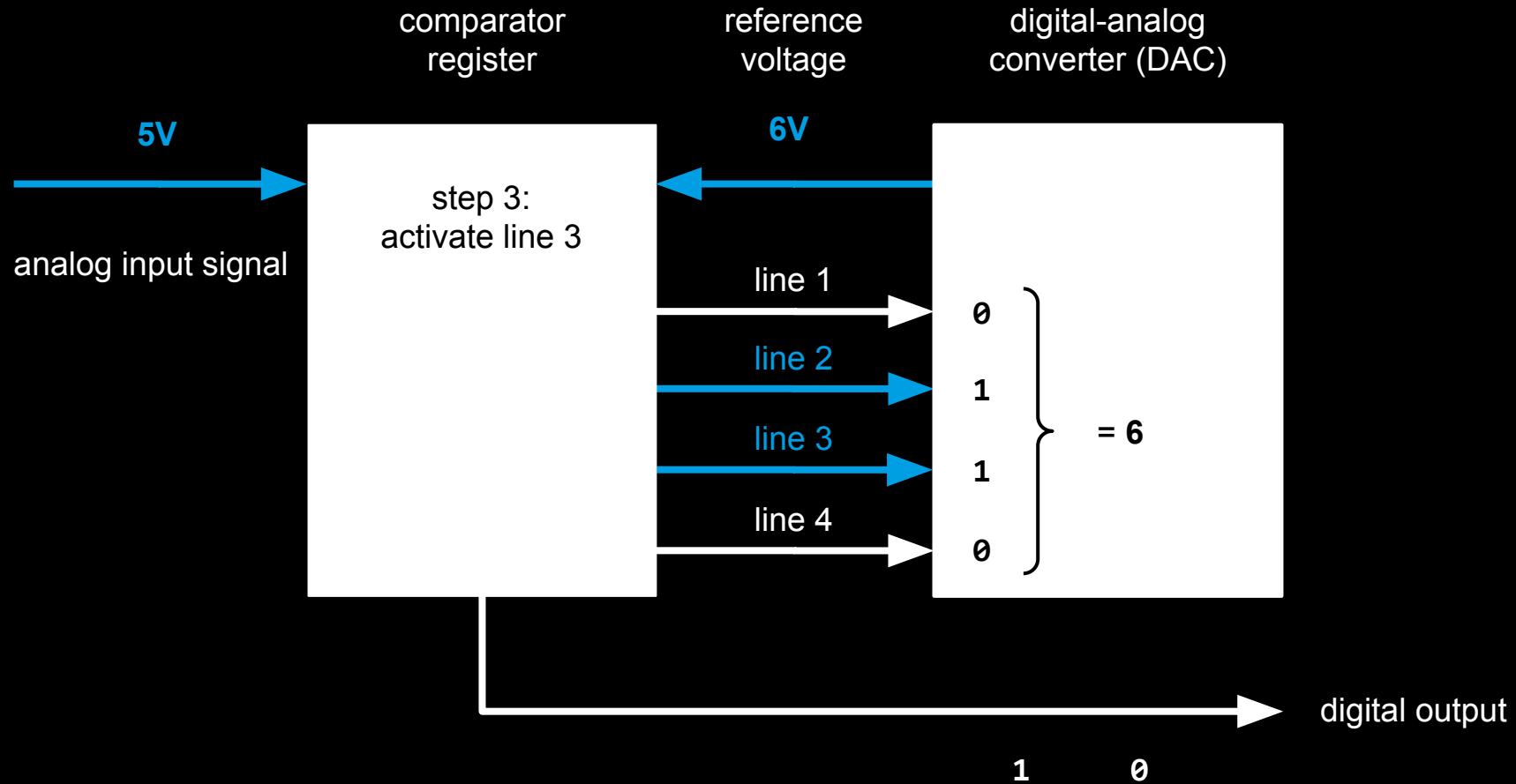


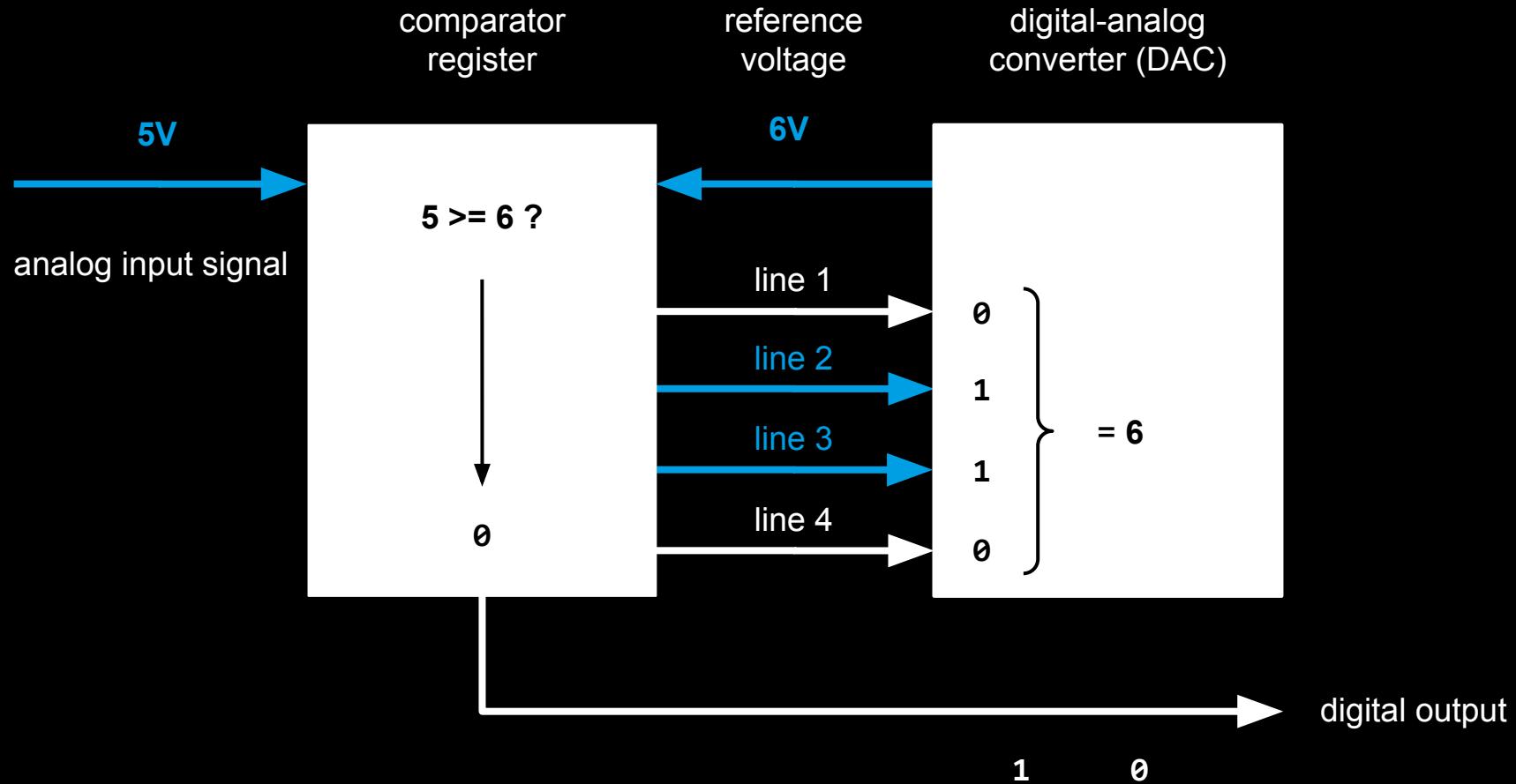


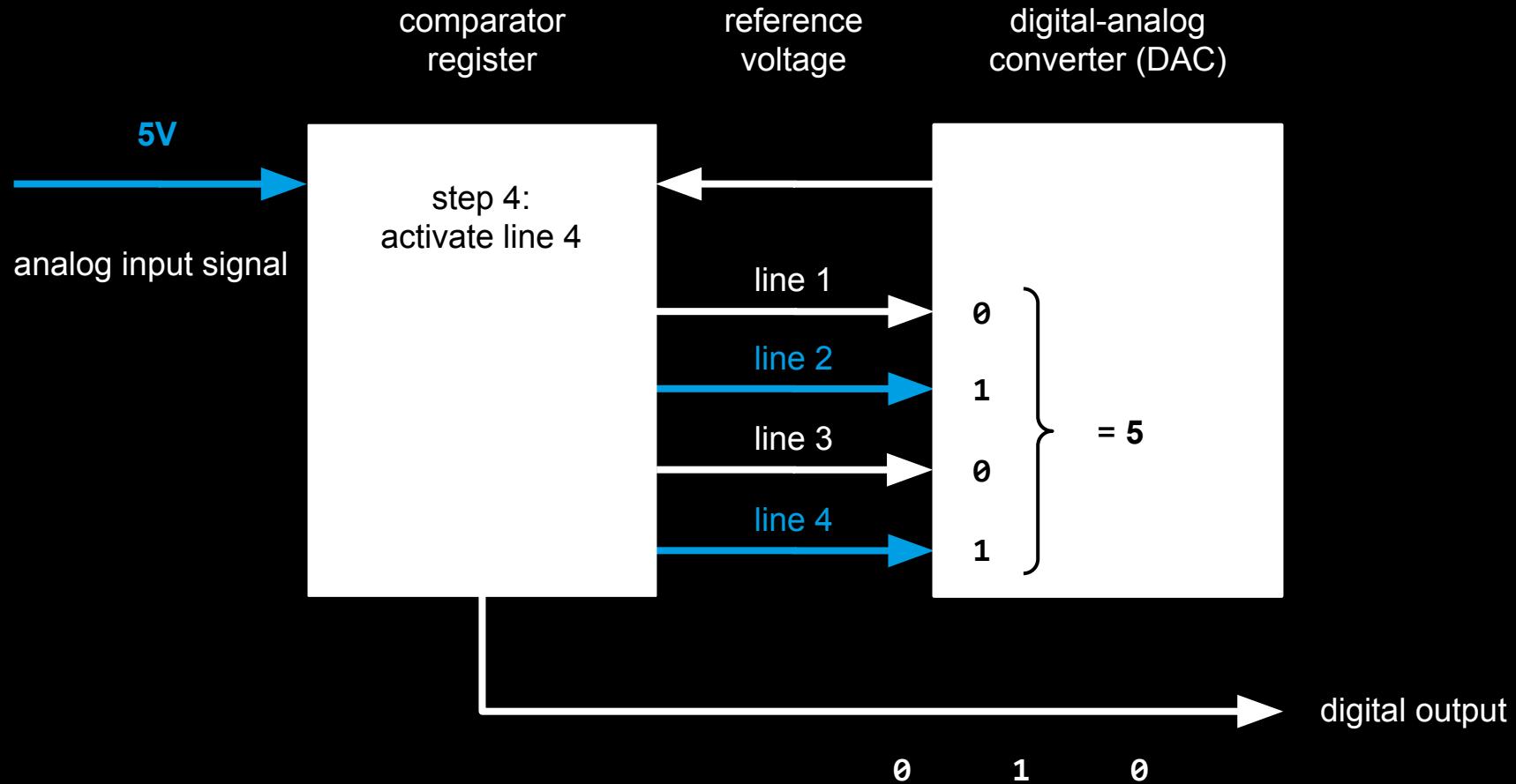


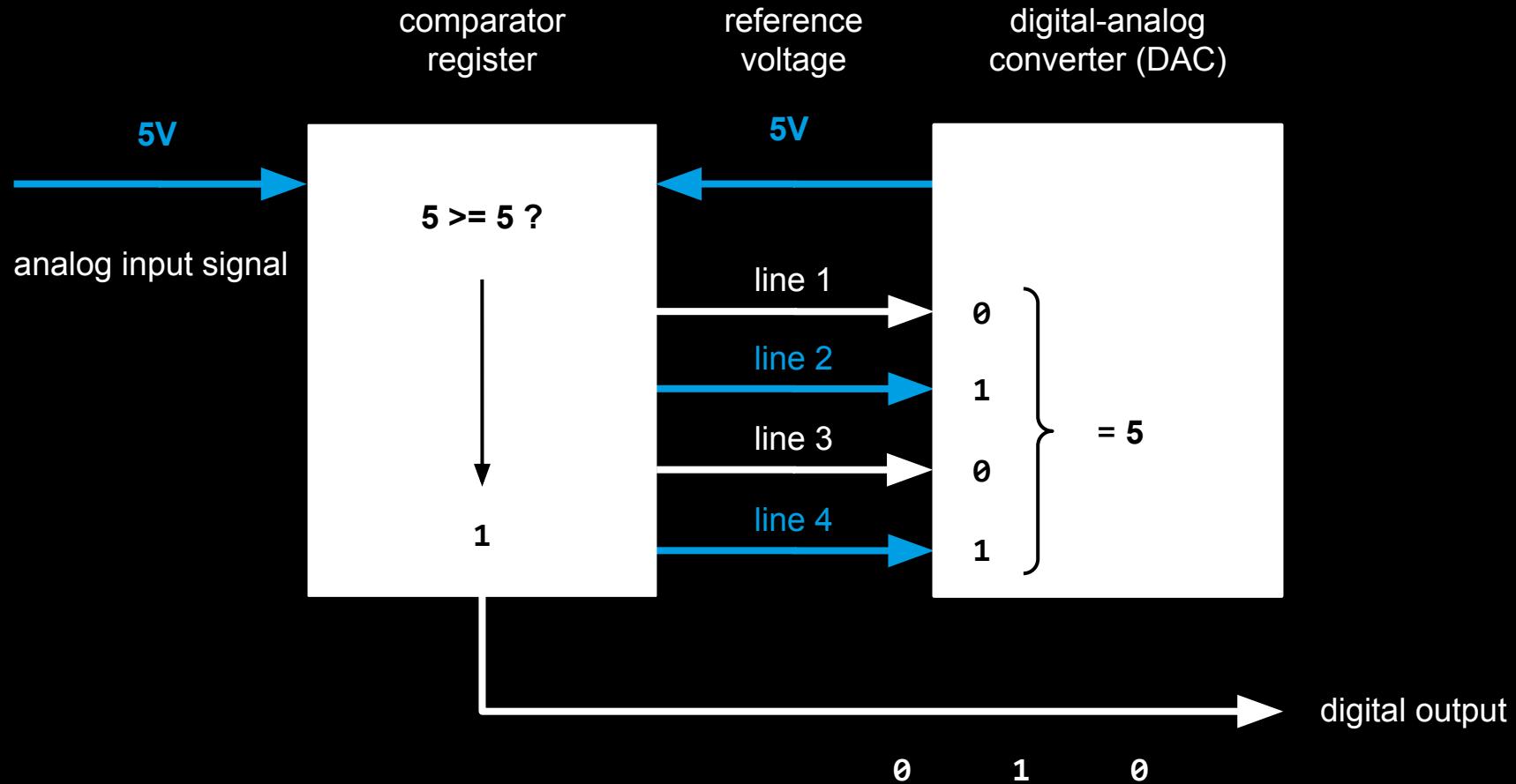


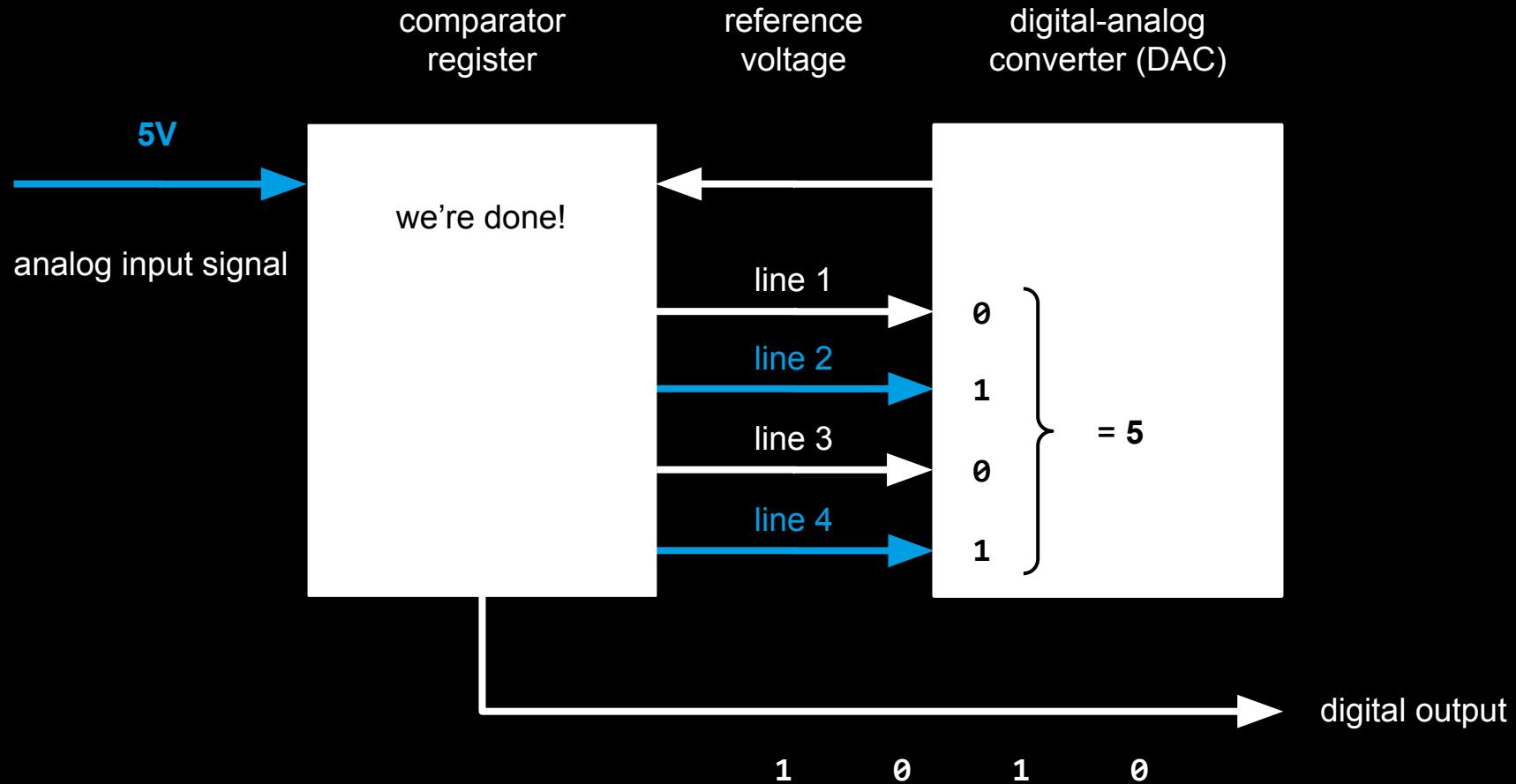




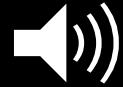


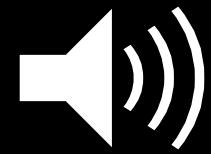




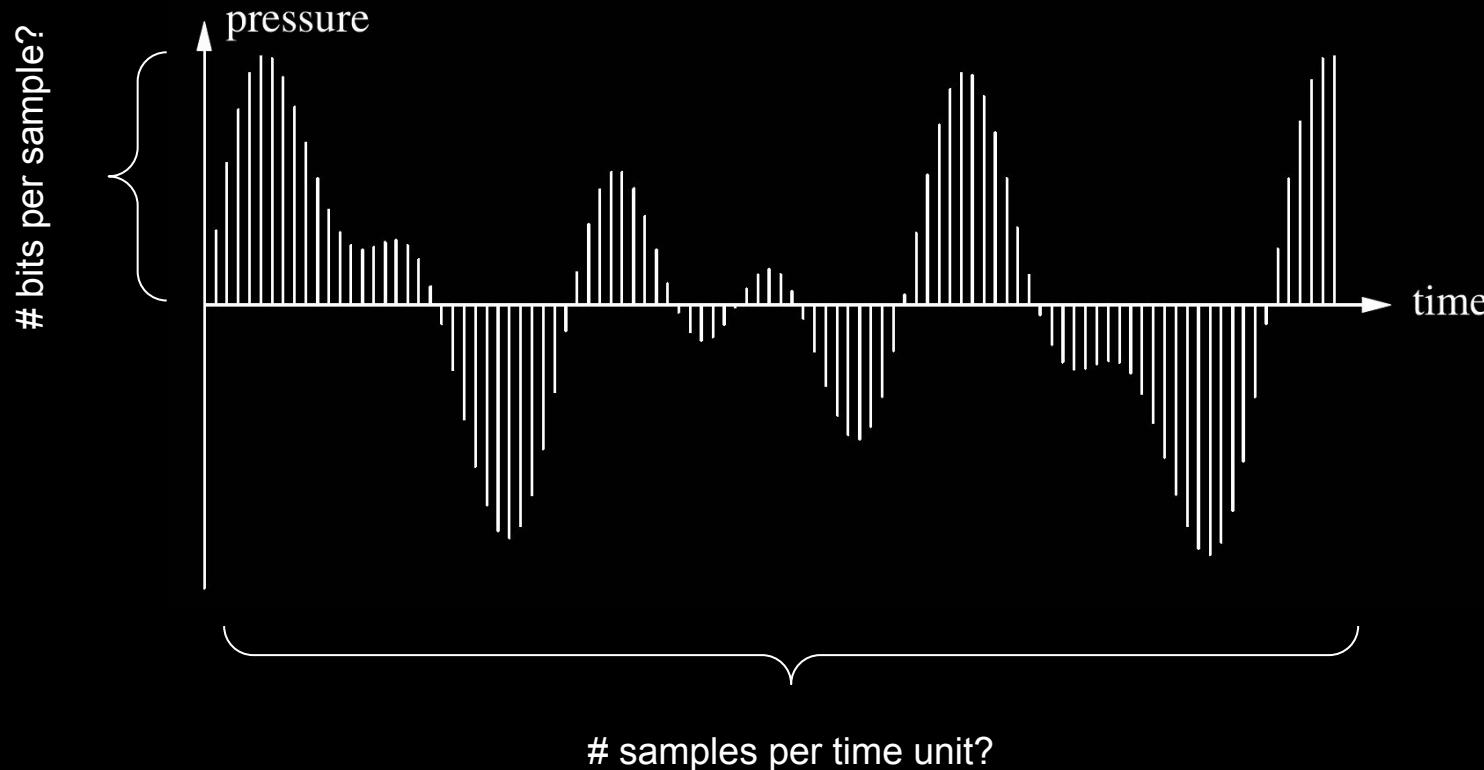


so, what analog signal is measured?



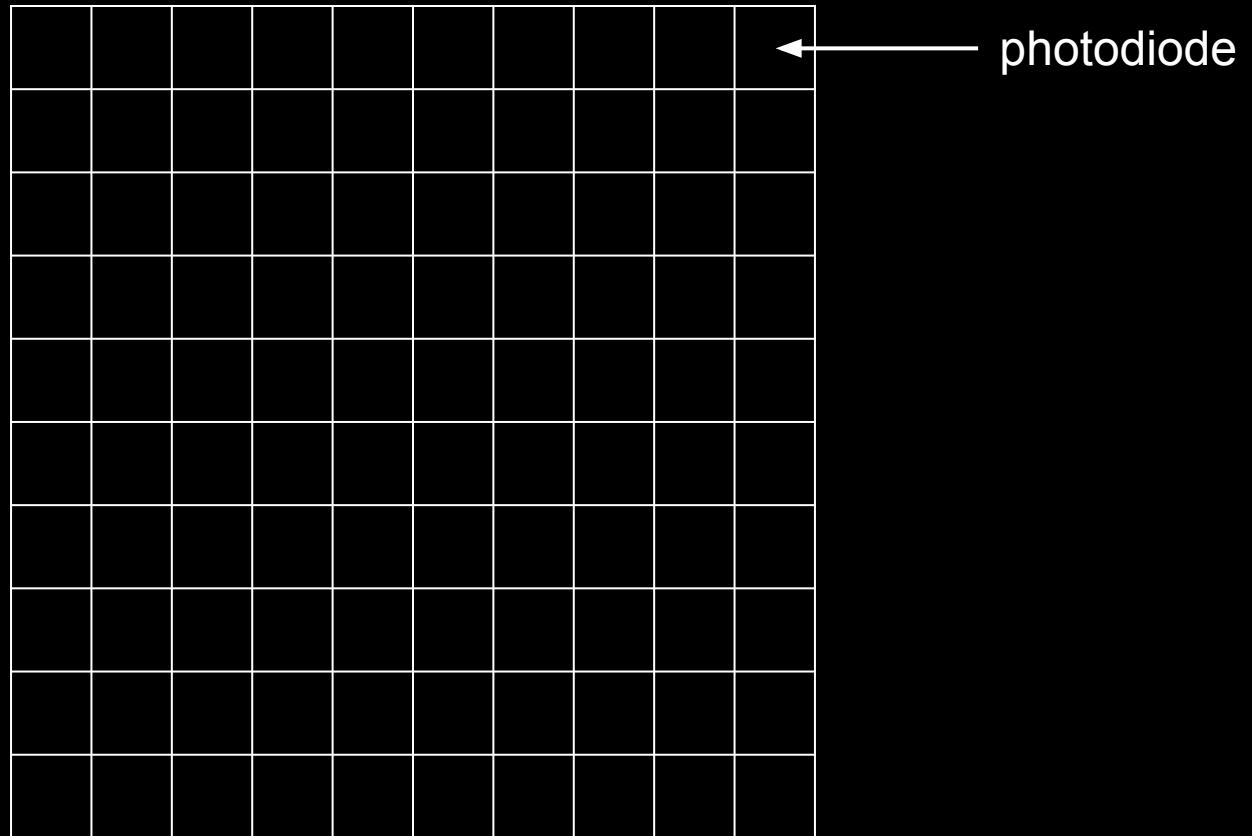


A **continuous** wave is transformed into an array of **discrete numbers** representing pressure.

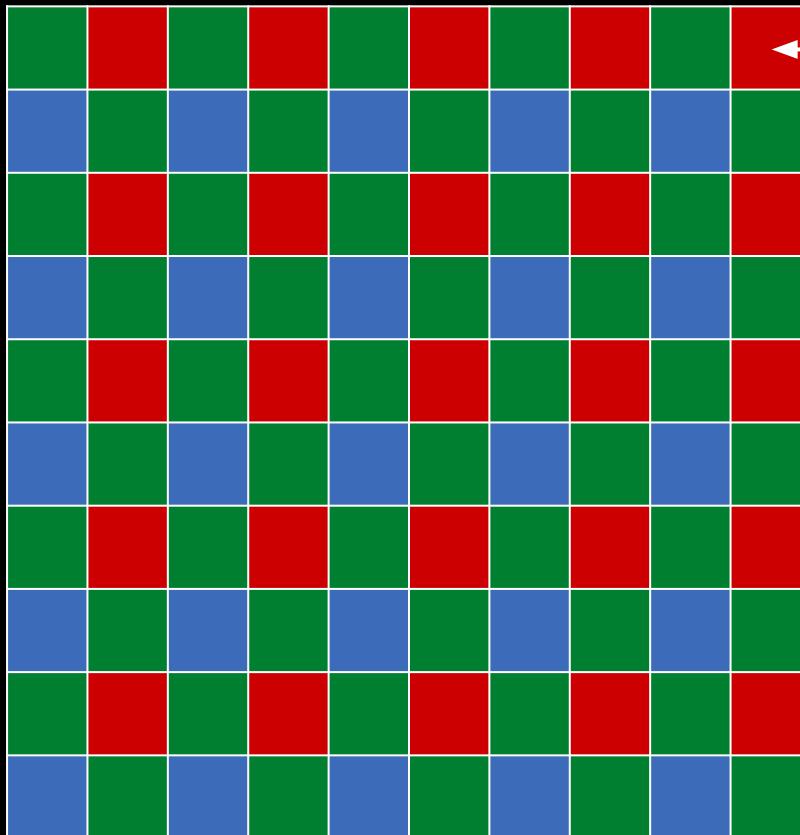




# image sensor

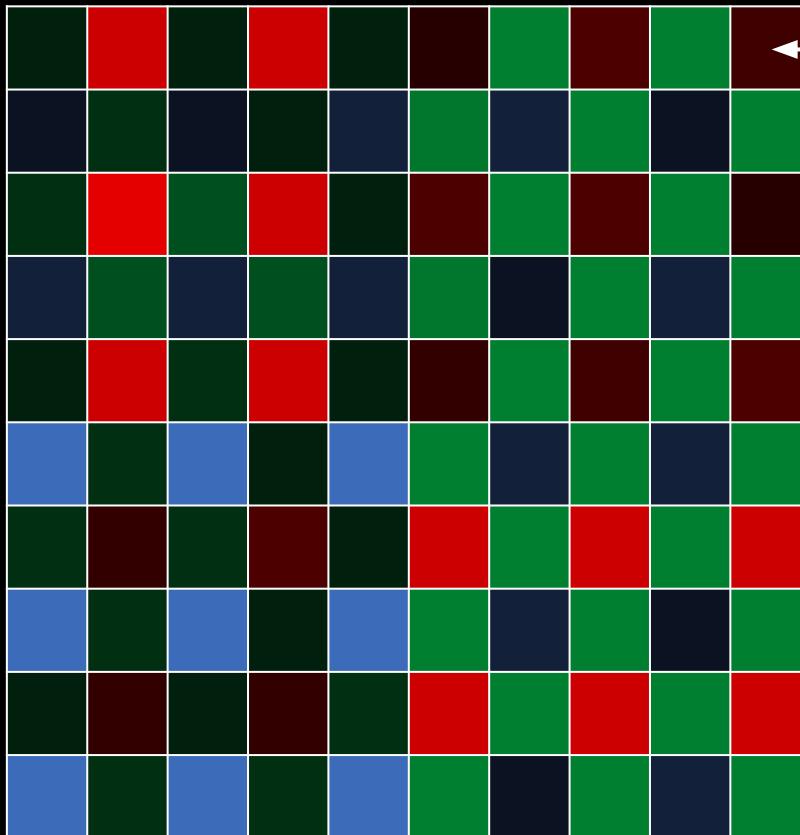


# image sensor



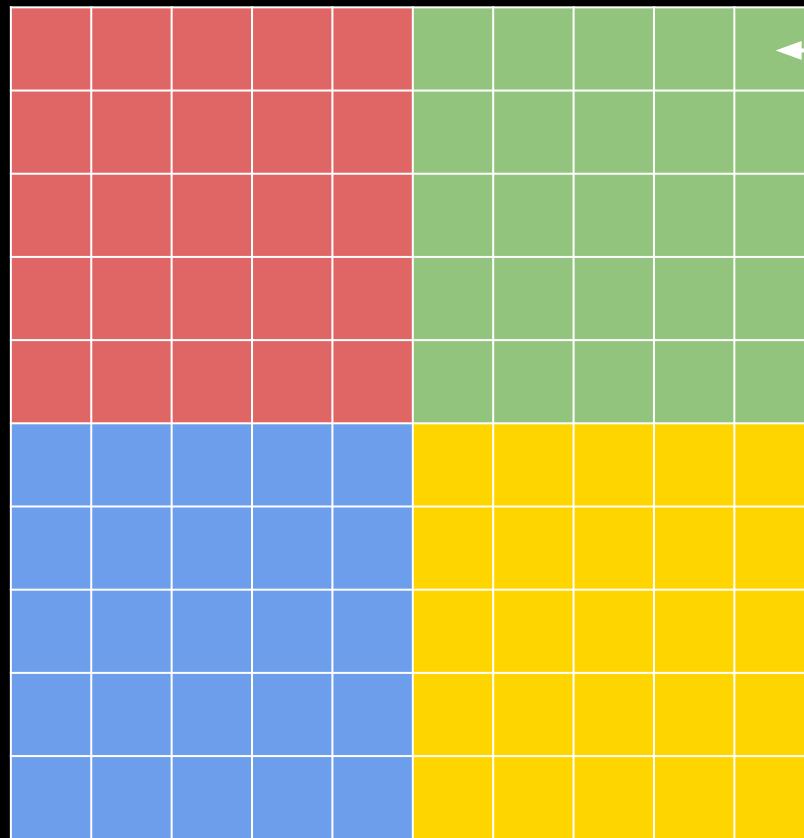
color filter on  
top of photo-  
diodes

# image sensor



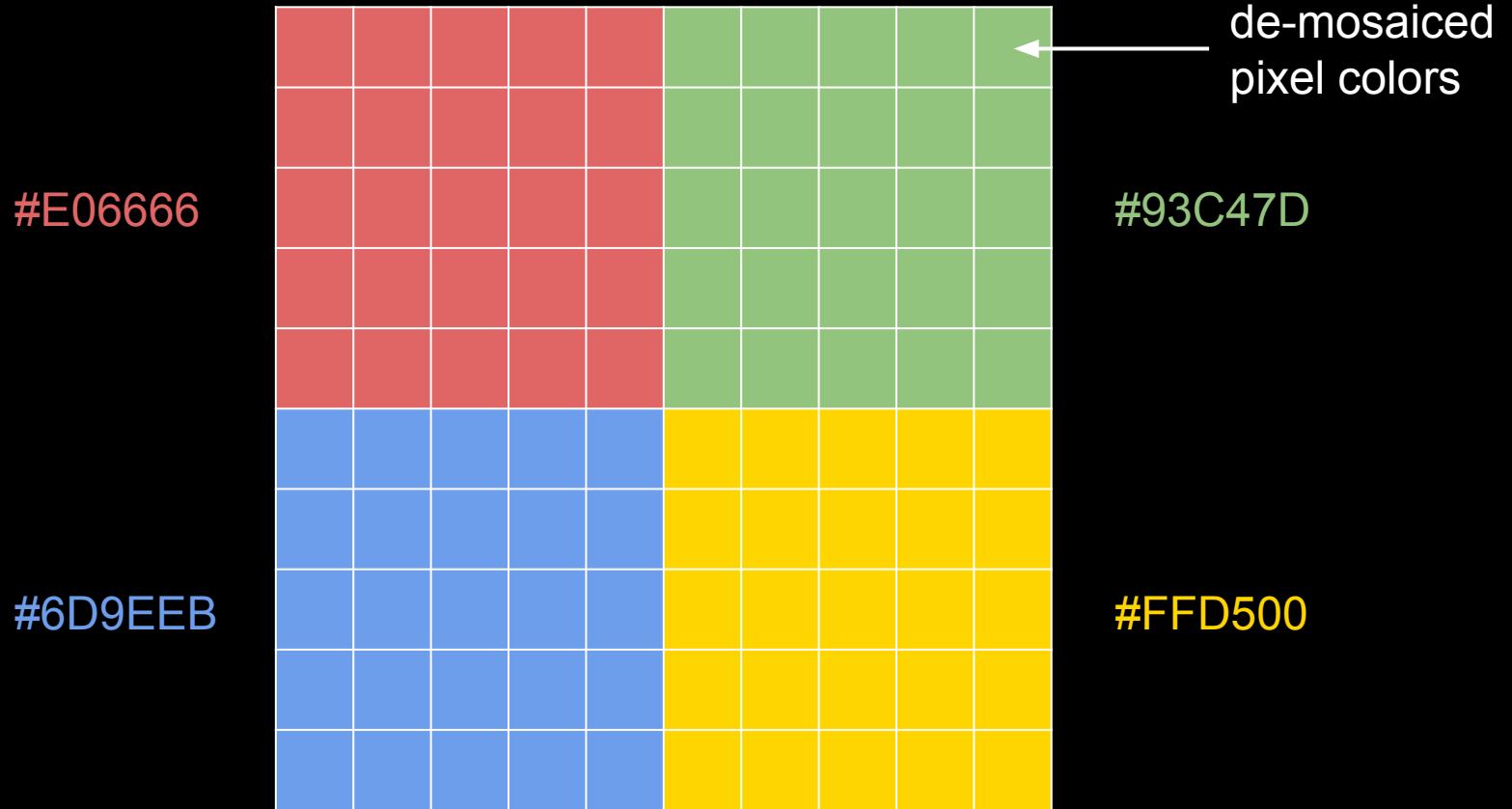
light passed  
through filter

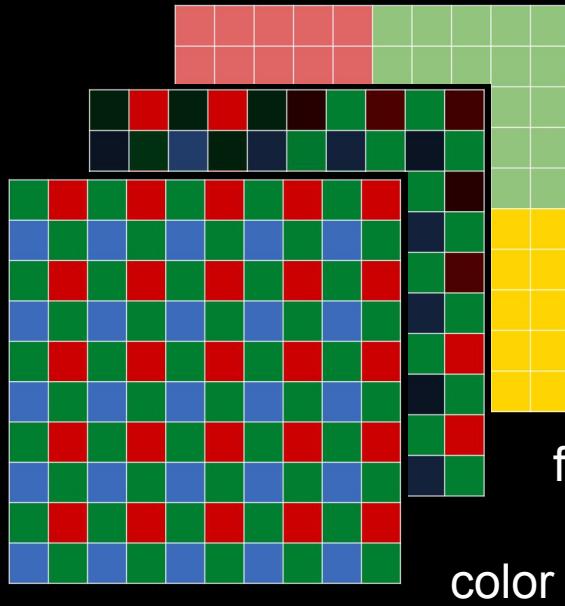
# image sensor



← de-mosaiced  
pixel colors

# image sensor

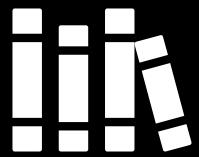




de-mosaiced pixel colors

filtered light

color filter



typing text

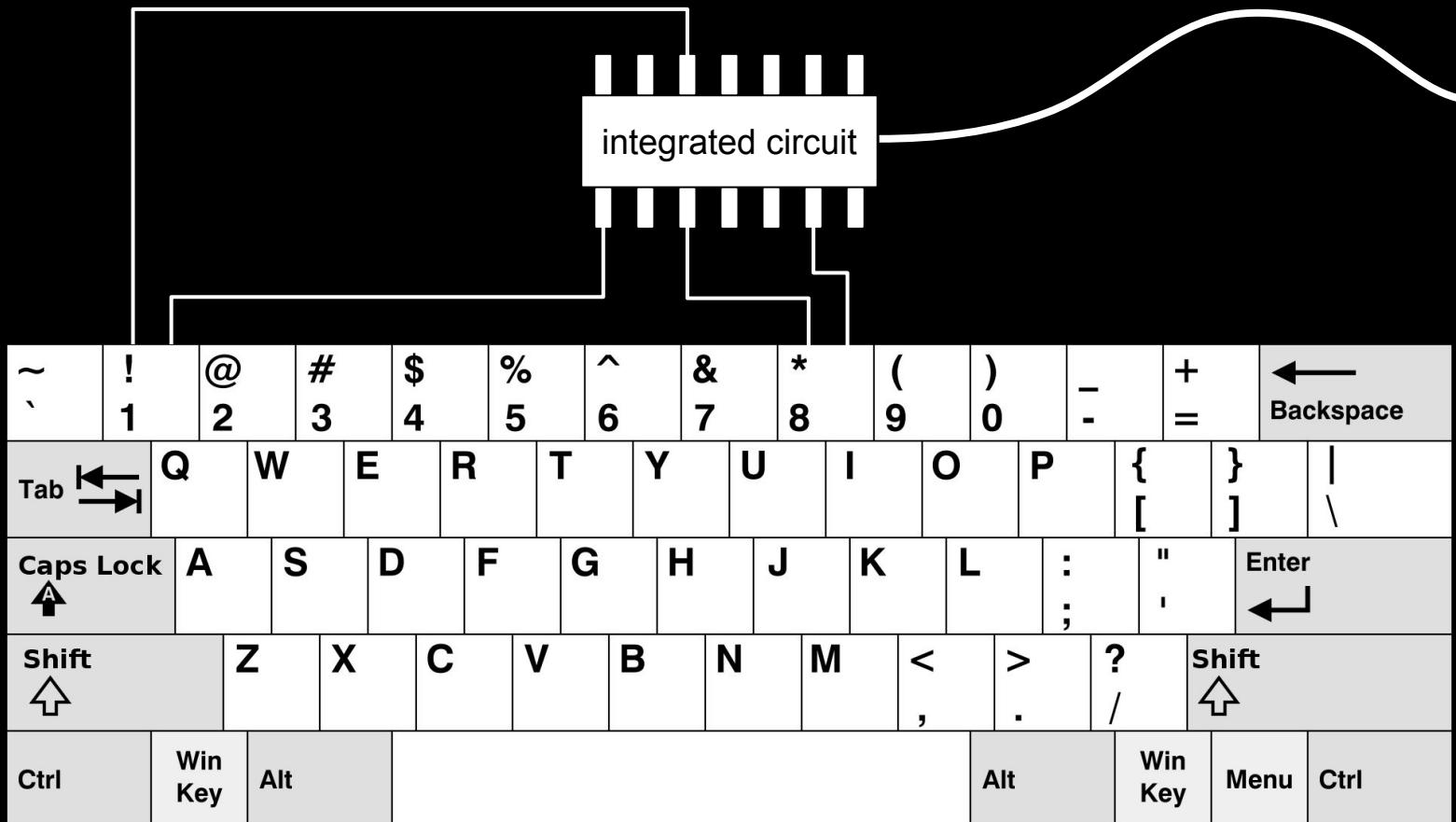


Image source: [Wikipedia](#)

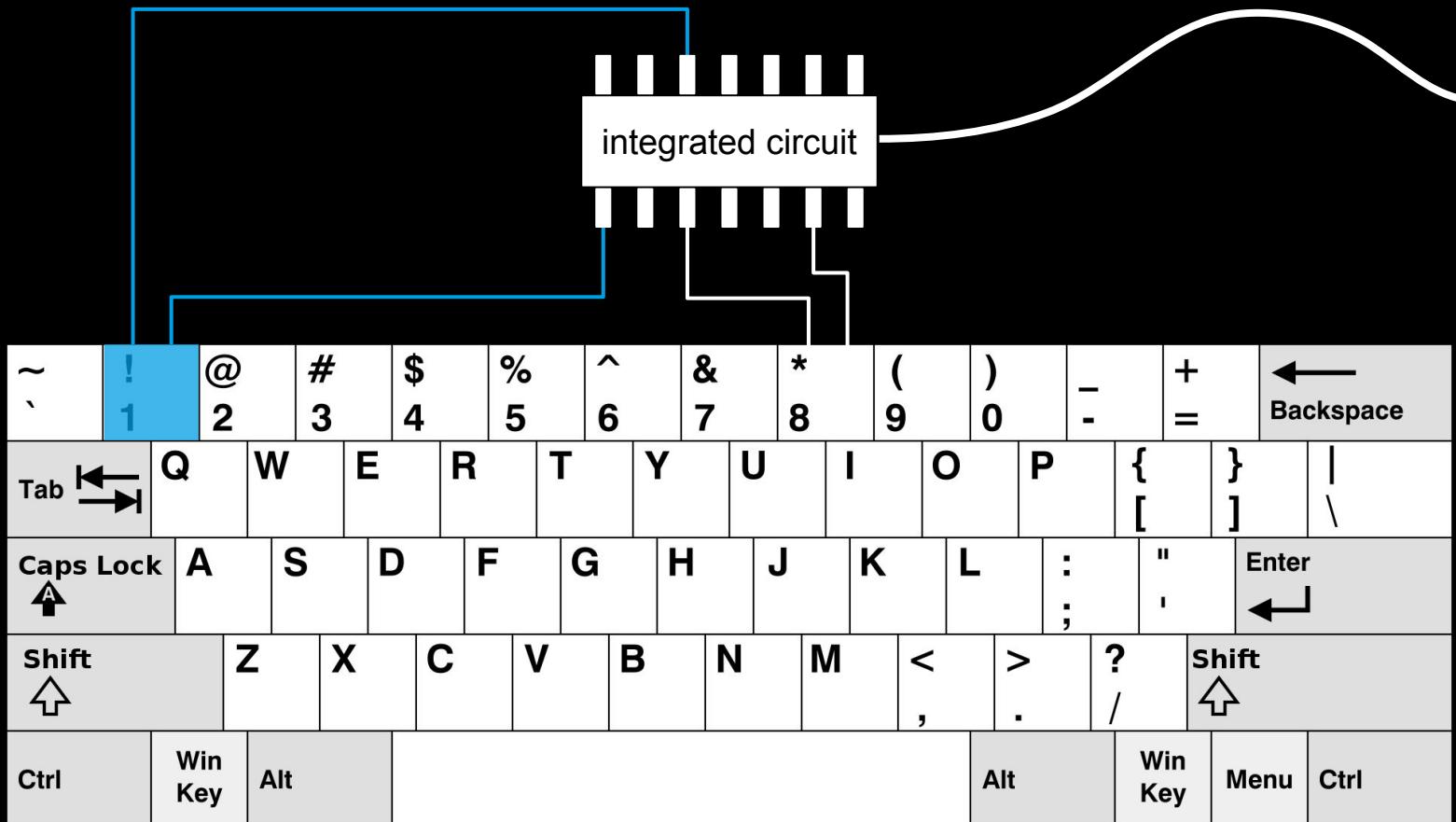


Image source: [Wikipedia](#)

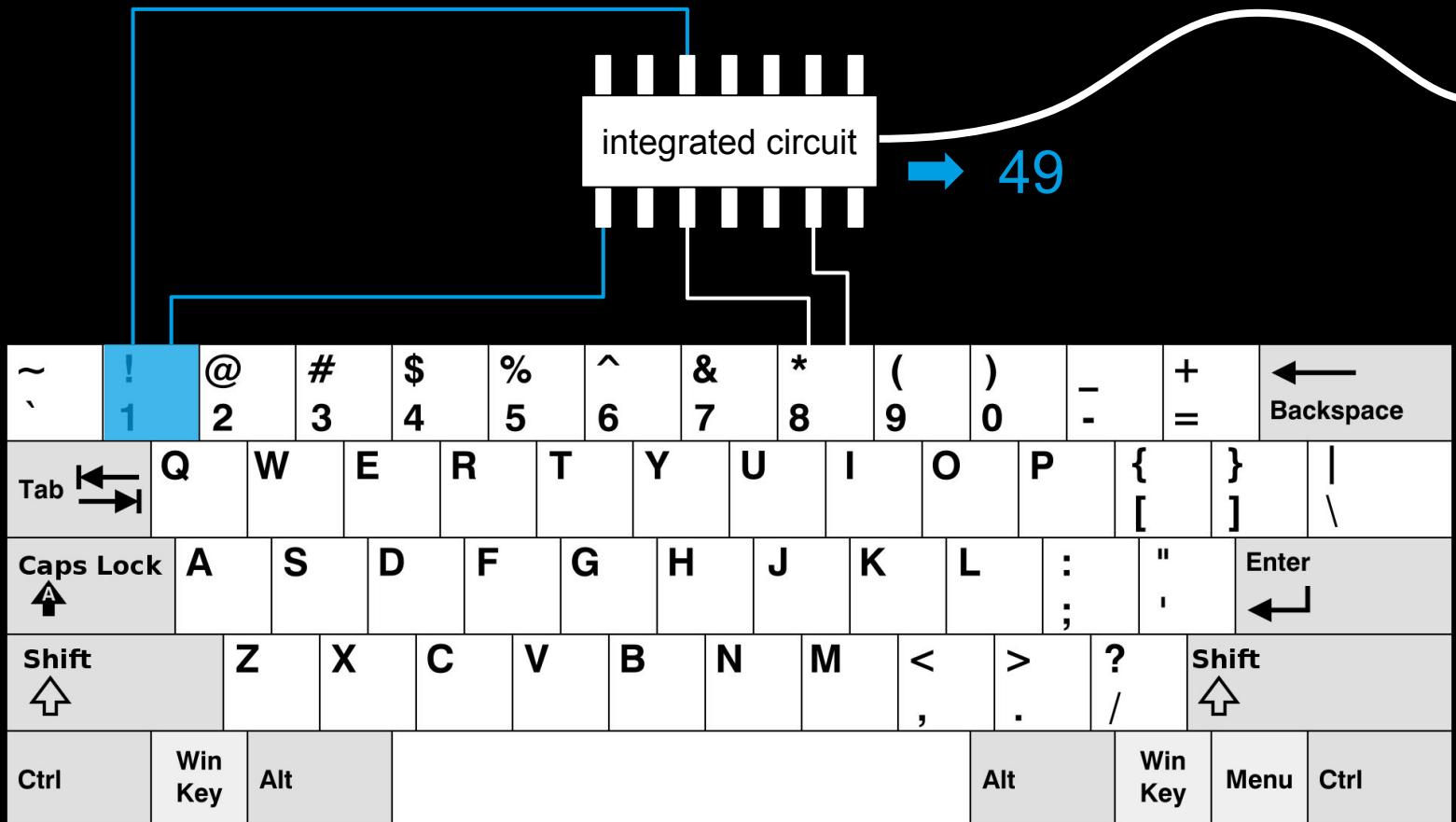


Image source: [Wikipedia](#)

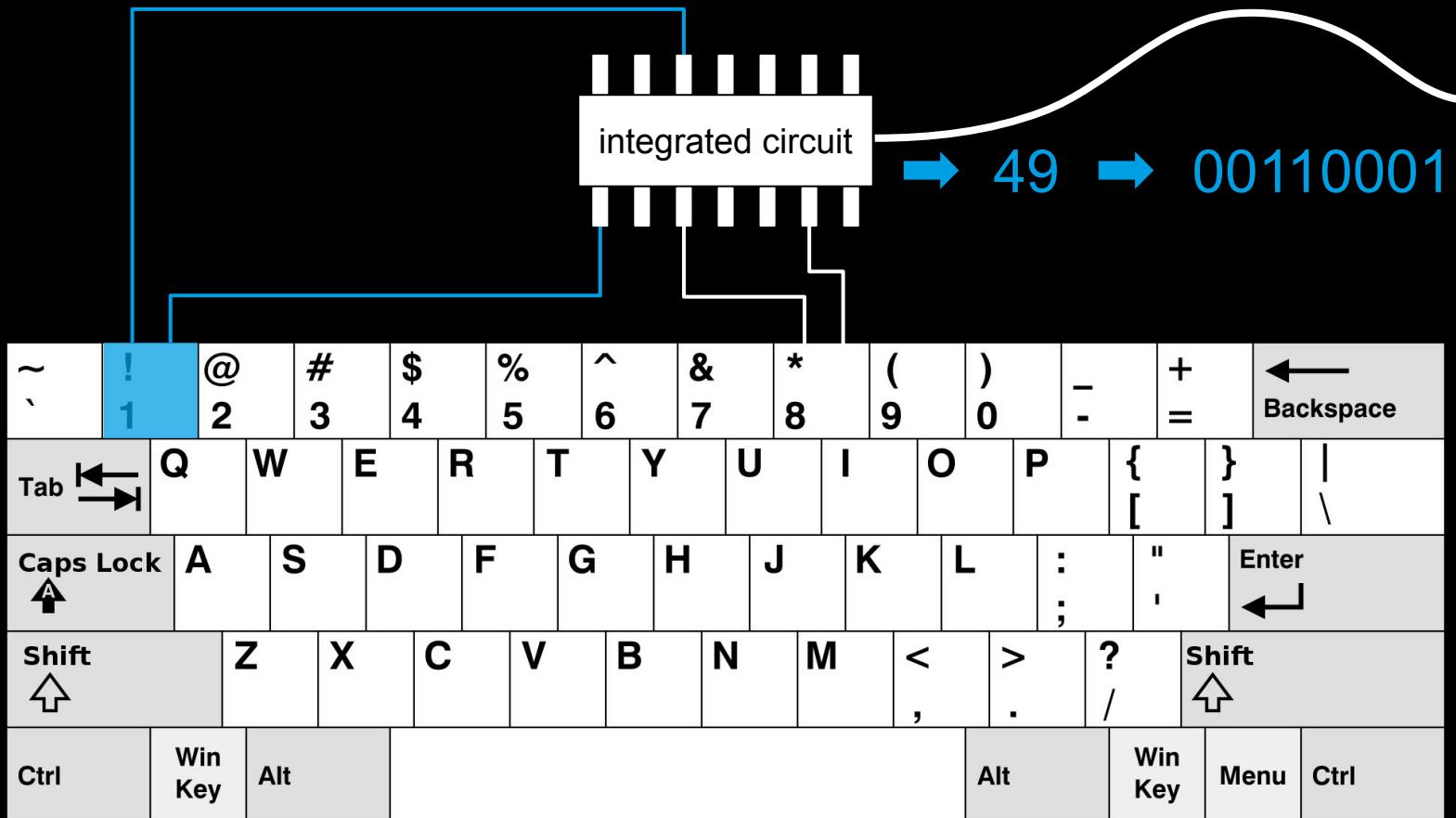


Image source: [Wikipedia](#)

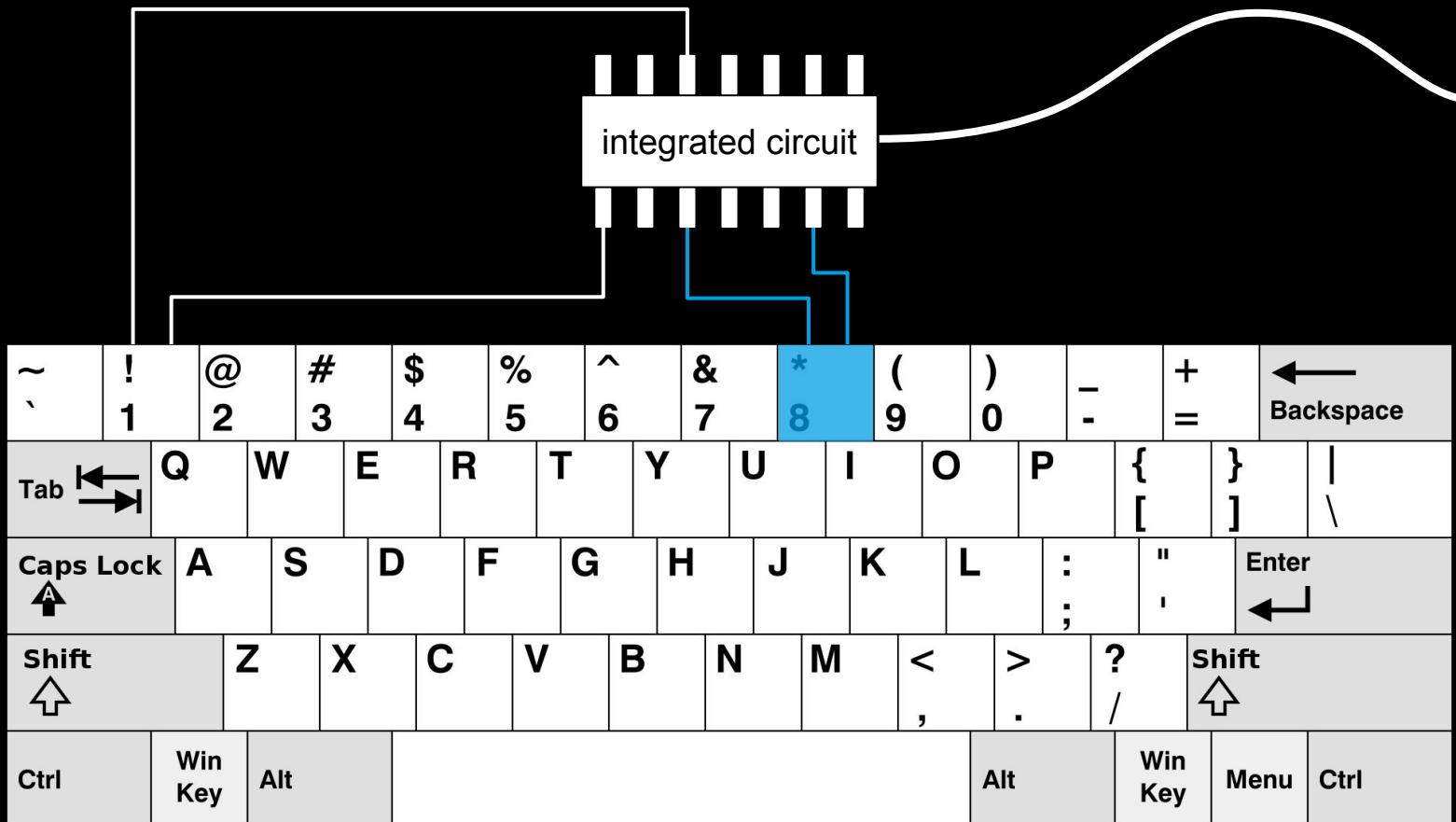


Image source: [Wikipedia](#)

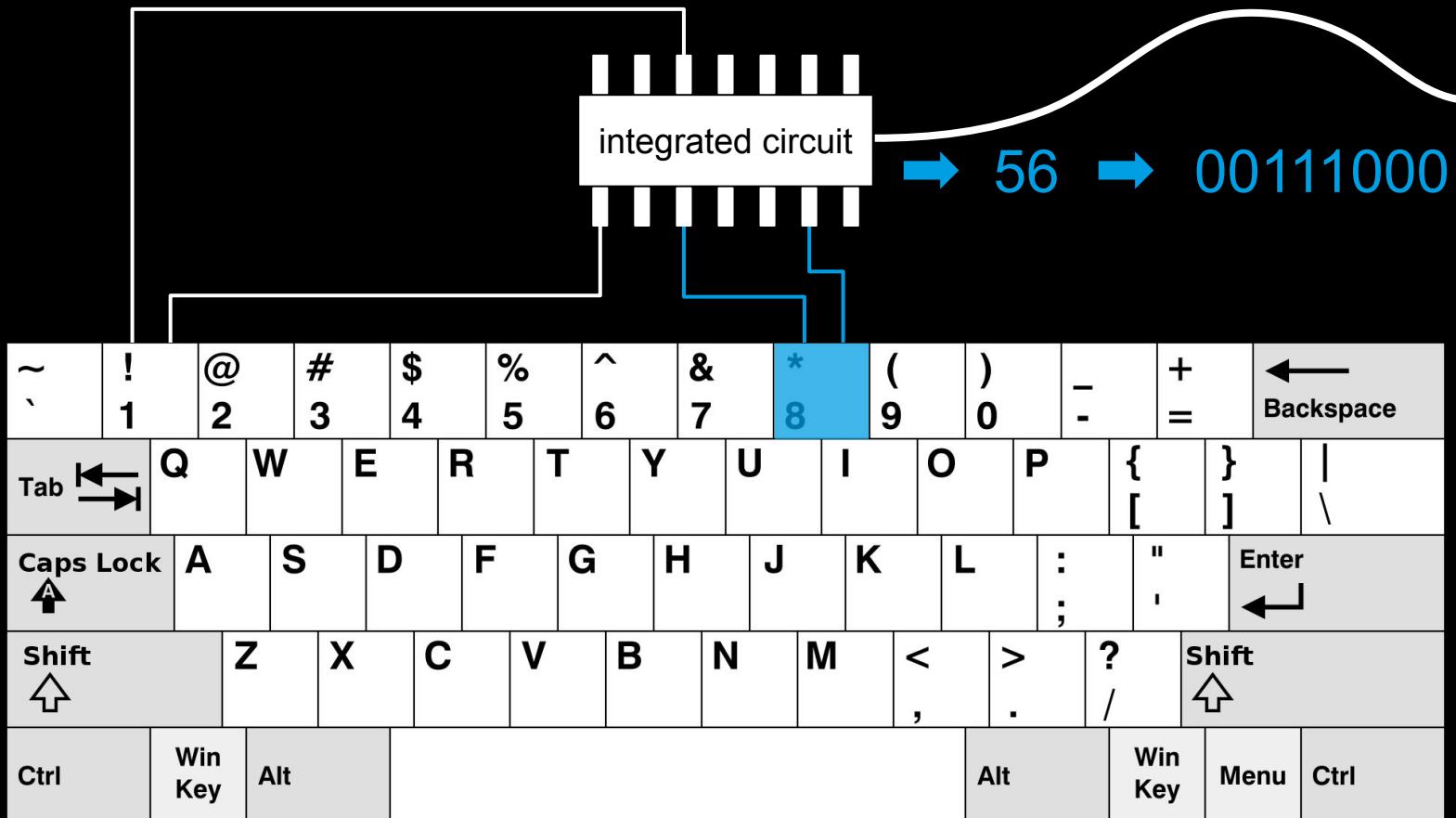


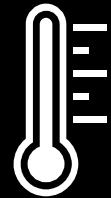
Image source: [Wikipedia](#)

scanning text



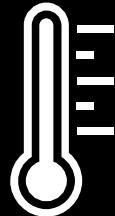
+

optical character recognition (OCR)



temperature sensor

A thermometer measures the temperature using a proxy, such as electrical resistance. The result is a change in voltage, which can be converted into a temperature.



```
1100 0101 1101 1110  
1001 0110 1111 0100  
0000 0111 1111 0001
```

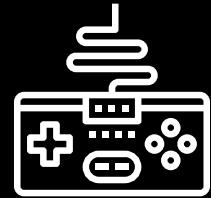




Image source: [Wikipedia](#)



Image source: [Wikipedia](#)

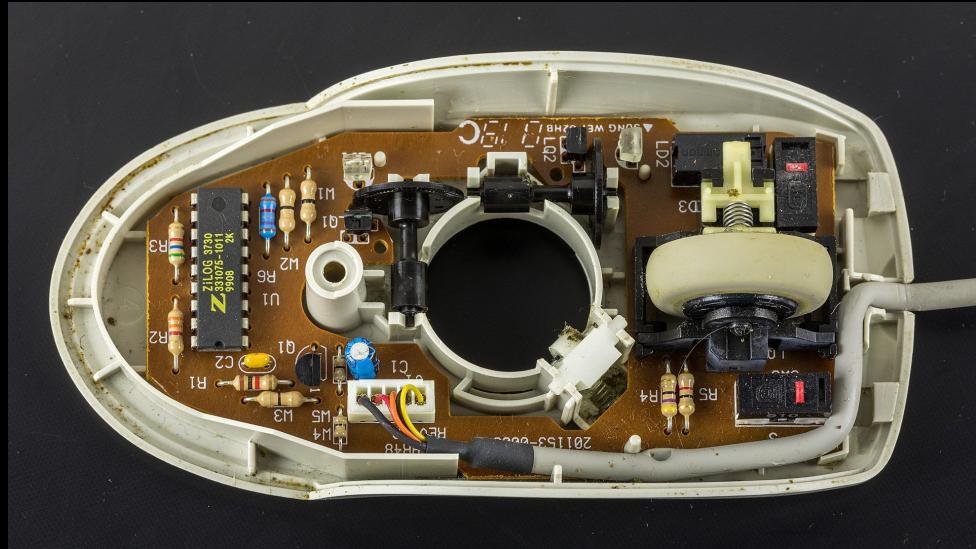


Image source: [Wikipedia](#)



Image source: [Wikipedia](#)

digital goods



Image source: [Wikipedia](#)



Image source: [Wikipedia](#)

computer processable

perfect reproduction

non-rival

near-zero costs of reproduction

# STORAGE

[BACK](#)

substrate independence

# LOGIC AND ARITHMETIC

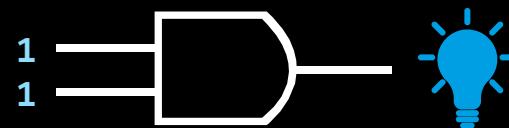
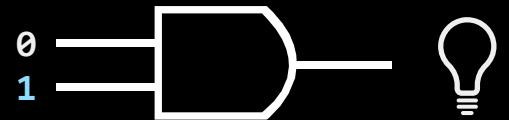
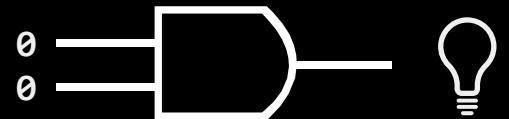
[BACK](#)

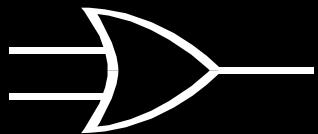
**logic gates** are the parts a computer is made of.

combined in the right way, they enable the basic arithmetic operations a computer can do:  
add, subtract, divide, and multiply.

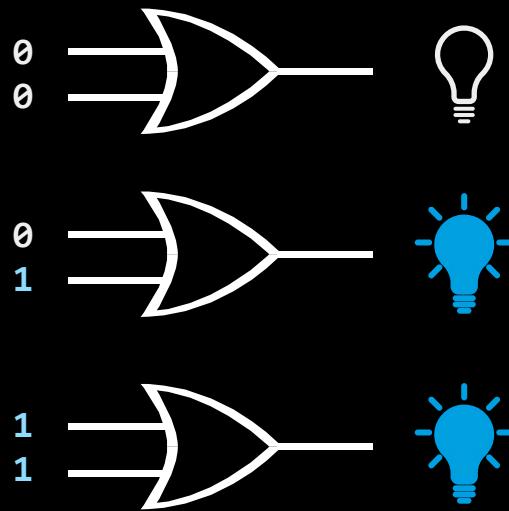


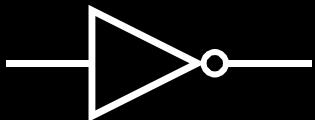
AND	0	1
0	0	0
1	0	1



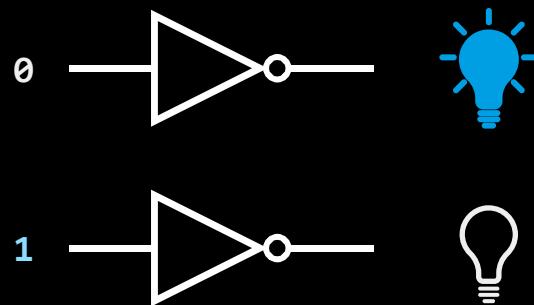


OR	0	1
0	0	1
1	1	1



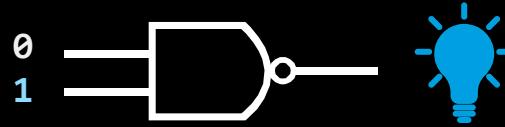
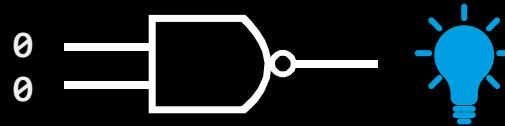


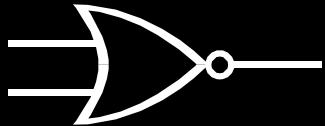
NOT	0	1
	1	0



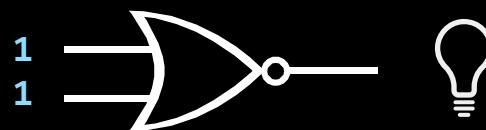
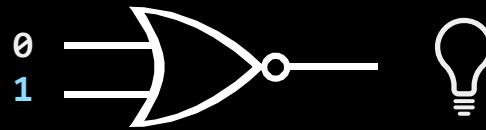
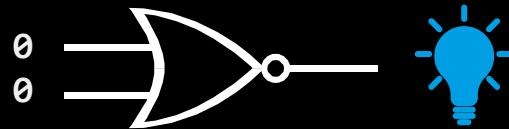


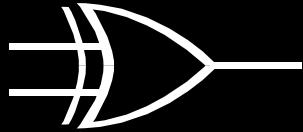
NAND	0	1
0	1	1
1	1	0



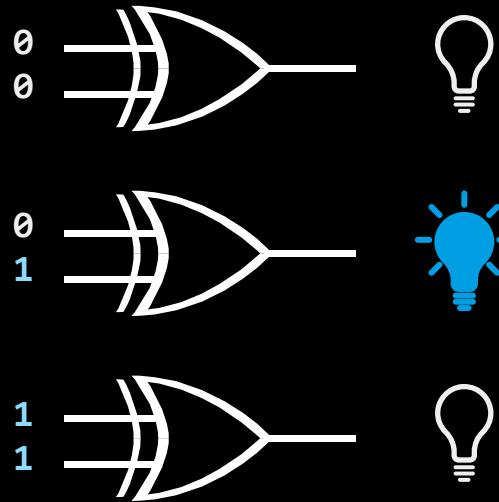


NOR	0	1
0	1	0
1	0	0



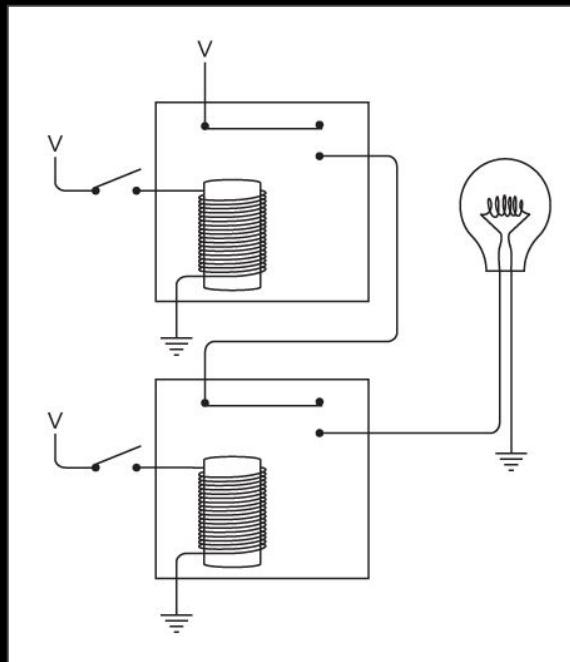


XOR	0	1
0	0	1
1	1	0

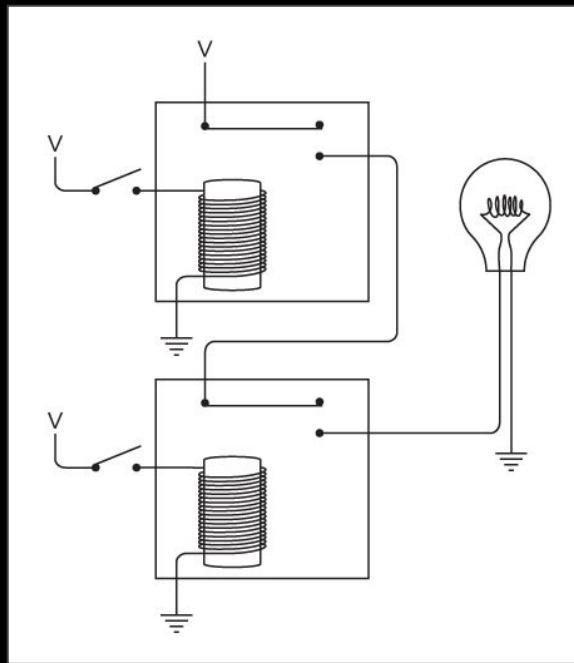


building a logic gate

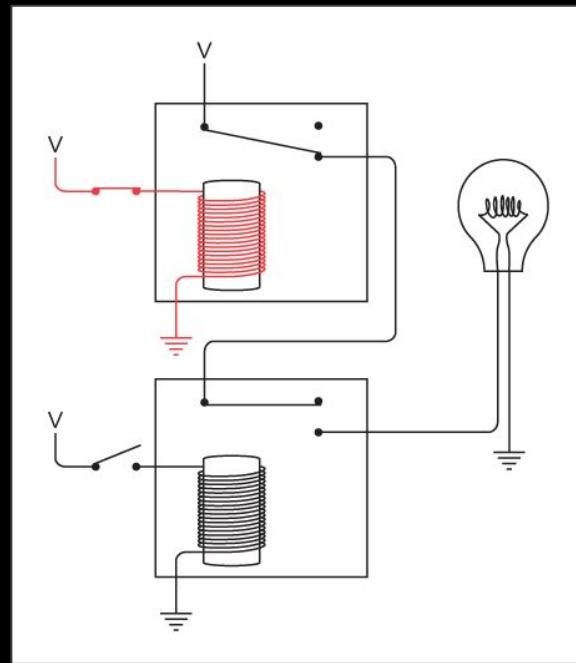
both inputs off



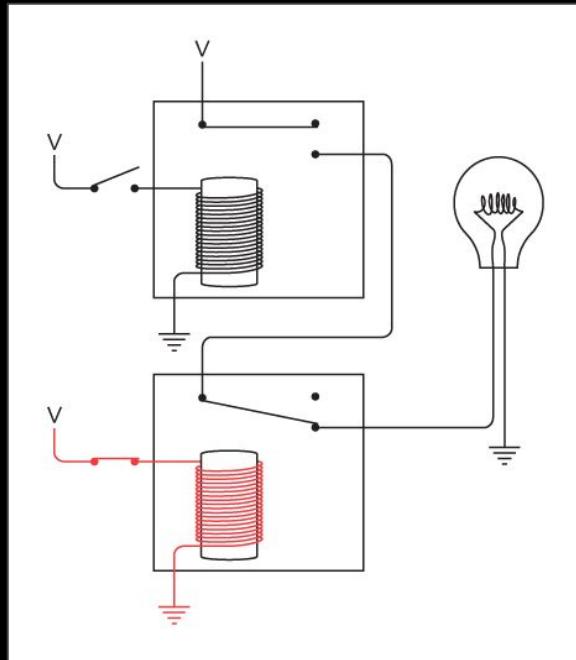
both inputs off



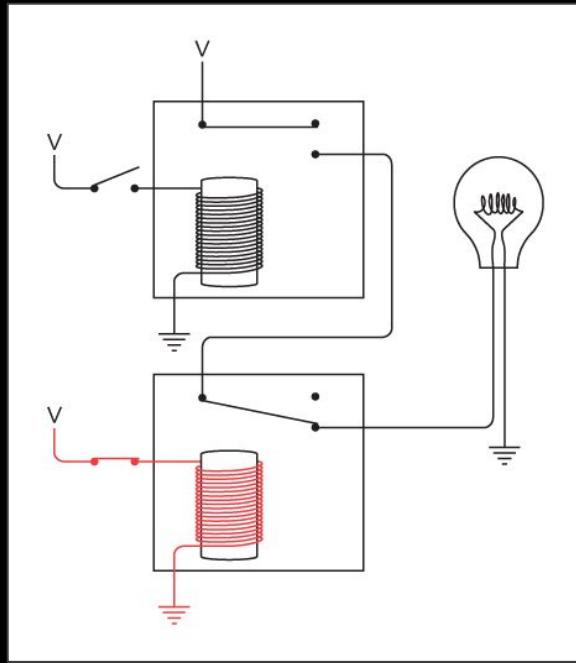
one input on



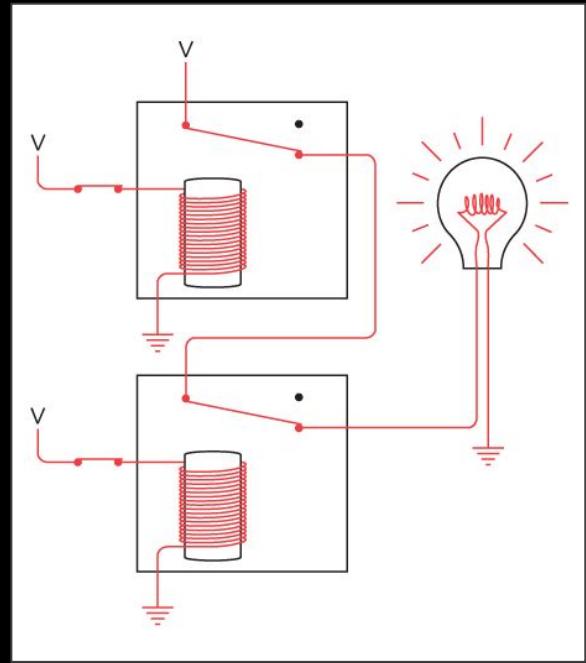
the other input on



the other input on



both inputs on



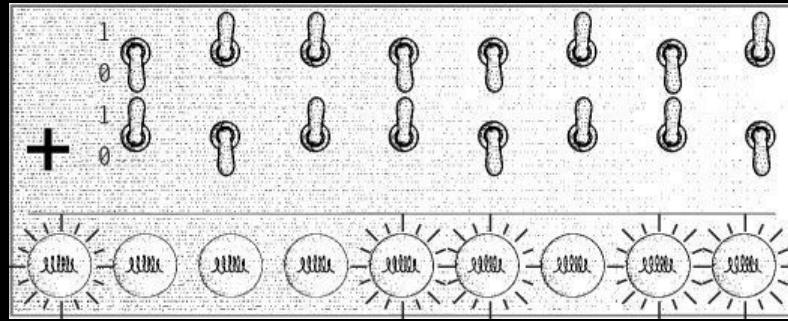
# binary addition

when you come right down to it, addition is just about the only thing that computers do.

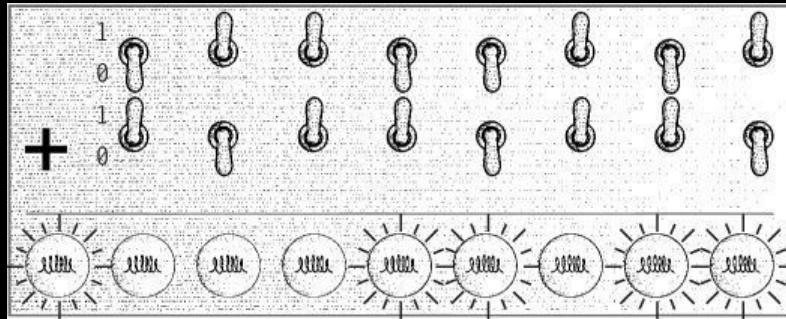
if we can build something that adds, we're well on our way to building something that uses addition to also subtract, multiply, divide, calculate mortgage payments, guide rockets to Mars, play chess, and foul up our phone bills.

(Charles Petzold)

# an 8-bit binary adding machine



# an 8-bit binary adding machine



maximum result:

$$255 + 255 = 510$$

OR

1 1111 1110

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + 1 \ 0 \ 1 \ 0 \\ \hline \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + 1 \ 0 \ 1 \ 0 \\ \hline 0 \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + 1 \ 0 \ 1 \ 0 \\ \hline 0 \ 0 \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + 1 \ 0 \ 1 \ 0 \\ \hline 0 \ 0 \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + 1 \ 0 \ 1 \ 0 \\ \hline 0 \ 0 \ 0 \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + \ 1 \ \underline{0} \ 1 \ 0 \\ \hline 0 \ 0 \ 0 \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + \ 1 \ \underline{0} \ 1 \ 0 \\ \hline 1 \ 0 \ 0 \ 0 \end{array}$$

How can we add two binary numbers?

$$\begin{array}{r} 1 \ 1 \ 1 \ 0 \\ + \ 1 \ 0 \ 1 \ 0 \\ \hline 1 \ 1 \ 0 \ 0 \ 0 \end{array}$$

adding two bits

+	0	1
0		
1		

+	0	1
0	0	
1		

$+$	$0$	$1$
$0$	$0$	$1$
$1$		

+	0	1
0	0	1
1	1	

+	0	1
0	0	1
1	1	10

+	0	1
0	0	1
1	1	10

OR

+	0	1
0	00	01
1	01	10

+	0	1
0	0	1
1	1	10

OR

+	0	1
0	00	01
1	01	10

the digit on the right, we call the **sum bit**  
the left digit, we call ...?

+	0	1
0	0	1
1	1	10

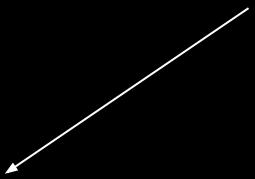
OR

+	0	1
0	00	01
1	01	10

the digit on the right, we call the **sum bit**  
the left digit, we call the **carry bit**

$+$	$0$	$1$
$0$	$0\ 0$	$0\ 1$
$1$	$0\ 1$	$1\ 0$

+	0	1
0	0 0	0 1
1	0 1	1 0



sum bit

+	0	1
0	0	1
1	1	0

+	0	1
0	0 0	0 1
1	0 1	1 0

sum bit

+	0	1
0	0	1
1	1	0

carry bit

+	0	1
0	0	0
1	0	1

+	0	1
0	0 0	0 1
1	0 1	1 0

sum bit

+	0	1
0	0	1
1	1	0

doesn't this look  
familiar?

+	0	1
0	0	0
1	0	1

carry bit

+	0	1
0	0 0	0 1
1	0 1	1 0

sum bit

+	0	1
0	0	1
1	1	0

doesn't this look  
familiar?

carry bit

+	0	1
0	0	0
1	0	1

AND	0	1
0	0	0
1	0	1

+	0	1
0	0 0	0 1
1	0 1	1 0

sum bit

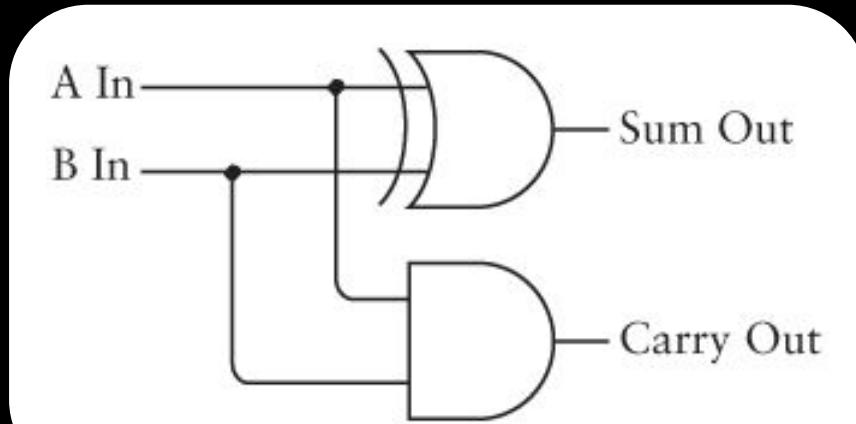
+	0	1
0	0	1
1	1	0

doesn't this look  
familiar?

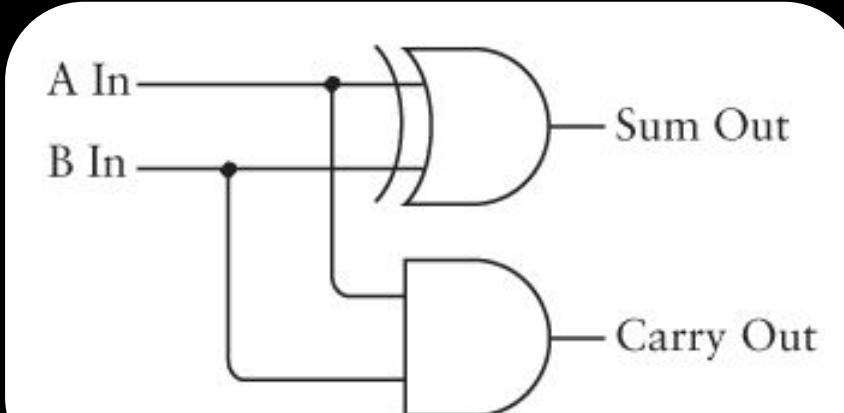
XOR	0	1
0	0	1
1	1	0

+	0	1
0	0	0
1	0	1

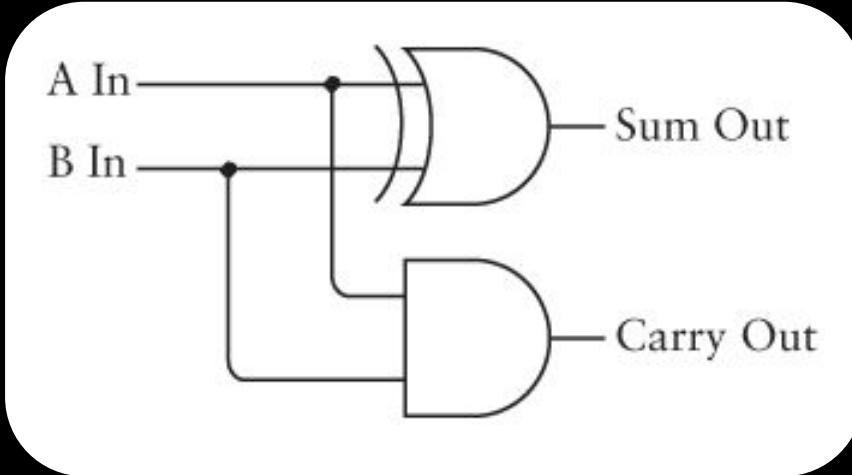
AND	0	1
0	0	0
1	0	1



bits A and B  
are inputs

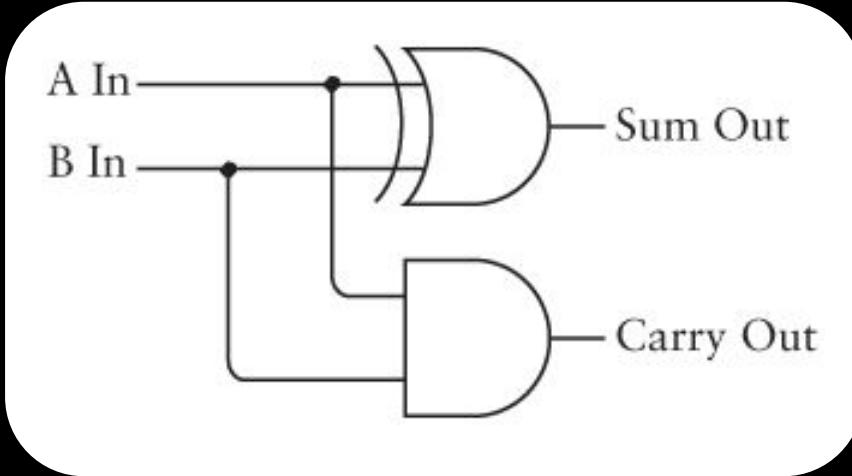


bits A and B  
are inputs



XOR gate  
computes sum bit

bits A and B  
are inputs

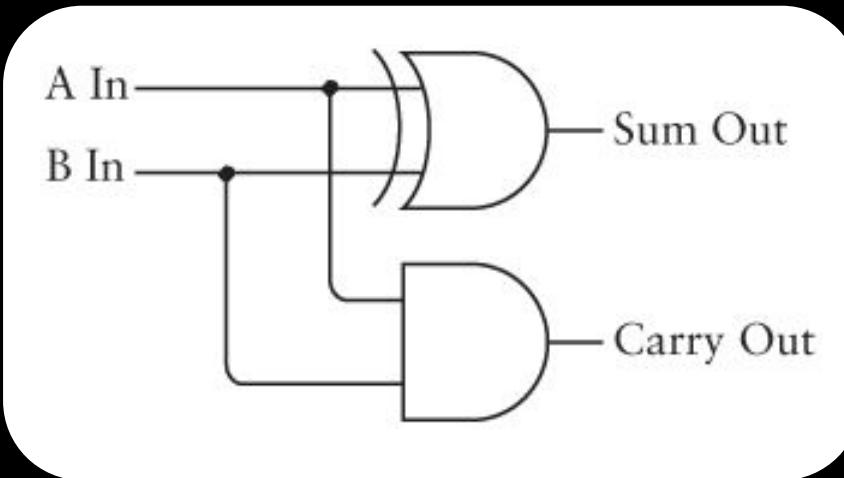


XOR gate  
computes sum bit

AND gate  
computes carry bit

bits A and B  
are inputs

## half adder

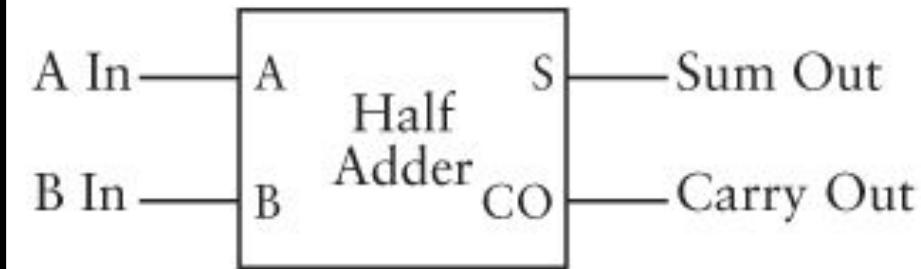


XOR gate  
computes sum bit

AND gate  
computes carry bit

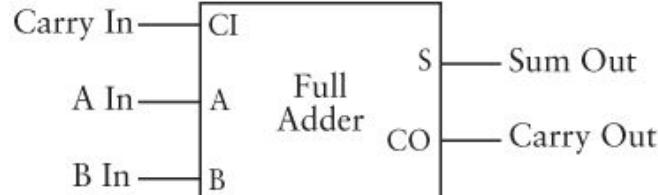
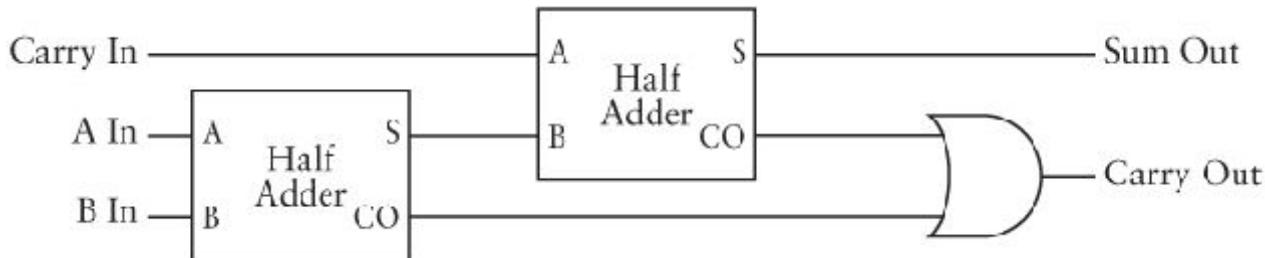


## half adder

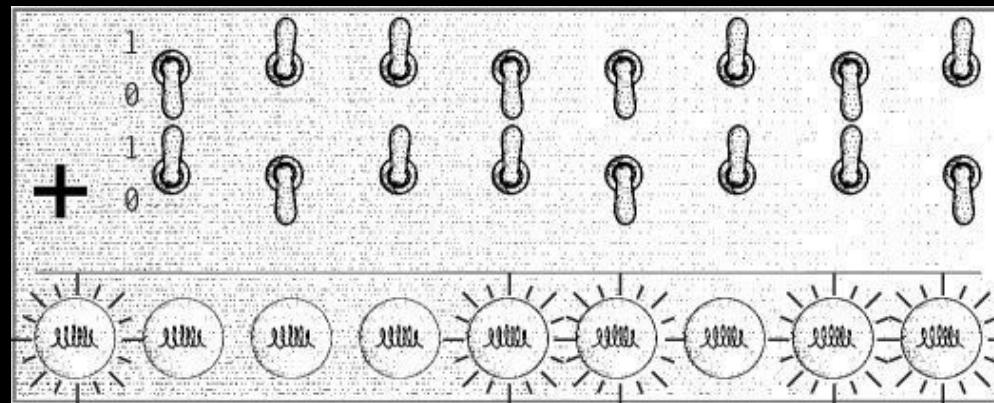


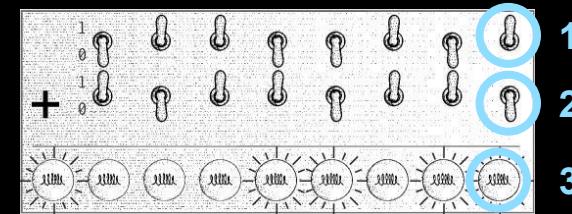
the half adder has no input for a carry bit.

two half adder wired together make a full adder.

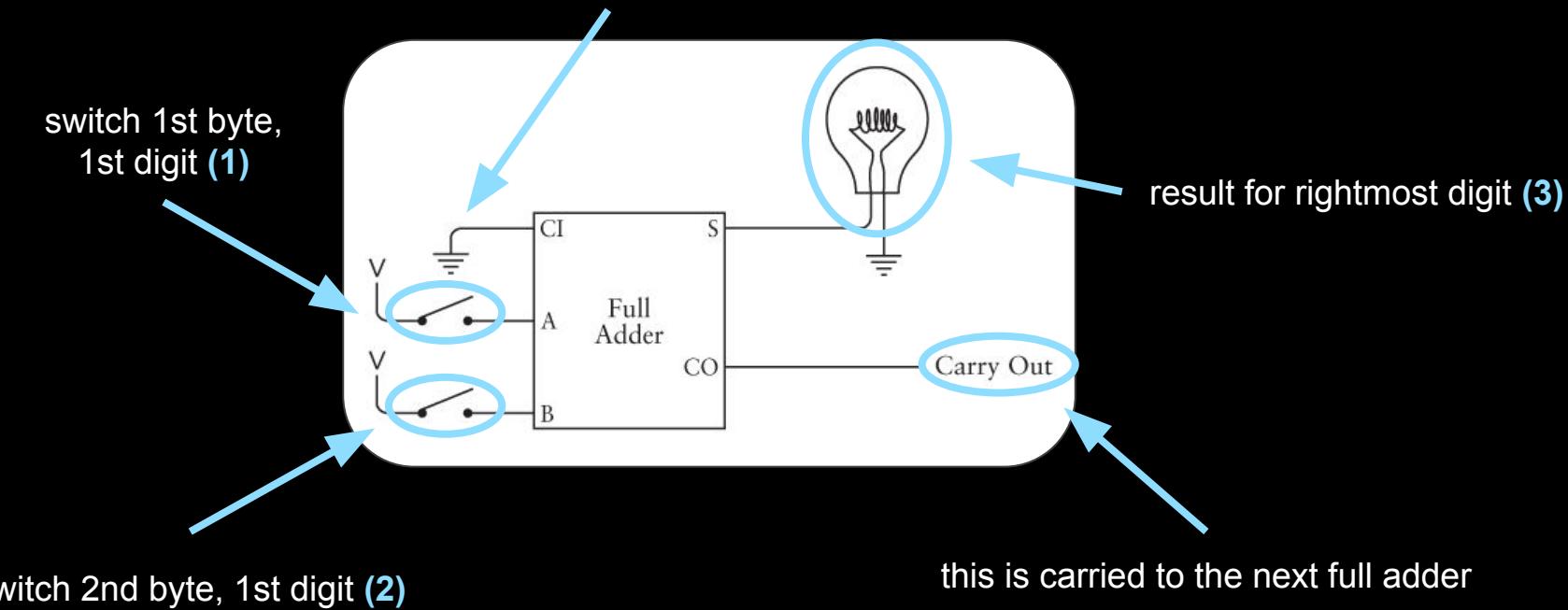


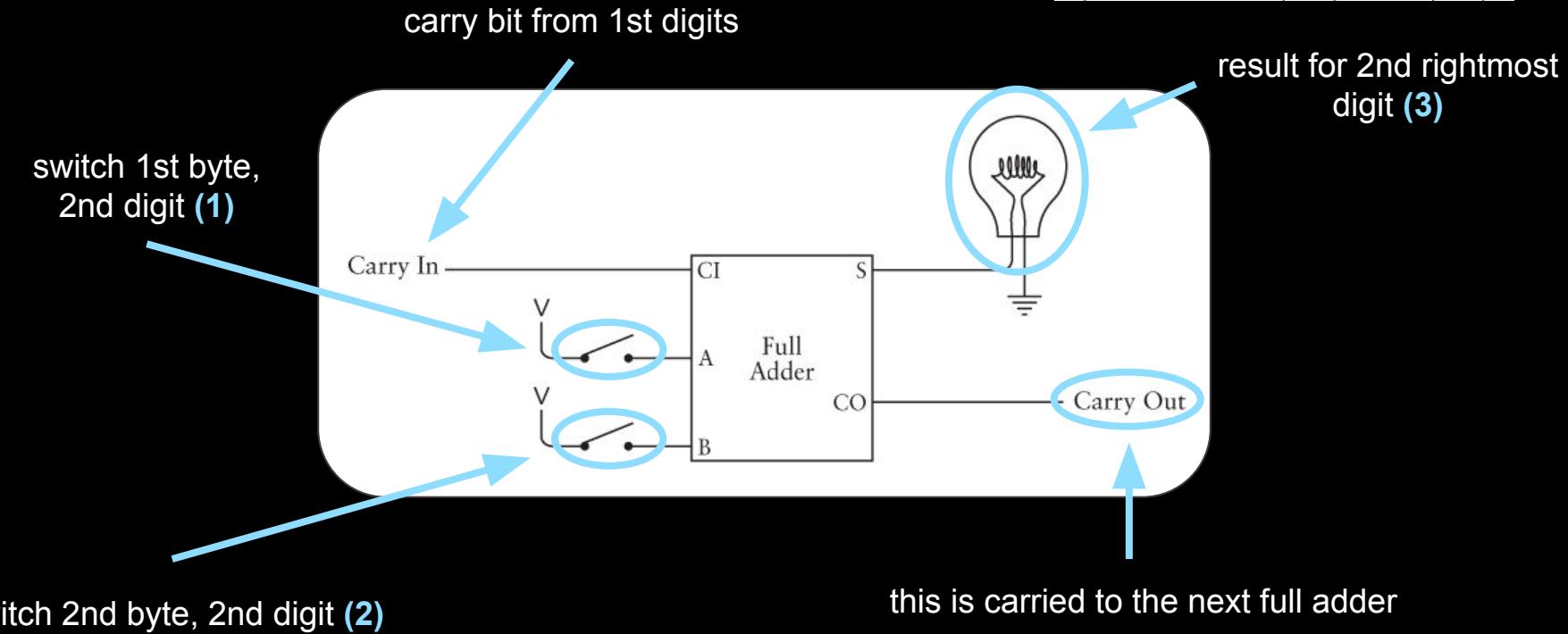
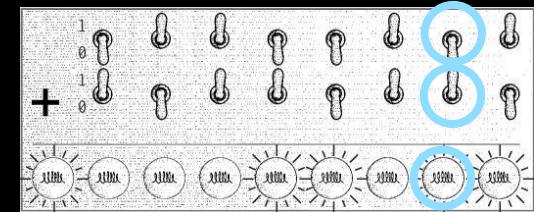
so how to build this?





no carry bit for 1st digits

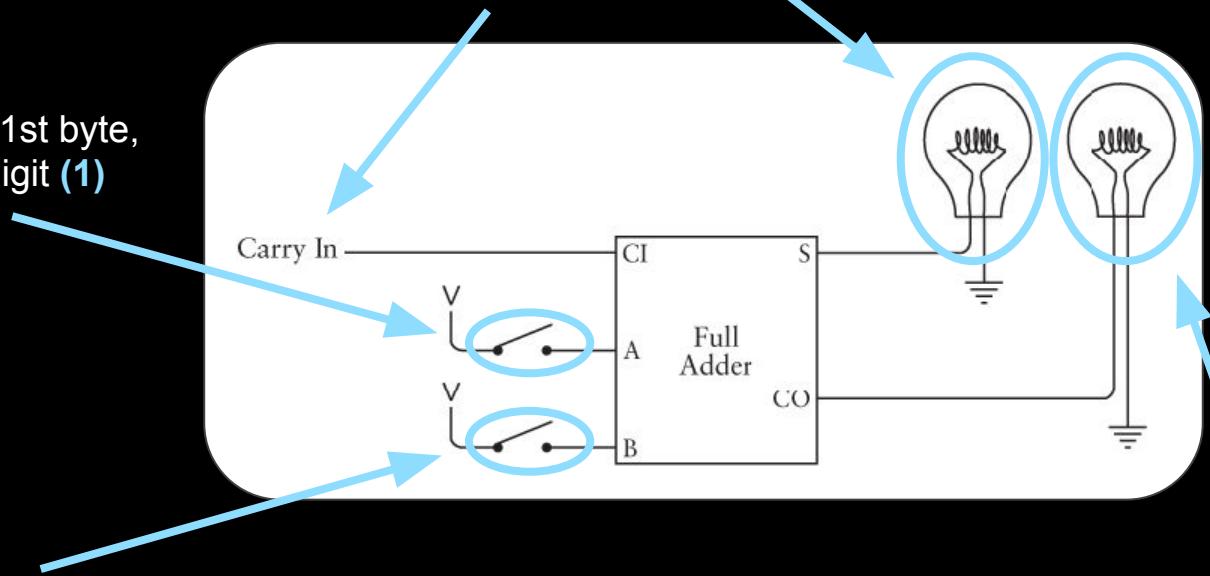




switch 1st byte,  
8th digit (1)

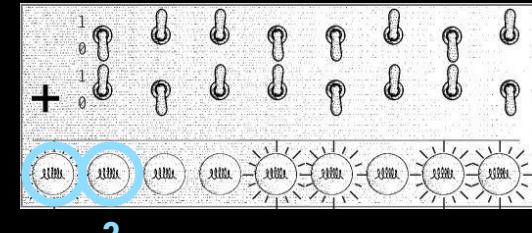
result for 8th digits (3)

carry bit from 7th digits



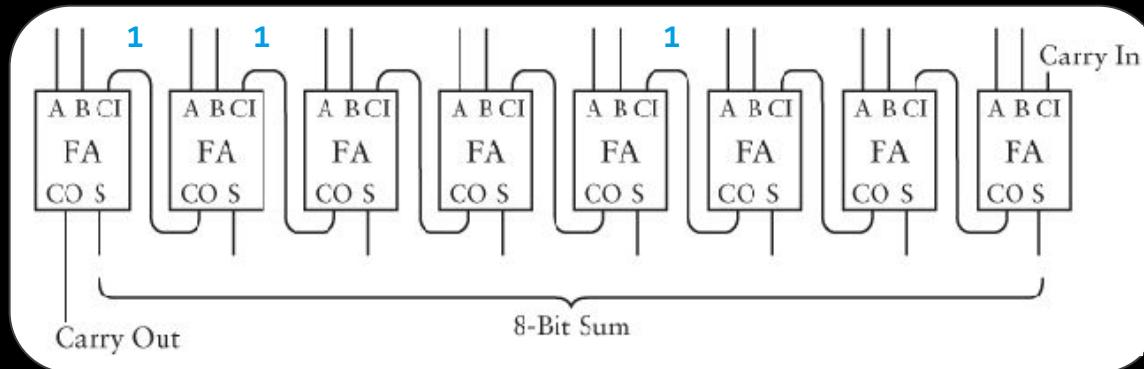
switch 2nd byte, 8th digit (2)

result for the 9th digit (4)



1  
2

0	1	1	0	0	1	0	1
1	0	1	1	0	1	1	0



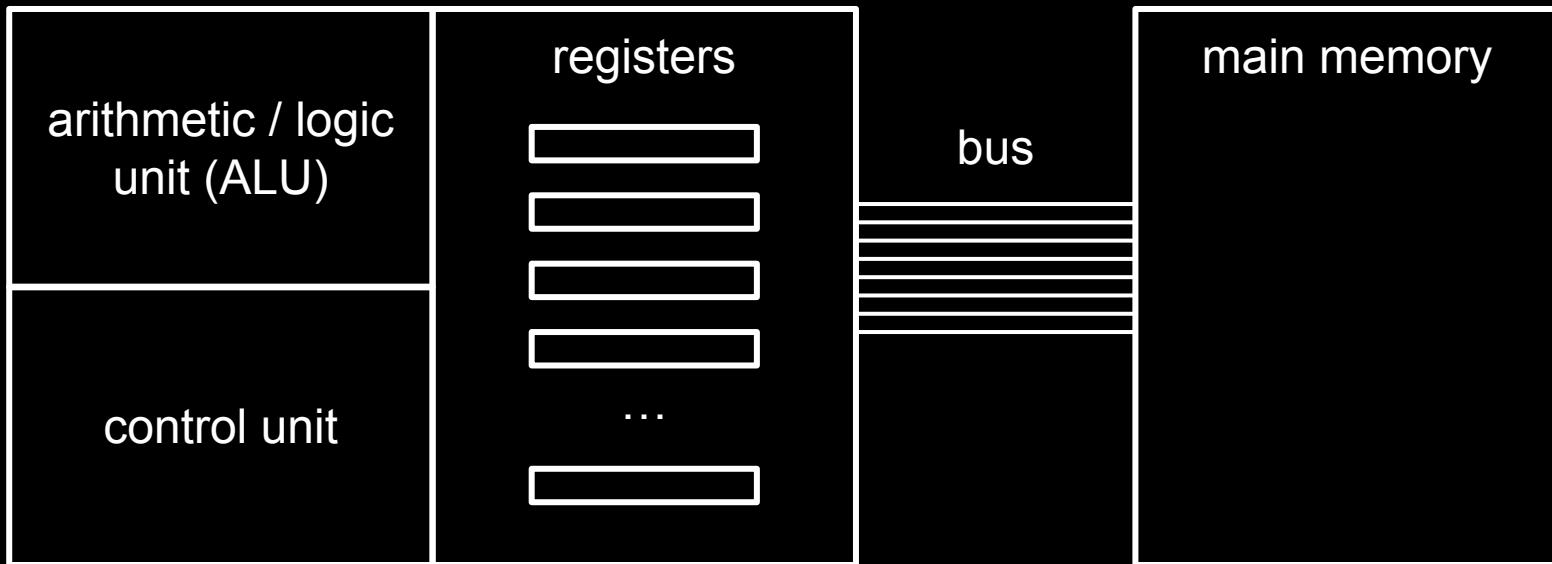
1	0	0	0	1	1	0	1	1
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# COMPUTERS

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hardware and software

# central processing unit



mass storage

stored-program concept

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# huffman encoding