Introduction to Programming in Python

Building a Computer: Representing Information

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An unsigned integer x can be expanded in any base b as the following polynomial

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x = c_{n-1}b^{n-1} + c_{n-2}b^{n-2} + \cdots + c_1b^1 + c_0b^0,
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We say $c_{n-1}c_{n-2} \ldots c_1c_0$ is the base-b representation of x, and write it as $c_{n-1}c_{n-2} \ldots c_1c_0$ = x_{10}

Example (representing 173 in the decimal system; $b = 10$ and $c_i \in \{0, 1, \ldots, 9\}$)

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Therefore, $173_{10} = 173_{10}$

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Therefore, $10101101_2 = 173_{10}$

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The number of hexadecimal digits needed to represent 173 is $\lceil \log_{16}(173 + 1) \rceil = 2$

The range of unsigned integers that can be represented using 2 hexadecimal digits is $[0, 16^2 - 1] = [0, 255]$

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[Binary Arithmetic](#page-33-0)

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Example (addition in binary)

Two's complement method to compute $-x$

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- 1. Represent 83 in binary as 01010011
- 2. Flip the bits of the result to obtain 10101100

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Two's complement method to compute $-x$

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Example (-83 on an 8-bit computer)

- 1. Represent 83 in binary as 01010011
- 2. Flip the bits of the result to obtain 10101100
- 3. Add 1 to the result to obtain 10101101

Note: just like how $83 + (-83) = 0$, we have $01010011 + 10101101 = 100000000$

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Example (signed 4-bit integers)

sign (1 bit) \vert offset-binary exponent (5 bits) \vert binary fraction (10 bits)

IEEE 754 Half-precision Format

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 $\,$ - $\,$ $\frac{1}{2}\,$ $\frac{01001}{1010000000} = -2^{9-15} \times 1.101_2 = -2^{-6} (1 + 2^{-1} + 2^{-3}) = -0.025390625_{10}$

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Example

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- $\sim\;$ $\underline{0}\;\frac{10101}{1001000100} = 2^{21-15} \times 1.10010001_2 = 2^6(1+2^{-1}+2^{-4}+2^{-8}) = 100.25_{10}$

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The 16-bit Unicode system can represent every character in every known language, with room for more

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Example: the string "Python" is represented in decimal as the sequence

006 080 121 116 104 111 110

and in binary as the sequence

00000110 01010000 01111001 01110100 01101000 01101111 01101110

[Structured Information](#page-61-0)

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- A picture as a sequence of triples, each containing the amount of red, green, and blue at a pixel
- A sound as a temporal sequence of "sound pressure levels"
- A movie as a temporal sequence of pictures (usually 30 per second), along with a matching sound