



13.01.20 14:11

# CSCI 150

## Introduction to Digital and Computer System Design

### Lecture 1: Digital Information Representations I



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2020 Winter Semester (S1)

# Overview

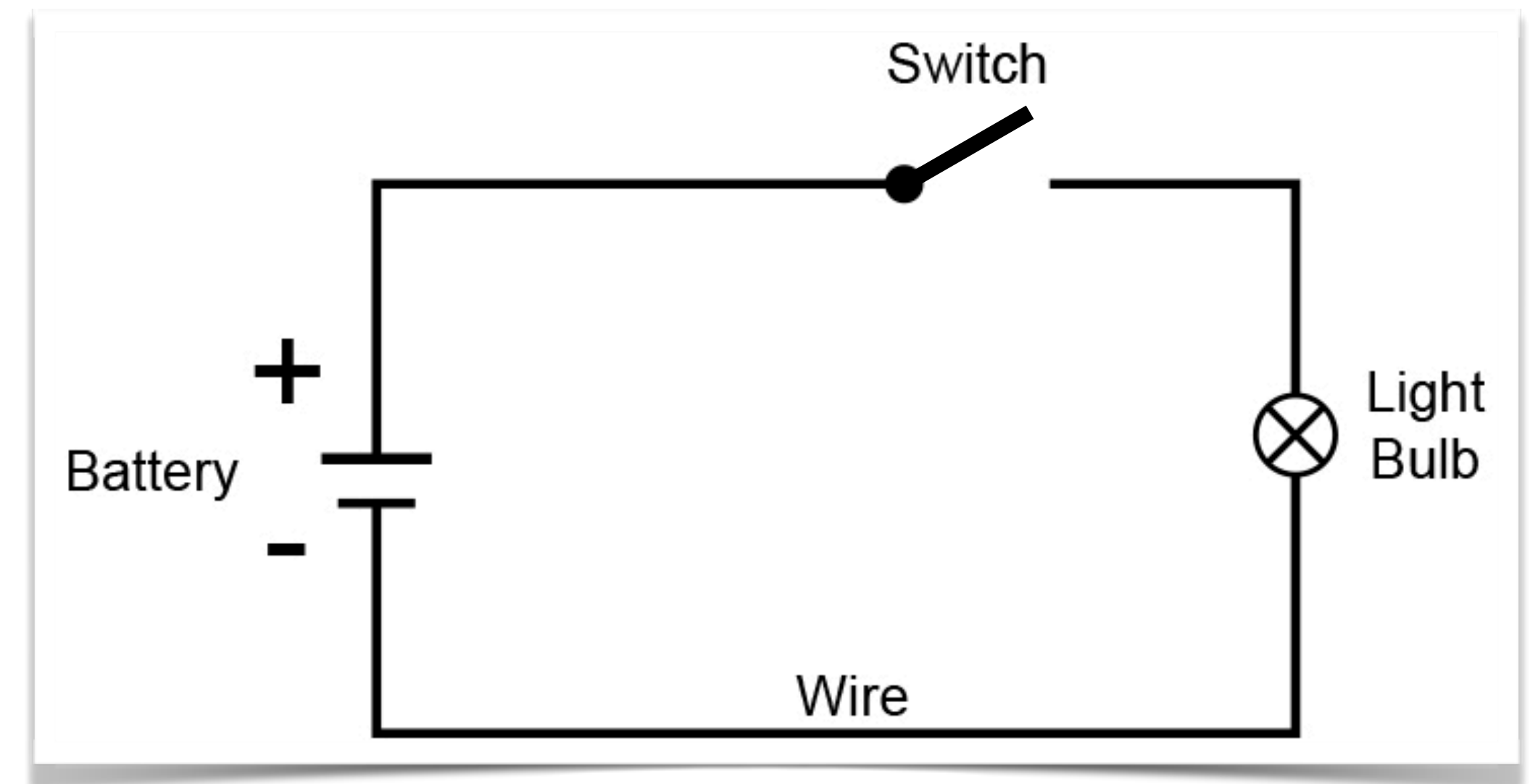
- Focus: Number Systems
- Architecture: Digital Circuits
- Textbook v4: Ch1 1.1, 1.2; v5: Ch1 1.1, 1.3
- Core Ideas:
  1. How information is represented in digital circuits
  2. Binary, Octal, Dec, Hex numbers

# Basics

Analog vs Digital circuits;  
Modern computer architectures;  
Embedded systems;

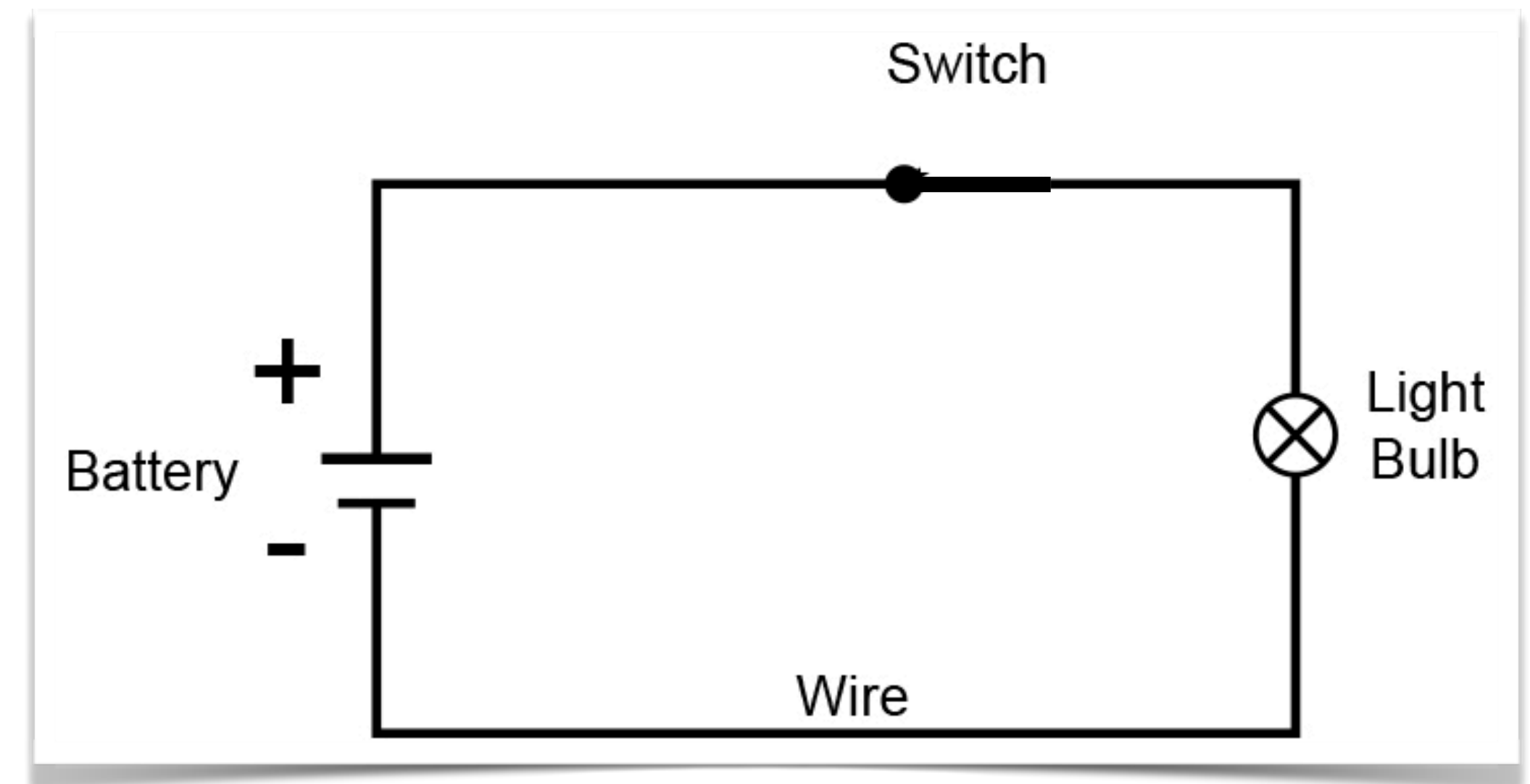
# Circuits

- Circuits
- Loop of conductive material
- Charge carriers flow continuously within



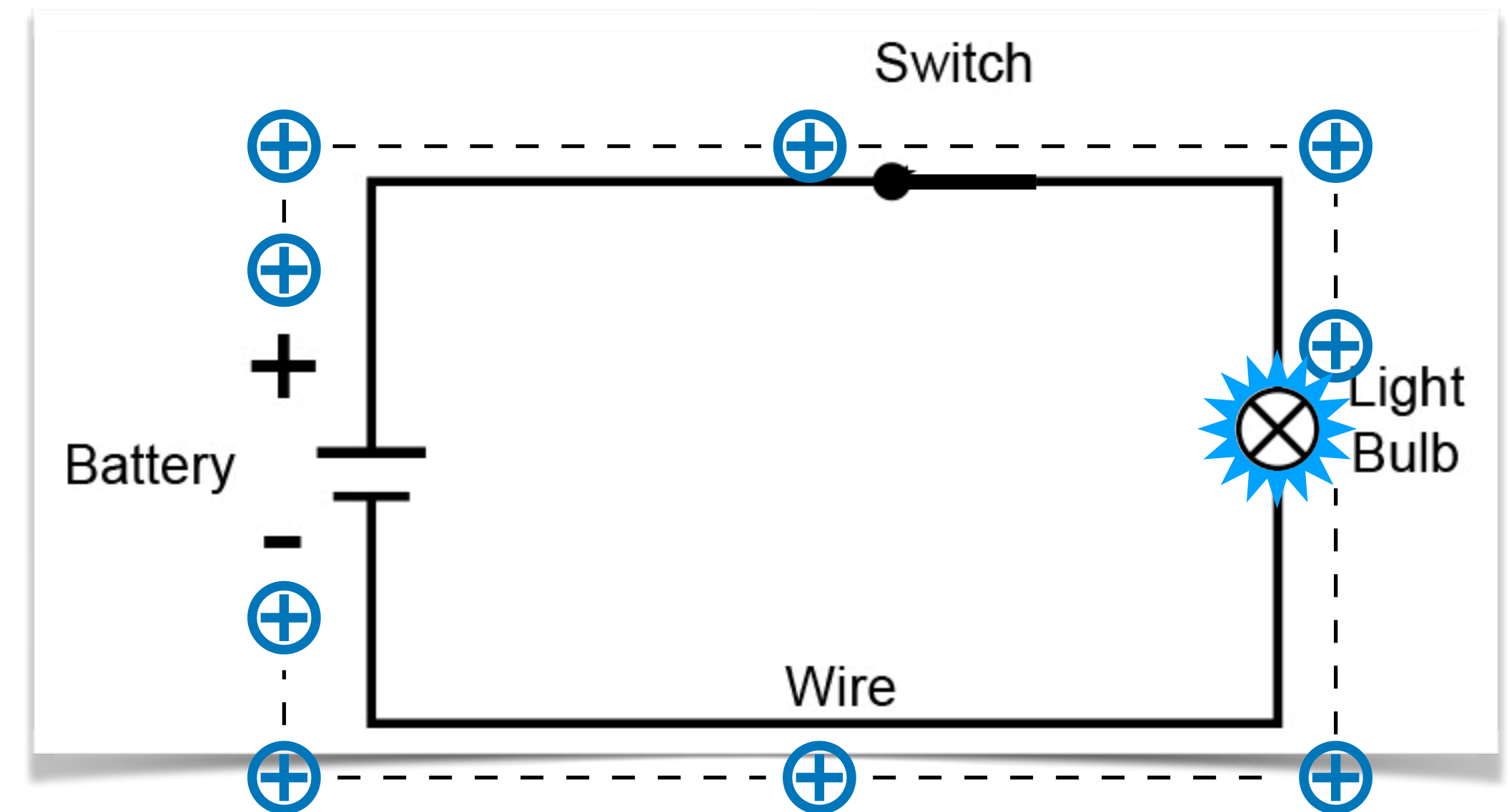
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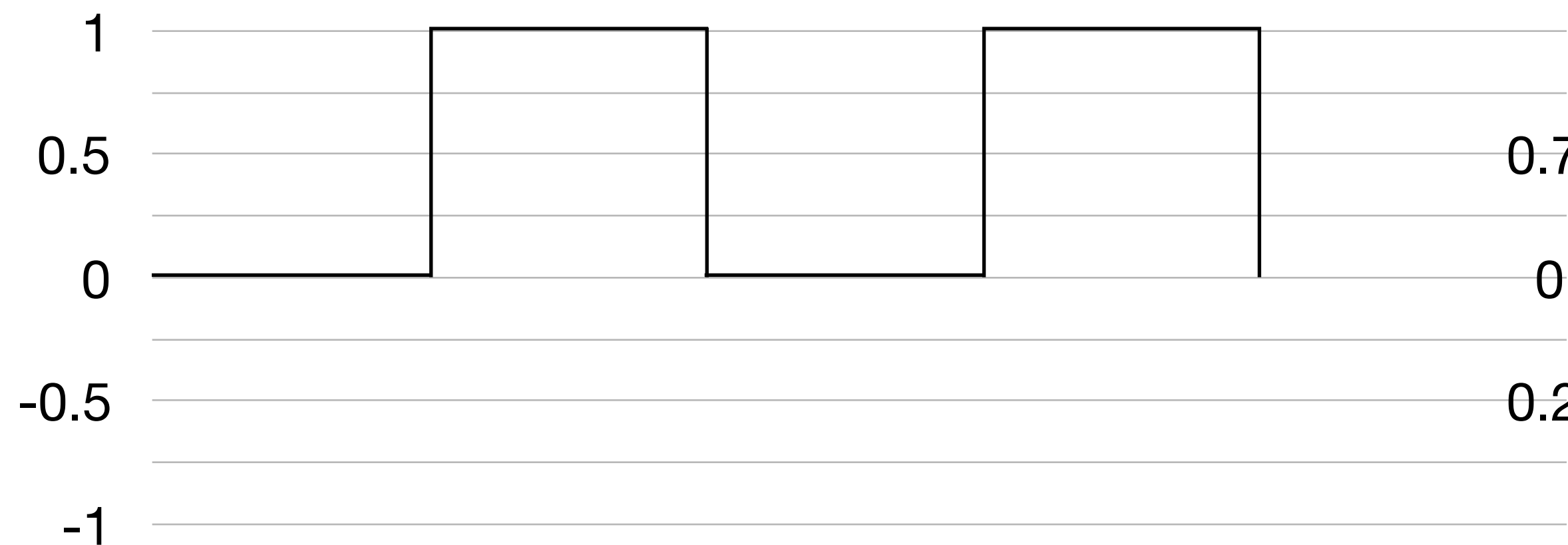


# Circuits

- Digital Circuits

- Process digital signals

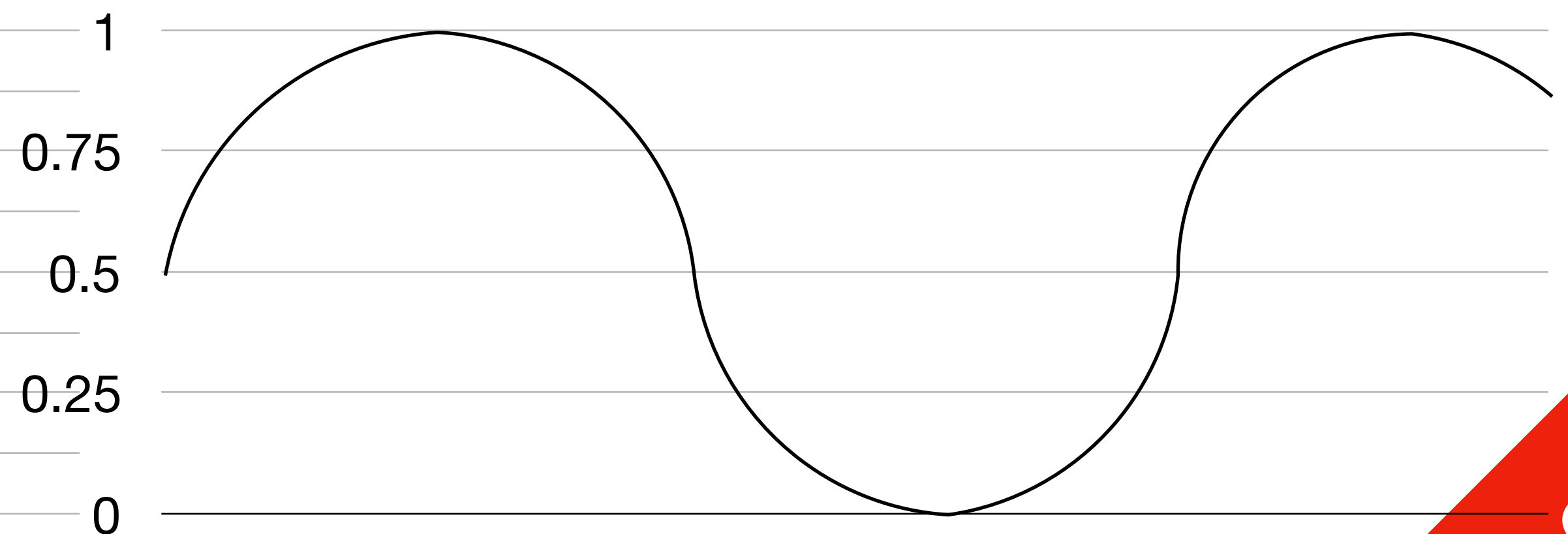
- Current/Voltage represent discrete logical and numeric values



- Analog Circuits

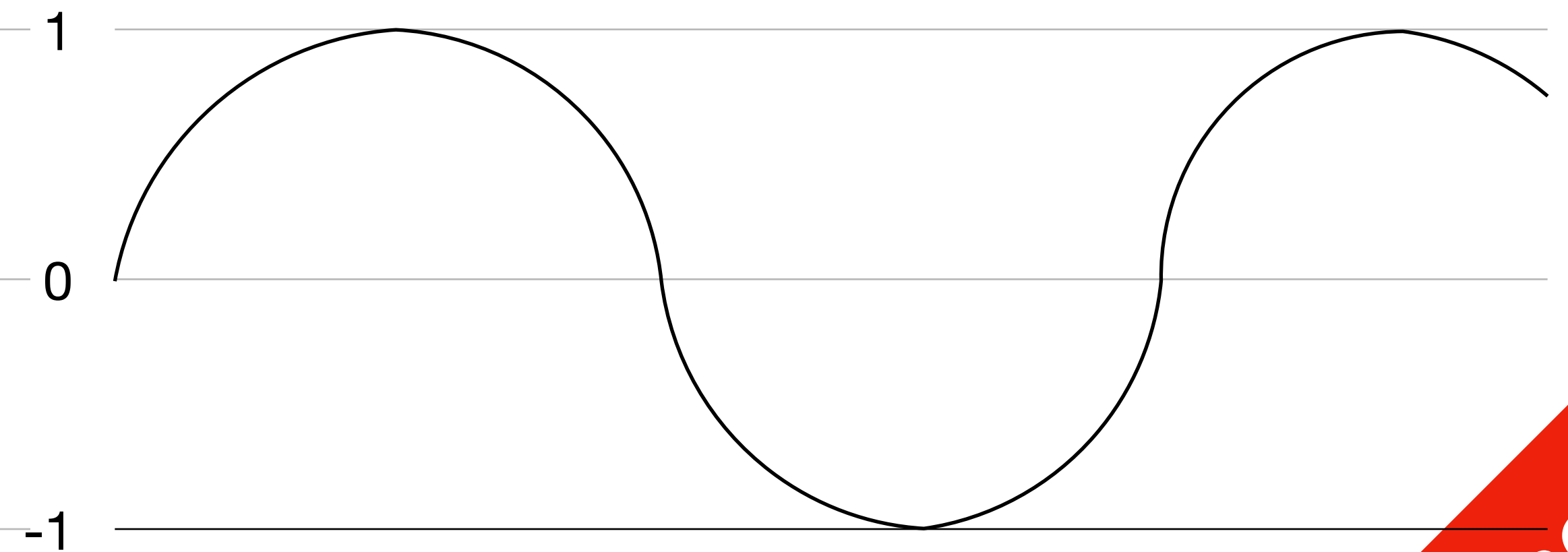
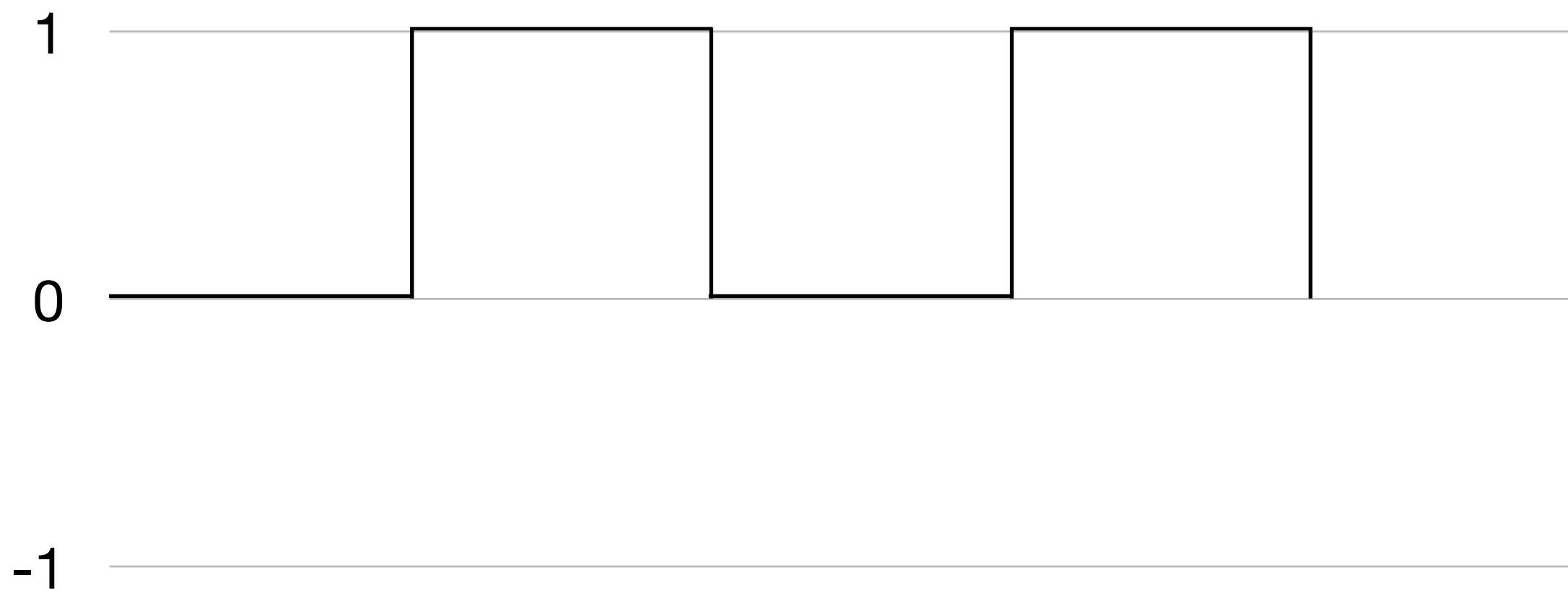
- Process analog signals

- Current/Voltage vary continuously to represent information



# Circuits

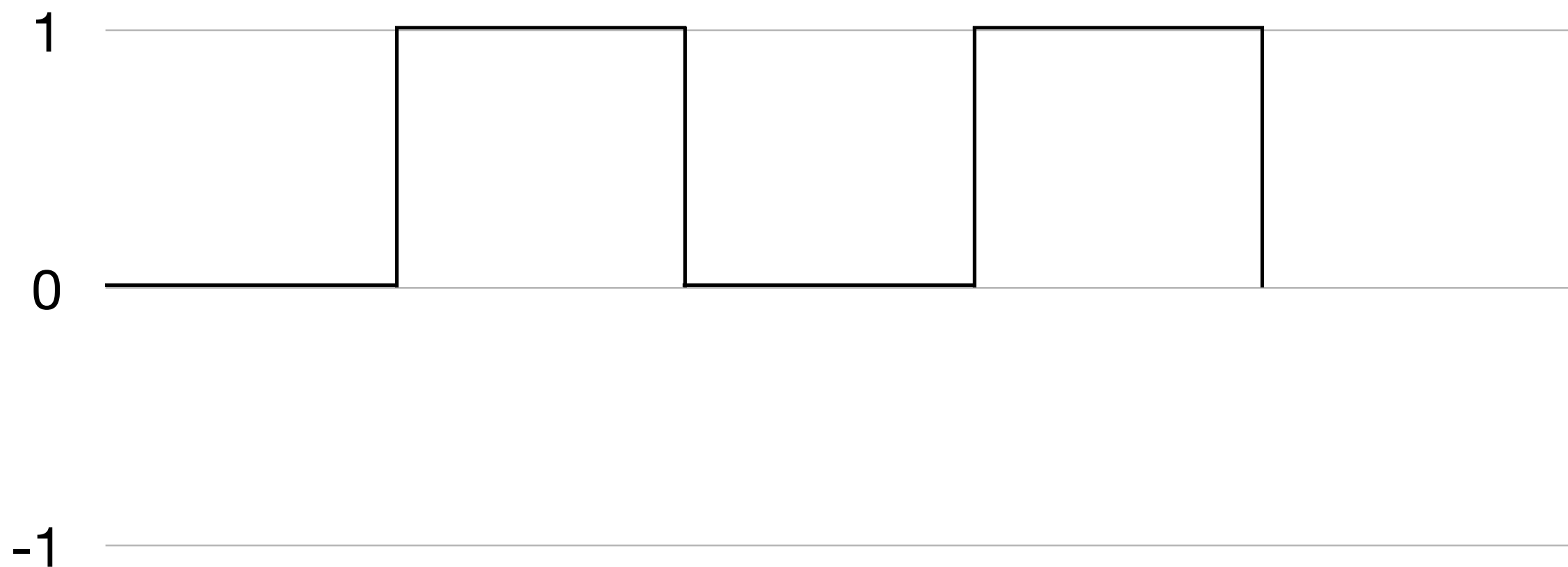
- Digital Circuits
  - Computers
  - Blu-Ray Players
- Analog Circuits
  - Vinyl records
  - Radio





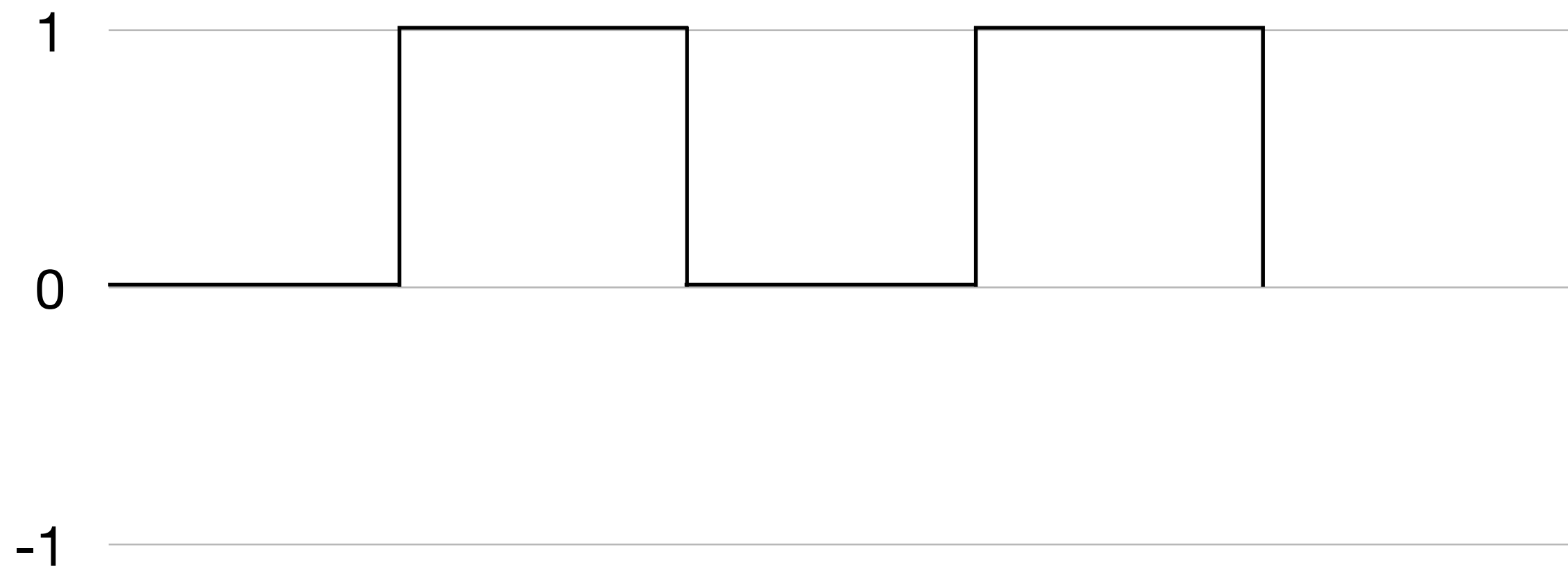
# Digital/Logical Circuits

- Basic signals
  - Low/High; On/Off; True/False; 1/0;
- Why might it be better than analog?
  - Resistant to noise
  - High precision
  - Faster



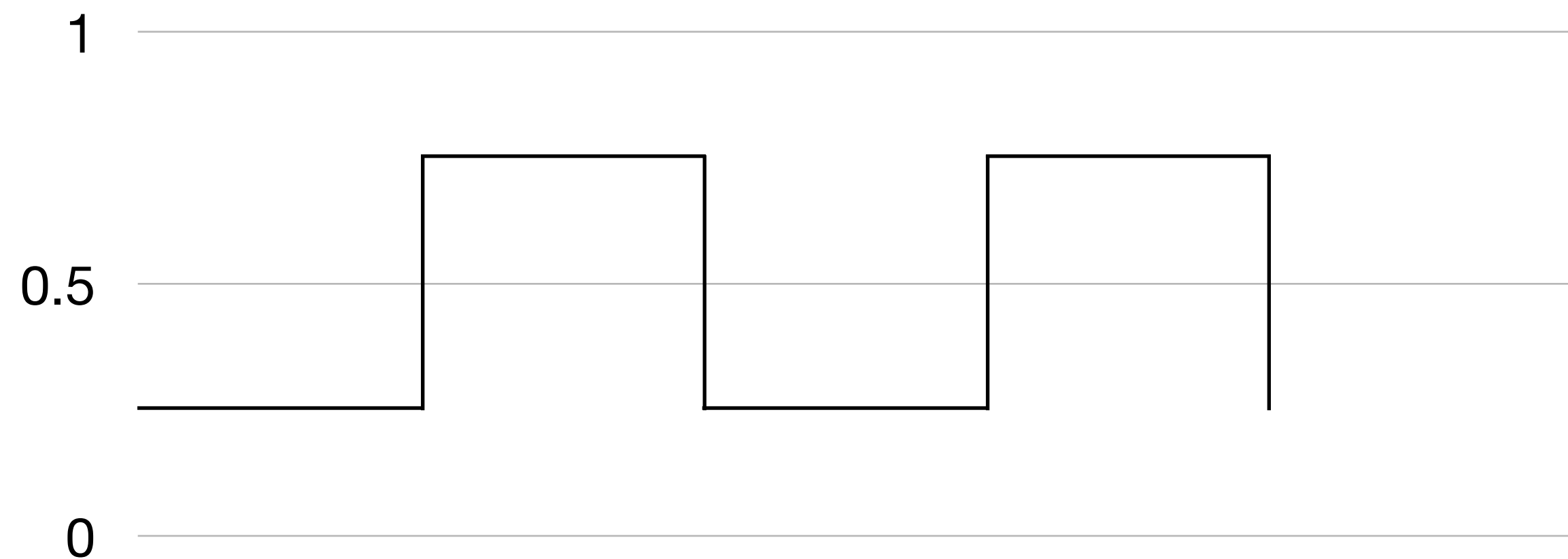
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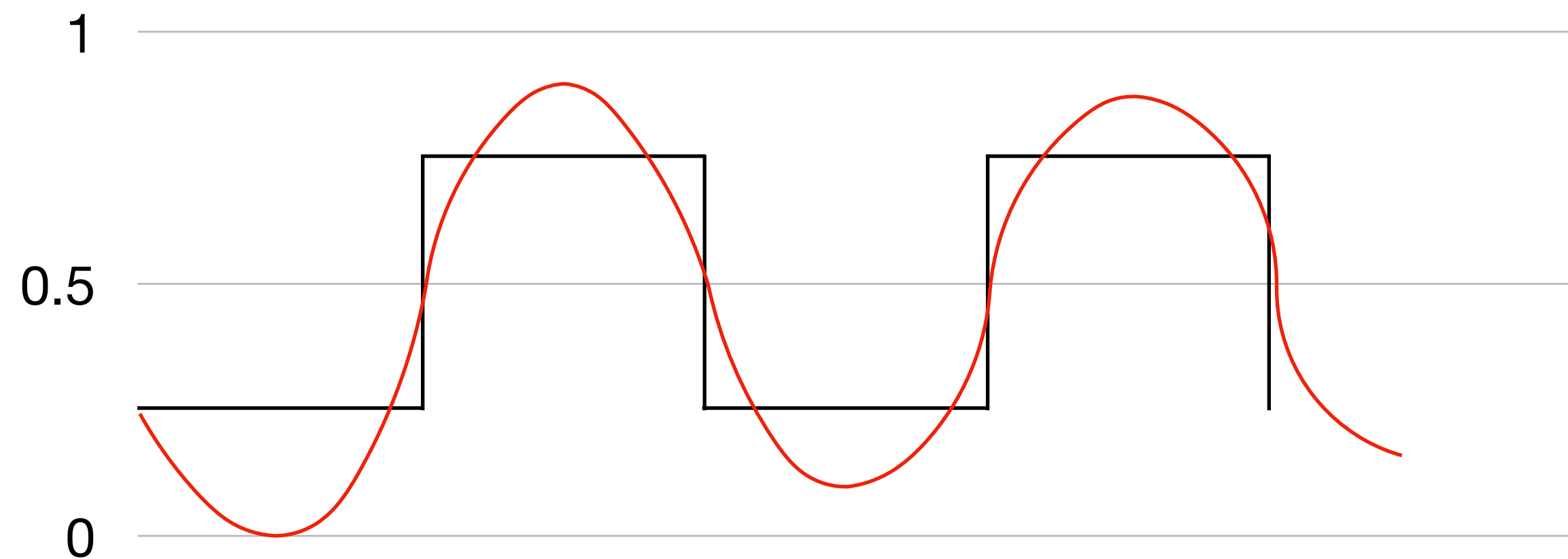
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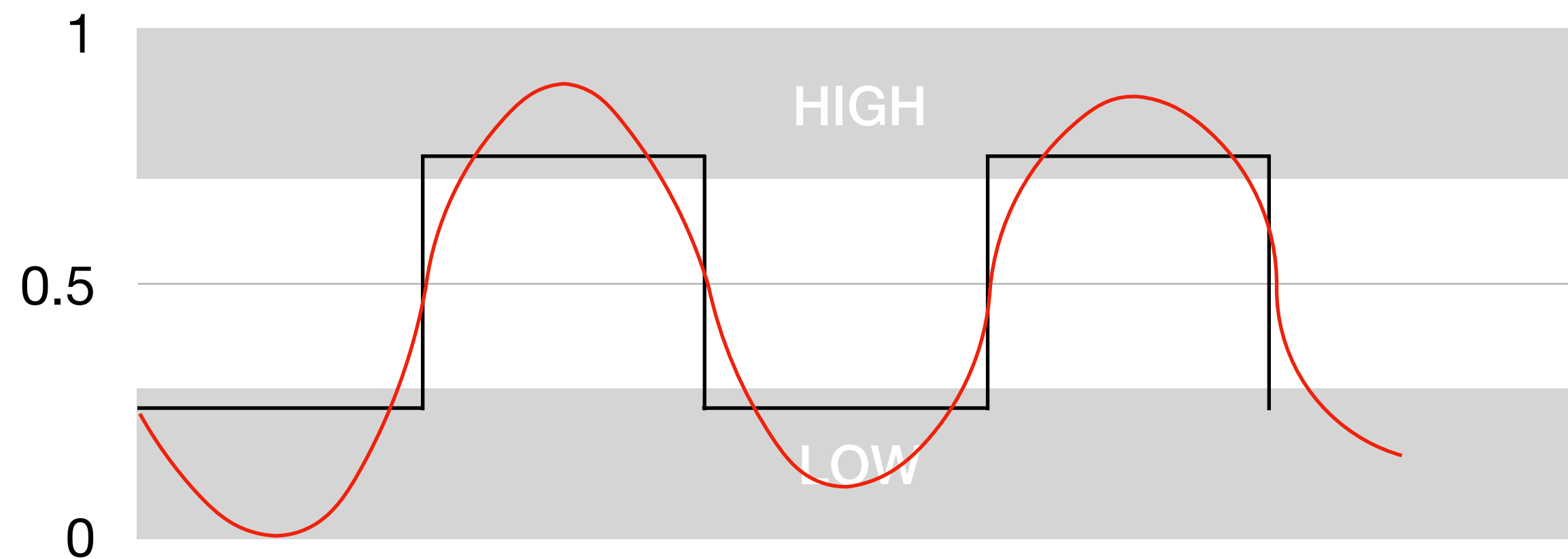
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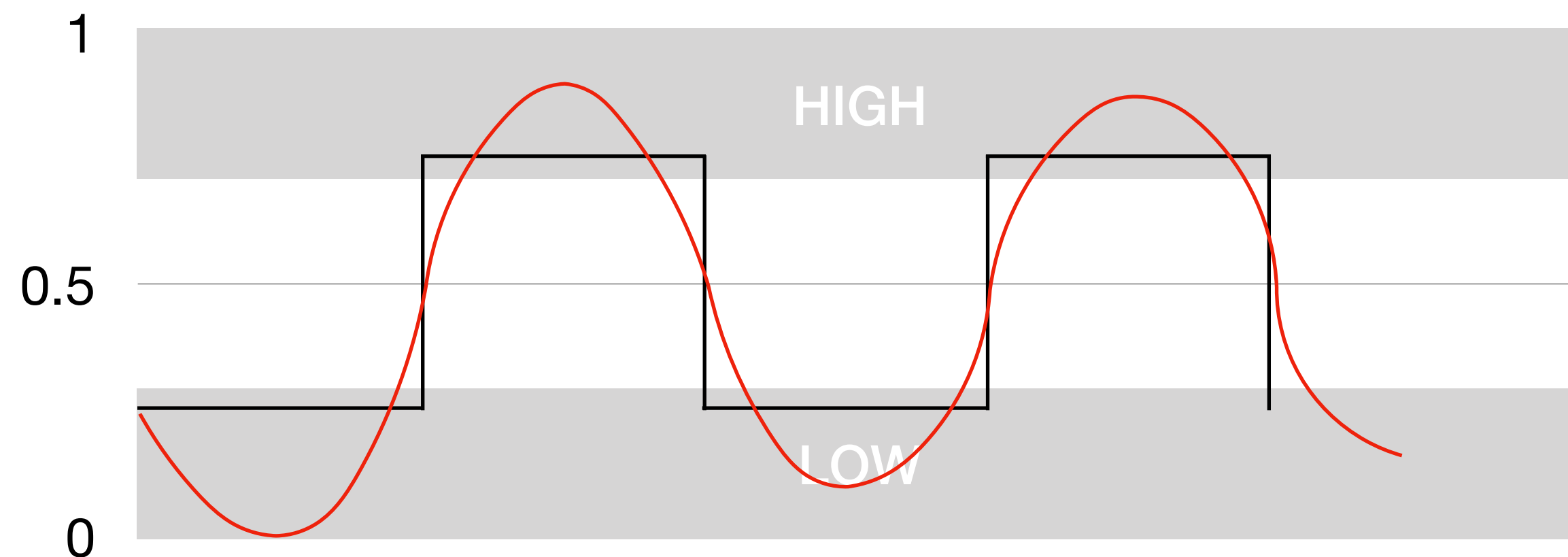
# Digital/Logical Circuits

- Basic signals
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# Digital/Logical Circuits

- Basic signals
  - Low/High; On/Off; True/False; 1/0;
  - Voltage is still continuous in digital circuits
  - Approximation



# Digital Integrated Circuits

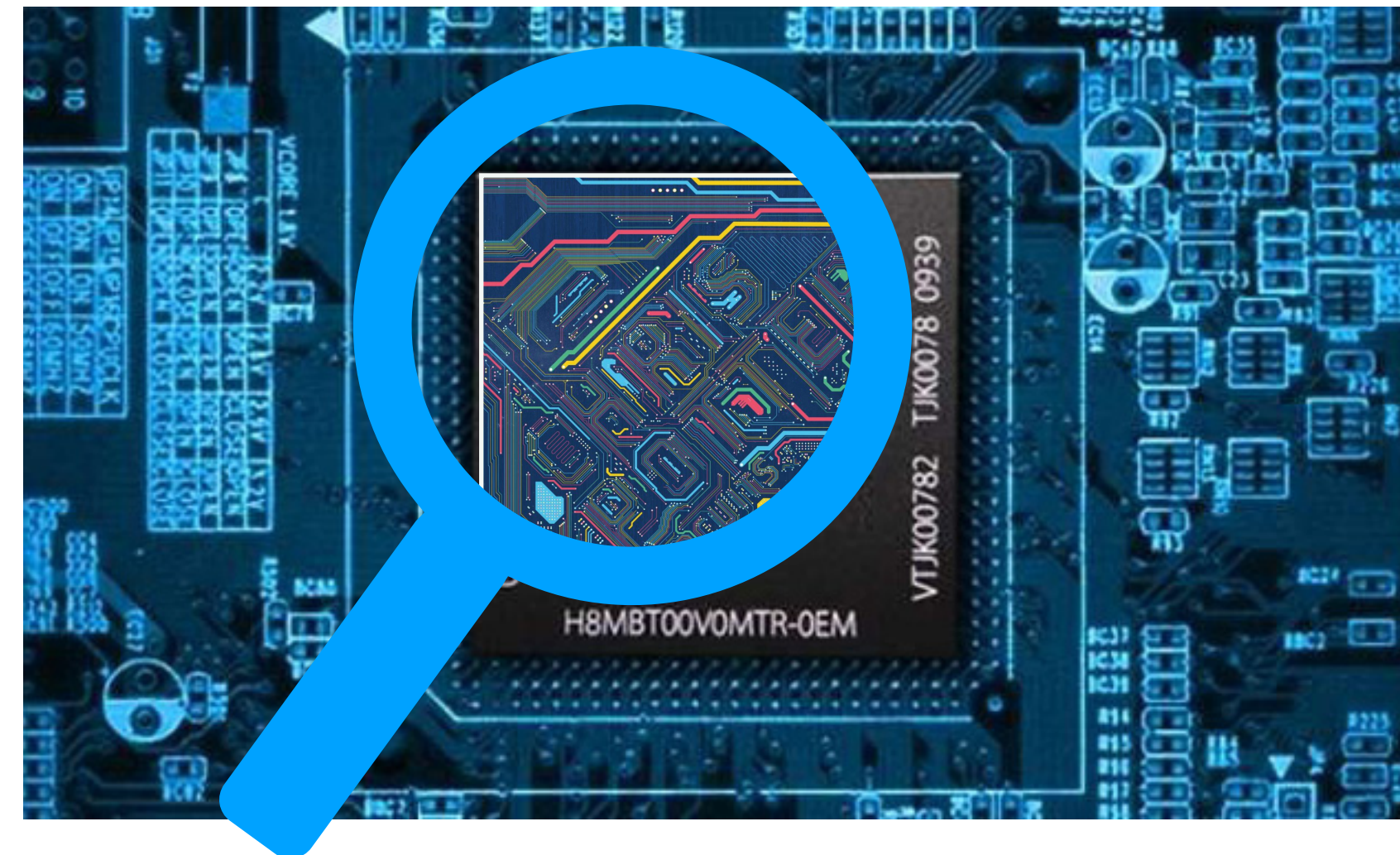
- A "small" chip
  - filled with tiny components: transistors, logical gates, etc.
  - The scale of integration determined by the amount of these components
  - Inseparably associated and electrically interconnected





# Digital Integrated Circuits

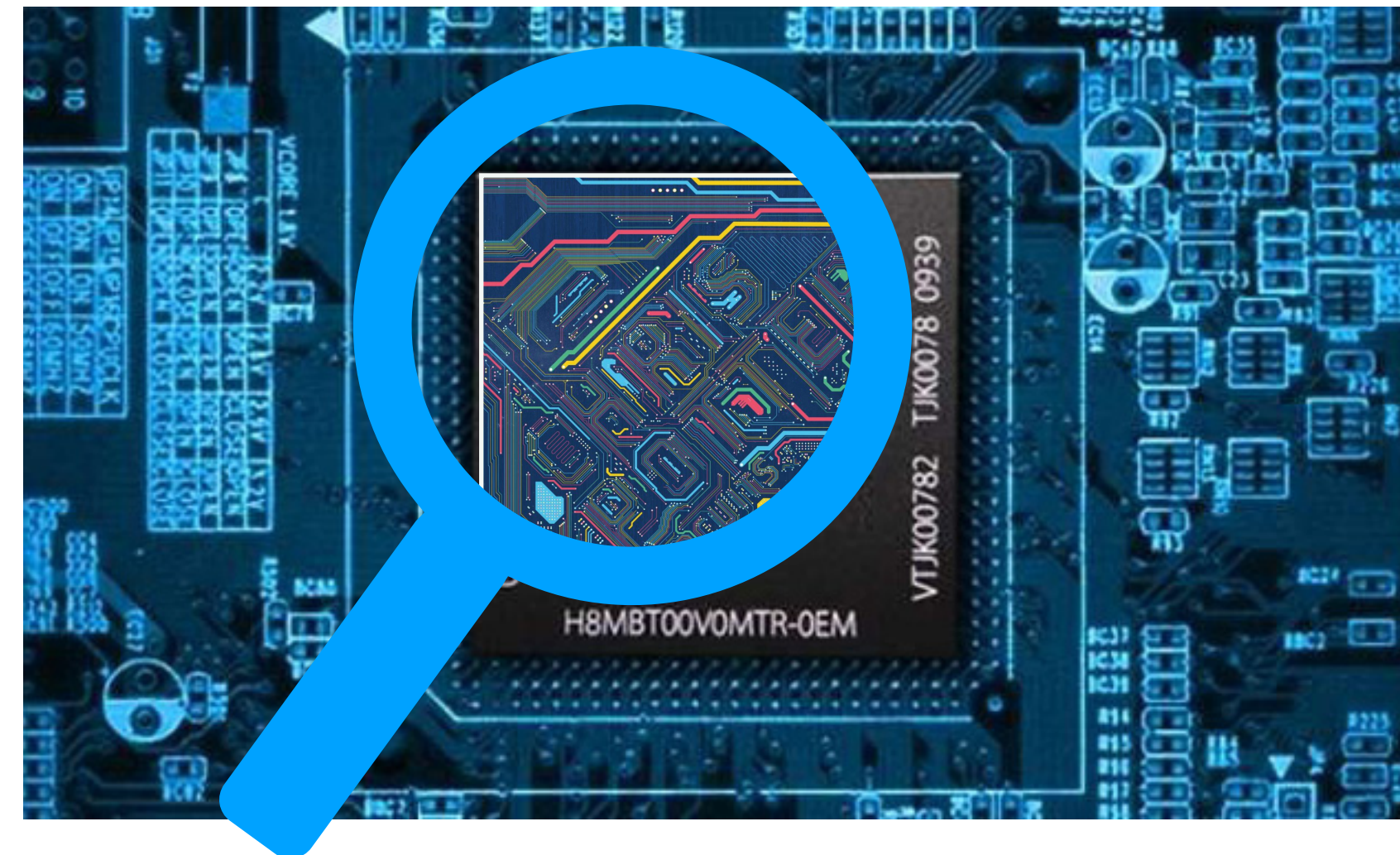
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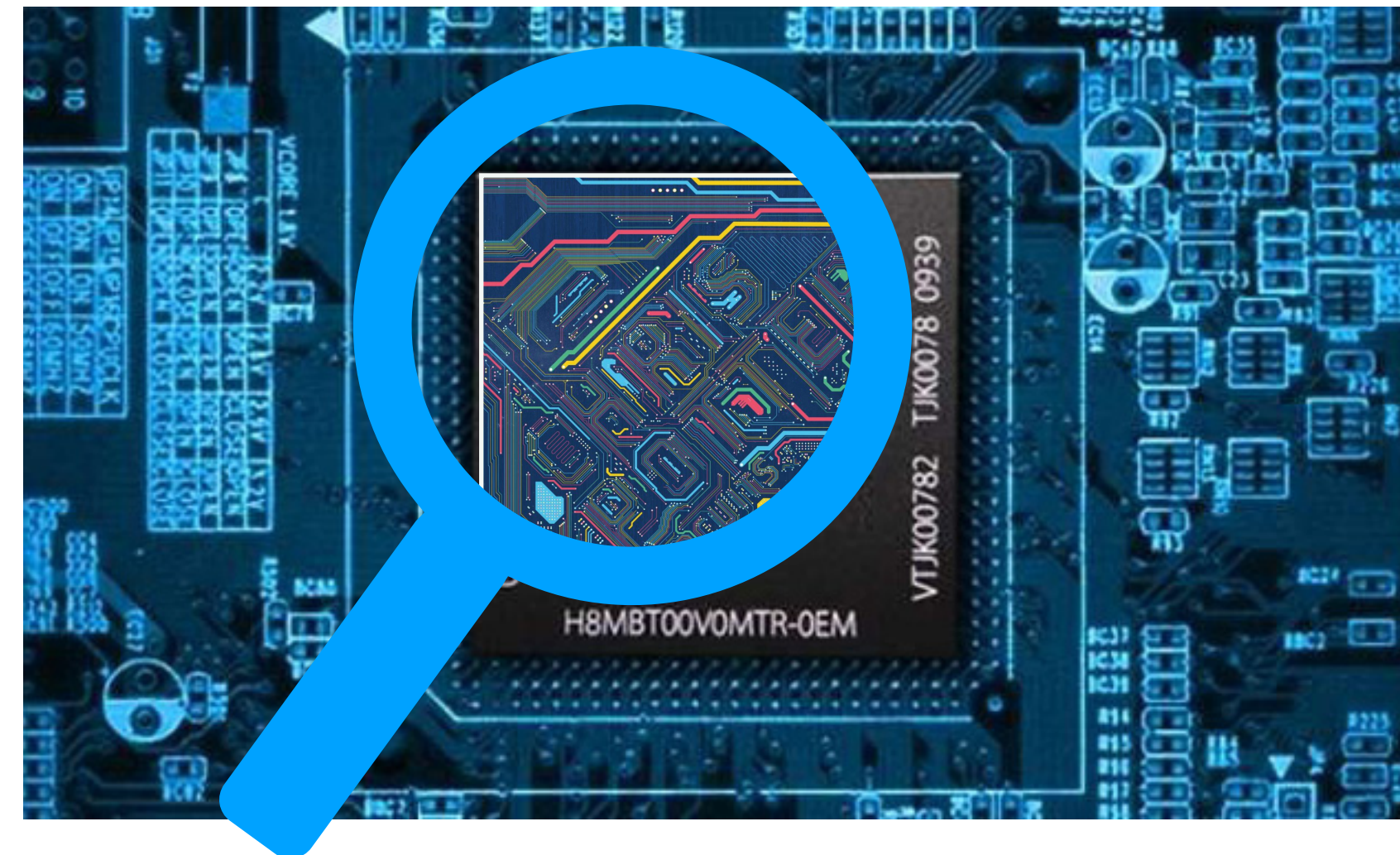
- SSI (Small Scale Integration)  
<100 components / <10 gates
- MSI (Medium Scale Integration)  
[100, 500) components / [10, 100) gates
- In LSI (Large Scale Integration)  
[500, 300000) components / <100 gates
- VLSI, ULSI, GSI
- \*exact definition varies



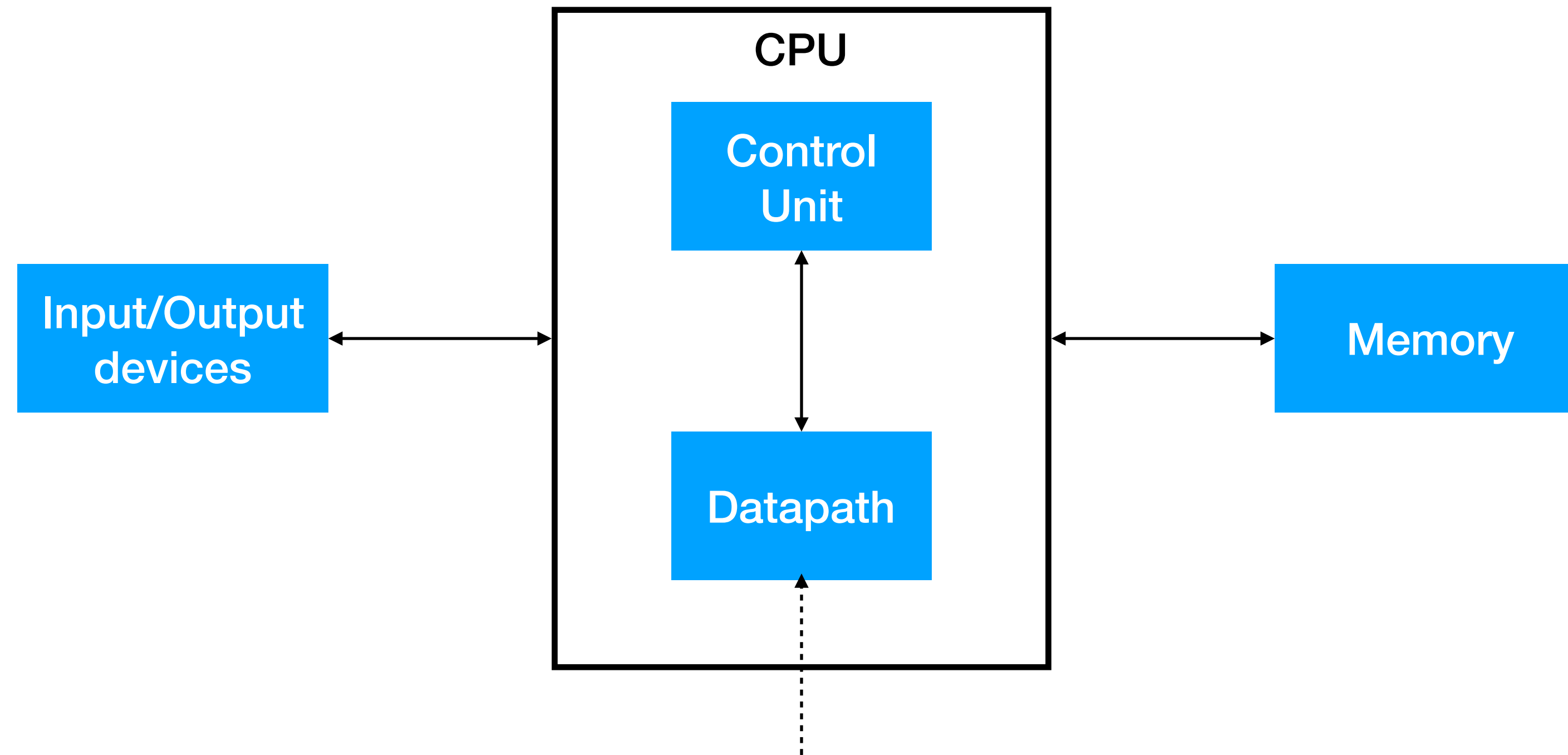


# Digital Integrated Circuits

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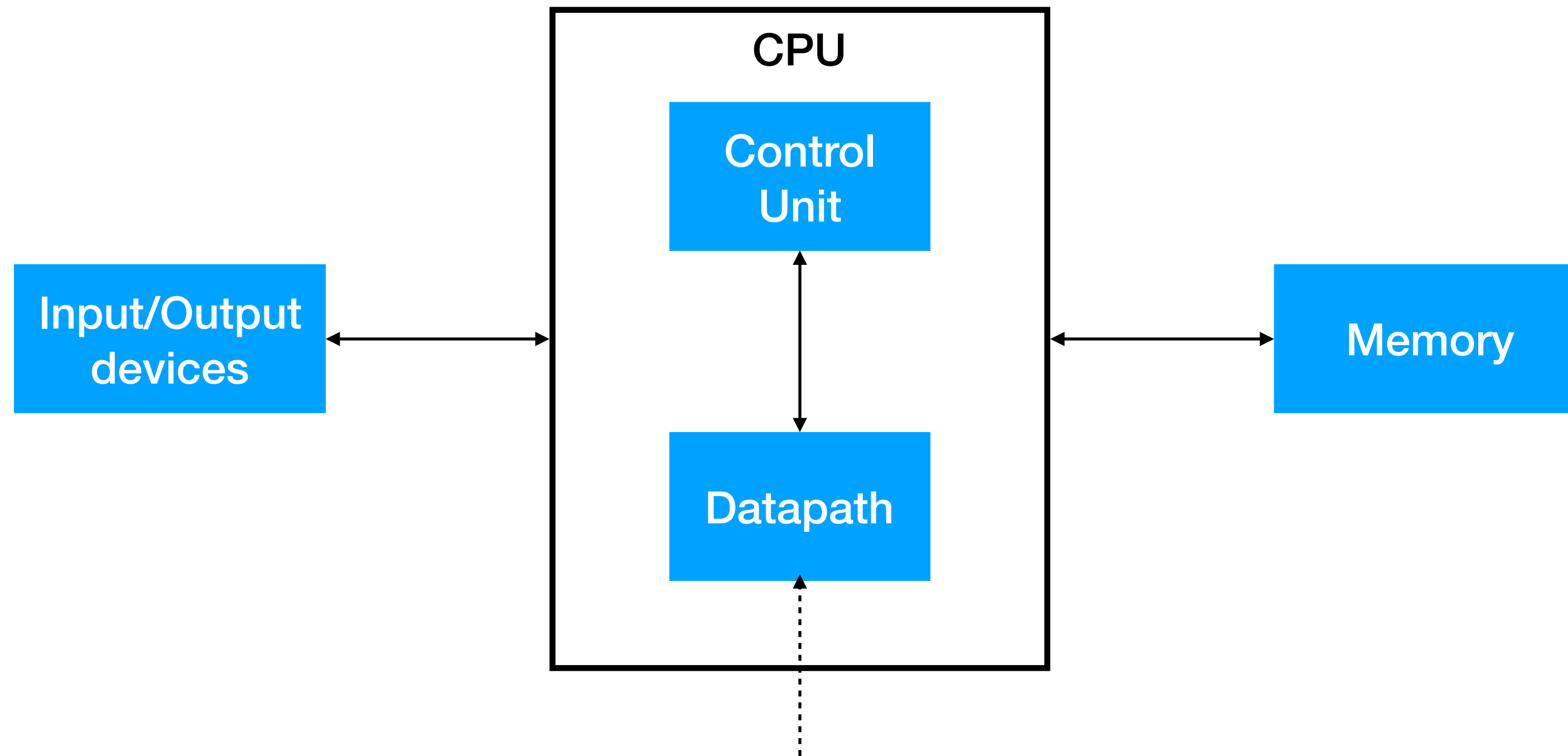
# Computer



also called arithmetic unit, logical unit, etc.

# Computer

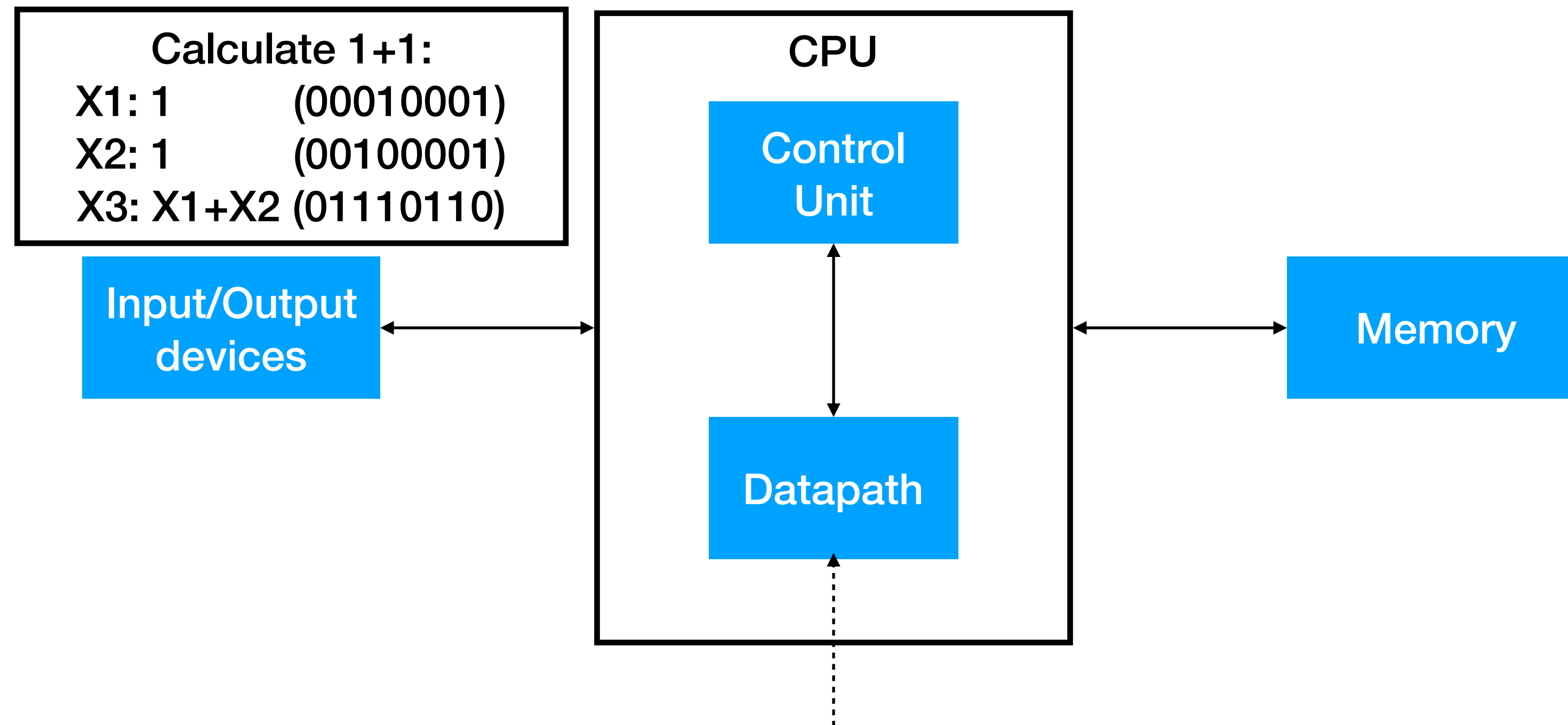
A very rough example



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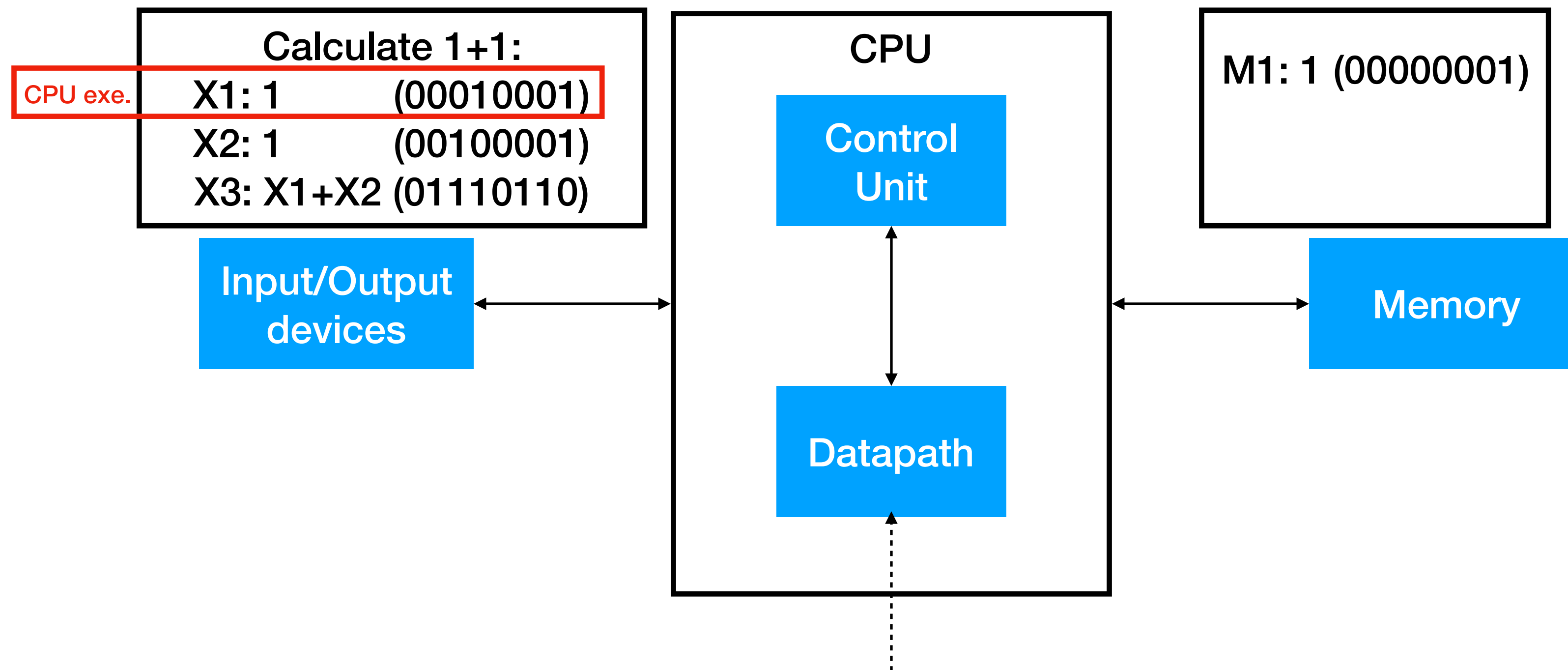
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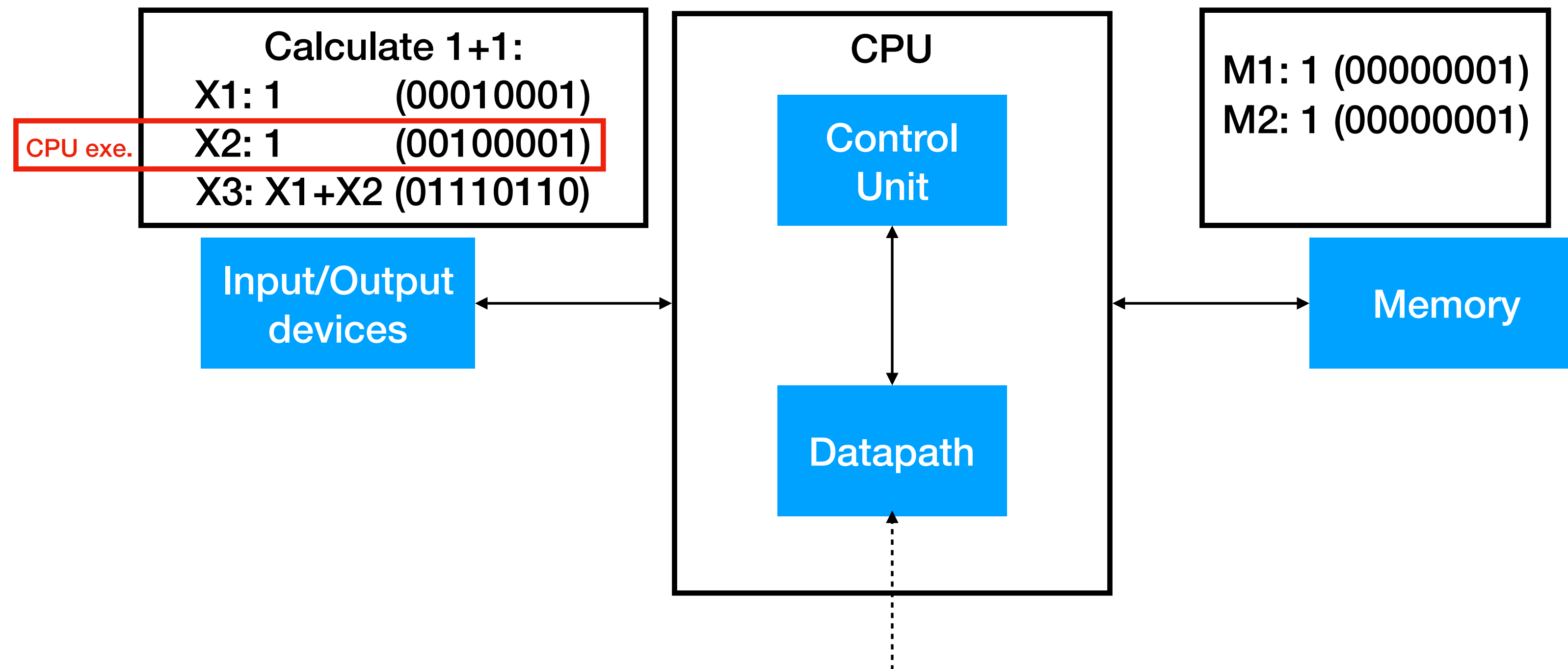
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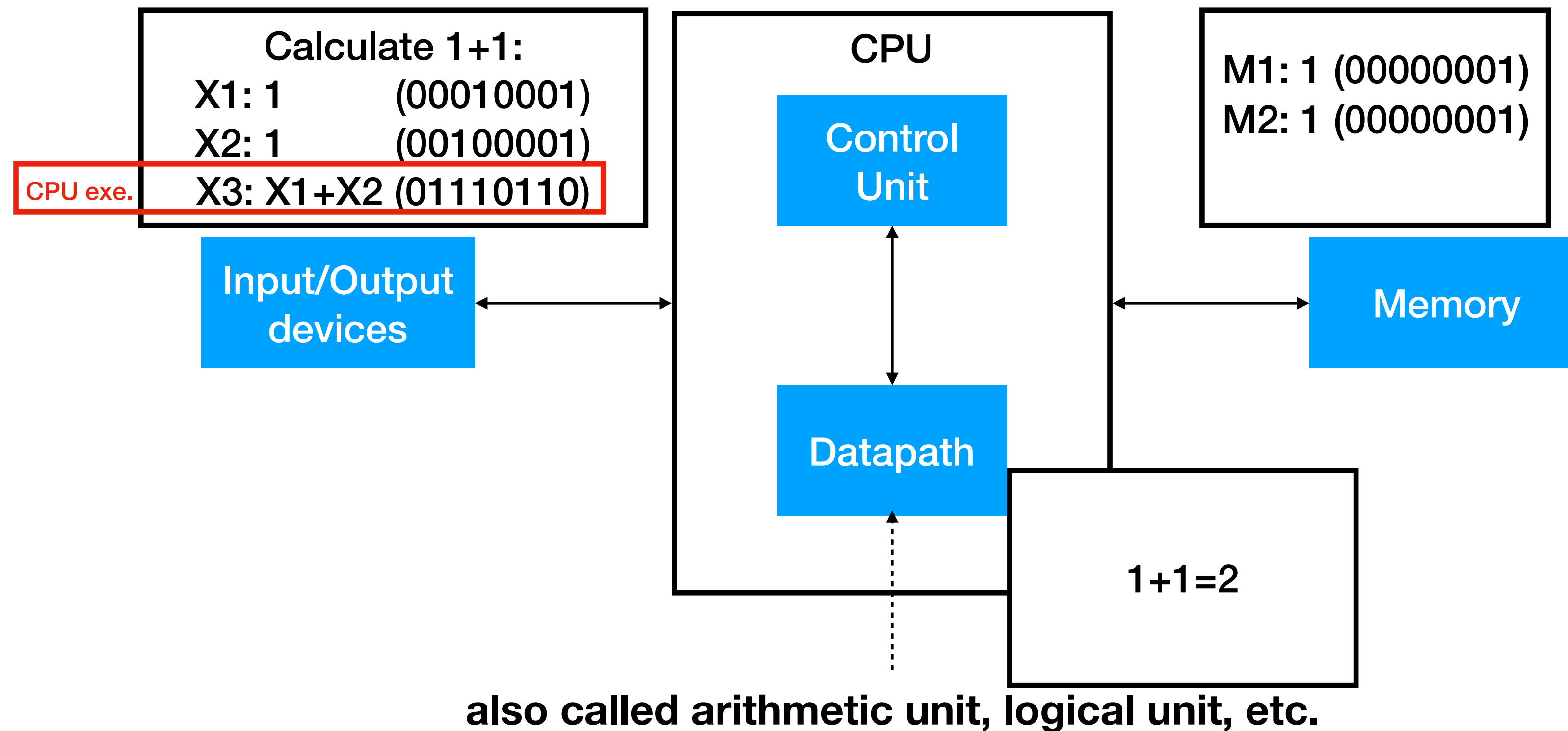
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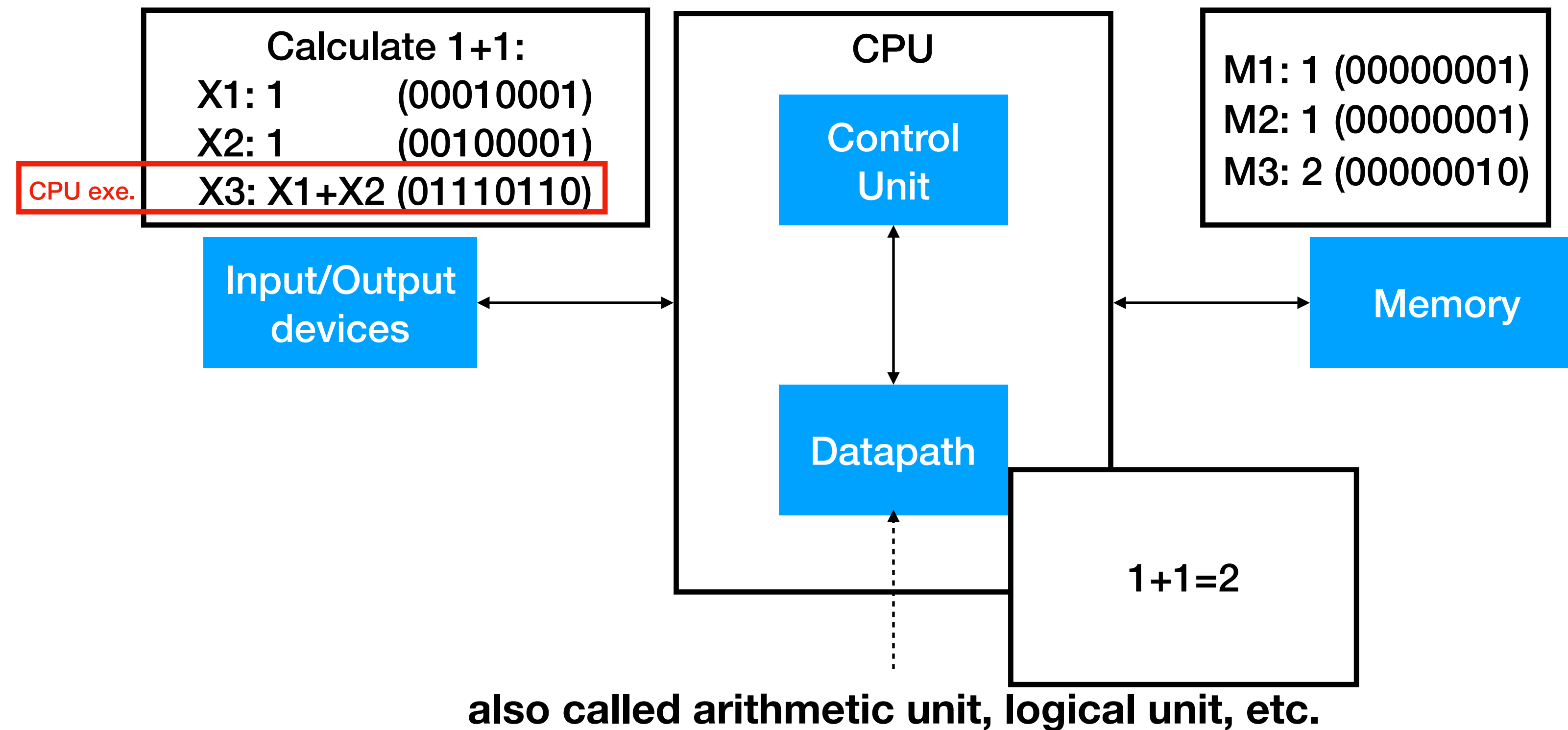
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# Computer

A very rough example



# Computer

What's it like compared to a human?

- Input/Output devices
  - Interaction (Mouth, hands and feet, eyes, etc.)
- CPU + Memory
  - Processing information, thinking (Brain, short-term memory)
- Storage?
  - Part of I/O devices (Books, long-term memory)

# Embedded Systems

- Similar to computers: processes information
- Difference
  - Function is usually simpler, and very very specific
  - Not programmable

# Embedded Systems

- Example:
  - USB devices, such as USB sticks
    - USB is a complex protocol
  - Data Transfer stages: Synchronisation; Packet transfer; Termination

# Embedded Systems

- Example:
  - Coprocessors for streaming media
  - Modern media comes compressed
    - Older computer uses software packages to perform decoding (decompression and output pixels/analog acoustics)
    - Modern computers have dedicated embedded chips to perform decoding (e.g. H264 codec)

# Summary

- Circuits
  - Digital and Analog
- Integrated systems
  - Von Neumann computers
  - Embedded systems
- Readings
  - v4Chapter 1: 1.1; v5Chapter 1: 1.1, 1.2;

# Number Systems

Binary, Octal and Hexadecimal Numbers;  
Number Ranges

# Decimal System

7 2 4.0 5

- Numbers as strings of digits, each ranging from 0-9
- The decimal system is of base(radix) 10



# Decimal System

7 2 4.0 5  
0

- Numbers as strings of digits, each ranging from 0-9
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# Decimal System

7 2 4 . 0 5  
1 0 -1

- Numbers as strings of digits, each ranging from 0-9
- The decimal system is of base(radix) 10

# Decimal System

7 2 4 . 0 5  
2 1 0 -1 -2

- Numbers as strings of digits, each ranging from 0-9
- The decimal system is of base(radix) 10

# Decimal System

$$\begin{array}{cccccc} 7 & 2 & 4 & . & 0 & 5 \\ 2 & 1 & 0 & -1 & -2 & \end{array}$$
$$= 7 \times 10^2 + 2 \times 10^1 + 4 \times 10^0 + 0 \times 10^{-1} + 5 \times 10^{-2}$$

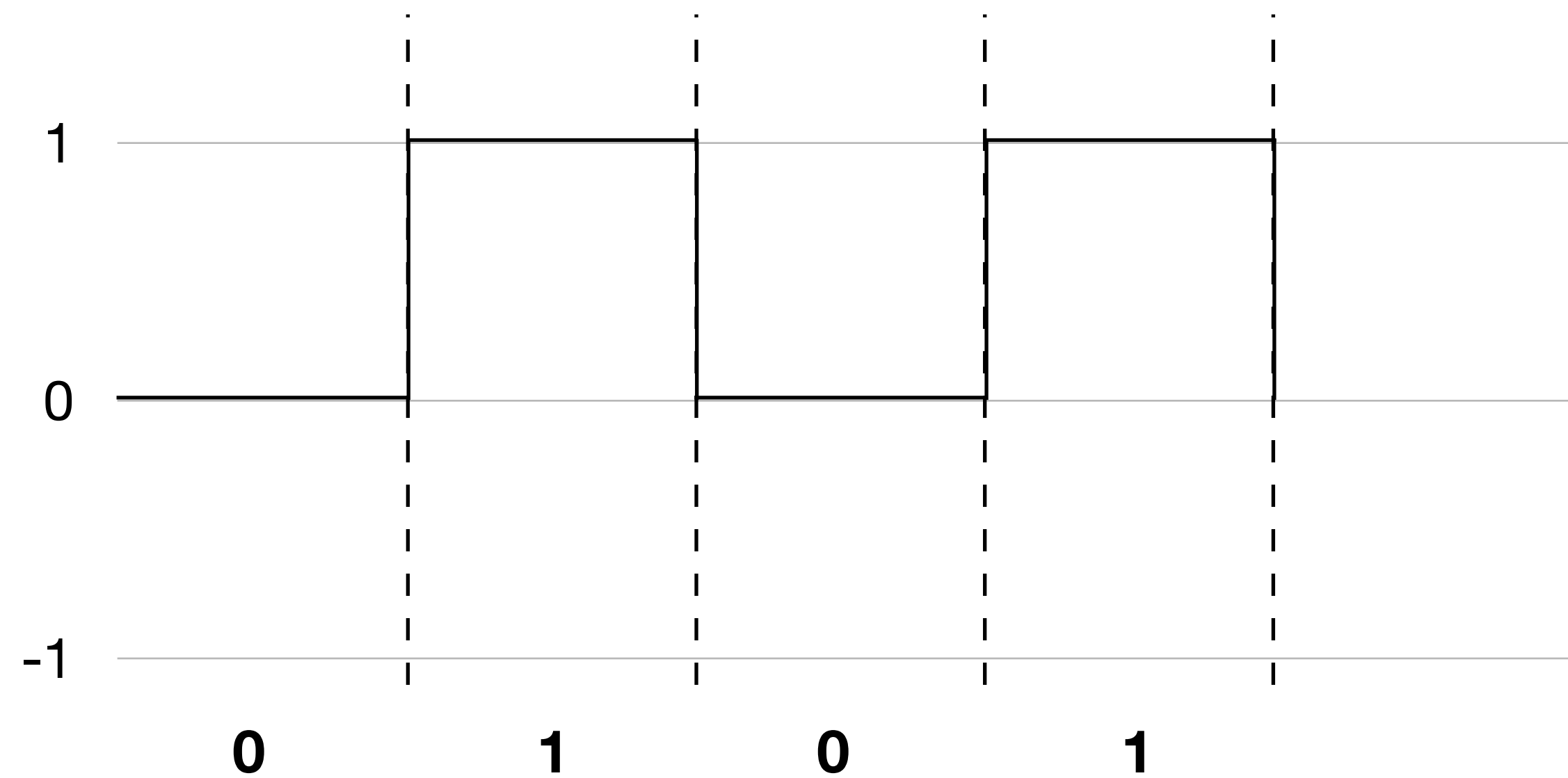
- Numbers as strings of digits, each ranging from 0-9
- The decimal system is of base(radix) 10

# Numbers of base N

- Default base: 10
- When there are numbers represented in different bases, attach base
  - Decimal:  $754.05 \rightarrow (754.05)_{10}$
  - e.g. Base 5:  $(432.1)_5 = ?$

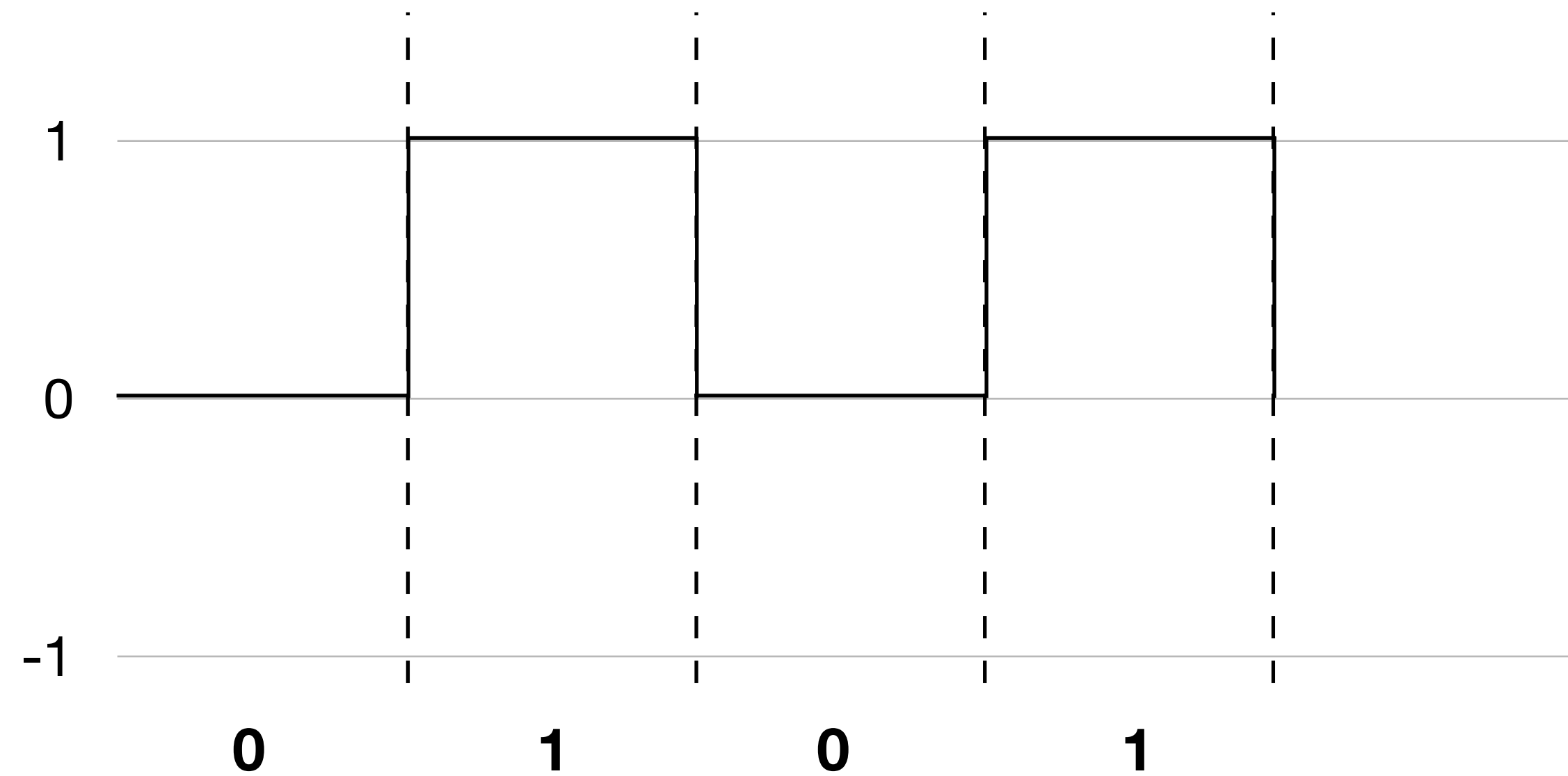
$$= 4 \times 5^2 + 3 \times 5^1 + 2 \times 5^0 + 1 \times 5^{-1} = (117.2)_{10}$$

# Binary System



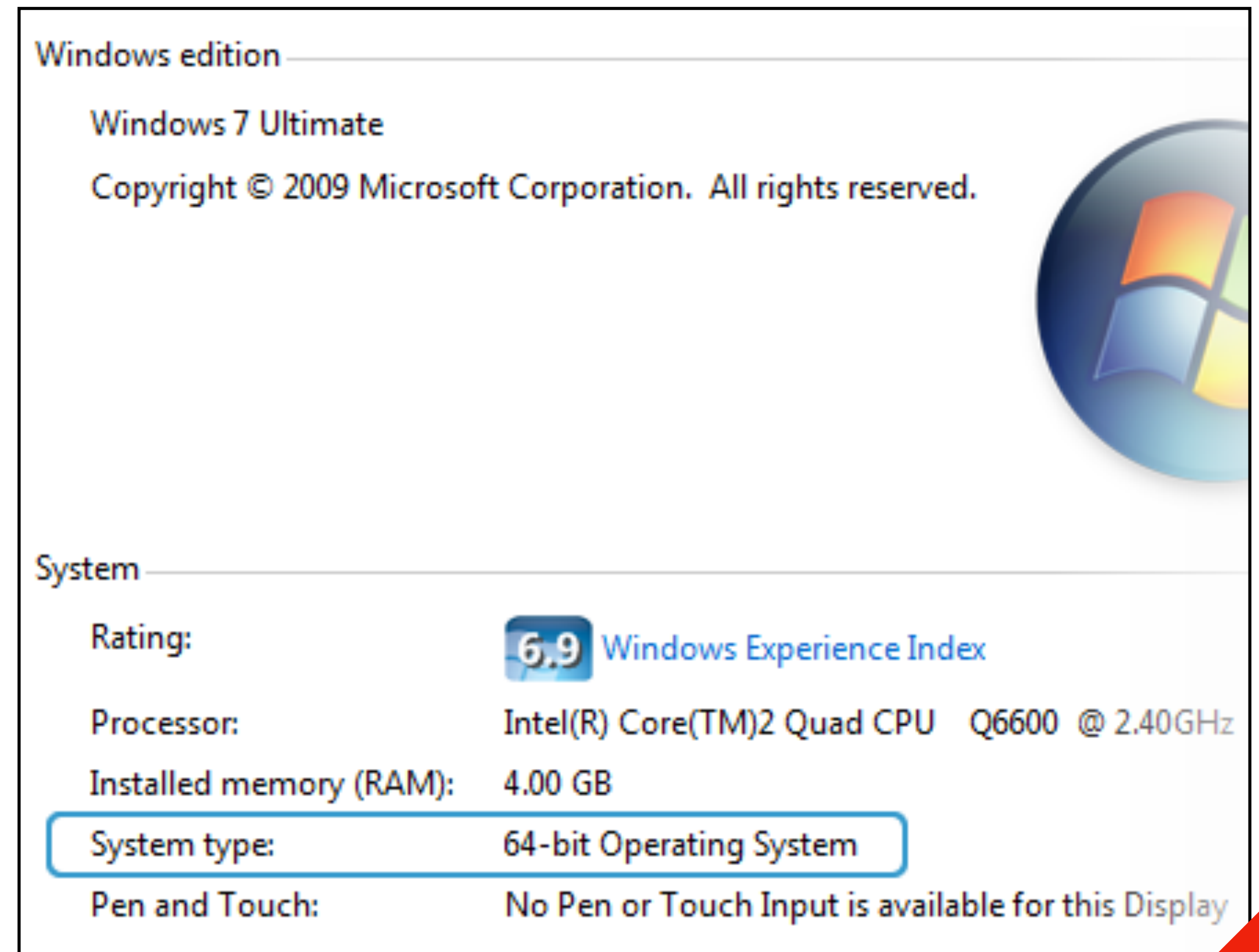
- Base 2 system
- A number is represented with a string of 1s and 0s, each called a *bit*
- $(0101)_2 = 5$

# Binary System



- Is it possible to use different bases in a digital circuit?
- If it is possible, why haven't we seen it very often?

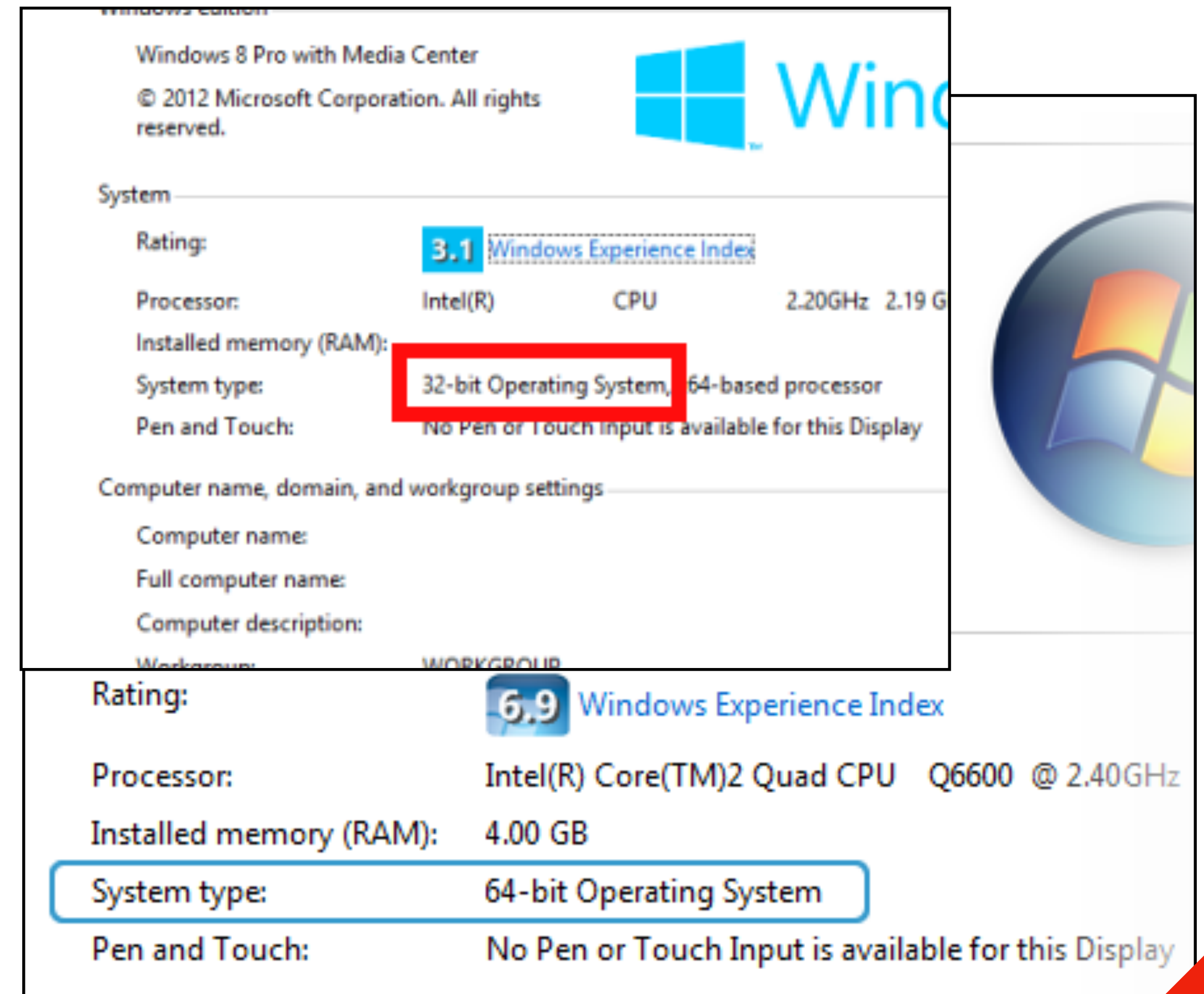
# Binary Systems in Computers





# Binary Systems in Computers

- Every 8bit is called a Byte
- 32bit OS
- A single number is represented by 32bits
- Range (int): 1 - 4,294,967,295
- OS vs Processor?
- Compatibility mode



# Binary Systems in Computers

- Every 8bit is called a Byte
- $1,024 = 2^{10}$  is called K (Kilo)
- $1,024 \times 1,024 = 2^{20}$  is called M (Mega)
- $1,024 \times 1,024 \times 1,024 = 2^{40}$  is called G (Giga)
- Tera, Peta, Exa, Zetta, Yotta

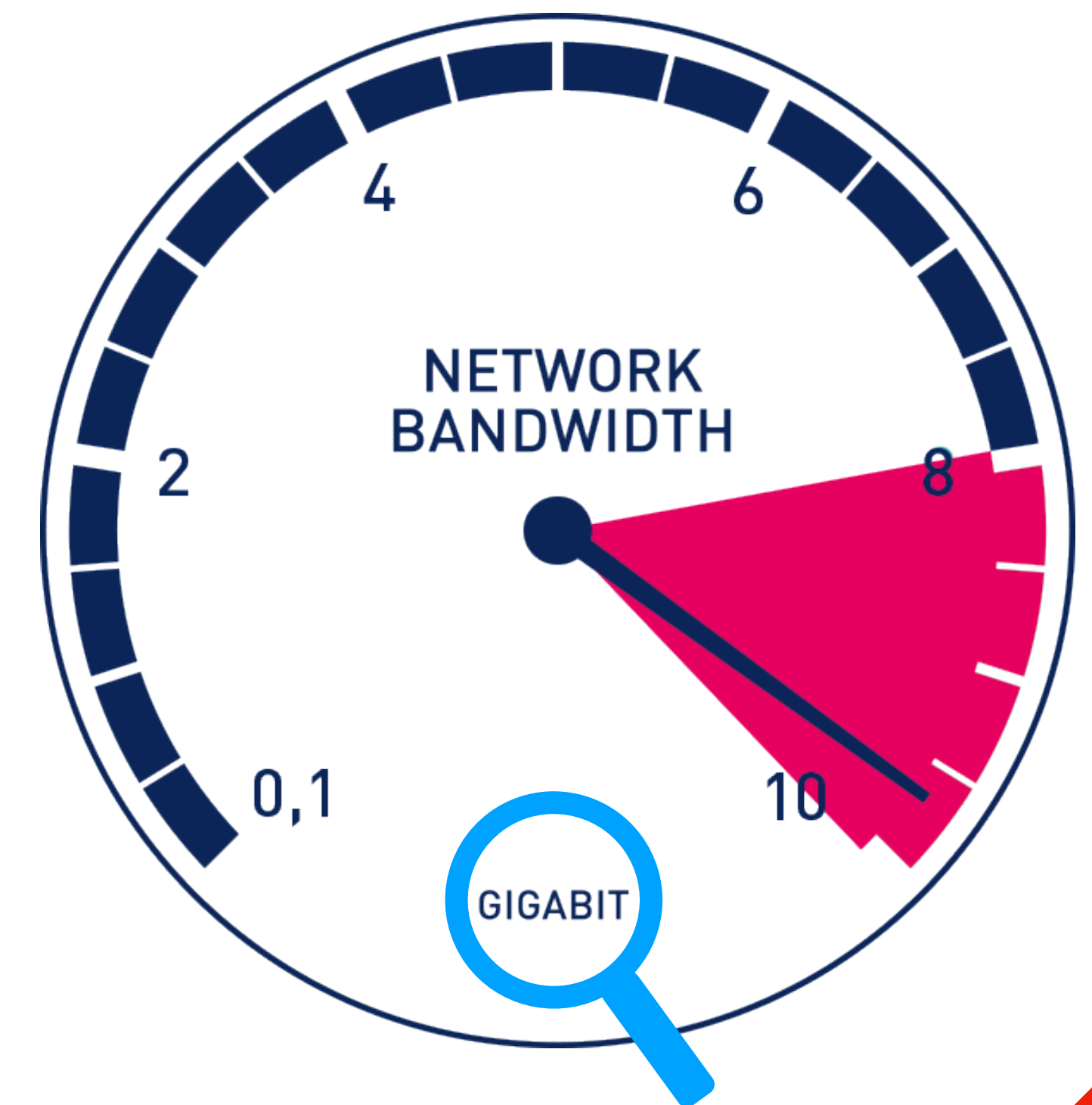
# Binary Systems in Computers



# Binary Systems in Computers



- What is the difference between MBps and Mbps?
- MegaBytes per second vs MegaBits per second
- 8x difference!



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# Octal and Hexadecimal Systems

- Octal: base 8
  - digits: 0-7
- Hexadecimal: base 16
  - digits: 0-9, A-F (10-15)

# Octal and Hexadecimal Systems

| Decimal (Base 10) | Binary (Base 2) | Octal (Base 8) | Hexadecimal (Base 16) |
|-------------------|-----------------|----------------|-----------------------|
| 00                | 0000            | 00             | 0                     |
| 01                | 0001            | 01             | 1                     |
| 02                | 0010            | 02             | 2                     |
| 03                | 0011            | 03             | 3                     |
| 04                | 0100            | 04             | 4                     |
| 05                | 0101            | 05             | 5                     |
| 06                | 0110            | 06             | 6                     |
| 07                | 0111            | 07             | 7                     |
| 08                | 1000            | 10             | 8                     |
| 09                | 1001            | 11             | 9                     |
| 10                | 1010            | 12             | A                     |
| 11                | 1011            | 13             | B                     |
| 12                | 1100            | 14             | C                     |
| 13                | 1101            | 15             | D                     |
| 14                | 1110            | 16             | E                     |
| 15                | 1111            | 17             | F                     |

Concept

# Summary

- Number systems of base N
- Binary systems
- Octal and Hexadecimal systems