



# CSCI 150

## Introduction to Digital and Computer System Design

### Lecture 1: Digital Information Representations II



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2020 Winter Semester (S1)

# Overview

- Focus: Number Systems
- Architecture: Digital Circuits
- Textbook v4: Ch1 1.3, 1.4; v5: Ch1 1.4, 1.5
- Core Ideas:
  1. Arithmetic Operations, Ranges
  2. Digital & Analog Conversion

# Digital and Analog Circuits

- In Digital Circuits, information are represented by discrete values, usually 0/1s defined by HIGH/LOW voltages ranges
- In Analog Circuits, information representation is continuous
- Von Neumann computers: all-purpose design
  - CPU (control unit and functional/datapath unit), IO, memory
- Embedded systems: specific functions only, compact and robust

# Number Systems

- Base N number systems
- Binary, Octal, Hexadecimal systems
- Basic conversions
- Bit, Byte, Representation ranges

# Arithmetic Operations

Additions, Subtractions, Conversions

# Arithmetics

- The same as decimal (mostly)
- 

$$\begin{array}{r} 0010 \\ +0011 \\ \hline 0101 \end{array} \quad \begin{array}{r} 0101 \\ -0011 \\ \hline 0010 \end{array}$$

Example (binary)

# Arithmetics

## Binary additions and subtractions

Carries	11010
Augend	01101
Addend	+00101
Sum	<hr/> 10010

Borrows	00110
Minuend	10110
Subtrahend	-10011
Difference	<hr/> 00011

# Arithmetics

## OCTAL Multiplication

$$\begin{array}{r} 762 \\ \times 54 \\ \hline 4672 \\ 3710 \\ \hline 43772 \end{array}$$

$$5 \times 2 = 12$$

$$5 \times 6 + 1 = 37$$

$$5 \times 7 + 3 = 46$$

...



# Arithmetics

## OCTAL Multiplication

Octal

$$\begin{array}{r} \text{Octal} \\ 762 \\ \times 54 \\ \hline 4672 \\ 3710 \\ \hline 43772 \end{array}$$

$$5 \times 2 = 12$$

$$5 \times 6 + 1 = 37$$

$$5 \times 7 + 3 = 46$$

...

Decimal

$$10 = (12)_8$$

$$31 = (37)_8$$

$$38 = (46)_8$$

...

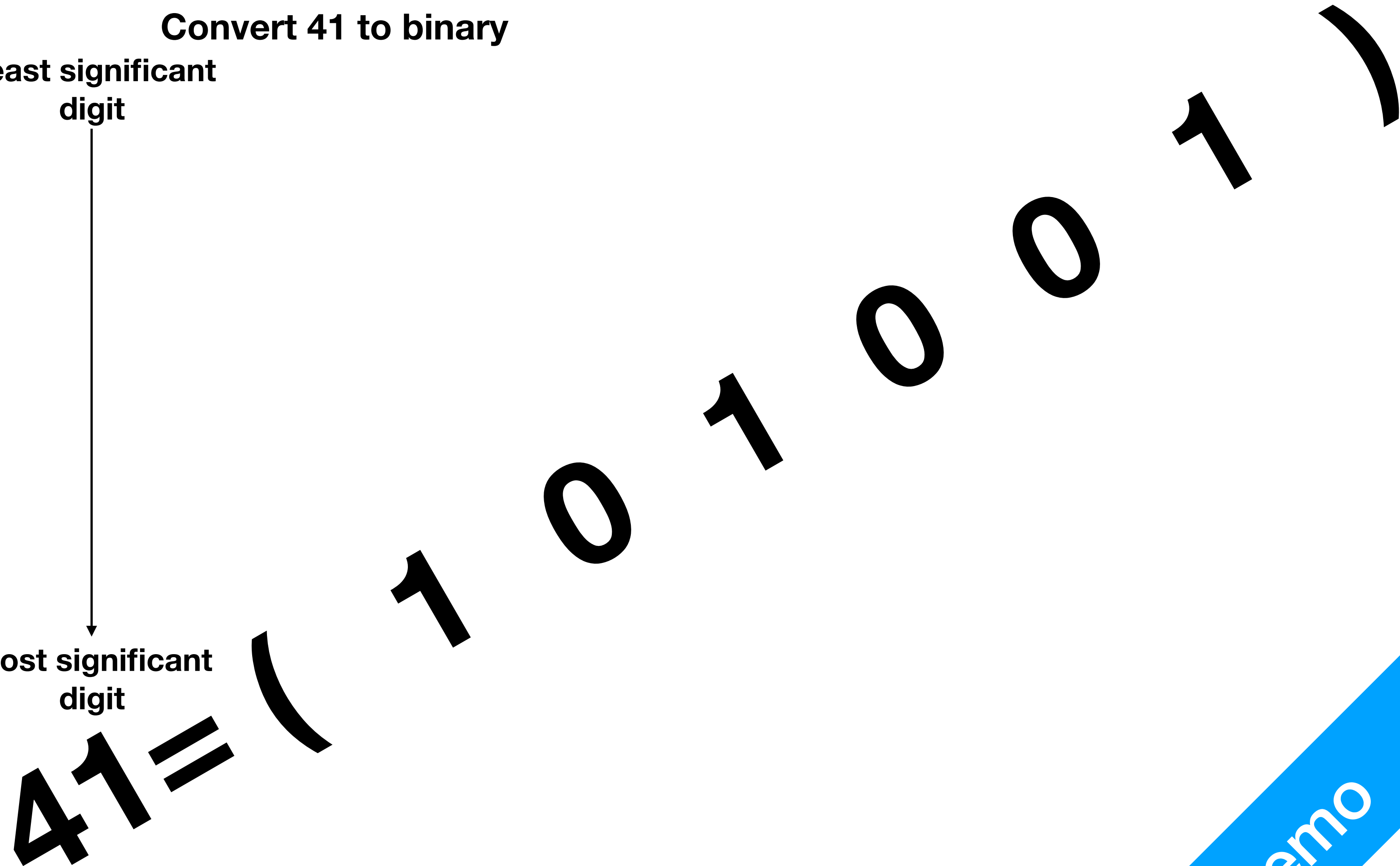
# Arithmetics

Convert 41 to binary

$$\begin{aligned} 41 \div 2 &= 20 \quad \text{mod } 1 \\ 20 \div 2 &= 10 \quad \text{mod } 0 \\ 10 \div 2 &= 5 \quad \text{mod } 0 \\ 5 \div 2 &= 2 \quad \text{mod } 1 \\ 2 \div 2 &= 1 \quad \text{mod } 0 \\ 1 \div 2 &= 0 \quad \text{mod } 1 \end{aligned}$$

Least significant  
digit

Most significant  
digit



# Arithmetics

Convert 0.6875 to binary

$$0.6875 \times 2 = 1 + 0.3750$$

$$0.3750 \times 2 = 0 + 0.7500$$

$$0.7500 \times 2 = 1 + 0.5000$$

$$0.5000 \times 2 = 1 + 0.0000$$

Most significant  
digit



Least significant  
digit

$$0.6875 = (1011)$$

# Signed Integers

- Integers in digital circuits have limited bits
  - e.g. 8bit for every number
- How do we represent negative values in digital circuits?

$$\begin{array}{r} 00000101 \\ -00001011 \\ \hline 0000???? \end{array}$$

(binary, 8bit, unsigned)

# Signed & Unsigned Integers

- Unsigned 8bit:
  - $(11111111)_2 = 255$
- Signed 8bit (only in digital circuits):
  - $127 \rightarrow '01111111'$
  - $-127 \rightarrow '11111111'$

First digit:

- 0 for positive
- 1 for negative

**1**0001111

(binary, 8bit, signed)

# Signed & Unsigned Integers

- Unsigned 8bit integer: 0 - 255
  - Signed 8bit integer: -128 - 127
- Unsigned 32bit integer: 0 - 4,294,967,295
  - Signed 32bit integer: -2,147,483,648 - 2,147,483,647
- Unless otherwise specified, treat as unsigned

# Summary

- Additions, Subtractions, Multiplications in Binary, Octal, Hexadecimal systems

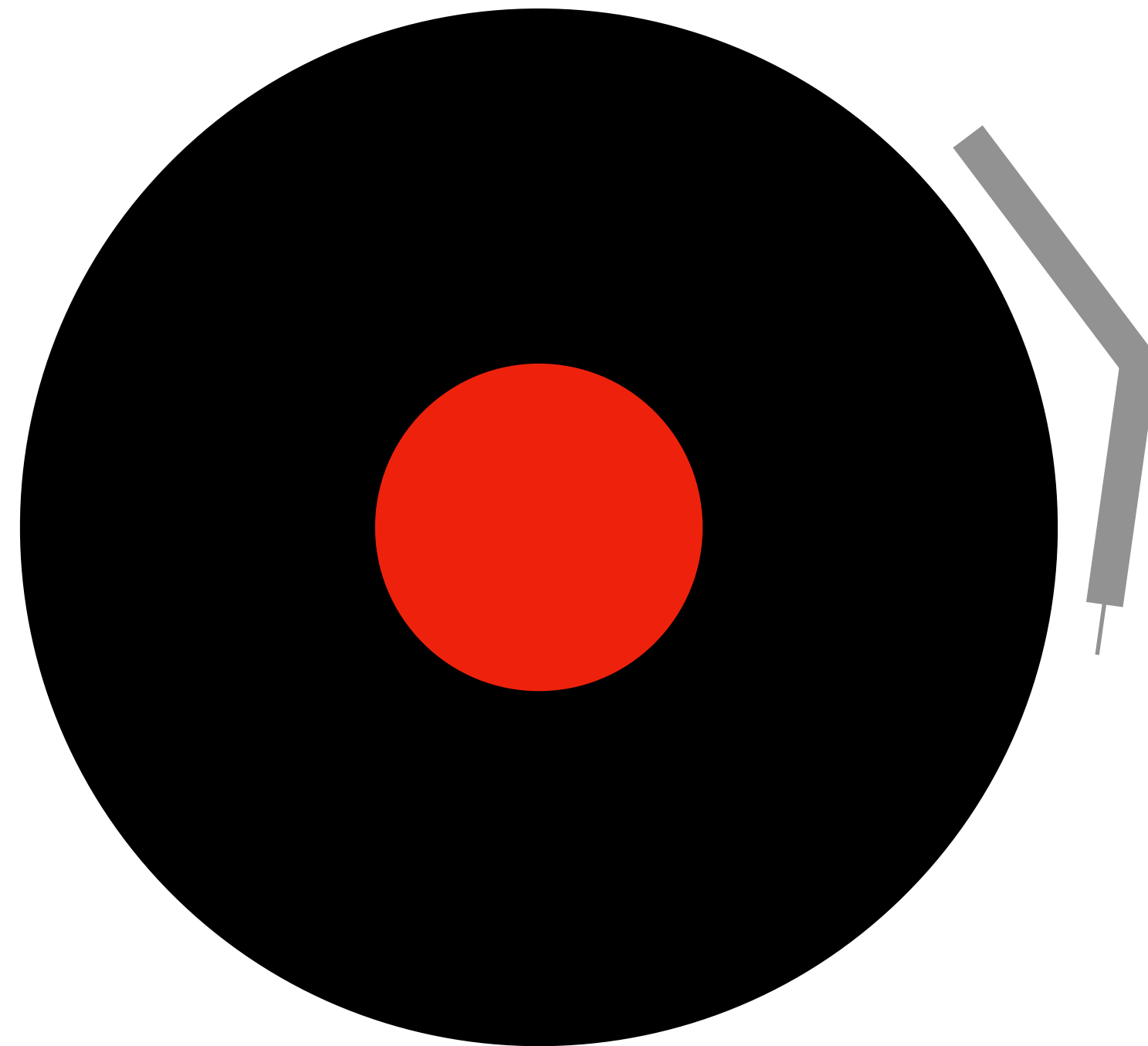
# Digital & Analog Conversions

Demonstration

WARNING: inbound signed Binary/Hexadecimal operations



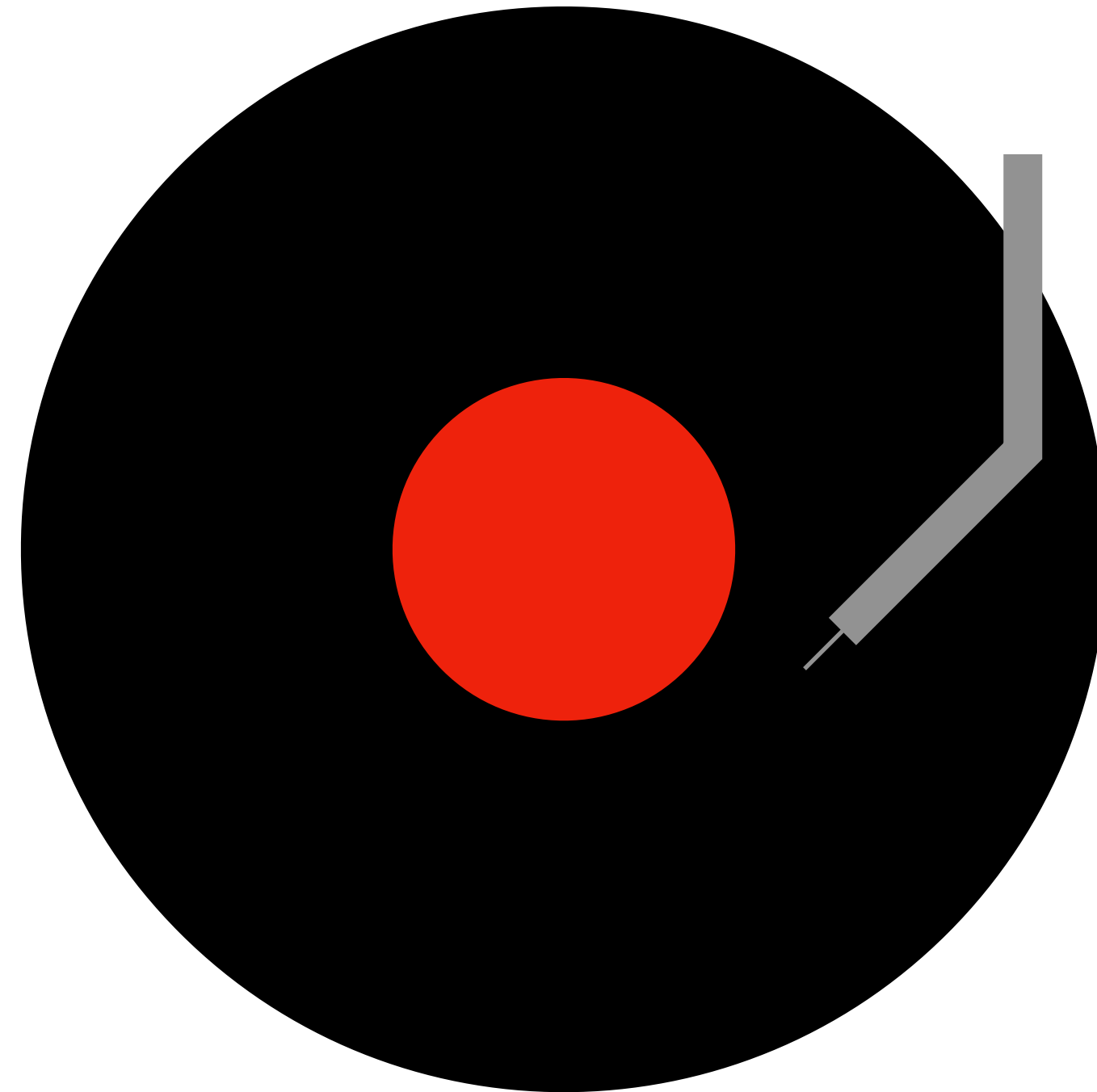
# Case Study: Audio Signal Representation



P2

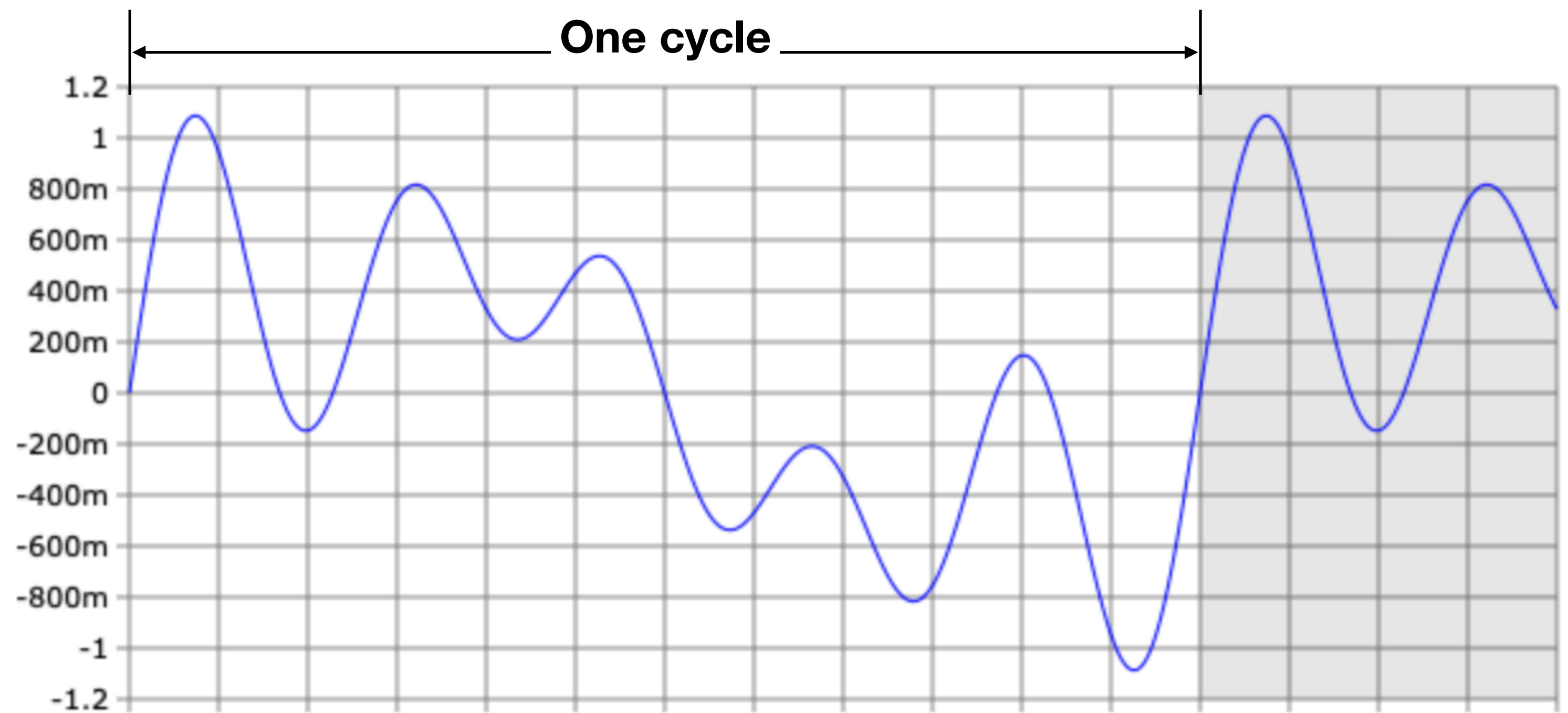
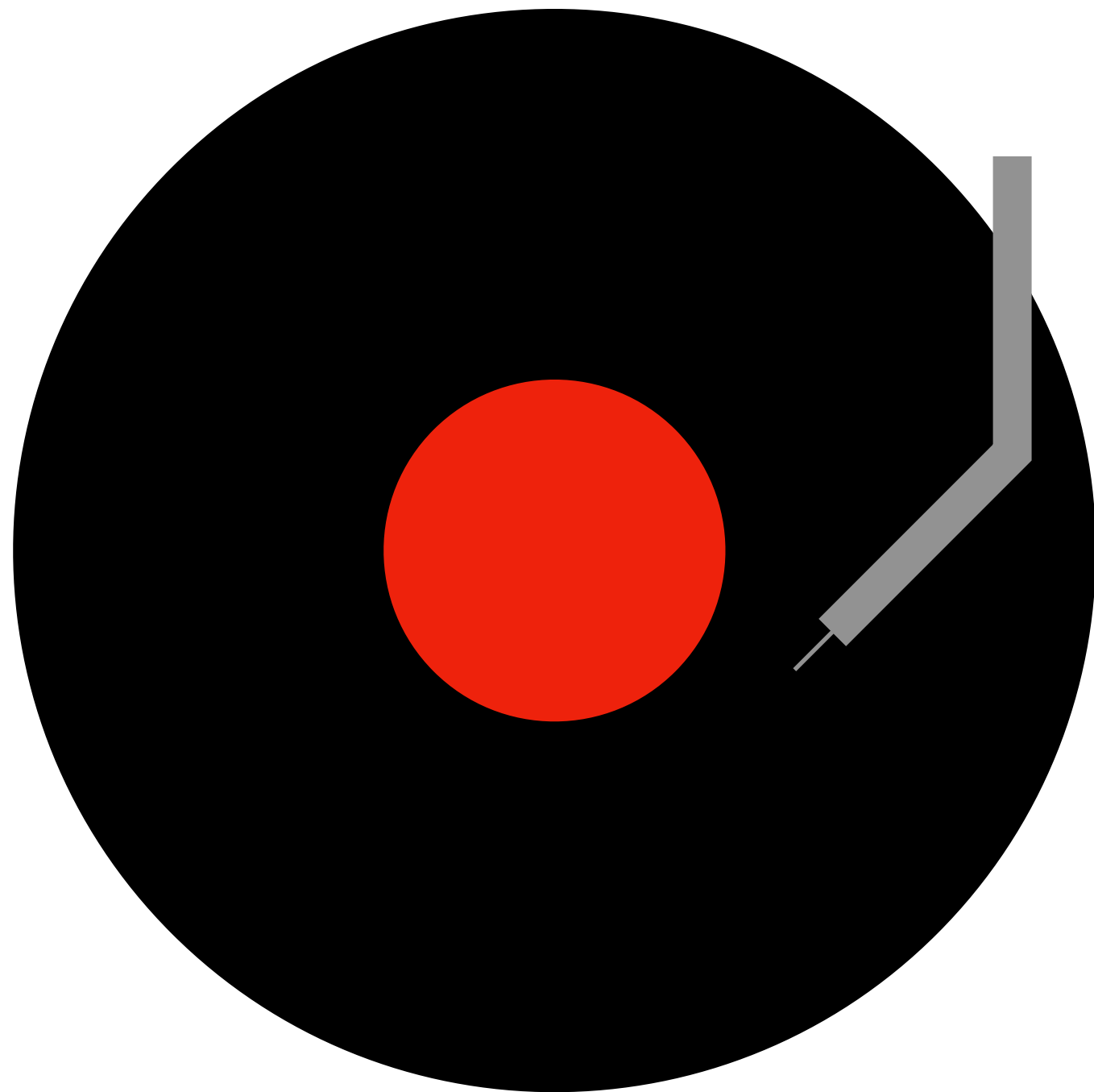
DA Conversion

# Case Study: Audio Signal Representation



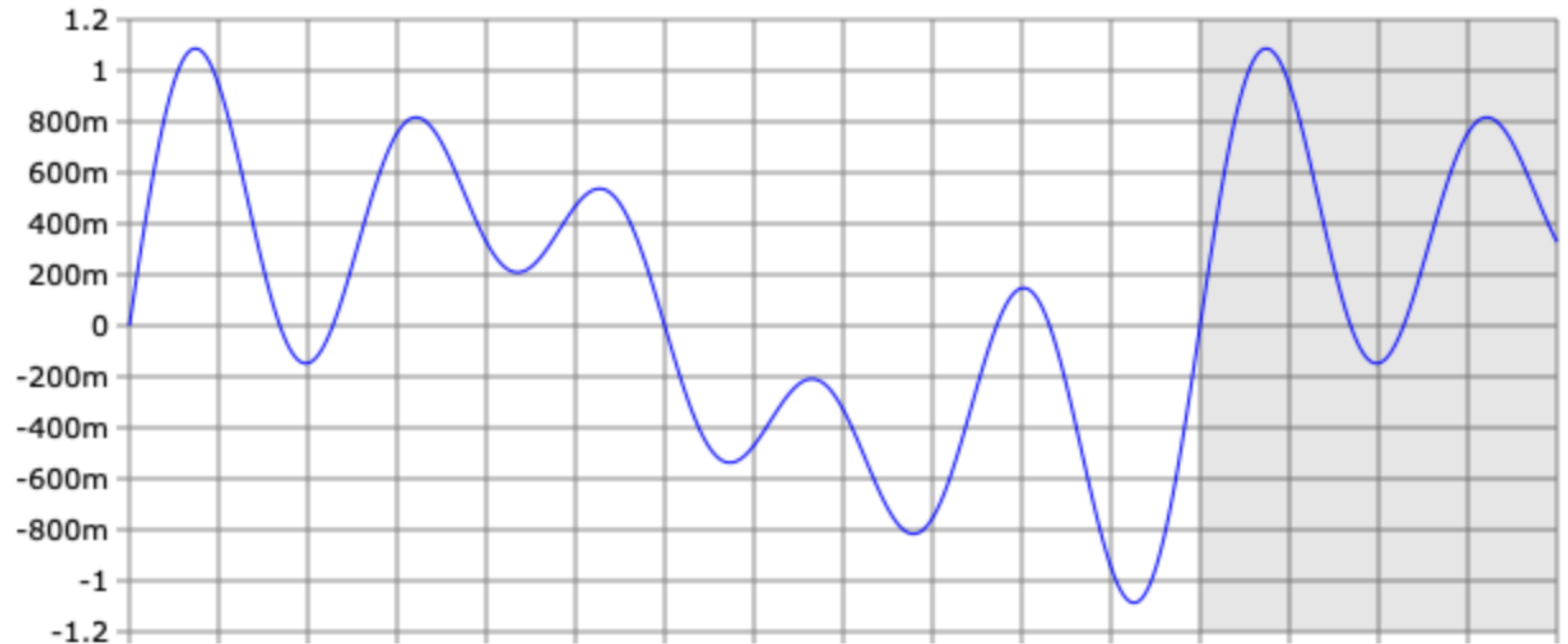
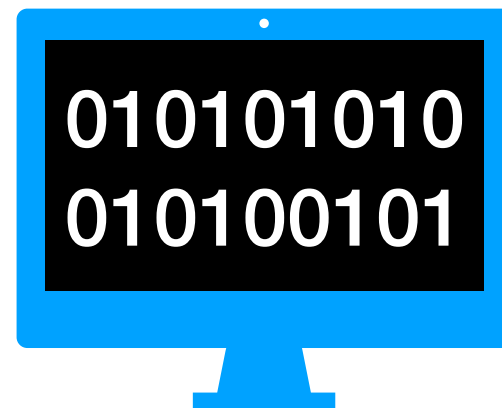
Technical

# Case Study: Audio Signal Representation



440 Hz = 440 cycles per sec

# Case Study: Audio Signal Representation

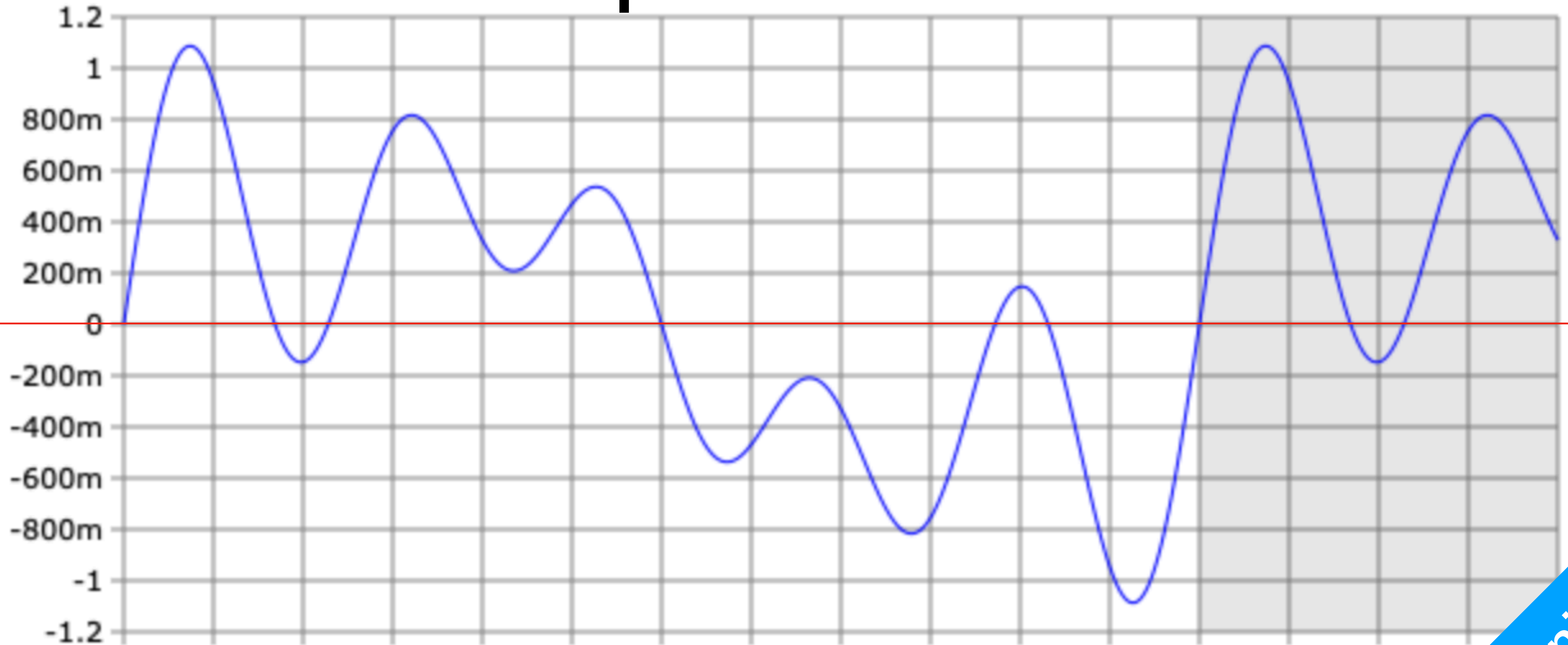


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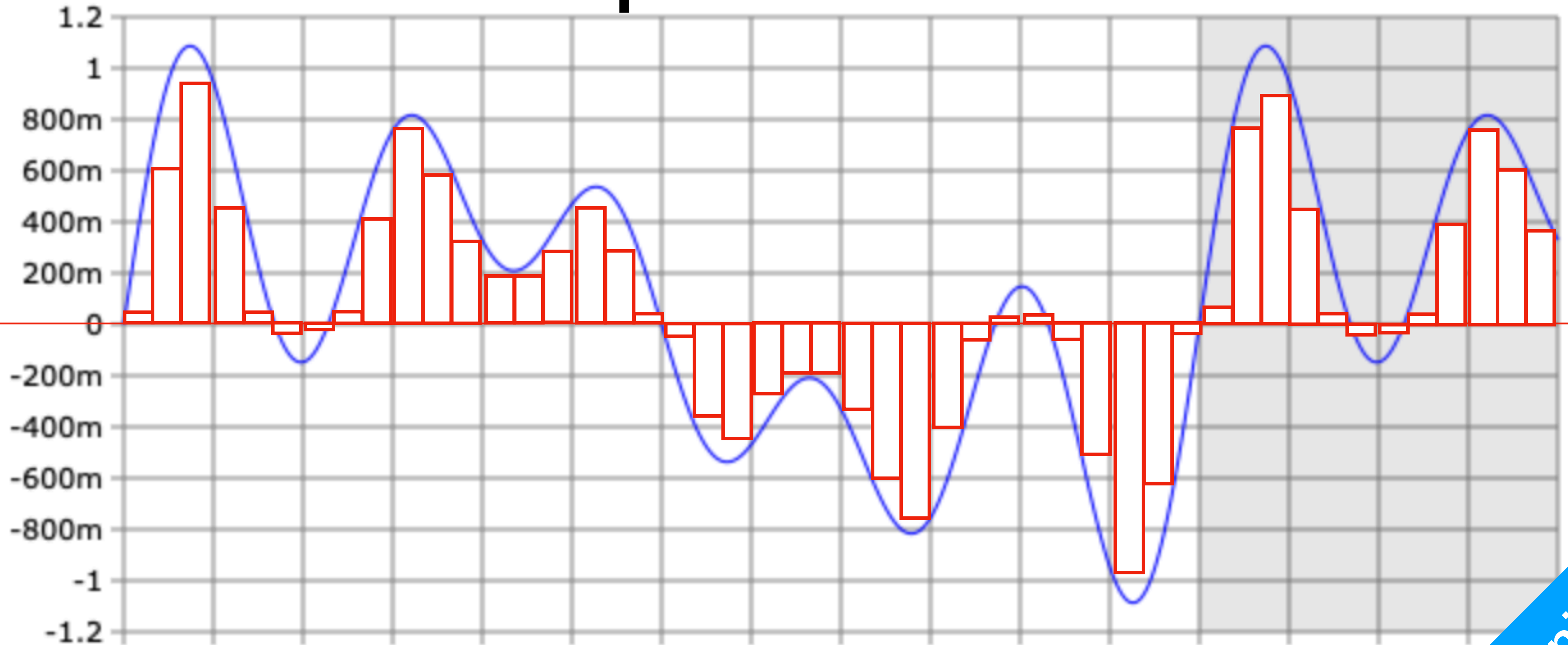
440 Hz = 440 cycles per sec, Sample rate  $36 \times 440 = 15,840 = 16\text{kps}$

Technical

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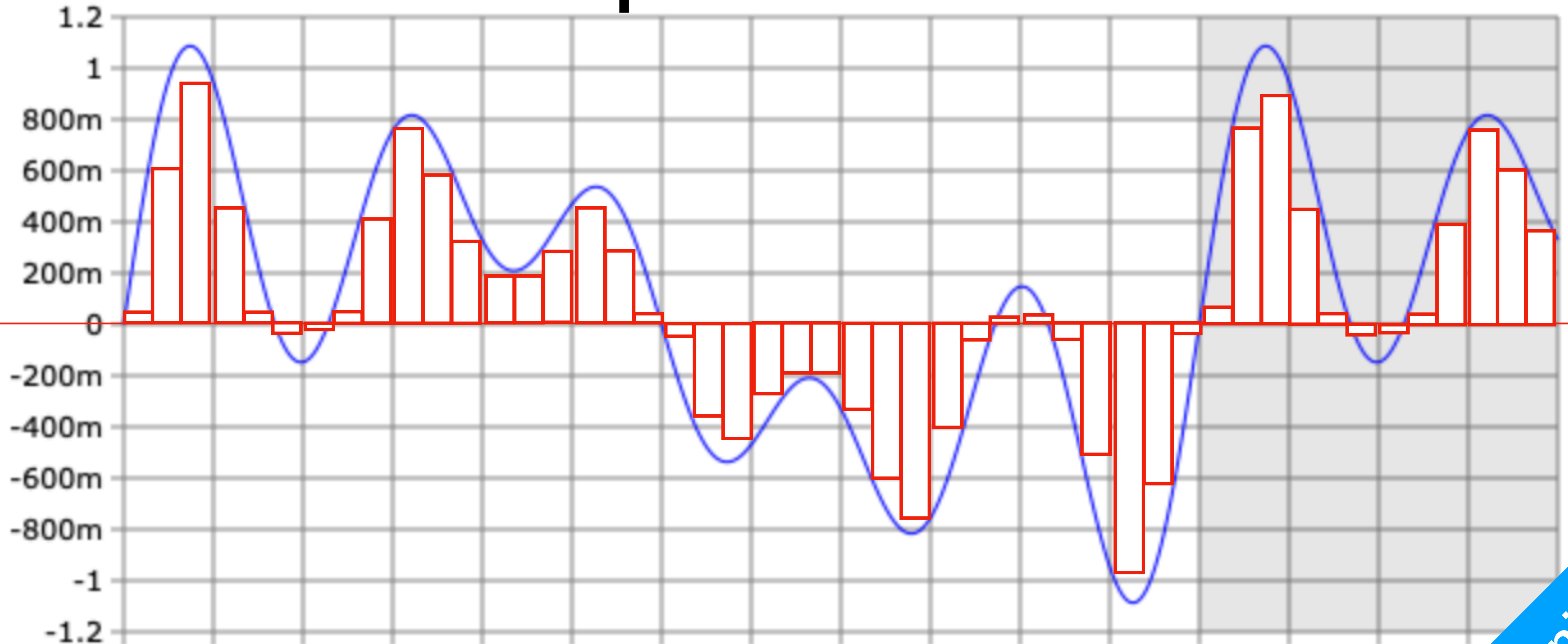
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Technical

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DA Conversion



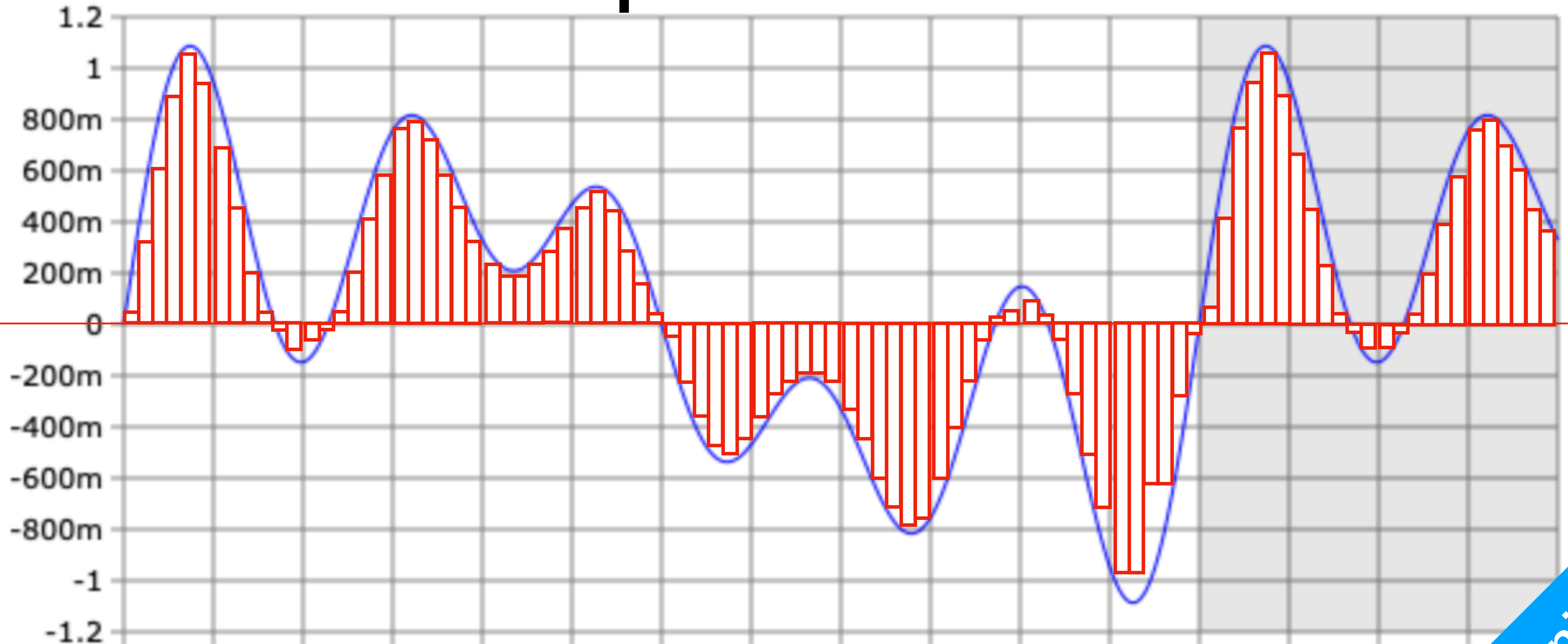
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Technical

# Case Study: Audio Signal Representation

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DA Conversion



440 Hz = 440 cycles per sec, Sample rate  $64 \times 440 = 31,680 = 32\text{kps}$

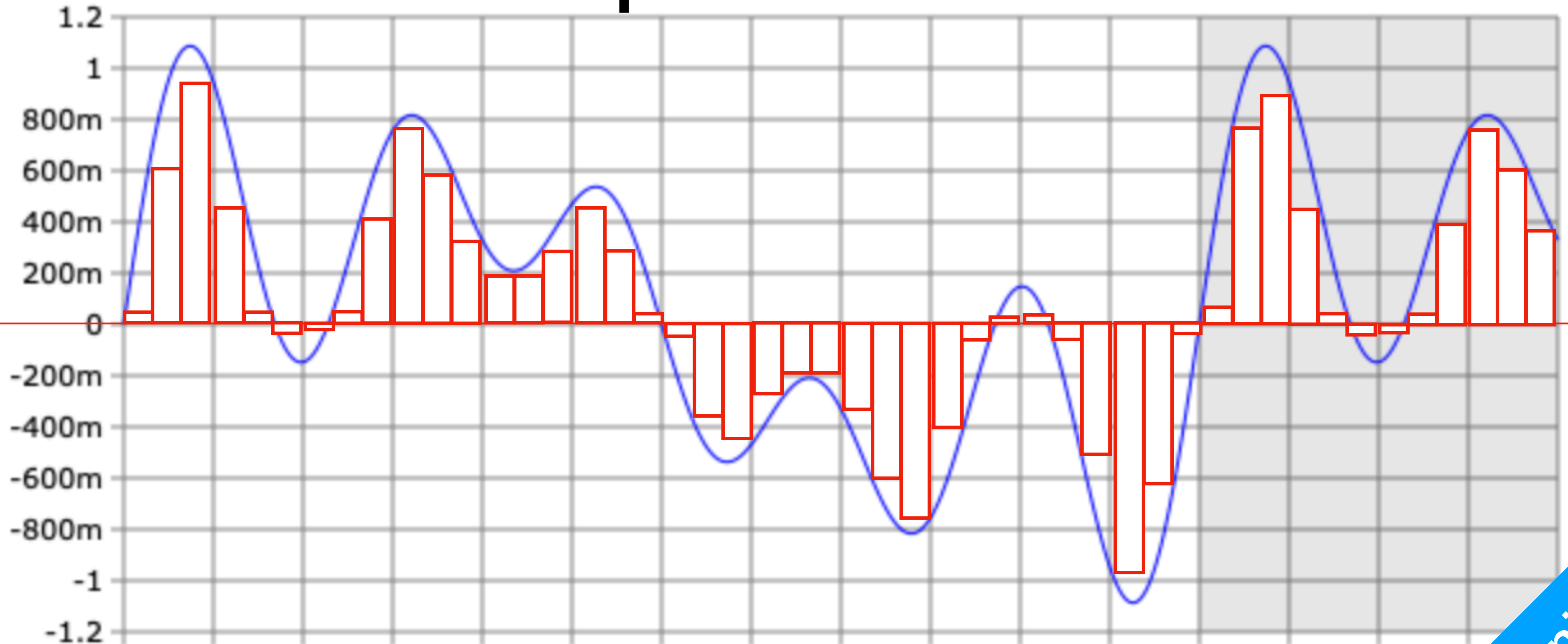
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DA Conversion



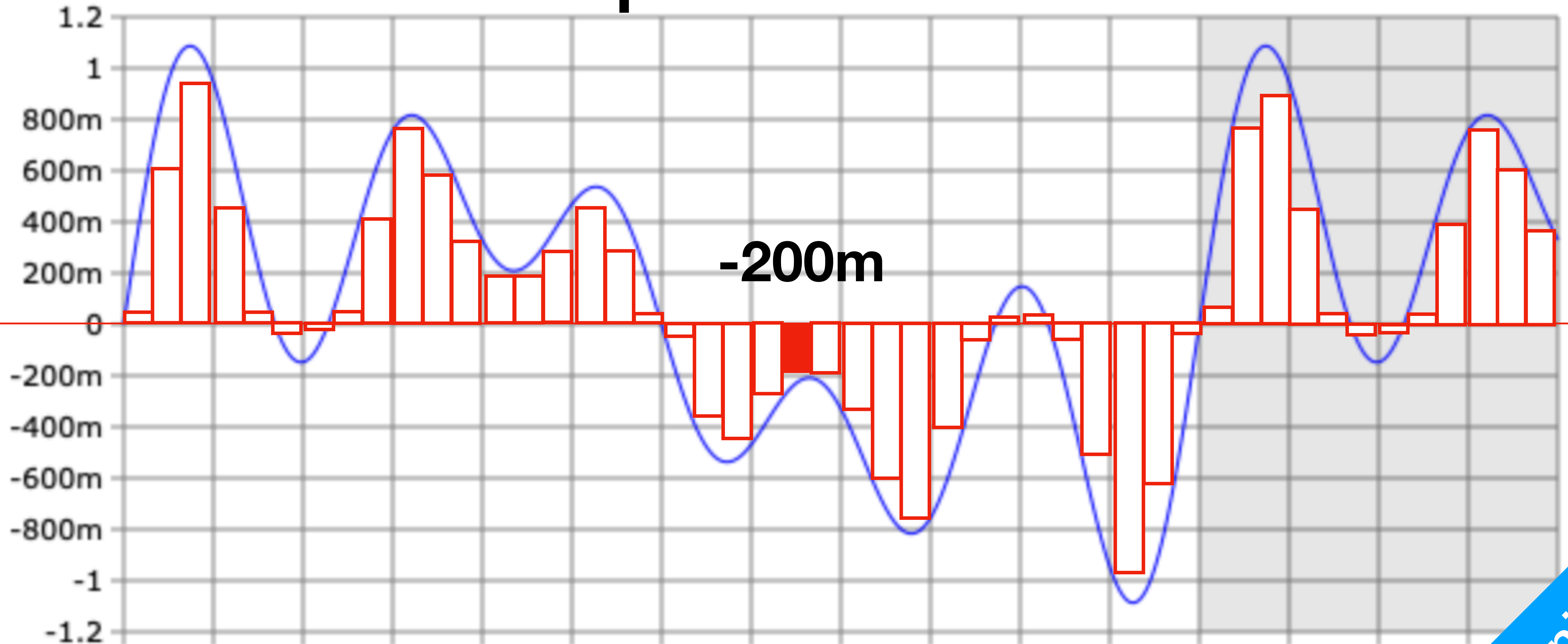
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Technical

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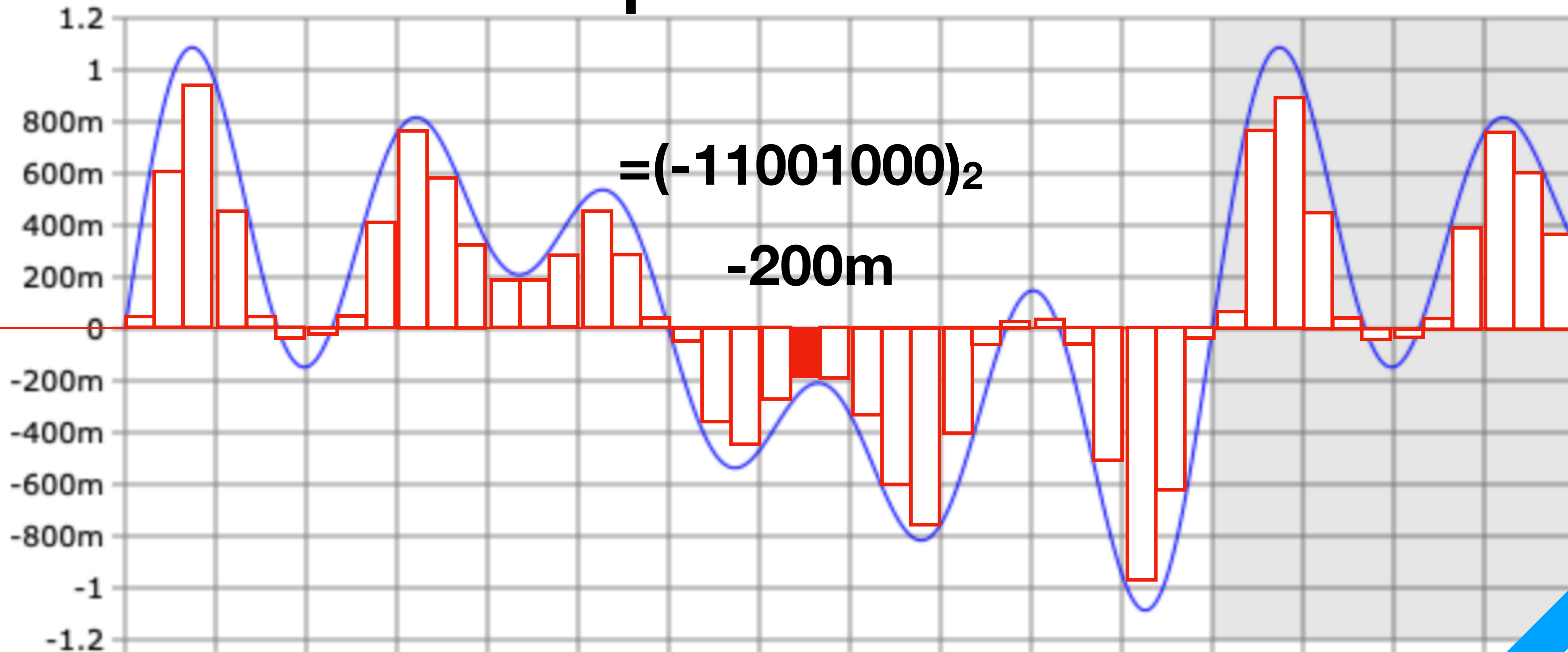
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Technical

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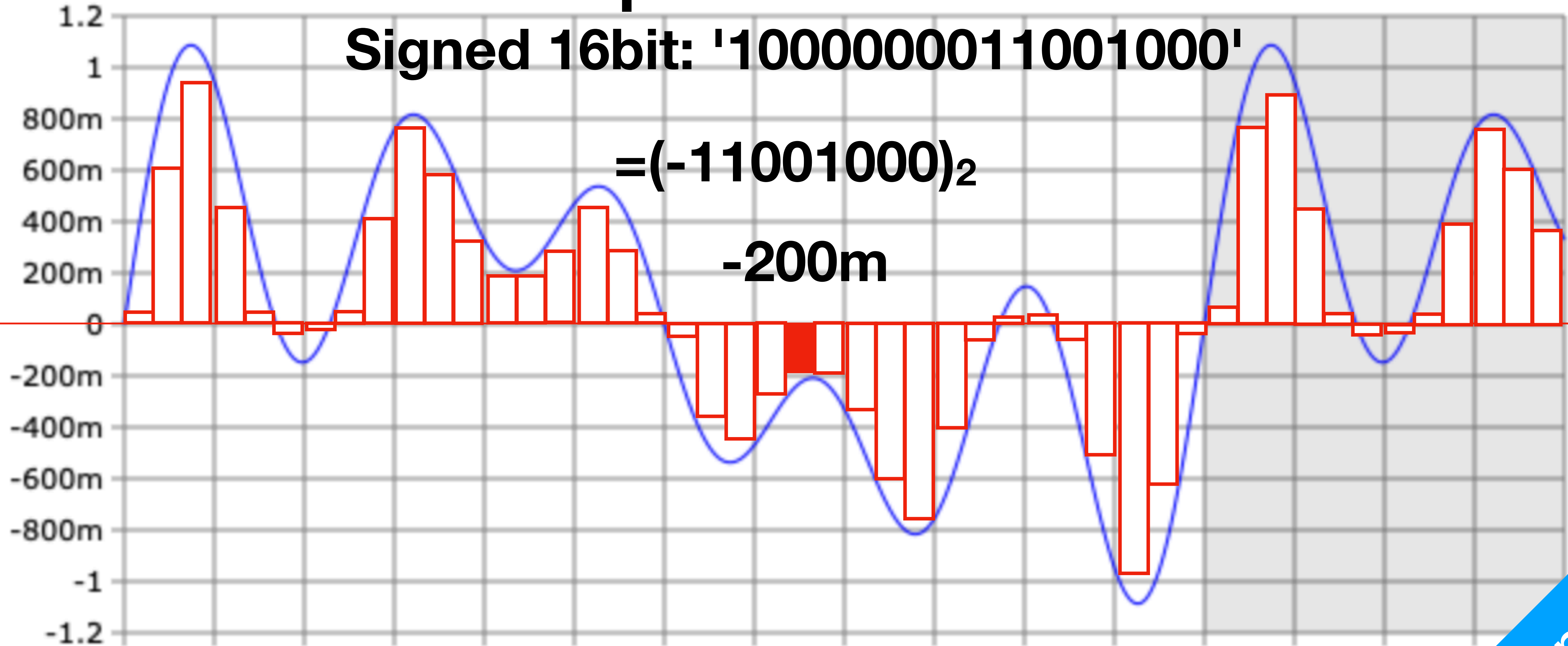
Technical

# Case Study: Audio Signal Representation

Signed 16bit: '1000000011001000'

$$= (-11001000)_2$$

-200m



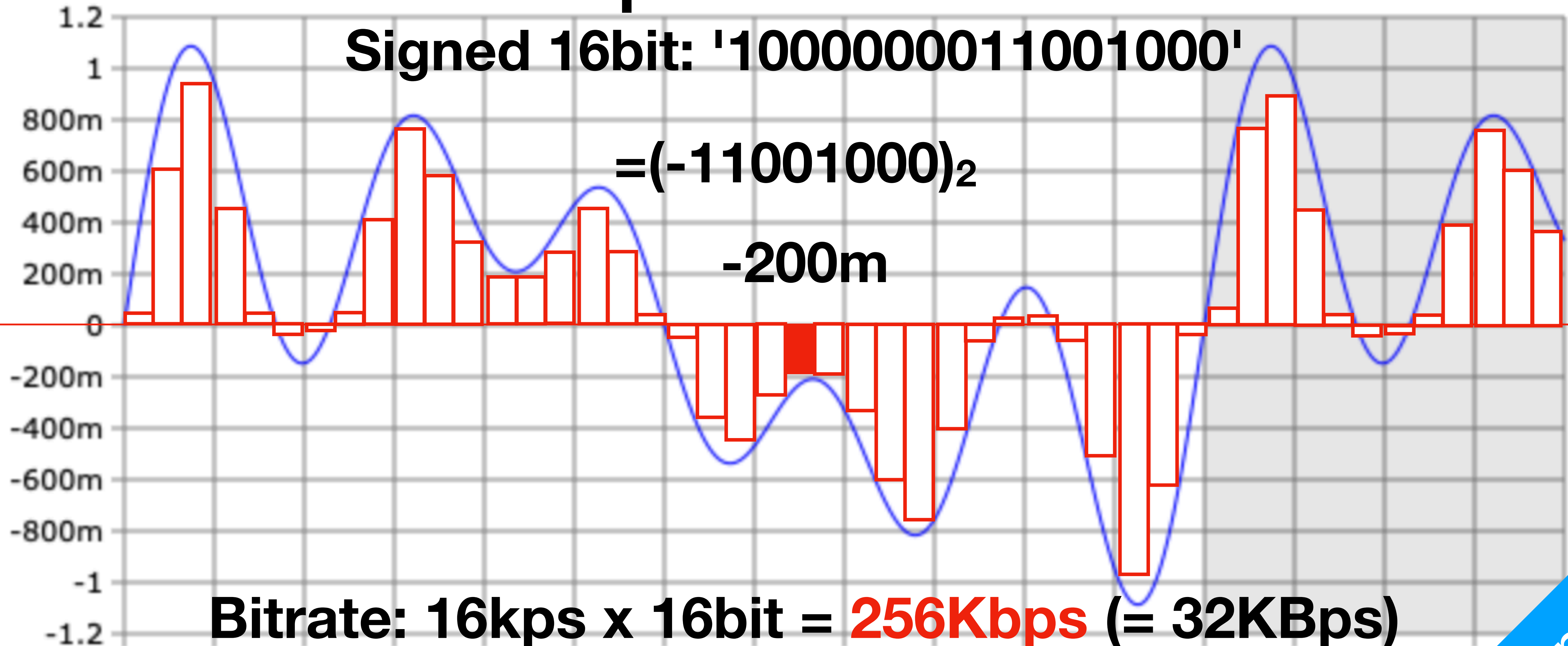
440 Hz = 440 cycles per sec, Sample rate 36 x 440 = 15,840 = 16kps

# Case Study: Audio Signal Representation

Signed 16bit: '1000000011001000'

$$= (-11001000)_2$$

-200m



**Bitrate: 16kps x 16bit = 256Kbps (= 32KBps)**

440 Hz = 440 cycles per sec, Sample rate 36 x 440 = 15,840 = 16kps

Technical

# Case Study: Audio Signal Representation

- Standard Mp3 audio file
- Sampling rate: 44,100
- Bitrate: 256 kBit/s (Kbps)
- 4 min audio file size?  $> 4 \times 60 \times 256 \div 8 = 7680\text{KB}$

# Summary

- Digital to Analog Conversion
  - Frequency: number of cycles per second
  - Sample rate: number of samples per unit time
  - Bitrate: number of bits per second