CSCI 150 Introduction to Digital and Computer System Design Lecture 1: Digital Information Representations I



Jetic Gū 2020 Fall Semester (S3)



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
 - Loop of conductive material
 - Charge carriers flow continuously within







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- 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









• Basic signals

-1

• Low/High; On/Off; True/False; 1/0;



Digital/Logical Circuits

- Why might it be better than analog?
 - Resistant to noise
 - High precision
 - Faster





• Basic signals

-1

• Low/High; On/Off; True/False; 1/0;







- Basic signals
 - High/Low; On/Off; True/False; 1/0;







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 - Low/High; On/Off; True/False; 1/0;



- Voltage is still continuous in digital circuits
- Approximation



- 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

1. https://www.jedec.org/standards-documents/dictionary/terms/integrated-circuit-ic





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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
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1. Von Neumann Architecture

Computer









1. Von Neumann Architecture

Computer

A very rough example

also called arithmetic unit, logical unit, etc.





P1 Basics

1. Von Neumann Architecture

A very rough example

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P1 Basics



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P1 Basics



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P1 Basics



1. Von Neumann Architecture

A very rough example





1. Von Neumann Architecture

cor





Input/Output devices

1. Von Neumann Architecture

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- Input/Output devices
 - Interaction (Mouth, hands and feet, eyes, etc.)







- Input/Output devices
 - Interaction (Mouth, hands and feet, eyes, etc.)
- CPU + Memory

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)







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- Storage?

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- 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)









• Similar to computers: processes information





- Similar to computers: processes information
- Difference





- Similar to computers: processes information
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 - Function is usually simpler, and very very specific




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









• Example:





- Example:
 - USB devices, such as USB sticks





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 - USB is a complex protocol





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• Data Transfer stages: Synchronisation; Packet transfer; Termination









• Example:





- Example:
 - Coprocessors for streaming media





- Example:
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 - Modern media comes compressed





- Example:
 - Coprocessors for streaming media
 - Modern media comes compressed
 - Older computer uses software packages to perform decoding (decompression and output pixels/analog acoustics)



P1 Basics

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)
 - (e.g. H264 codec)

Modern computers have dedicated embedded chips to perform decoding









• Circuits





- Circuits
 - Digital and Analog





- Circuits
 - Digital and Analog
- Integrated systems





- Circuits
 - Digital and Analog
- Integrated systems
 - Von Neumann computers





- Circuits
 - Digital and Analog
- Integrated systems
 - Von Neumann computers
 - Embedded systems



Number Systems

Binary, Octal and Hexadecimal Numbers; Number Ranges



Decimal System

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

724.05



Decimal System

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

7 2 4.0 5



Decimal System

P2 Number Systems

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

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Decimal System

P2 Number Systems

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

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



Decimal System

P2 Number Systems

7 2 4 0 5 2 1 0 -1-2 $= 7 \times 10^{2} + 2 \times 10^{1} + 4 \times 10^{0} + 0 \times 10^{-1} + 5 \times 10^{-2}$

- 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: $(432.1)_5 = ?$

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





Numbers of base N

- ALWAYS write down the base if not decimal!
 - Avoid confusion

CoticeR



Numbers of base N



Numbers of base N

| 2 ⁸ | 27 | 2 ⁶ | 2 5 | 2 4 | 2 ³ | 2 ² | 2 ¹ | 2 ⁰ |
|-----------------------|-----|-----------------------|------------|------------|-----------------------|-----------------------|-----------------------|-----------------------|
| 256 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |



Numbers of base N

| 2 ⁸ | 27 | 2 ⁶ | 2 5 | 2 ⁴ | 2 ³ | 2 ² | 2 ¹ | 20 |
|-----------------------|-----|-----------------------|------------|-----------------------|-----------------------|-----------------------|-----------------------|-----|
| 256 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| | | | | (1 | 0 | 1 | 0 | 0): |



Numbers of base N

| 2 ⁸ | 27 | 2 6 | 2 ⁵ | 24 | 2 ³ | 2 ² | 21 | 2 ⁰ |
|-----------------------|-----|------------|-----------------------|--------|-----------------------|-----------------------|-------|-----------------------|
| 256 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| | | | | (1 | 0 | 1 | 0 | 0)2 |
| | | | | 16 x 1 | 8 x 0 | 4 x 1 | 2 x 0 | 1 x 0 |



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Numbers of base N

• Convert decimal number 24 to binary



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$24 = 12 \times 2 + 0$



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Numbers of base N

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P2 Number Systems

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P2 Number Systems

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P2 Number Systems

Convert decimal number 24 to binary





P2 Number Systems

Convert decimal number 24 to binary





Numbers of base N

Convert decimal number 79 to hexadecimal

Hexadecimal digits $0-9 = (0-9)_{16}$ $10-15 = (A-F)_{16}$



Numbers of base N

Convert decimal number 79 to hexadecimal

Hexadecimal digits $0-9 = (0-9)_{16}$ $10-15 = (A-F)_{16}$

$79 = 4 \times 16 + 15$



Numbers of base N

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Numbers of base N

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Numbers of base N

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Numbers of base N

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Numbers of base N

- Conversion exercises
 - XXXX to binary; binary to XXXX
 - XXXX to decimal; decimal to XXXX







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





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



| Windows edition | |
|----------------------------|---|
| Windows / Ultimate | |
| Copyright © 2009 Microsoft | t Corporation. All rights reserved. |
| Rating: | 6.9 Windows Experience Index |
| Processor: | Intel(R) Core(TM)2 Quad CPU Q6600 @ 2.40GHz |
| Installed memory (RAM): | 4.00 GB |
| System type: | 64-bit Operating System |
| Pen and Touch: | No Pen or Touch Input is available for this Display |



• Every 8bit is called a Byte

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| Copyright © 2009 Microsoft | t Corporation. All rights reserved. |
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- Every 8bit is called a Byte
- 32bit OS

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- Every 8bit is called a Byte
- 32bit OS
 - A single number is represented by 32bits

| Windows 7 Ultimate | | |
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| stem Rating: | 6.9 Windows Experience Index | |
| stem Rating: Processor: | 6.9 Windows Experience Index Intel(R) Core(TM)2 Quad CPU Q66 | 5 00 @ 2.40 |
| stem Rating: Processor: Installed memory (RAM): | 6.9 Windows Experience Index Intel(R) Core(TM)2 Quad CPU Q66 4.00 GB | 5 00 @ 2.40 |
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- Every 8bit is called a Byte
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 - Range (int): 0 4,294,967,295

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 - Range (int): 0 4,294,967,295
- OS vs Processor?

| rendows conton | |
|---|---|
| Windows 8 Pro with Media Ce | nter |
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| System | |
| Rating: | 3.1 Windows Experience Index |
| Processor: In | ntel(R) CPU 2.20GHz 2.19 G |
| Installed memory (RAM): | |
| System type: 3 | 2-bit Operating System, 64-based processor |
| Pen and Touch: N | o Pen or Louch Input is available for this Display |
| Computer name, domain, and wo Computer name: | orkgroup settings |
| Full computer name: | |
| Computer description: | |
| Workgroup | IOPKGROUP |
| Rating: | 6.9 Windows Experience Index |
| Processor: | Intel(R) Core(TM)2 Quad CPU Q6600 @ 2.40GHz |
| Installed memory (RAM): | 4.00 GB |
| System type: | 64-bit Operating System |
| Pen and Touch: | No Pen or Touch Input is available for this Display |
| | |



- Every 8bit is called a Byte
- 32bit OS
 - A single number is represented by 32bits
 - Range (int): 0 4,294,967,295
- OS vs Processor?
 - Compatibility mode

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|---|---|
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| Computer name, domain, and wo Computer name: | orkgroup settings |
| Full computer name: | |
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| Workgroup | IOPKGROUP |
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- Every 8bit is called a Byte
- 1,024 = 2¹⁰ is called K (Kilo)



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- $1,024 \ge 1,024 = 2^{20}$ is called M (Mega)



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- Tera, Peta, Exa, Zetta, Yotta









• What is the difference between MBps and Mbps?



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 - MegaBytes per second vs MegaBits per second





- What is the difference between MBps and Mbps?
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 - 8x difference!





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Number Systems Binary Systems in Computers

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Octal and Hexadecimal Systems

• Octal: base 8

P2

Number Systems

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



P2 Number 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 | Α |
| 11 | 1011 | 13 | B |
| 12 | 1100 | 14 | С |
| 13 | 1101 | 15 | D |
| 14 | 1110 | 16 | E |
| 15 | 1111 | 17 | F |

Octal and Hexadecimal

Systems









• Number systems of base N







- Number systems of base N
- Binary systems







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

