

Week 07: Computer Science 1 Part 2: Data Representation

- **Storage and processing of information**
 - History of computing
 - Computation
 - Memory
 - Coding
- **Under the bonnet**
 - Representation of information
 - Number systems
- **Logic and Mathematics**
 - Boolean Algebra
 - Binary Arithmetic

- You will need to understand:
 - how data exists in a computer as binary numbers
 - Types of character representation
 - How data is represented in files

Examples of Data...

- Documents
- Images
- Video
- Audio

It's all numbers to the computer

Character Representation

- CPU's don't understand characters or images or Powerpoint documents etc
- → O/S designers invented character encoding to represent alphabets, digits and symbols (e.g. punctuation)
- A-Z, a-z, 0-9, !@#\$%^&*()_+ -= { } [] \ ; : " ' / . , < > ?

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- → later needed to extend to other languages eg European (Latin diacritics like á â ã ä å æ à) and other symbols (eg √ © £ ¥ ✓)
- → also needed to define file formats to contain this data ...

Examples of Character encoding...

- Pre-Historic:
 - **EBCDIC** – used only IBM mainframes, punch cards

EBCDIC

	1st hex digit															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	DS		SP	&	-									0
1	SOH	DC1	SOS				/		a	j			A	J		1
2	STX	DC2	FS	SYN					b	k	s		B	K	S	2
3	ETX	TM							c	l	t		C	L	T	3
4	PF	RES	BYP	PN					d	m	u		D	M	U	4
5	HT	NL	LF	RS					e	n	v		E	N	V	5
6	LC	BS	ETB	UC					f	o	w		F	O	W	6
7	DEL	IL	ESC	EOT					g	p	x		G	P	X	7
8		CAN							h	q	y		H	Q	Y	8
9		EM							i	r	z	'	I	R	Z	9
A	SMM	CC	SM		C CENT	!		:								
B	VT	CU1	CU2	CU3		\$.	#								
C	FF	IFS		DC4	<	*	%	@								
D	CR	IGS	ENQ	NAK	()	_	'								
E	SO	IRS	ACK		+	:	>	=								
F	SI	IUS	BEL	SUB		-	?	"								

EBCDIC

[illegible]

Examples of Character encoding...

- Historic:
 - **ASCII** – 7 bits – 128 different characters (add a 0 to the front to make it 8 bits or 1 byte per character)
 - **ISO-8859** – extension of ASCII to include Latin alphabets eg German, Scandinavian characters
 - 15 subsets to cover Latin, Cyrillic, Arabic, Hebrew, Greek, Thai

https://en.wikipedia.org/wiki/ISO/IEC_8859

ASCII Table

Dec	Hex	Oct	Char	Dec	Hex	Oct	Char	Dec	Hex	Oct	Char	Dec	Hex	Oct	Char
0	0	0		32	20	40	[space]	64	40	100	@	96	60	140	`
1	1	1		33	21	41	!	65	41	101	A	97	61	141	a
2	2	2		34	22	42	"	66	42	102	B	98	62	142	b
3	3	3		35	23	43	#	67	43	103	C	99	63	143	c
4	4	4		36	24	44	\$	68	44	104	D	100	64	144	d
5	5	5		37	25	45	%	69	45	105	E	101	65	145	e
6	6	6		38	26	46	&	70	46	106	F	102	66	146	f
7	7	7		39	27	47	'	71	47	107	G	103	67	147	g
8	8	10		40	28	50	(72	48	110	H	104	68	150	h
9	9	11		41	29	51)	73	49	111	I	105	69	151	i
10	A	12		42	2A	52	*	74	4A	112	J	106	6A	152	j
11	B	13		43	2B	53	+	75	4B	113	K	107	6B	153	k
12	C	14		44	2C	54	,	76	4C	114	L	108	6C	154	l
13	D	15		45	2D	55	-	77	4D	115	M	109	6D	155	m
14	E	16		46	2E	56	.	78	4E	116	N	110	6E	156	n
15	F	17		47	2F	57	/	79	4F	117	O	111	6F	157	o
16	10	20		48	30	60	0	80	50	120	P	112	70	160	p
17	11	21		49	31	61	1	81	51	121	Q	113	71	161	q
18	12	22		50	32	62	2	82	52	122	R	114	72	162	r
19	13	23		51	33	63	3	83	53	123	S	115	73	163	s
20	14	24		52	34	64	4	84	54	124	T	116	74	164	t
21	15	25		53	35	65	5	85	55	125	U	117	75	165	u
22	16	26		54	36	66	6	86	56	126	V	118	76	166	v
23	17	27		55	37	67	7	87	57	127	W	119	77	167	w
24	18	30		56	38	70	8	88	58	130	X	120	78	170	x
25	19	31		57	39	71	9	89	59	131	Y	121	79	171	y
26	1A	32		58	3A	72	:	90	5A	132	Z	122	7A	172	z
27	1B	33		59	3B	73	;	91	5B	133	[123	7B	173	{
28	1C	34		60	3C	74	<	92	5C	134	\	124	7C	174	
29	1D	35		61	3D	75	=	93	5D	135]	125	7D	175	}
30	1E	36		62	3E	76	>	94	5E	136	^	126	7E	176	~
31	1F	37		63	3F	77	?	95	5F	137	_	127	7F	177	

ISO/IEC-8859-1

• <http://www.unicodetools.com/>

A = 41 (hex) →

Latin-1 extensions →

	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-A	-B	-C	-D	-E	-F	
0-		0001	0002	0003	0004	0005	0006	0007	0008	0009	000A	000B	000C	000D	000E	000F	
1-		0010	0011	0012	0013	0014	0015	0016	0017	0018	0019	001A	001B	001C	001D	001E	001F
2-		!	"	#	\$	%	&	'	()	*	+	,	-	.	/	
3-	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?	
4-	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	
5-	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_	
6-	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	
7-	p	q	r	s	t	u	v	w	x	y	z	{		}	~		
8-																	
9-																	
A-		¡	¢	£	¤	¥	¦	§	¨	©	ª	«	¬	®	¯		
B-	°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿	
C-	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
D-	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß	
E-	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï	
F-	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ	

Examples

- Since computers only know numbers, here is a the **ASCII** code is used to encode text.
- To print the word “Hello” on a printer, the computer sends the sequence of numbers:
- <http://www.lookupables.com/>

Examples

- Since computers only know numbers, here is a the **ASCII** code is used to encode text.
- To print the word “Hello” on a printer, the computer sends the sequence of numbers:

Bin	01001000	01100101	01101100	01101100	01101111
Dec	104	101	108	108	111
Char	H	e	l	l	o

- Hello = 01001000 01100101 01101100 01101100 01101111
- <http://www.lookuptables.com/>

- Current encoding
 - **Unicode** – expands ASCII to 16 bits or more to represent over 120,000 characters
 - **UTF-8** – most common, compatible with ASCII
 - Variable length encoding:
 - Character# 00-127 1 byte
 - Character > 128 2 or more bytes
 - **UTF-16** – every character (including A-Z) as 16 bits or 32 bit
 - The first 128 characters of Unicode are the same as ASCII for backward compatibility
 - See <http://www.unicode.org/charts/>

Examples of Data...

- Current encoding
 - **Unicode** – expands ASCII to 16 bits or more to represent over 120,000 characters
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 - Variable length encoding:
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 - **UTF-16** – every character (including A-Z) as 16 bits or 32 bit
 - Commonly called a Double Byte Character Set (DBCS)
 - The first 128 characters of Unicode are the same as ASCII for backward compatibility
 - See <http://www.unicode.org/charts/>

HTML
standard

Unicode - Latin-1_Supplement

U+0080	U+0081	U+0082	U+0083	U+0084	U+0085	U+0086	U+0087	U+0088	U+0089	U+008A	U+008B	U+008C	U+008D	U+008E	U+008F
U+0090	U+0091	U+0092	U+0093	U+0094	U+0095	U+0096	U+0097	U+0098	U+0099	U+009A	U+009B	U+009C	U+009D	U+009E	U+009F
U+00A0	U+00A1	U+00A2	U+00A3	U+00A4	U+00A5	U+00A6	U+00A7	U+00A8	U+00A9	U+00AA	U+00AB	U+00AC	U+00AD	U+00AE	U+00AF
	¡	¢	£	¤	¥	¦	§	¨	©	ª	«	¬		®	¯
U+00B0	U+00B1	U+00B2	U+00B3	U+00B4	U+00B5	U+00B6	U+00B7	U+00B8	U+00B9	U+00BA	U+00BB	U+00BC	U+00BD	U+00BE	U+00BF
°	±	²	³	´	µ	¶	·	,	¹	º	»	¼	½	¾	¿
U+00C0	U+00C1	U+00C2	U+00C3	U+00C4	U+00C5	U+00C6	U+00C7	U+00C8	U+00C9	U+00CA	U+00CB	U+00CC	U+00CD	U+00CE	U+00CF
À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
U+00D0	U+00D1	U+00D2	U+00D3	U+00D4	U+00D5	U+00D6	U+00D7	U+00D8	U+00D9	U+00DA	U+00DB	U+00DC	U+00DD	U+00DE	U+00DF
Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
U+00E0	U+00E1	U+00E2	U+00E3	U+00E4	U+00E5	U+00E6	U+00E7	U+00E8	U+00E9	U+00EA	U+00EB	U+00EC	U+00ED	U+00EE	U+00EF
à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï
U+00F0	U+00F1	U+00F2	U+00F3	U+00F4	U+00F5	U+00F6	U+00F7	U+00F8	U+00F9	U+00FA	U+00FB	U+00FC	U+00FD	U+00FE	U+00FF
ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ

https://commons.wikimedia.org/wiki/File:UCB_Latin-1_Supplement.png

Unicode – CJK Unified Ideographs

CJK Unified Ideographs (part 2 of 4) [Unicode.org chart \(PDF\)](#)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
U+630x	振	持	挂	拴	挑	揅	揅	指	挈	按	担	拒	格	较	垮	桐
U+631x	拏	挑	捌	挖	依	捥	挖	挟	捞	拳	拏	拏	扭	挝	挞	挟
U+632x	挠	挡	桥	挣	挤	挥	捋	羽	挨	捻	挪	挫	掙	梗	梯	振
U+633x	捏	抄	拏	揜	梅	拏	搨	挪	捥	挹	挺	挺	授	挽	挾	揅
U+634x	捺	揩	梧	捥	球	捅	捆	抹	捺	捉	俘	俘	捌	捍	捎	捏
U+635x	捐	揆	揀	挪	揅	捕	捥	抄	捺	揅	捏	招	搜	挽	捞	损
U+636x	振	捡	换	捣	握	挽	捡	捧	捺	揅	拏	捥	捥	捥	据	倒
U+637x	裸	捥	捲	搥	捻	揅	捶	捷	捺	拏	捺	捻	揅	猝	揅	接
U+638x	掀	振	拏	搥	掄	掄	搨	掇	授	掉	掙	抵	掌	搥	掙	掏
U+639x	掐	捥	排	掇	掇	掇	揅	揅	掘	掙	捥	掛	捥	域	揅	掇
U+63Ax	掠	揅	揅	掇	捥	接	掇	控	推	掩	措	揅	揅	揅	揅	揅
U+63Bx	捥	捥	揭	捥	捥	揅	揅	擲	揅	揅	揅	揅	揅	揅	揅	揅
U+63Cx	揅	揅	揅	揅	揅	掇	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅
U+63Dx	提	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅	揅
U+6FAx	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚
U+6FBx	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚
U+6FCx	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚
U+6FDx	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚
U+6FEx	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚
U+6FFx	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚	漚



Unicode – fun!

- Unicode Private Use Area (E000-F8FF and 000F0000-0010FFFF)

16A0

	F8D	F8E	F8F
0	𐀀	𐀁	𐀂
1	𐀃	𐀄	𐀅
2	𐀆	𐀇	𐀈
3	𐀉	𐀊	𐀋
4	𐀌	𐀍	𐀎
5	𐀏	𐀐	𐀑
6	𐀒	𐀓	𐀔
7	𐀕	𐀖	𐀗
8	𐀘	𐀙	𐀚
9	𐀛	𐀜	𐀝
A	𐀞		
B	𐀟		
C	𐀠		
D	𐀡		𐀢
E	𐀣		𐀤
F	𐀥		𐀦

Runic

Real code page!!

	16A0	16B0	16C0	16D0	16E0	16F0
0	𐀀	𐀁	𐀂	𐀃	𐀄	𐀅
1	𐀆	𐀇	𐀈	𐀉	𐀊	𐀋
2	𐀌	𐀍	𐀎	𐀏	𐀐	𐀑
3	𐀒	𐀓	𐀔	𐀕	𐀖	𐀗
4	𐀘	𐀙	𐀚	𐀛	𐀜	𐀝
5	𐀞	𐀟	𐀠	𐀡	𐀢	𐀣
6	𐀤	𐀥	𐀦	𐀧	𐀨	𐀩
7	𐀪	𐀫	𐀬	𐀭	𐀮	𐀯
8	𐀰	𐀱	𐀲	𐀳	𐀴	𐀵
9	𐀶	𐀷	𐀸	𐀹	𐀺	
A	𐀻	𐀼	𐀽	𐀾	𐀿	
B	𐁀	𐁁	𐁂	𐁃	𐁄	
C	𐁅	𐁆	𐁇	𐁈	𐁉	
D	𐁊	𐁋	𐁌	𐁍	𐁎	
E	𐁏	𐁐	𐁑	𐁒	𐁓	
F	𐁔	𐁕	𐁖	𐁗	𐁘	

16FF

	E00	E01	E02	E03	E04	E05	E06	E07
0	𐄀	𐄁	𐄂	𐄃	𐄄	𐄅		
1	𐄆	𐄇	𐄈	𐄉	𐄊	𐄋		
2	𐄌	𐄍	𐄎	𐄏	𐄐	𐄑		
3	𐄒	𐄓	𐄔	𐄕	𐄖	𐄗		
4	𐄘	𐄙	𐄚		𐄛	𐄜		
5	𐄝	𐄞	𐄟		𐄠	𐄡		
6	𐄢	𐄣	𐄤		𐄥	𐄦		
7	𐄧	𐄨	𐄩		𐄪	𐄫		
8	𐄬	𐄭	𐄮		𐄯	𐄰		
9	𐄱	𐄲	𐄳		𐄴		𐄵	
A	𐄶	𐄷	𐄸		𐄹	𐄺	𐄻	
B	𐄼	𐄽	𐄾		𐄿		𐅀	
C	𐅁	𐅂	𐅃		𐅄	𐅅	𐅆	
D	𐅇	𐅈	𐅉		𐅊	𐅋	𐅌	
E	𐅍	𐅎	𐅏		𐅐		𐅑	
F	𐅒	𐅓	𐅔		𐅕			

Unicode –Emoji!

Full Emoji Data

This chart provides a list of the Unicode emoji characters, with images from different vendors, version and source information, default style, and annotations. The ordering of the emoji and the annotations are based on [Unicode CLDR data](#). This list does include the [320 modifier sequences](#), and the

For information about the images used in these charts, see [Emoji Images and Rights](#). For details about the format and fields, see [Emoji Chart Index](#) and [UTR #51 Unicode Emoji](#). See also [Submitting Emoji Character Proposals](#).

No	Code	Brom.	Chart	Apple	Twtr.	One	Google	Sams.	Wind.	GMail	Sb	Dem.	Kddi	Name	Year	Default	Annotation:
1	U+1F600													GRINNING FACE	2012-	emoji	face , grin , person , smile
2	U+1F601													GRINNING FACE WITH SMILING EYES	2010	emoji	eye , face , grin , person , smile
3	U+1F602													FACE WITH TEARS OF JOY	2010	emoji	face , joy , laugh , person , tear
4	U+1F603													SMILING FACE WITH OPEN MOUTH	2010	emoji	face , mouth , open , person , smile
5	U+1F604													SMILING FACE WITH OPEN MOUTH AND SMILING EYES	2010	emoji	eye , face , mouth , open , person , smile
6	U+1F605													SMILING FACE WITH OPEN MOUTH AND COLD SWEAT	2010	emoji	cold , face , open , person , smile , sweat
7	U+1F606													SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES	2010	emoji	face , laugh , mouth , open , person , smile
8	U+1F609													WINKING FACE	2010	emoji	face , person , wink
9	U+1F60A													SMILING FACE WITH SMILING EYES	2010	emoji	blush , eye , face , person , smile
10	U+1F60B													FACE SAVOURING DELICIOUS FOOD	2010	emoji	delicious , face , food , person , savour
11	U+1F60E													SMILING FACE WITH SUNGLASSES	2010	emoji	bright , cool , eye , eyewear , face , glasses
12	U+1F60D													SMILING FACE WITH HEART-SHAPED EYES	2010	emoji	eye , face , heart , love , person , smile
13	U+1F618													FACE THROWING A KISS	2010	emoji	face , heart , kiss , person
14	U+1F617													KISSING FACE	2012-	emoji	face , kiss , person
15	U+1F619													KISSING FACE WITH SMILING EYES	2012-	emoji	eye , face , kiss , person , smile
16	U+1F61A													KISSING FACE WITH CLOSED EYES	2010	emoji	closed , eye , face , kiss , person
17	U+1F63A													WHITE SMILING FACE in smiling face	1995-	text*	face , outlined , person , related , smile
18	U+1F642													SLIGHTLY SMILING FACE	2014-	emoji	face , person , smile
19	U+1F927													HUGGING FACE	2015-	emoji	face , hug , hugging , person
20	U+1F92F													SMILING FACE WITH HALO	2010-	emoji	angel , face , fairytale , fantasy , halo
21	U+1F913													NERD FACE	2015-	emoji	face , geek , nerd , person
22	U+1F914													THINKING FACE	2015-	emoji	face , person , thinking
23	U+1F618													NEUTRAL FACE	2010-	emoji	deadpan , face , neutral , person
24	U+1F611													EXPRESSIONLESS FACE	2012-	emoji	expressionless , face , inexpressive , person
25	U+1F636													FACE WITHOUT MOUTH	2010-	emoji	face , mouth , person , quiet , silent

- How much storage space is required for the string
 - Hello hero?

- How much storage space is required for the string
– Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

- How much storage space is required for the string
– Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

11

- How much storage space is required for the string
– Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

– 澳大利亚

- How much storage space is required for the string
– Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

– 澳大利亚

澳		大		利		亚	
6F	B3	59	27	55	29	4E	9A

- How much storage space is required for the string
–Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

–澳大利亚

澳		大		利		亚	
6F	B3	59	27	55	29	4E	9A

8

- How much storage space is required for the string
–Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

–澳大利亚

澳		大		利		亚	
6F	B3	59	27	55	29	4E	9A

–😊

1, 2 or
3?

- How much storage space is required for the string
–Hello hero?

H	e	l	l	o		h	e	r	o	?
48	65	6C	6C	6F	20	68	65	72	6F	3F

–澳大利亚

澳		大		利		亚	
6F	B3	59	27	55	29	4E	9A

– 😊

01	F6	03
----	----	----

3!

What about images, etc

- Encoded in special format
 - Images: GIF, JPEG, TIFF etc
 - Movies: AVI, MOV etc
 - Documents: DOC, DOCX, PDF etc

What about images, etc

- Often file metadata (eg **extensions**) tell applications what format the file is in.
- Sometimes the 1st few bytes tells you:
See **FourCC** or “**Magic Number**” in Wikipedia
- Examples:
 - “GIF89a” for GIF, “JFIF” for JPEG
 - “ID3” for MP3
 - “%PDF-1.5” for PDF
 - “#!” for shell scripts
 - “PK” for zip files

Example of binary file



- chris-wong.jpg

[illegible]