

- 

```
>>> x = 0.1
```

Representing Symbols

ASCII (American Standard Code for Information Interchange)

BINARY	HEX	DESCRIPTION
0000 0000	00	Null character
0000 0001	01	Start of header
0000 0010	02	Start of text
0000 0011	03	End of text
0000 0100	04	End of transmission
...		
0000 1101	0D	Carriage return
...		
0010 0000	20	Space
0010 0001	21	!
0010 0010	22	"
0010 0011	23	#
0010 0100	24	\$
...		
0011 0000	30	0
0011 0001	31	1
0011 0010	32	2
...		
0100 0001	41	A
0100 0010	42	B
0100 0011	43	C
...		
0110 0001	61	a
0110 0010	62	b
0110 0011	63	c
...		

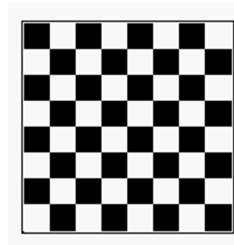


8 bits are called a "byte".
How many different
symbols can be
represented with this 1-
byte-per-symbol system?

In Python...

```
>>> print "\x21"
!  
>>> print "\x63"
c  
>>> print "\x63\x61\x62"
cab  
>>> print "\u03c6"
φ
```

Binary Images

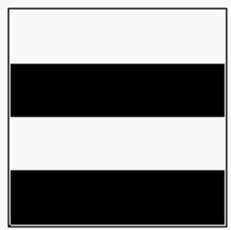


Binary Image

```
'01010101  
10101010  
01010101  
10101010  
01010101  
10101010  
01010101  
10101010  
01010101  
10101010'
```

Encoding as raw bits
Just one big string of 64 characters

Binary Image Compression



Binary Image

```
'11111111  
11111111  
00000000  
00000000  
11111111  
11111111  
00000000  
00000000'
```

Encoding as raw bits
Just one big string

Can we represent this more
compactly?



Binary Image Compression



Binary Image

```
'11111111  
11111111  
00000000  
00000000  
11111111  
11111111  
00000000  
00000000'
```

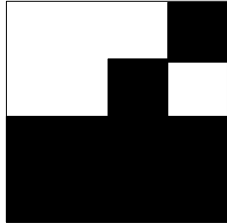
Encoding as raw bits
Just one big string

An idea:

1 is the next digit
0 is the next digit
There are 16 of them.
Again, there are 16 of them.
And the same for the next two stripes

```
110000010000110000010000
```

HW4: Quadtrees!



Binary Image

```
'11111100
11111100
11110011
00000000
00000000
00000000
00000000
00000000'
```

Encoding as raw bits
Just one big string

New idea: [White, [W, B, B, W], Black, Black]

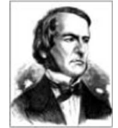
Algebra with Only 0s and 1s!

Real-valued variable

A variable assigned any real number
(e.g. $x = 3.1234567$)

Boolean variable

A variable assigned either 0 or 1
(e.g. $x = 0$ or $x = 1$)



George Boole
1815-1864

0 and 1 are also called
"False" and "True" or "No"
and "Yes"

Real Operators

+
-
×
÷
...

Boolean Operators

NOT
AND
OR



Functions

Describing a real-valued function...

Words

f is a function of TWO real variables s.t. the output is the sum of their squares

Table

x	y	$f(x,y)$
0	0	0
1	2	5
1.2	1	2.44
1	1	2

Formula

$$f(x) = x^2 + y^2$$

That table seems to be missing a "few" entries!



Boolean Functions

A Boolean function just takes Boolean arguments and gives a Boolean result.

Example: $f(\text{True}, \text{True}) = \text{True}$

The most common Boolean functions take 1 or 2 arguments.

There are exactly four 1-argument Boolean functions!

There are 16 two-argument functions, but only 5 are commonly used!



Boolean Functions

Describing a Boolean function (inputs and outputs: 0 and 1)

Words

f is a function of TWO binary (Boolean) variables s.t. the output is 1 if and only if exactly one of the two inputs is 1

Table

x	y	$f(x,y)$
0	0	0
0	1	1
1	0	1
1	1	0

Formula

?

A table works fine now! It's called a "truth table."



NOT, AND, OR

x	NOT x
0	1
1	0

Also written
 \bar{x}

x	y	x AND y
0	0	0
0	1	0
1	0	0
1	1	1

Also written
 xy

x	y	x OR y
0	0	0
0	1	1
1	0	1
1	1	1

Also written
 $x+y$

Playing with Functions...

Describe these functions in English:

xx

$x\bar{x}$

$x+\bar{x}$

$(xy + \bar{x}\bar{y})$

Worksheet!

Playing with Functions...

How about Boolean formulae ("formulas") for:

- A function of two variables x,y that evaluates to 1 iff x and y are not equal
- A function of two variables x,y that evaluates to 1 iff $x \geq y$

XOR

x	y	$x \text{ XOR } y$
0	0	0
0	1	1
1	0	1
1	1	0

Python uses `~`, `&`, `|`, and `^` to represent NOT, AND, OR, and XOR, respectively.



Properties of Boolean Functions

All the "usual" Boolean functions commute:

$$f(x, y) = f(y, x)$$

AND, OR, and XOR associate:

$$f(f(x, y), z) = f(x, f(y, z))$$

$$\text{e.g., } (x \text{ AND } y) \text{ AND } z = x \text{ AND } (y \text{ AND } z)$$

What about the *Unusual* ones?



The Alien's Life Advice

Don't get bogged down in a single project.



Get bogged down in at least two!

Digital Logic Gates

x	NOT x
0	1
1	0

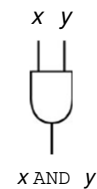
Also written \bar{x}



NOT is often shown as just the small circle on another gate.



x	y	$x \text{ AND } y$
0	0	0
0	1	0
1	0	0
1	1	1



Also written xy

x	y	$x \text{ OR } y$
0	0	0
0	1	1
1	0	1
1	1	1



Also written $x+y$

Finding the Formula!

The Minterm Expansion Principle

Consider this function...

Words	Truth Table	Formula
	$x \quad y \quad x \text{ XOR } y$	
A function of TWO binary inputs x, y where the output is 1 iff $x \neq y$	0 0 0	
	0 1 1	$\bar{x}y$
	1 0 1	$x\bar{y}$
	1 1 0	

$$f(x, y) = \bar{x}y + x\bar{y}$$

From Formula to Circuit!

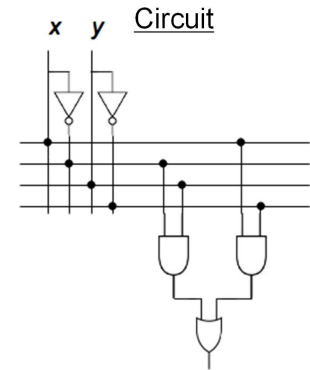
Words Table Formula

f is a function of
TWO binary
(Boolean)
variables s.t. the
output is 1 if and
only if exactly
one of the two
inputs is 1

x	y	$f(x, y)$
0	0	0
0	1	1
1	0	1
1	1	0

$\bar{x}y + x\bar{y}$

Circuit



You Try It!

The Minterm Expansion Principle

Consider this function...

Words	Truth Table	Formula
A function of TWO binary inputs x, y where the output is 1 iff $x \geq y$		

Circuit

Try This One...

Consider this function...

Words Truth Table Formula

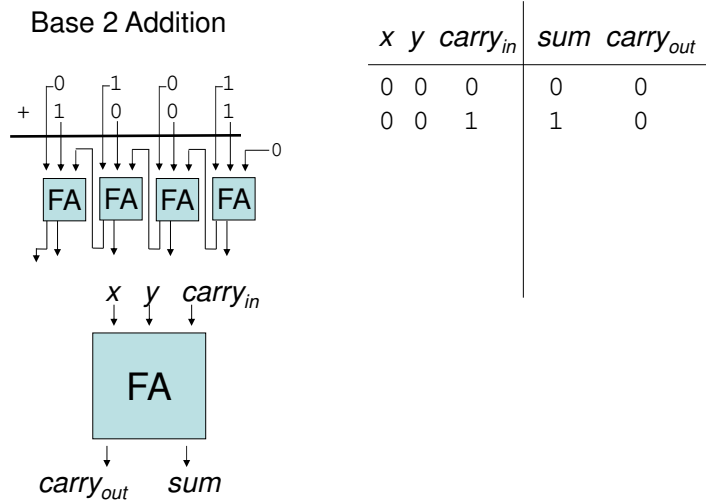
A function of
THREE binary
inputs x, y, z
where the
output is 1 iff
the number of 1's
is odd

Circuit



This is called an
"odd parity" circuit

A Circuit for Adding!



A Cool Thing About XOR

$$x \text{ XOR } y \text{ XOR } y = x$$



Try this on for size:

$$x = x \oplus y$$

$$y = x \oplus y$$

$$x = x \oplus y$$

A Cool Thing About XOR

Try this on for size:

Suppose $x, y = 0, 0 \quad 0, 1 \quad 1, 0 \quad 1, 1$

$$x = x \oplus y$$

$$y = x \oplus y$$

$$x = x \oplus y$$

Now $x, y =$

$0, 0 \quad 1, 1 \quad 1, 0 \quad 0, 1$

$0, 0 \quad 1, 0 \quad 1, 1 \quad 0, 1$

$0, 0 \quad 1, 0 \quad 0, 1 \quad 1, 1$

A Cool Thing About XOR

We can prove this if we call the original values x_0 and y_0 :

$$x = x \oplus y$$

$$x_1 = x_0 \oplus y_0$$

$$y = x \oplus y$$

$$y_1 = x_1 \oplus y_0 = (x_0 \oplus y_0) \oplus y_0$$

$$x = x \oplus y$$

$$x_2 = x_1 \oplus y_1$$

A Cool Thing About XOR

We can prove this if we call the original values x_0 and y_0 :

$$x = x \oplus y \qquad x1 = x0 \oplus y0$$

$$y = x \oplus y \qquad y1 = x1 \oplus y0 = x0$$

$$x = x \oplus y \qquad x2 = x1 \oplus y1 = (x0 \oplus y0) \oplus x0$$