

Adding some light to computing ....

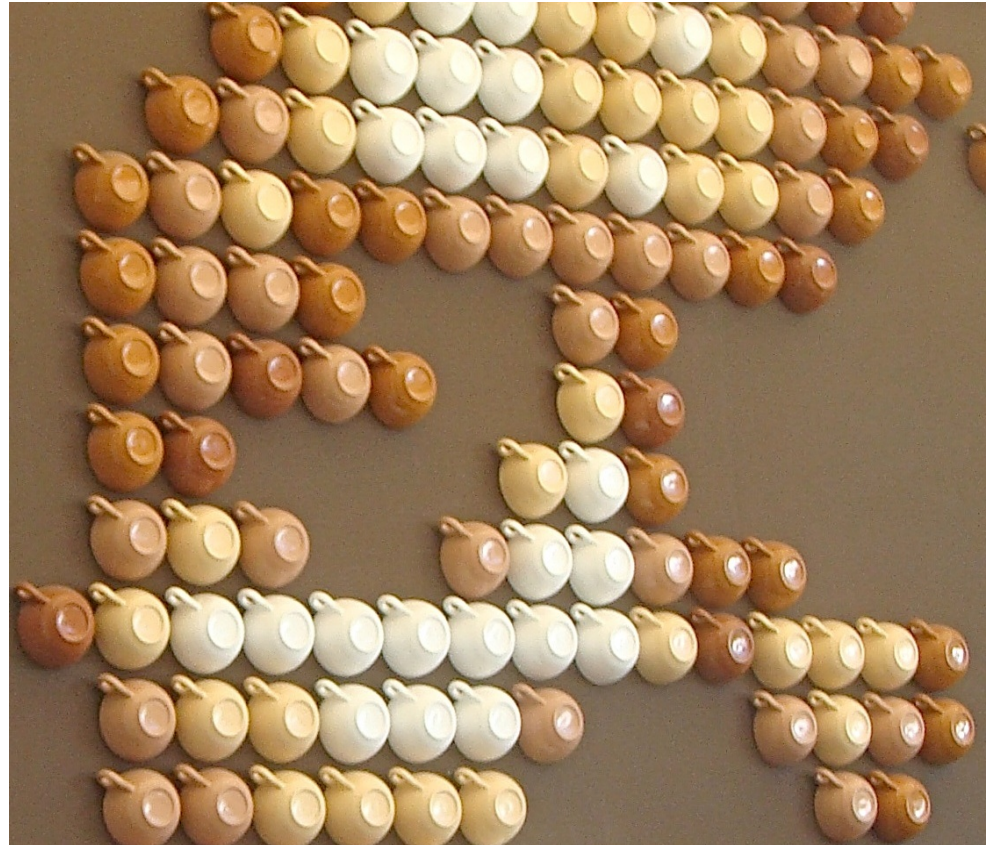
# Bits of Color

*Lawrence Snyder*  
*University of Washington, Seattle*

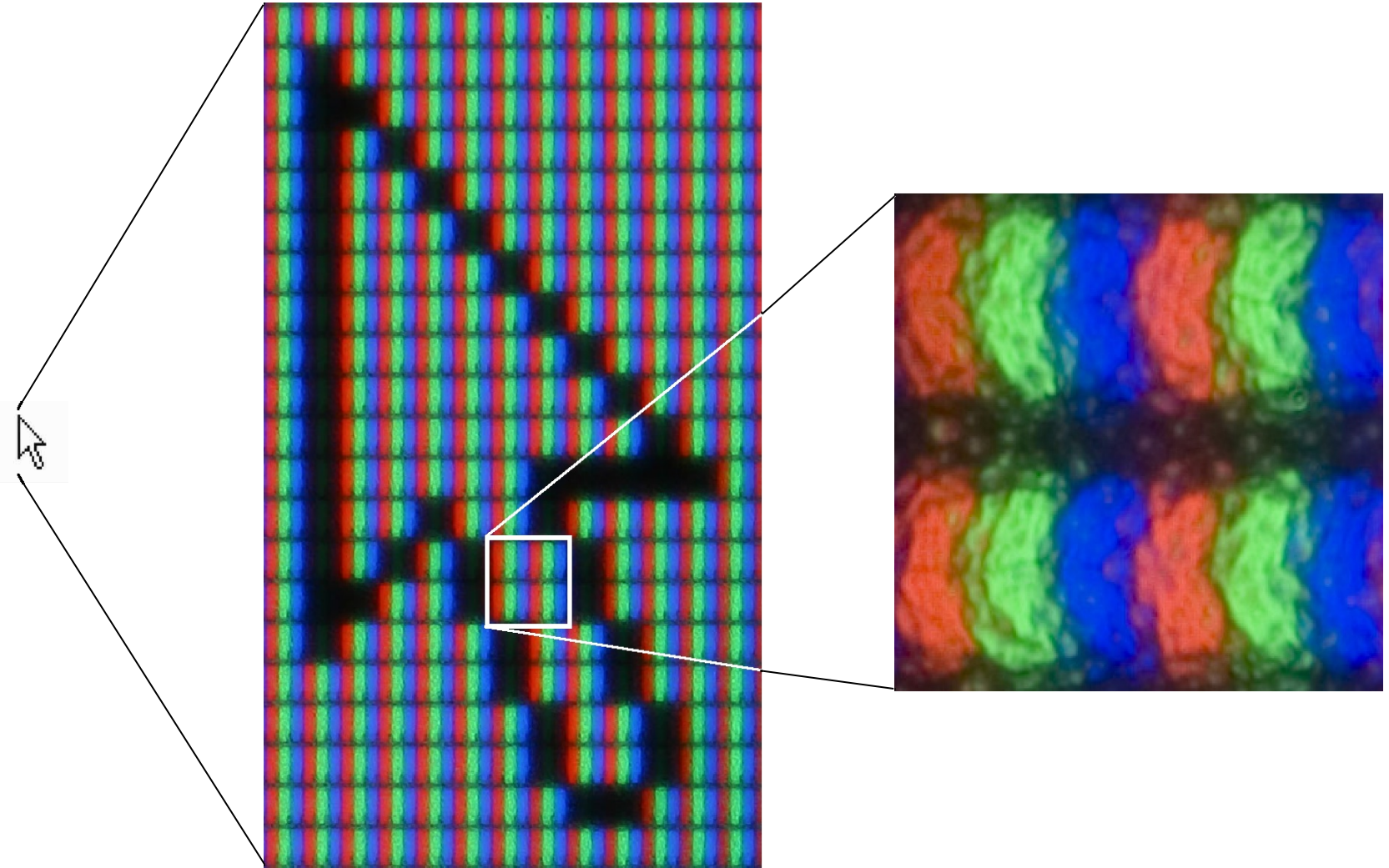
# Return To RGB

- Recall that the screen (and other video displays) use red-green-blue lights, arranged in an array of picture elements, or *pixels*

Coffee Cup  
Pixels

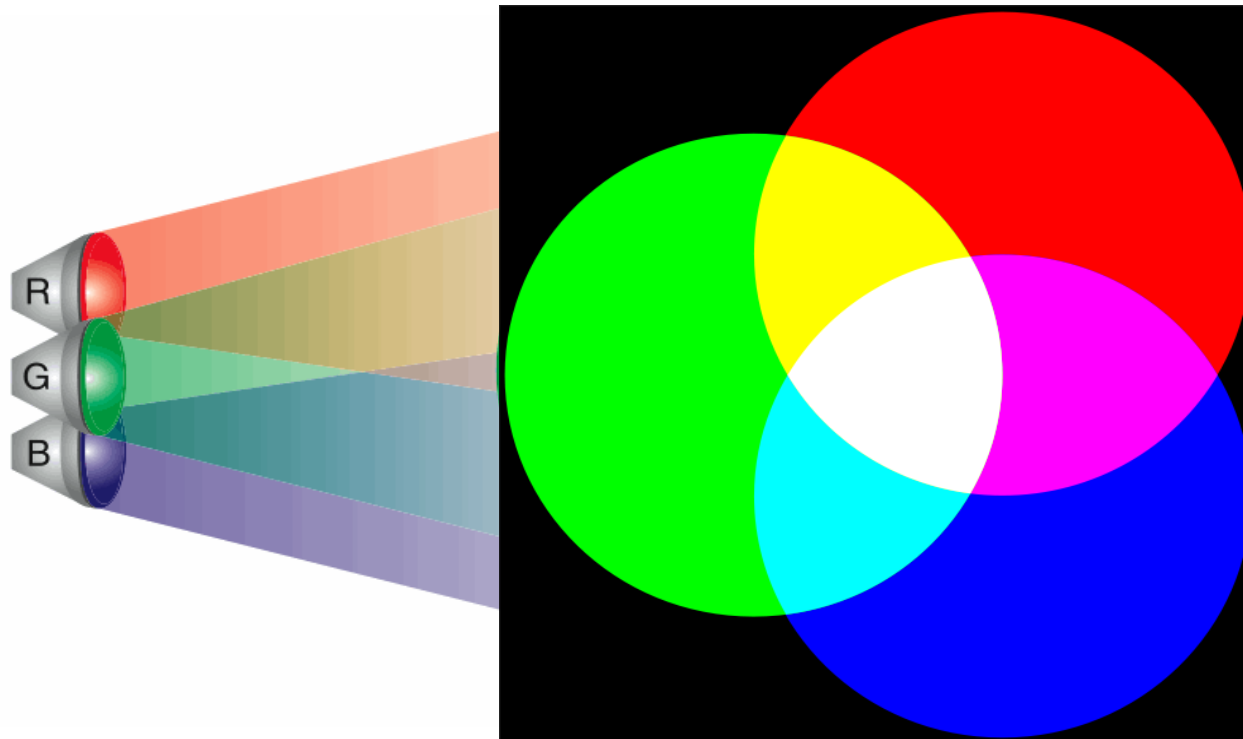


# Actual Pixels From TFT LCD Display



# Combining Colored Light

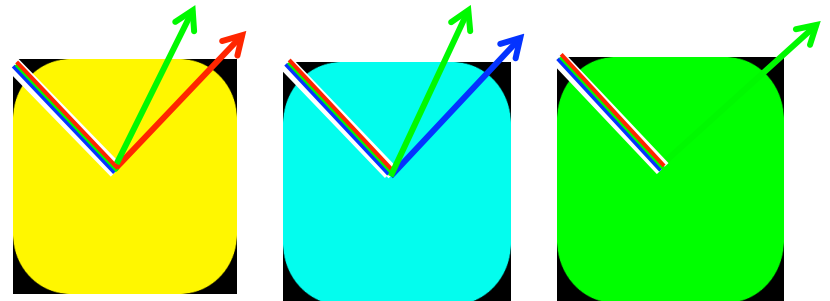
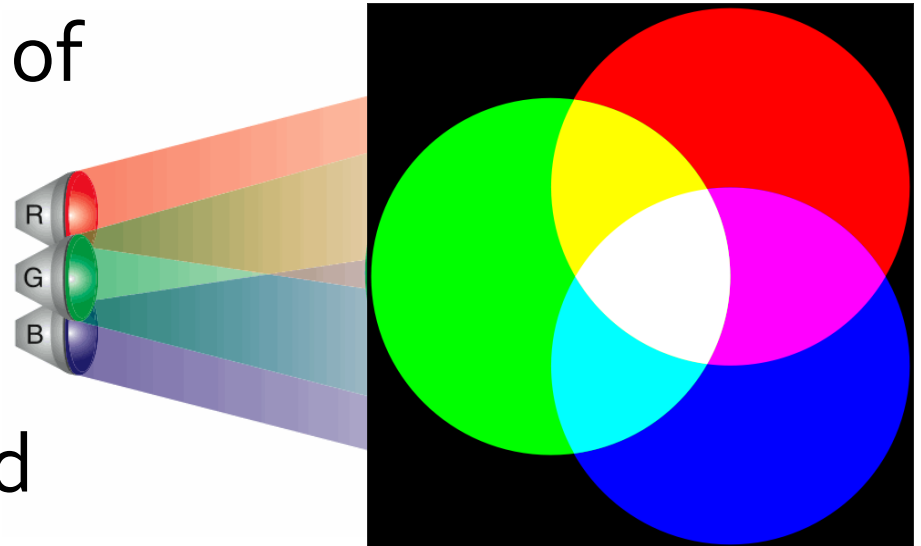
- The Amazing Properties of Colored Light!



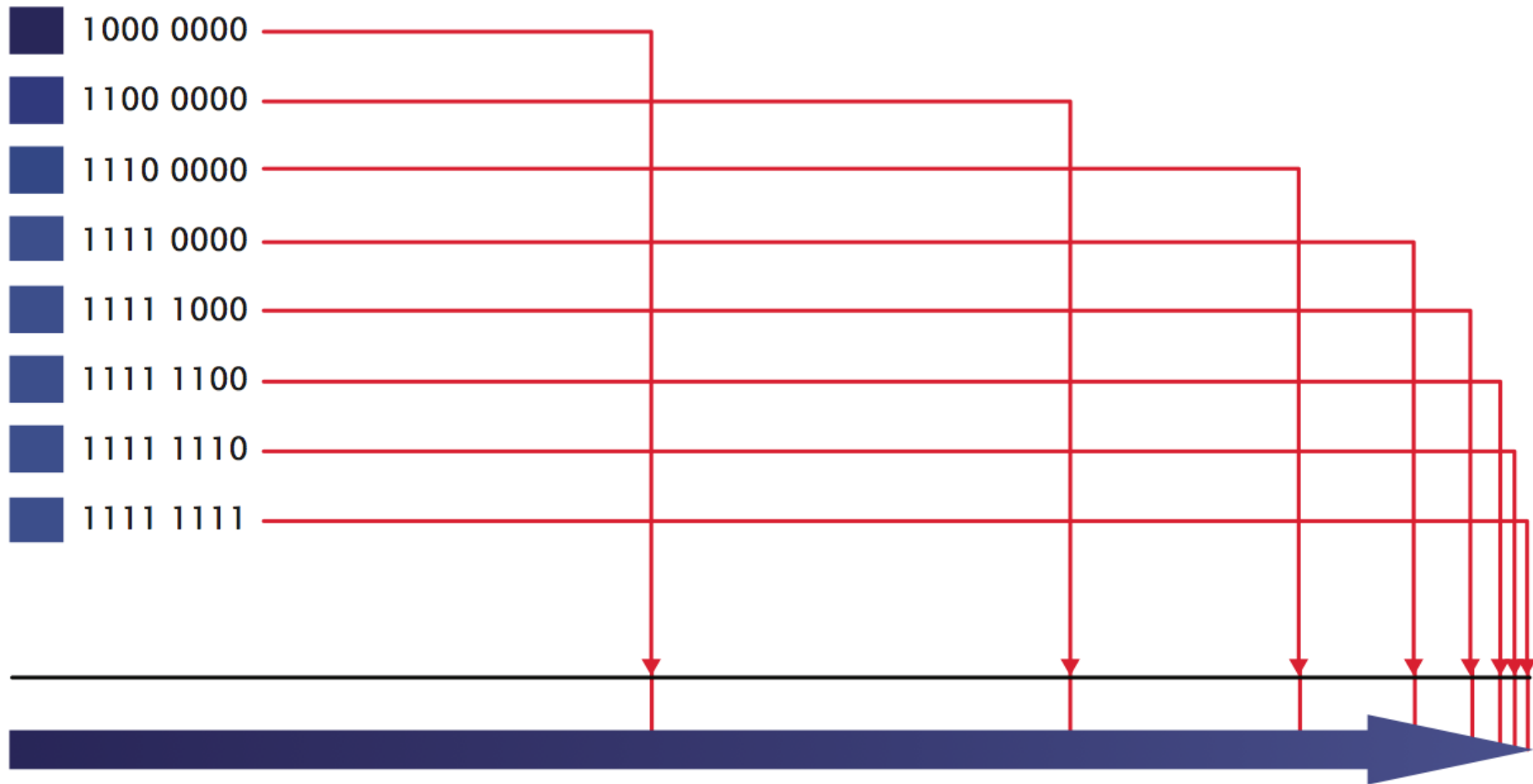
- Caution: It doesn't work like pigment

# Green + Red = Yellow?

- Colored light seems to violate our grade school rule of green = blue + yellow  
What gives?
- In pigment, the color we see is the reflected color from white light; the other colors are absorbed

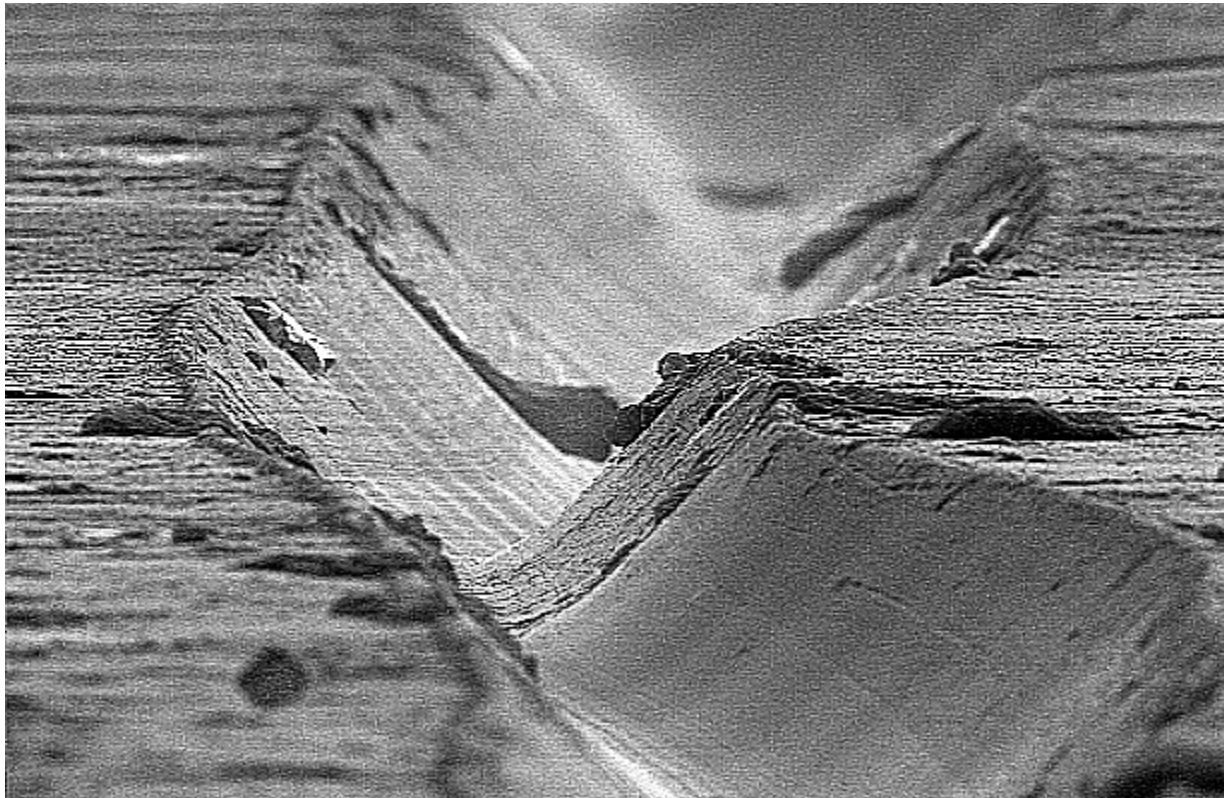


# Each Bit Adds Another 1/2



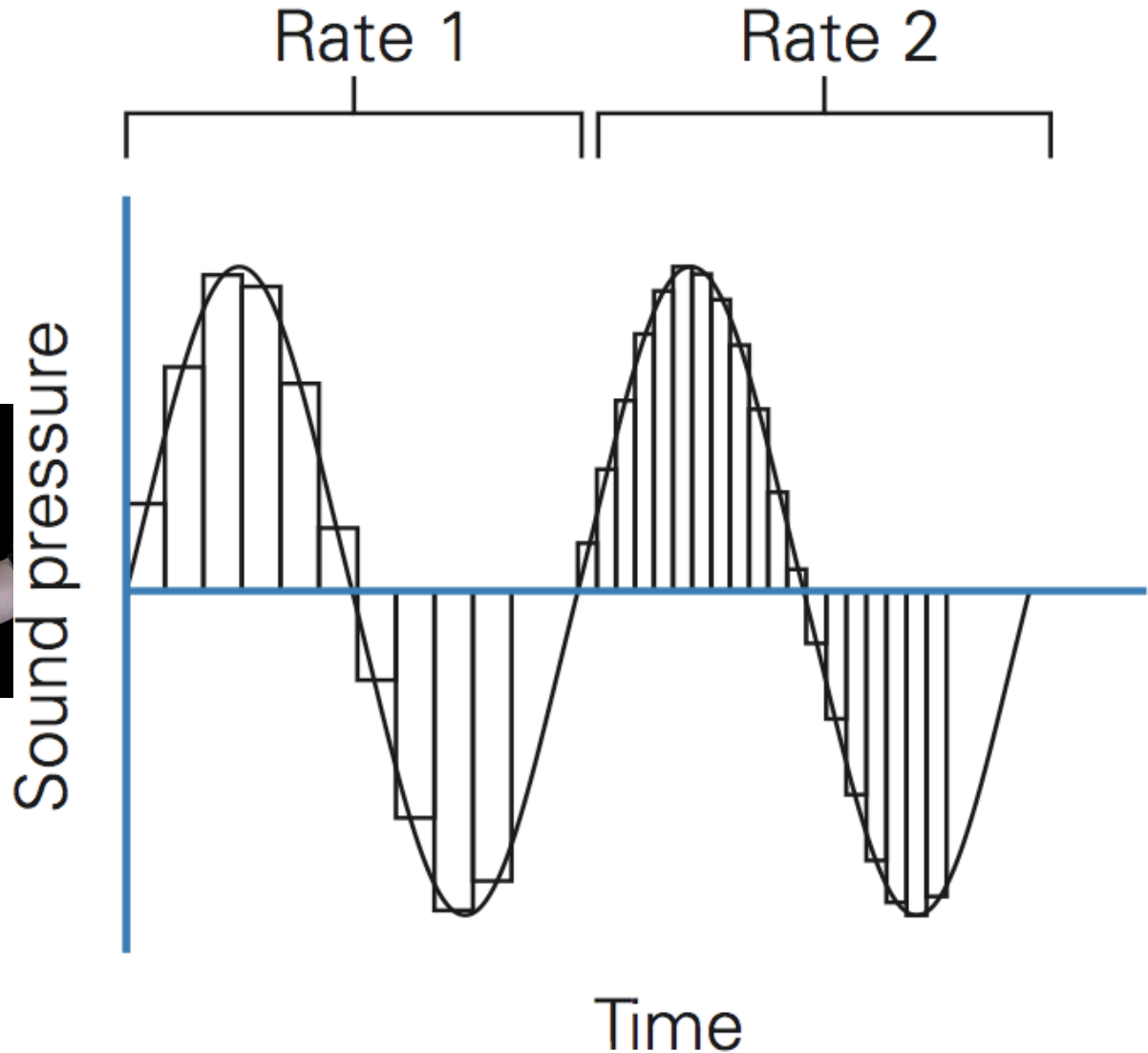
# Not All Information Is Discrete

- Analogue information directly applies physical phenomena, e.g. vinyl records



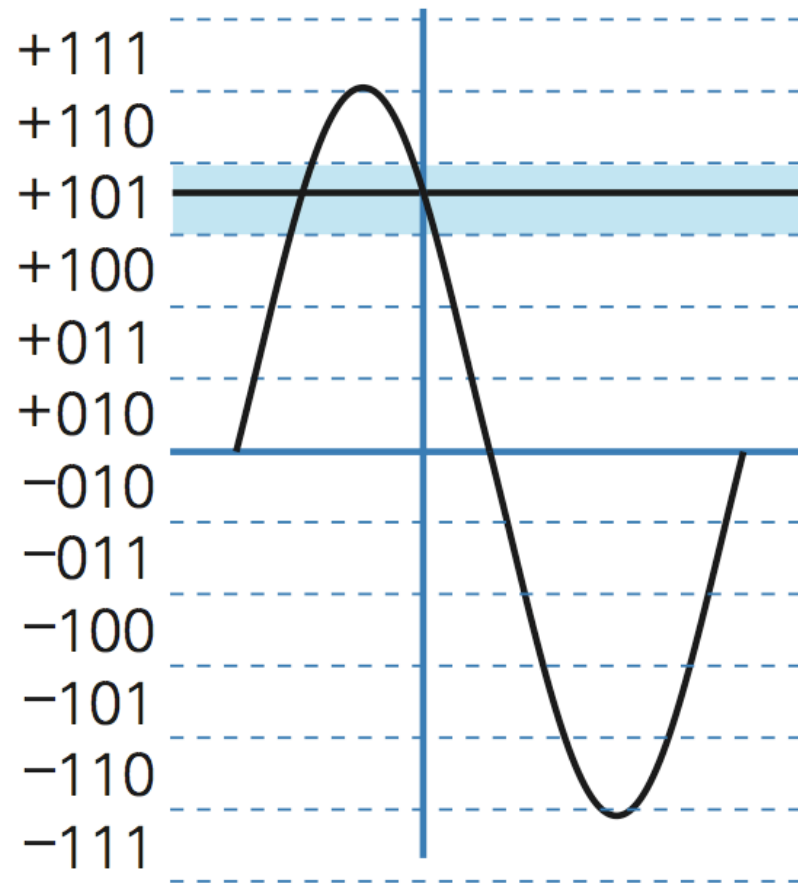
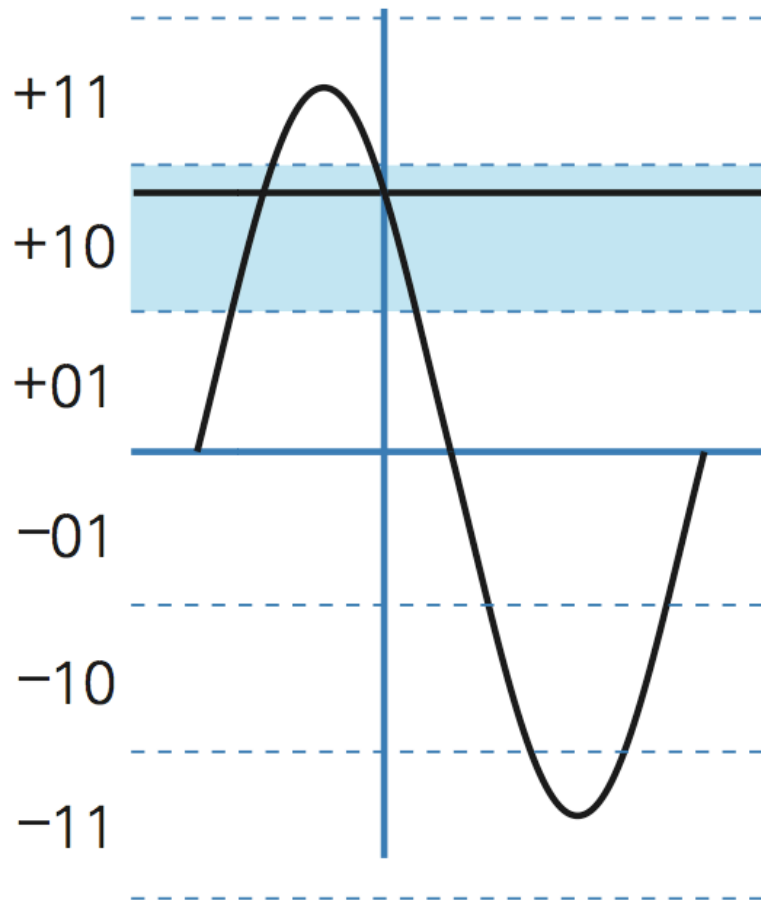
# Analog Signals Become Discrete

Sampling  
the wave ...

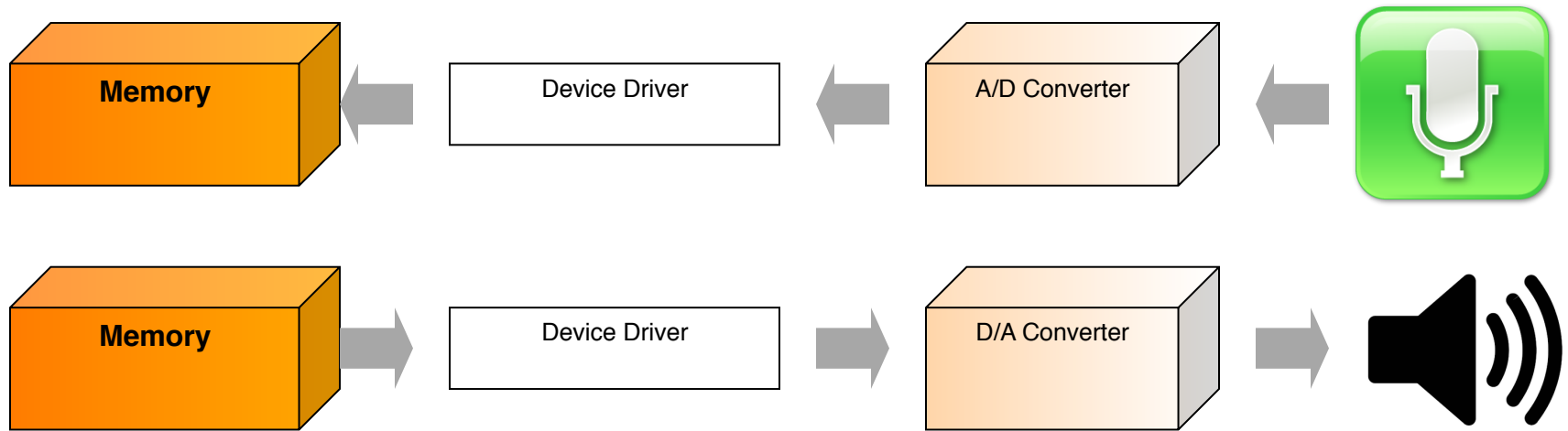




# Precision of the Sample



# The World Is Analog – Go Between



Analog is needed for the “real world”

Digital is best for “information world”

- Can be modified, enhanced, remixed, etc
- Shared, stored permanently, reproduced, ...

# Sampling Sound ...

- Going too slowly misses waves
- Going too fast keeps lots of redundant info
- The range of human hearing is 20-20,000 hz
  - Faster or slower, only the dog can hear it
  - Nyquist Rule: Sampling rate must be twice as fast as fastest frequency to be captured
- For technical reasons, the number is 44,100 hz
- How precise to sample: 16 bits gives -32k to 32k

# Multimedia

- Many different forms of online information with special representations
  - JPG, MP3, MPEG, WAV ...
  - Most forms of multimedia require many, many bits
    - A minute of digital audio:
      - 60 seconds x
      - 44,100 samples per second x
      - 16 bits each
      - x 2 for stereo
    - Is 84,672,000 bits, or 10,584,000 B
    - 1 hour is 635 MB!

# Compress: Change Representation

- Often, most of the bits are not needed – MP3 audio is less than 1MB/min because many sounds can be eliminated – we can't hear them
- Compression ... comes in two forms
  - Lossless – eliminated bits can be recovered
  - Lossy – eliminated bits are gone for good ... MP3

Susanne Vega sings *Tom's Diner*  
<https://www.youtube.com/watch?v=VGw3W10QxLA>





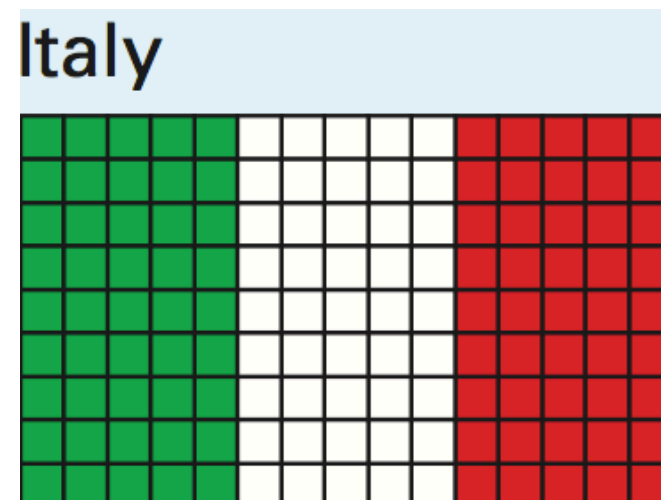
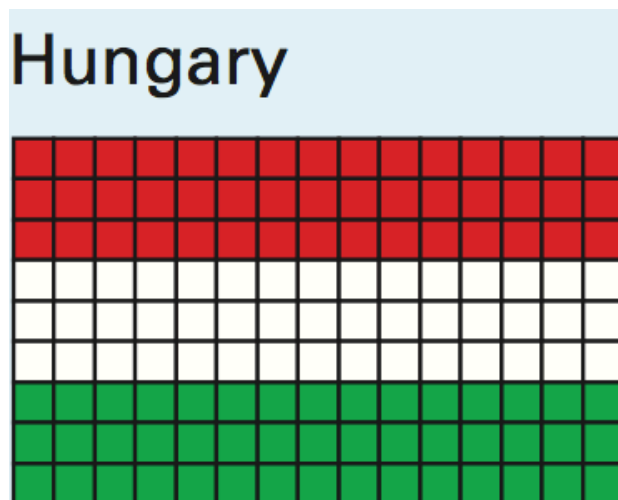
# Lossless Compression

- Lossless compression seems strange – it eliminates bits that can be recovered again ... weren't they necessary in the first place???
- Consider a fax –
  - Usually faxes use a scanner that produces rows of 0s and 1s.
  - Compress by counting ... it's *run-length encoding*:  
00000000000000000000000011111110000000011  
== 22:0,7:1,8:0,2:1

# GIF Uses Same Idea

- Graphics Interchange Format (GIF) uses several kinds of compression
  - Color Table
  - Run Length Encoding
  - Lemple/Ziv/Welch Encoding

Color Table		
1	FF 00 00	
2	FF FF FF	
3	00 FF 00	



# Compare Images Using Gif

- Compare Hungarian Flag and Italian Flag



- huFlag: [15 × 9] 45:1, 45:2, 45:3

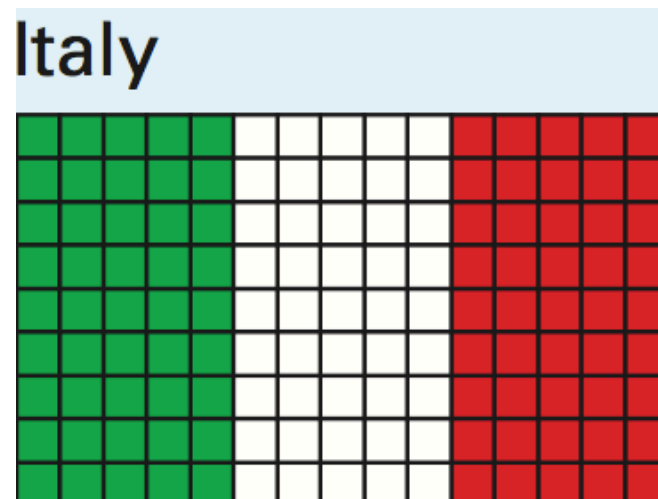
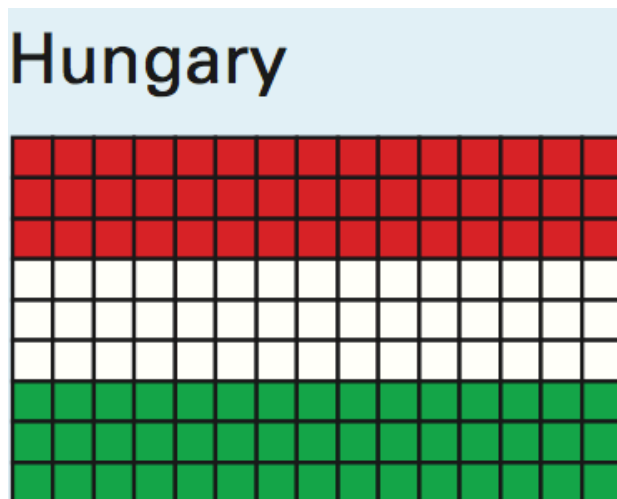
- itFlag: [15 × 9]

5:3,5:2,5:1,5:3,5:2,5:1,5:3,5:2,5:1,

5:3,5:2,5:1,5:3,5:2,5:1,5:3,5:2,5:1,

5:3,5:2,5:1,5:3,5:2,5:1,5:3,5:2,5:1

Color Table		
1	FF 00 00	
2	FF FF FF	
3	00 FF 00	





# JPG is Lossy

- Areas of similar color are represented by one shade ... it's OK for a while



# Review What We Know About Bits

- Facts about physical representation:
  - Information is represented by the presence or absence of a physical phenomenon (Panda)
  - Hole punched in a card; no hole [Hollerith]
  - Dog barks in the night; no barking in the night [Holmes]
  - Wire is electrically charged; wire is neutral
  - ETC
- Abstract all these cases with 0 and 1; it unifies them so we don't have to consider the details

# Bits Work For Arithmetic

- Binary is sufficient for number representation (place/value) and arithmetic
  - The number base is 2, instead of 10
  - Binary addition is just like addition in any other base except it has fewer cases ... better for circuits
  - All arithmetic and standard calculations have binary equivalents
  - Pixels represented by amount of light intensity
- We conclude: bits “work” for quantities

# Bytes – 8 bits in a row

- Bytes illustrate that bits can be grouped in sequence to generate unique patterns
  - 2 bits in sequence,  $2^2 = 4$  patterns: 00, 01, 10, 11
  - 4 bits in sequence,  $2^4 = 16$  patterns: 0000, 0001, ...
  - 8 bits in sequence,  $2^8 = 256$  patterns: 0000 0000, ...
- ASCII groups 8 bits in sequence
  - They seem to be assigned intelligently, but they're just patterns

ASCII	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
0000	N <sub>U</sub>	S <sub>H</sub>	S <sub>X</sub>	E <sub>X</sub>	E <sub>T</sub>	E <sub>O</sub>	A <sub>K</sub>	B <sub>L</sub>	B <sub>S</sub>	H <sub>T</sub>	L <sub>F</sub>	Y <sub>T</sub>	F <sub>F</sub>	C <sub>R</sub>	S <sub>O</sub>	S <sub>I</sub>	
0001	P <sub>L</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	N <sub>K</sub>	S <sub>Y</sub>	E <sub>L</sub>	C <sub>N</sub>	E <sub>M</sub>	S <sub>B</sub>	E <sub>C</sub>	F <sub>S</sub>	G <sub>S</sub>	R <sub>S</sub>	U <sub>S</sub>	
0010	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/		
0011	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?	
0100	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	
0101	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	
0110	~	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	
0111	p	q	r	s	t	u	v	w	x	y	z	{		}	~	p <sub>r</sub>	
1000	s <sub>0</sub>	s <sub>1</sub>	s <sub>2</sub>	s <sub>3</sub>	I <sub>N</sub>	N <sub>L</sub>	s <sub>s</sub>	E <sub>S</sub>	H <sub>S</sub>	H <sub>J</sub>	Y <sub>S</sub>	P <sub>D</sub>	P <sub>V</sub>	R <sub>I</sub>	S <sub>2</sub>	S <sub>3</sub>	
1001	P <sub>C</sub>	P <sub>I</sub>	P <sub>Z</sub>	S <sub>E</sub>	C <sub>C</sub>	M <sub>M</sub>	S <sub>P</sub>	E <sub>P</sub>	O <sub>S</sub>	O <sub>A</sub>	O <sub>A</sub>	C <sub>S</sub>	S <sub>T</sub>	O <sub>S</sub>	P <sub>M</sub>	A <sub>P</sub>	
1010	A <sub>o</sub>	i	ç	£	♀	¥	!	\$	..	©	♂	«	¬	-	®	™	
1011	°	±	²	³	´	µ	¶	·	,	;	;	»	¼	½	¾	¿	
1100	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
1101	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß	
1110	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï	
1111	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ	

# Representing Anything


- Compare binary arithmetic to ASCII
  - Binary encodes the positions to make using the information (numbers) easy, like for addition
  - ASCII assigns some pattern to each letter
- Given any finite set of things – colors, computer addresses, English words, etc.
  - We might figure out a smart way to represent them as bits – colors can give light intensity of RGB
  - We can just assign patterns, and manipulate them by pattern matching – red can be 0000 0001, dark red 0000 0010, etc.

# Bits Have No Inherent Meaning

- What does this represent:

0000 0000 1111 0001 0000 1000 0010 0000?

- You don't know until you know how it was encoded

- As a binary number: 15,796,256
- As a color, RGB(241,8,32) 
- As a computer instruction: Add 1, 7, 17
- As ASCII:  $n_u^b s \tilde{n}$  <space>
- IP Address: 0.241.8.32
- Hexadecimal number: 00 F1 08 20
- ... → to infinity and beyond

# A Bias-free Universal Medium

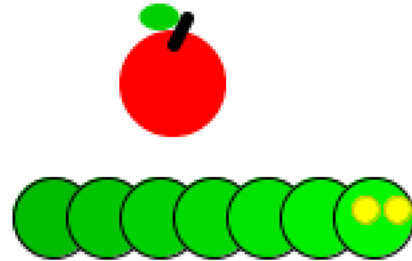
- This is the principle:

**Bias-free Universal Medium Principle:**  
Bits can represent all discrete information;  
bits have no inherent meaning

- Bits are it!!!
- “Computers encode information with bits, not numbers ... the bits might be numbers, but they might be a lot of other stuff instead”

# Assignment 11 – Two Parts

- Goal



- Part 1: HW 11, due Tuesday
- Part 2: Lab 7, do it in lab

Just Do It!