

## Digital data

What, Why, and How

## Outline

- ▶ Digital and analog
- ▶ Advantages of using digital data
- ▶ Digitization and encoding

## Where have you heard “digital”?

- ▶ Digital camera
- ▶ Digital watch/clock
- ▶ Digital TV
- ▶ Digital movie
- ▶ Digital phone
- ▶ Digital signal
- ▶ Digital photo
- ▶ Digital music
- ▶ Digital archives
- ▶ ...

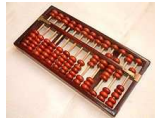
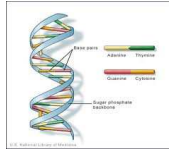


## Definition

- ▶ (Wikipedia) A **digital** system is a data technology that uses discrete (discontinuous) values.
  - ▶ Non-digital (or analog) systems use a continuous range of values to represent information.
- ▶ Digit:
  - ▶ The Latin word for fingers or toes
  - ▶ Today we use digits to refer the basic symbol of a number system
    - ▶ For the decimal number system (十進位), digits are 0,1,2,3,4,5,6,7,8,9
    - ▶ For the binary number system (二進位), digits are 0 and 1.

## Ancient digital systems

- ▶ Written text in books
- ▶ An abacus
- ▶ A beacon
- ▶ DNA (A, C, G, and T)
- ▶ Morse code
- ▶ Flag semaphore



International Morse Code

1. A dash is used to precede the  
2. The position may consist of the same letter is used to use the  
3. The position may consist of the same letter is used to use the  
4. The position may consist of the same letter is used to use the

A	••• —	U	••• —••
B	••• —•	V	••• —•••
C	•• —••	W	•• —•
D	•• —•	X	•• —•••
E	•••	Y	•• —••••
F	•• —•••	Z	•• —•••••
G	•• —•		
H	••••		
I	•••		
J	•• —••••		
K	•• —•••		
L	•• —••••		
M	•••••		
N	•• —•		
O	•••••		
P	•• —••••		
Q	•• —••••		
R	•• —••		
S	•••••		
T	•• —		



▶ Wikipedia: <http://en.wikipedia.org/wiki/Digital>

## Rise in digital tech use, 1990-2010

- ▶ 1990
  - ▶ Cell phone subscribers: 12.4 million (0.25% of world population in 1990)
  - ▶ Internet users: 2.8 million (0.05% of world population in 1990)
- ▶ 2002
  - ▶ Cell phone subscribers: 1.174 billion (19% of world population in 2002)
  - ▶ Internet users: 631 million (11% of world population in 2002)
- ▶ 2010
  - ▶ Cell phone subscribers: 4 billion (67% of world population in 2010)
  - ▶ Internet users: 1.8 billion (26.6% of world population in 2010)

▶ Wikipedia: [http://en.wikipedia.org/wiki/Digital\\_Revolution](http://en.wikipedia.org/wiki/Digital_Revolution)

## Why digital?

- ▶ Robustness
  - ▶ Less sensitive to noise
- ▶ Ease of data manipulation (by electronic devices)
  - ▶ Data storage
  - ▶ Data transmission
  - ▶ Data compression
  - ▶ Error detection, error correction
  - ▶ Encryption / decryption / watermarking
  - ▶ Data organization: indexing, sorting, search, comparison, ...
  - ▶ ....
- ▶ Read textbook p74



## Digitization and encoding

- ▶ Encoding: convert discrete symbols, data or events to a unified number system
  - ▶ Character encoding,
  - ▶ Chess board and chess pieces representation,
  - ▶ ...
- ▶ Digitization: convert analog signals to digital signals
  - ▶ Sound wave,
  - ▶ Image,
  - ▶ Video,
  - ▶ Books, text documents,
  - ▶ ...



## Books and text documents

- ▶ You can store a text document as images
  - ▶ Using scanners to scan the document
  - ▶ Two disadvantages
    - ▶ Requiring a lot of space to store images
    - ▶ Difficult for search and indexing
- ▶ A better way to store text data
  - ▶ Represent each character by a unique number (encoding)
  - ▶ When the document is displayed, the images of characters (font) are shown.
- ▶ Converting document image to encoded characters
  - ▶ Optical character recognition (OCR)



## Character encoding

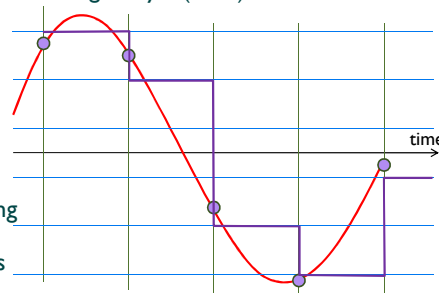
- ▶ Some common standards
  - ▶ ASCII code
    - ▶ **American Standard Code for Information Interchange**
    - ▶ From 0~127
  - ▶ Big 5: Traditional Chinese logograms
    - ▶ [常用國字標準字體表 \(4,808\)](#)
    - ▶ [次常用國字標準字體表 \(6,343\)](#)
  - ▶ Unicode:
    - ▶ More than 107,000 characters
    - ▶ Covering 90 scripts

ASCII	鍵盤	ASCII	鍵盤	ASCII	鍵盤	ASCII	鍵盤
27	ESC	32	SPACE	33	!	34	"
35	#	36	\$	37	%	38	&
39	'	40	(	41	)	42	*
43	+	44	,	45	-	46	.
47	/	48	0	49	1	50	2
51	3	52	4	53	5	54	6
55	7	56	8	57	9	58	:
59	:	60	<	61	=	62	>
63	?	64	@	65	A	66	B
67	C	68	D	69	E	70	F
71	G	72	H	73	I	74	J
75	K	76	L	77	M	78	N
79	O	80	P	81	Q	82	R
83	S	84	T	85	U	86	V
87	W	88	X	89	Y	90	Z
91	[	92	\	93	]	94	^
95	_	96	`	97	a	98	b
99	c	100	d	101	e	102	f
103	g	104	h	105	i	106	j
107	k	108	l	109	m	110	n
111	o	112	p	113	q	114	r
115	s	116	t	117	u	118	v
119	w	120	x	121	y	122	z
123	{	124		125	}	126	~



## Sound wave

- ▶ Sound is a function of time.
- ▶ Digitization has two parts:
  - ▶ Discretization: sample the signal at (regular) time intervals
  - ▶ Quantization: represent the signal by a (fixed) set of numbers
- ▶ **Sampling rate:** the frequency of discretization
- ▶ **Bit depth:** number of different values
- ▶ CD music has sampling rate 441000HZ and 65536 different values



## Image

- ▶ Image is a two dimensional function
  - ▶ Discretization: sample the color at regular points (pixel)
  - ▶ Quantization: represent the color by a (fixed) set of numbers

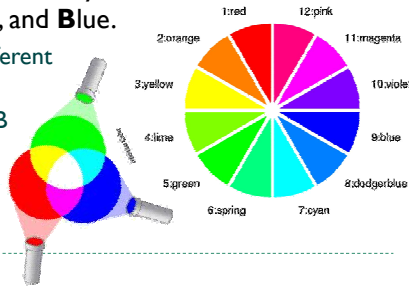


- ▶ **Resolution:** the number of distinct pixels
- ▶ **Color depth:** the number of different colors
- ▶ For display, Pixel Per Inch (ppi) is more important 🤖
  - ▶ I-phone 4G Retina Display : (640x960, 320ppi, 2<sup>24</sup> colors)



## Digitalize colors

- ▶ Colors are continuous?
- ▶ Encoded colors
  - ▶ Indexing a finite set of pre-selected colors
- ▶ All colors can be represented by three lights: **Red, Green, and Blue.**
  - ▶ Different colors have different RGB intensity
  - ▶ If each intensity of R, G, B has 256 values, there are  $256^3$  different colors.



## Video

- ▶ Video is a sequence of images played with synchronized sound tracks
  - ▶ Discretization: sample images at regular time slots (pixel)
  - ▶ Quantization: represent images by a set of numbers
- ▶ Each image is called a "frame"
- ▶ Each frame is flashed on a display for a short time (1/24 seconds or 1/30 seconds)
  - ▶ FPS: frame per second