

% What is information

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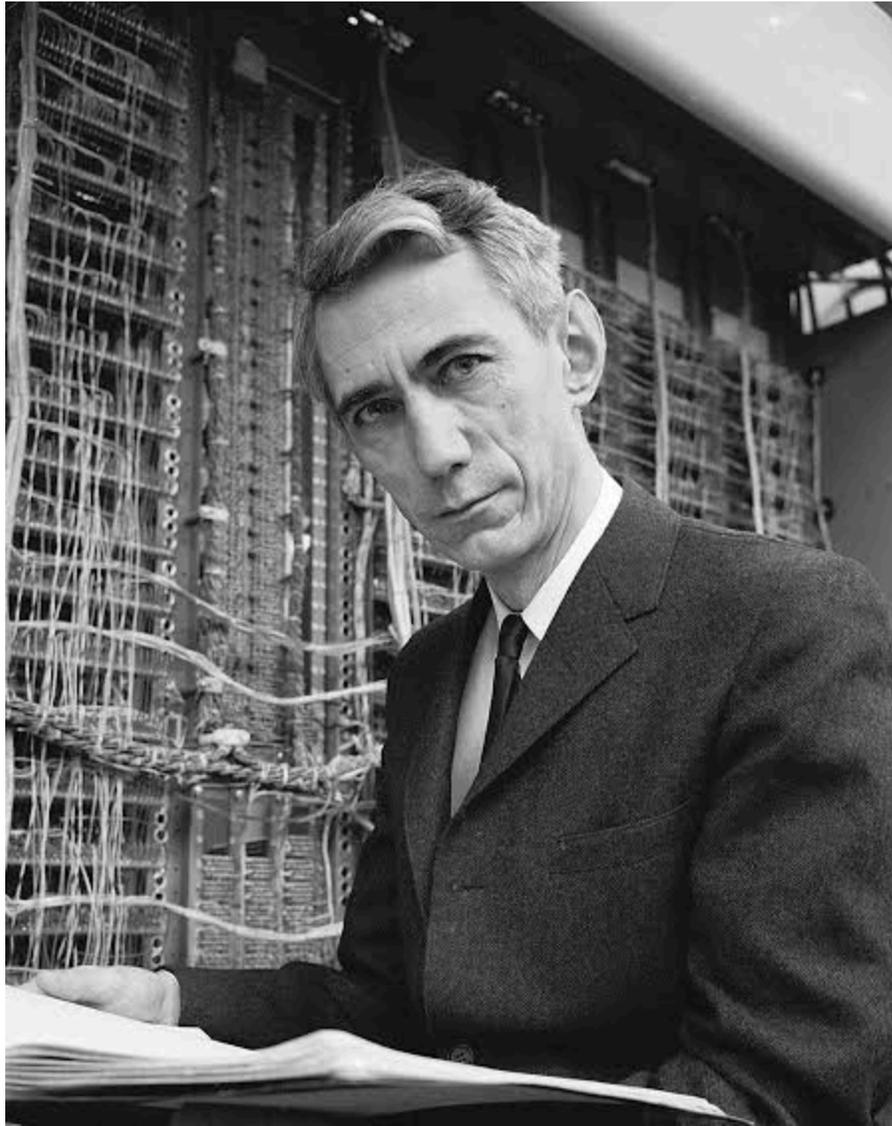
## **Definition**

### **Information**

Any process that is not completely random, and any observable pattern in any medium can be said to convey some amount of information.

### **Some Science**

# Shannon





# The Surprise

The main idea about the Information theory is the "information value" that depends from the novelty or how much the data is surprising. Shannon introduce the **entropy** (as is in thermodynamics) formulating the theory.

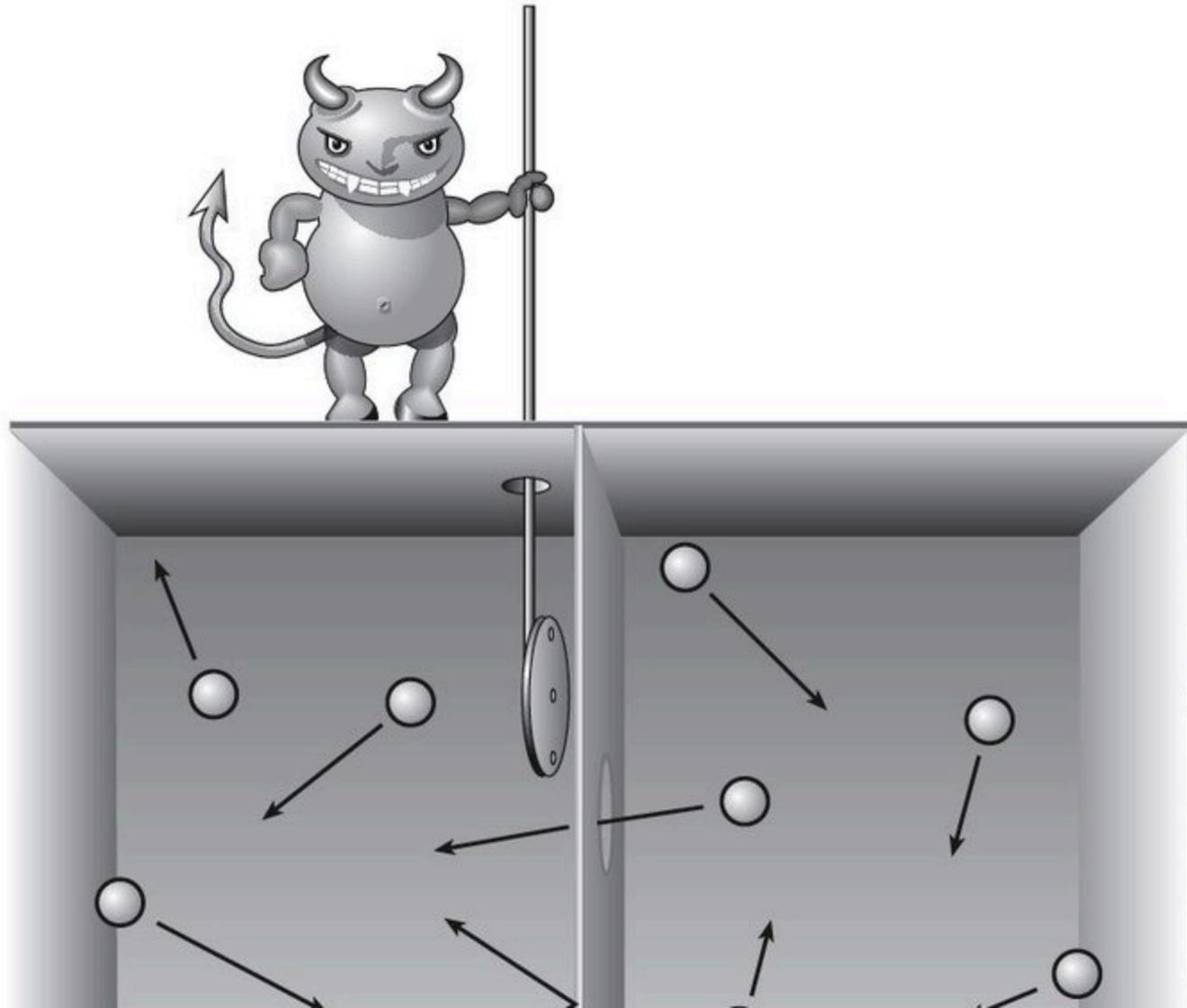


**Enalotto**

**S** NUOVO **uper**  
**Enalotto**



## A little demon (1867)



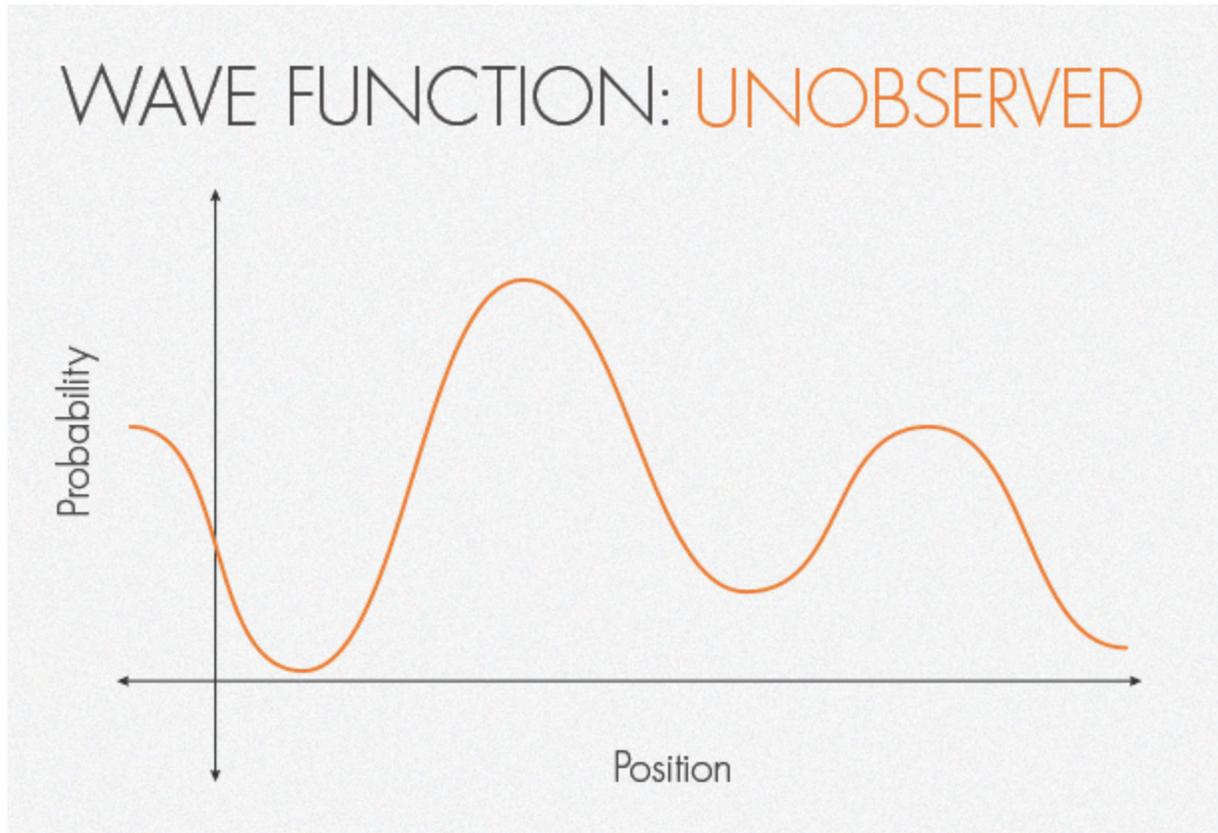


# Thermo information





# Quantum wave



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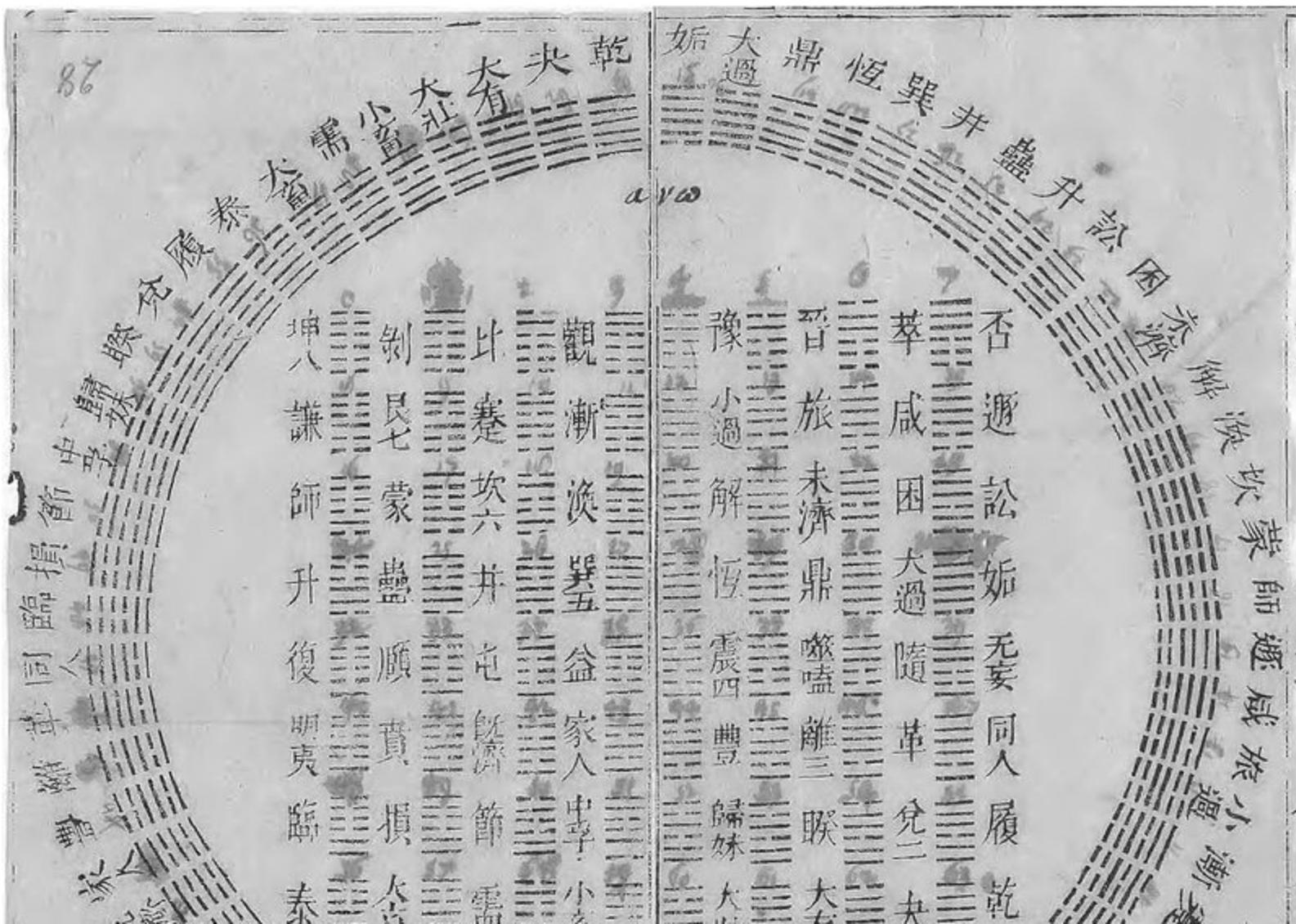
Acquiring the information cause the collapsing of the wave function.

## **Information need energy**

- the information process generate entropy and need energy
- the information is a physical fact.

## **Binary numbers**

# Minimal Information





## Base 2

000	0	0
001	1	1
010	10	2
011	11	3
100	100	4
101	101	5
110	110	6
111	111	7

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Binary is the minimal way to code information, and for this reason are widely used symbols in informatics.

<https://www.leibniz-translations.com/binary.htm>



# Aritmetic

For addition, for example )	$\begin{array}{r l} 110 & 7 \\ \hline 111 & 6 \\ \hline \end{array}$	$\begin{array}{r l} 101 & 5 \\ \hline 1011 & 11 \\ \hline \end{array}$	$\begin{array}{r l} 1110 & 14 \\ \hline 10001 & 17 \\ \hline \end{array}$	
	$\begin{array}{r l} \dots & \\ \hline 1101 & 13 \\ \hline \end{array}$	$\begin{array}{r l} \dots & \\ \hline 10000 & 16 \\ \hline \end{array}$	$\begin{array}{r l} 11111 & 31 \\ \hline \end{array}$	
	For subtraction	$\begin{array}{r l} 1101 & 13 \\ \hline 111 & 7 \\ \hline 110 & 6 \\ \hline \end{array}$	$\begin{array}{r l} 10000 & 16 \\ \hline 1011 & 11 \\ \hline 101 & 5 \\ \hline \end{array}$	$\begin{array}{r l} 11111 & 31 \\ \hline 10001 & 17 \\ \hline 1110 & 14 \\ \hline \end{array}$
For multiplic- ation ⊙	$\begin{array}{r l} 11 & 3 \\ \hline 11 & 3 \\ \hline 11 & \\ \hline 1001 & 9 \\ \hline \end{array}$	$\begin{array}{r l} 101 & 5 \\ \hline 11 & 3 \\ \hline 101 & \\ \hline 1111 & 15 \\ \hline \end{array}$	$\begin{array}{r l} 101 & 5 \\ \hline 101 & 5 \\ \hline 101 & \\ \hline 1010 & \\ \hline 11001 & 25 \\ \hline \end{array}$	
	For division	$\begin{array}{r} 15 \overline{) 1111} \overline{) 101} \overline{) 5} \\ 3 \overline{) 1111} \\ \hline 11 \end{array}$		

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...

Binary numbers are just numbers

# Base 2 exponential

$$1 \text{ kb} = 2^{10}$$

Value	Metric	Name
$1024^1$	kB	kilobyte
$1024^2$	MB	megabyte
$1024^3$	GB	gigabyte
$1024^4$	TB	terabyte
$1024^5$	PB	petabyte
$1024^6$	EB	exabyte
$1024^7$	ZB	zettabyte
$1024^8$	YB	yottabyte
$1024^9$	RB	ronnabyte
$1024^{10}$	QB	quectabyte

# Base 16 exponential

Hexadecimals has 16 symbols

0 1 2 3 4 5 6 7 8 9 A B C D F

$$\text{FFFF} = 2^{16} = 1111111111111111$$



## **HEX On UNIX**

Unix (and related) shells, AT&T assembly language and likewise the C programming language (and its syntactic descendants such as C++, C#, Go, D, Java, JavaScript, Python and Windows PowerShell) use the prefix 0x for numeric constants represented in hex: 0x5A3.



## HEX On URIs

in URIs (including URLs), character codes are written as hexadecimal pairs prefixed with `%`: `http://www.example.com/name%20with%20spaces` where `%20` is the code for the space (blank) character, `ASCII code point 20 in hex`, `32 in decimal`.



## HEX On XML

In XML and XHTML, characters can be expressed as hexadecimal numeric character references using the notation `&#xcode;`, for instance `&#x2019;` represents the character U+2019 (the right single quotation mark). If there is no x the number is decimal (thus `&#8217;` is the same character)

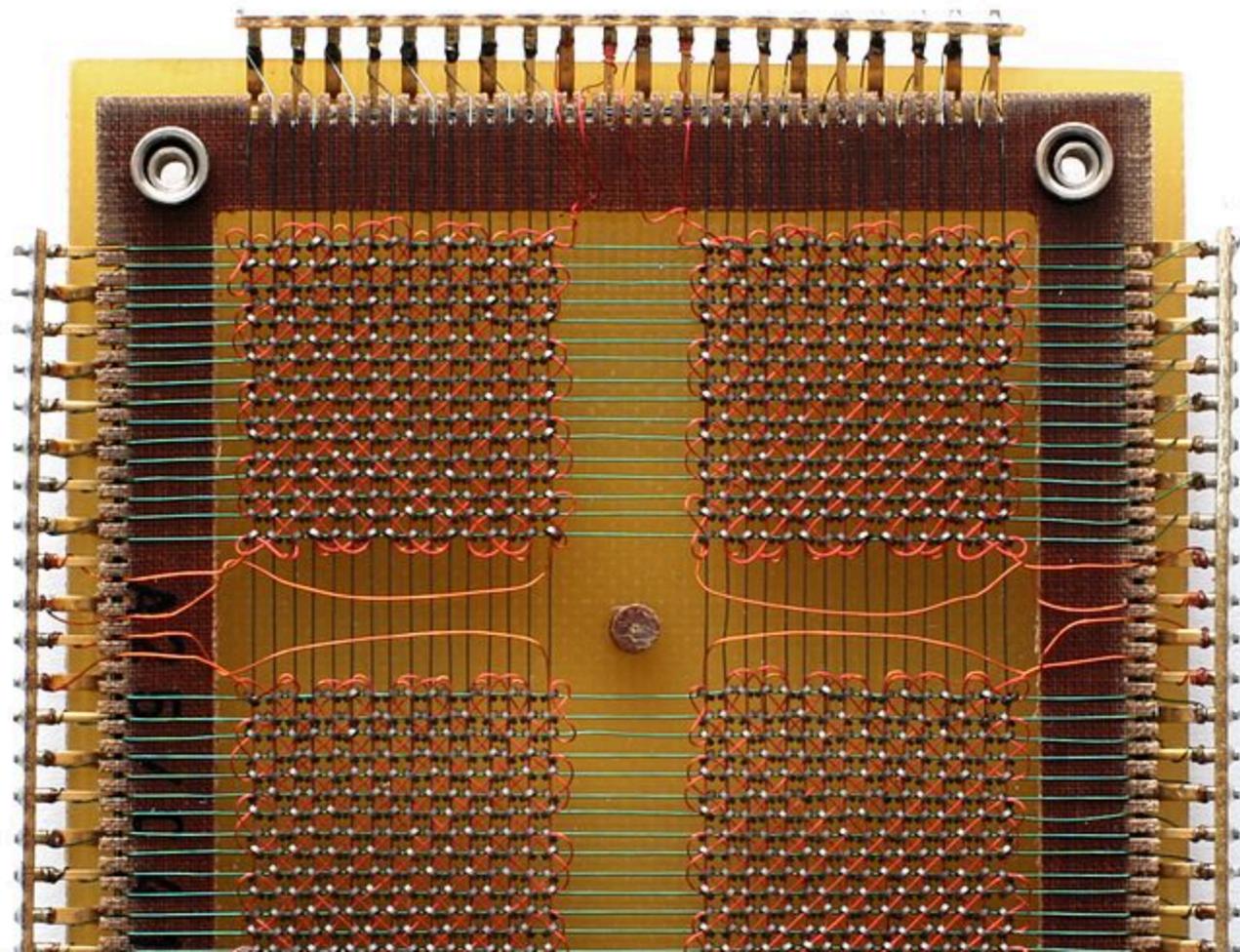


## On CSS (html)

Color references in HTML, CSS and X Window can be expressed with six hexadecimal digits (two each for the red, green and blue components, in that order) prefixed with #: white, for example, is represented as `#FFFFFF`. [5] CSS also allows 3-hexdigit abbreviations with one hexdigit per component: `#FA3` abbreviates `#FFAA33` (a golden orange: ).

## storage

# RAM





# ROM





# LOL ROM





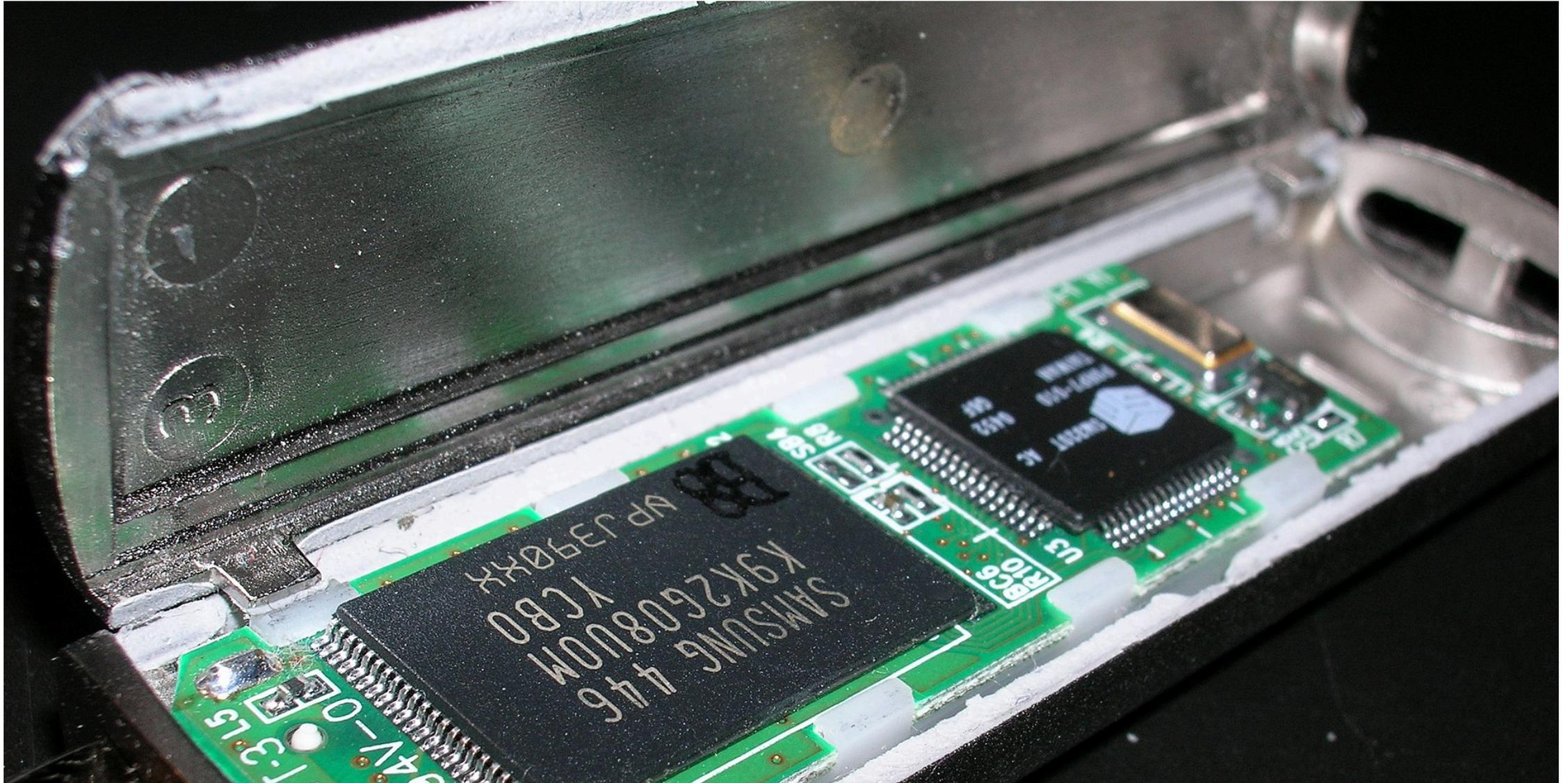
# Hard Drive



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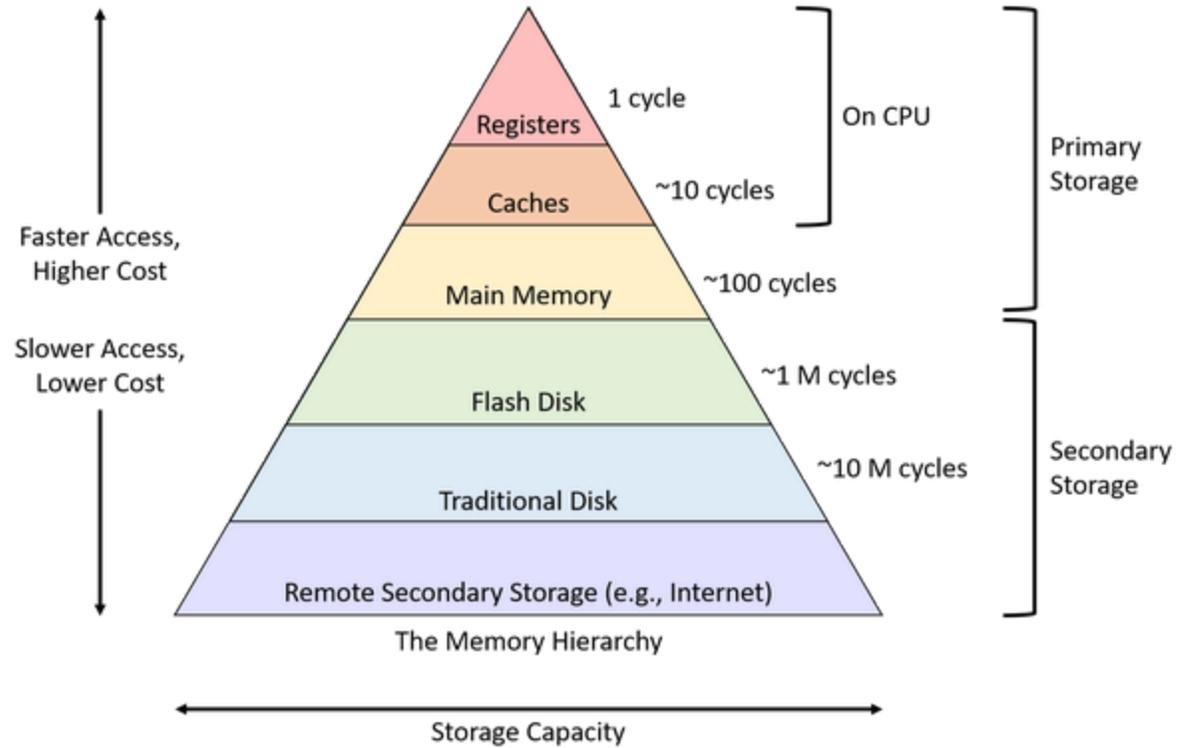
A magnetic disk partitioned with sectors and block of data with a movable head reading and writing capable.

# Flash Memory





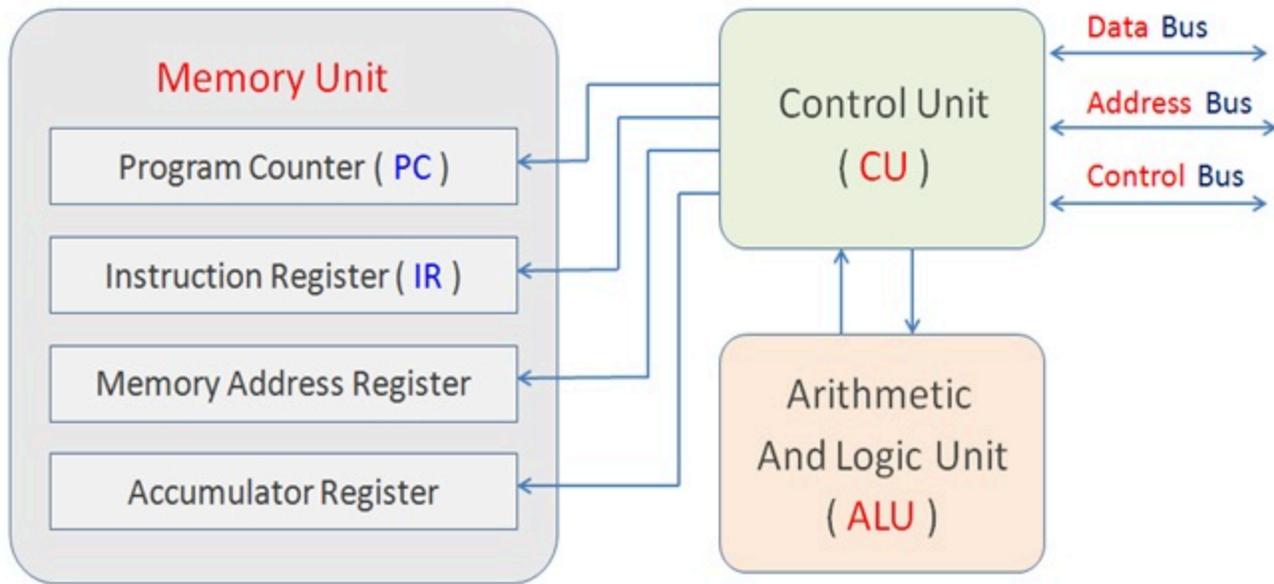
# Memory hierarchy



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# A Computer

# CPU



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# ComputerSchema

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