# Introduction to Data and Encoding

### Speaker notes

# What do you think happens when you open a file?

### Speaker notes

# How do you think a program/machine identifies a file?

### Speaker notes

# How do you usually identify a file?

### Speaker notes

# What is there to identify?

### Speaker notes

# What is a digital file?



Wikipedia: Filename extension

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Most people identify what a file is, according to its filename - and the filetype according to its suffix after the "." dot.

If all is well, usually a quick and sane choice, but there's more...

### What kind of files are there?

- documents?
- images?
- ...?

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Write down some different types of data/files.

### Examples:

- documents
- images
- audio
- video
- savegames
- other "application specific" format (CAD plans, 3D models, etc)

# Understanding digital objects

• Bit:

A single binary digit (0/1)

Byte:

A unit: 8 bits (half = Nibble)

• File:

Stored segment or block of information available to a computer program

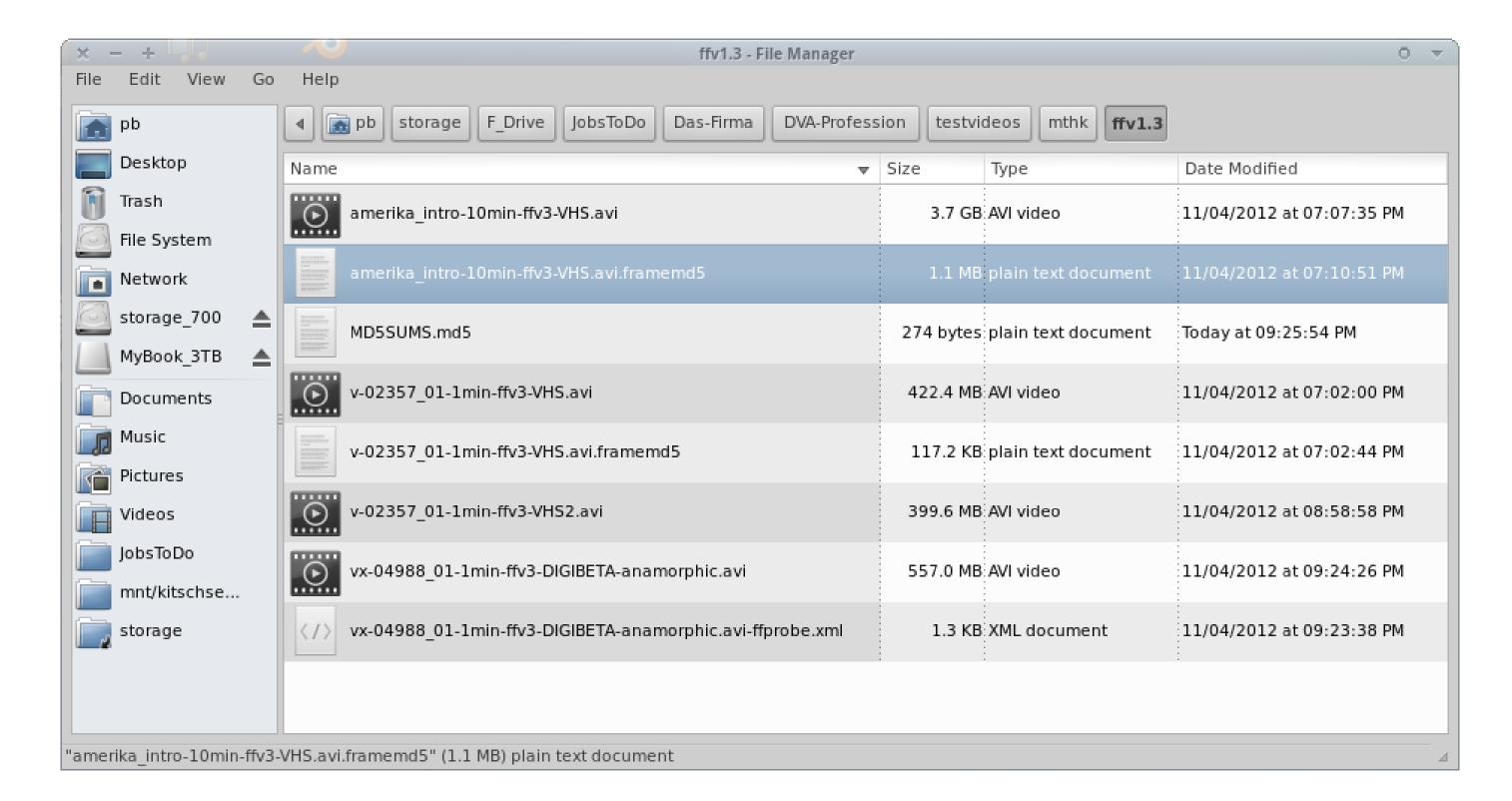
• File system:

A mechanism for controlling and organizing bytes into structure (files/folders) for storage and retrieval

• File Format:

A standard way that information is encoded in a computer file.

# Identifying files



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What can you say about these files?

These file properties (filename, date/time, size, ownership, access rights, flags) can often be used to say something/more about a digital object, therefore it's good to consider preserving this layer of information too.

For example, when documenting the original state of externally acquired collections/objects. More about this in the metadata session...

# The Filesystem

- Filename
- Date/time
- Filesize
- File extension
- Path
- Access rights

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Without a filesystem, data on a storage device is just a long string of numbers... No beginning, no end, no structure, no folders, no files. Just bytes!

If your filesystem is broken, you can't access your data - although the "data" is actually exactly where it was.
Untouched. But there's no "map" to find where to go, and where a file starts or ends.

## What is Data?

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# The 2 major types of Data

- Text
- Binary

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# Everything's a number

### **ASCII TABLE**

https://commons.wikimedia.org/wiki/File:ASCII-Table-wide.svg

Decimal	Hex	Char	Decimal	Hex	Char	<sub> </sub> Decimal	Hex	Char	<sub> </sub> Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	Α	97	61	a
2	2	[START OF TEXT]	34	22		66	42	В	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	С	99	63	C
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	е
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	1	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	Н	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	1	105	69	i i
10	Α	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	В	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	С	[FORM FEED]	44	2C	,	76	4C	L	108	6C	1
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	Е	[SHIFT OUT]	46	2E		78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	1	79	4F	0	111	6F	0
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	р
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	S
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	V
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	X
25	19	[END OF MEDIUM]	57	39	9	89	59	Υ	121	79	у
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	Z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	1
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	1	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F		127	7F	[DEL]

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Each byte in a file is a number. Depending on the encoding, each number maps to a certain character. This table shows a common character encoding: "ASCII" (American Standard Code for Information Interchange)

This view also shows the hexadecimal (short "hex") value which is more common and better to view data as, than decimal.

## Character encoding

- ASCII (7 Bit)
- CP437
- ISO-8859-1
- ISO-8859-7 (Latin & Greek)

•

See: Character sets, encodings, and Unicode (By Nick Gammon)

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Classic "code pages" work fine for the language/region they are designed for. Mixing characters from different languages is a problem with this approach though!

Mis-interpreting a character by applying the wrong codepage is the reason for encoding errors. For practical and history reasons, the ASCII set is usually mapped compatible across all codepages.

# **Encoding Interoperability**

"Sch�ner Tag. Recht hei�. (□)"

Schöner Tag. Recht heiß. (②)

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☐ (WHITE SQUARE, U+25A1): Replaces a missing or unsupported Unicode character. (REPLACEMENT CHARACTER, U+FFFD): Replaces an invalid or unrecognizable character. Indicates a Unicode error.

### Unicode

"Unicode is a computing industry standard for the consistent encoding, representation, and handling of text expressed in most of the world's writing systems."

\_\_ Wikipedia: Unicode

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# Mixing languages

Лорем ипсум долор сит амет 側経意責家方家閉討店暖育田庁載社 पढाए हिंदी रहारुप अनुवाद कार्यलय 국민경제의 발전을 위한 중요정책의 旅口京青利セムレ弱改フヨス غينيا واستمر العصبة ضرب قد. وباءت

See: UTF-8 encoding table

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# Unicode Symbols

- U+1F973
- U+262F •
- U+1F643 🙃
- U+1F9A0

See: Emoji List, Emojipedia

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Interesting fun-fact: The emoji now used to represent the Corona Virus, was proposed as "Microbe". See Science Emoji Proposal for Unicode v2 (Date: April 18, 2017).

# Comments? Questions?

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