

## Floating-point arithmetic and error analysis (AFAE)

Tutorial nº 2 - Introduction to computer arithmetic

## Exercise 1 (Representation of signed integers).

1. Explain 3 ways to represent a 8-bits signed integer. Give the representation of 19 and -19 for each of this 3 ways.

## Exercise 2 (Representation of floating-point numbers).

- 1. Give the representation in IEEE-754 single precision of the following numbers:
  - 13
  - 0.4375
  - -0.4375
  - $1 + 2^{-24}$
  - $1 + 2^{-24} 2^{-25}$
  - $\bullet$  1 + 2<sup>-24</sup> + 2<sup>-25</sup>
  - 1/7
  - 2<sup>-130</sup>
- 2. Let  $a = 4097 = 2^{12} + 1$  and  $b = 8449 = 2^{13} + 2^8 + 1$  be 2 single precision floating-point numbers. Let  $c = a \otimes b$  be the floating-point number obtained by computing the product of a and b in single precision with rounding to nearest. Give the representation of c in single precision.

Exercise 3 (Problem with double rounding). Let x=0x3ff6a09e6fffcafe and y=0x3d8a80fffffffff be 2 floating-point numbers. Represented in binary, we obtain:

- 1. Compute x + y exactly.
- 2. Derive from question 1 what is the rounding to nearest of this sum in double precision, more precisely the significand of the representation in double precision of x + y.
  - Derive the rounding in single precision of this double precision number.
- 3. Derive from question 1 the rounding in single precision of x + y. What do you notice? Explain.

## **Exercise 4** (Computation of square root and division).

- 1. We recall the Newton-Raphson algorithm:  $x_{n+1} = x_n \frac{f(x_n)}{f'(x_n)}$  to find the root of the function f from a reasonable approximation  $x_0$ .
  - Apply this algorithm to compute a square root.
- 2. If we assume that the intial point has 4 bits of accuracy, how many iterations are needed to obtain an accuracy of 24 bits? 53 bits?
- 3. Explain how to use the same method to compute the division of 2 floating-point numbers?