### I. Convert 477 to a normalized FPN with $\beta = 2$

We can rewrite this number into  $(111011101)_2$ , hence m = 1.11011101 and the normalized binary form is

$$477 = (1.11011101)_2 \times 2^8 \tag{1}$$

## II. Convert $\frac{3}{5}$ to a normalized FPN with $\beta=2$

$$\frac{3}{5} = (0.1001 \dots)_2 = (1.00110011 \dots) \times 2^{-1}$$
 (2)

## III. Prove $x_R - x = \beta(x - x_L)$

We can rewrite the condition as  $x = 1.0 \times \beta^e = (1.0 \times \beta) \times \beta^{e-1}$ . Additionally, the machine precision is  $\epsilon_M = \beta^{1-p}$ . Consequently,

$$x_R = (1.0 + \beta^{1-p}) \times \beta^e \tag{3}$$

$$x_L = (\beta - \beta^{1-p}) \times \beta^{e-1} \tag{4}$$

Next step is easy,

$$x_R - x = \beta^{1-p} \times \beta^e = \beta^{e-p+1} \tag{5}$$

$$x - x_L = (\beta \times 1.0 - \beta + \beta^{1-p}) \times \beta^{e-1} = \beta^{e-p}$$
(6)

Finally, we prove  $x_R - x = \beta(x - x_L)$  successfully.

### IV. Find two normalized FPNs adjcent to x and relative roundoff error

Round off  $\frac{3}{5}$  into fl(x)=  $x_R = (1.0011001100110011001101101101)_2 \times 2^{-1}$ . So the two adjcent normalized FPNs are

$$x_L = (1.00110011001100110011001)_2 \times 2^{-1} \tag{7}$$

$$x_R = (1.00110011001100110011010)_2 \times 2^{-1} \tag{8}$$

As a result, the relateive error is  $\epsilon = |\frac{fl(x) - x}{x}| = \frac{2^{-26} + 0.6 \times 2^{26}}{0.6} \approx 3.97 \times 10^{-8} = 3.97 \times 10^{-6}\%$ .

## V. What is the unit roundoff when drop excess bits simply

$$\epsilon_u = \epsilon_M = \beta^{1-p} = 2^{-23}$$

# VI. How many bits of precision are lost in $1 - \cos \frac{1}{4}$

We can define fl(a) = 1 and  $b = fl(\cos \frac{1}{4})$  by

And then define  $c = \text{fl}(a - b) = M_c \times 2^{e_c}$ , so

$$M_c = M_a - \beta^{-1} M_b \tag{11}$$

$$= (1.000000000000000000000000)_2 - (0.111111111111111111111111010000)_2 \tag{12}$$

$$= (0.0000000000000010100000)_2 \tag{13}$$

## VII. Suggest two ways to compute $1 - \cos x$

Firstly, we can use Taylor series

$$1 - \cos x = 1 - \left(1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots\right) = \sum_{i=1}^{\infty} (-1)^{i+1} \frac{x^{2i}}{(2i)!}$$
 (15)

Secondly, we can use a trigonometric function formula  $\cos 2x = 1 - 2\sin^2 x$  such that

$$1 - \cos x = 1 - (1 - 2\sin^2\frac{x}{2}) = 2\sin^2\frac{x}{2} \tag{16}$$

### C++ programming

#### A. Compare three functions

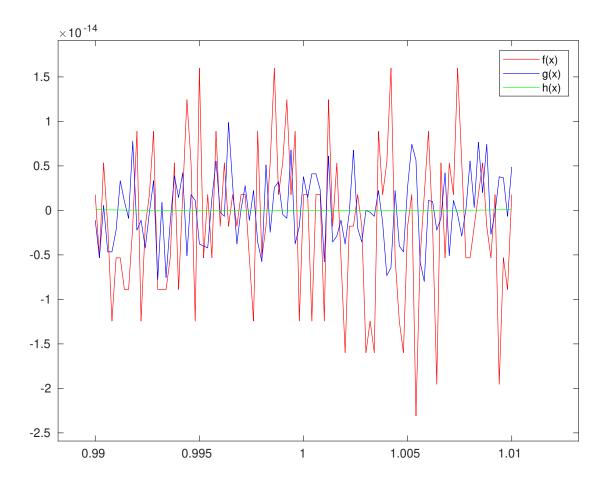


Figure 1: the difference between f(x) and g(x) and h(x)

Multiplication and division are accurate. However, addition, let say fl(fl(x) + fl(y)), is not accurate when  $x + y \to 0$ . And function f(x) and g(x) use addition or substraction calculation for eight times but function h(x) uses substraction for only one time. As a result, function h(x) is the most accurate one.

#### B. Consider a normalized FPN system $\mathbb{F}$

We can know the  $UFL(\mathbb{F})=0.5$  and  $OFL(\mathbb{F})=3.5$  easily by definition 1.10. Besides, the enumeration of elements in  $\mathbb{F}$  is as following

$$1.00 \times 2^{-1}, 1.01 \times 2^{-1}, 1.10 \times 2^{-1}, 1.11 \times 2^{-1}$$
 (17)

$$1.00 \times 2^{0}, 1.01 \times 2^{0}, 1.10 \times 2^{0}, 1.11 \times 2^{0}$$
 (18)

$$1.00 \times 2^{1}, 1.01 \times 2^{1}, 1.10 \times 2^{1}, 1.11 \times 2^{1}$$

$$(19)$$

$$-1.00 \times 2^{-1}, -1.01 \times 2^{-1}, -1.10 \times 2^{-1}, -1.11 \times 2^{-1}$$
 (20)

$$-1.00 \times 2^{0}, -1.01 \times 2^{0}, -1.1 \times 2^{0}, -1.11 \times 2^{0}$$
 (21)

$$-1.00 \times 2^{1}, -1.01 \times 2^{1}, -1.1 \times 2^{1}, -1.11 \times 2^{1}$$
(22)

as well as 0. hence  $\#F = 2^3 \times (1 - (-1) + 1) + 1 = 25$  consistent with corollary 1.11.

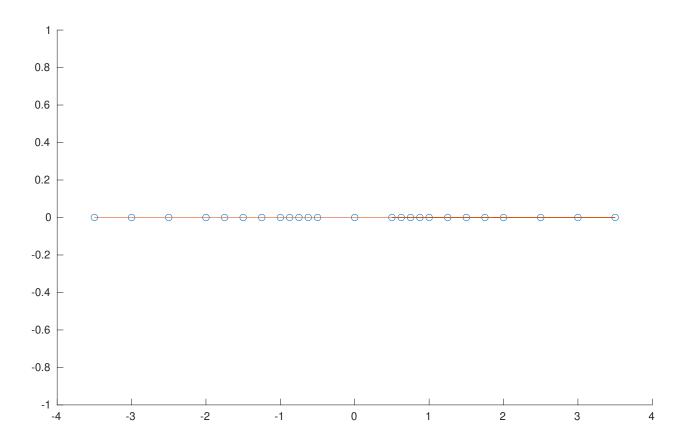


Figure 2:  $\mathbb{F}$  on the real axis

Additionally, all the subnormal numbers are 0.125 0.25 0.375 -0.125 -0.25 -0.375 . Therefore, the extended  $\mathbb F$  is as following

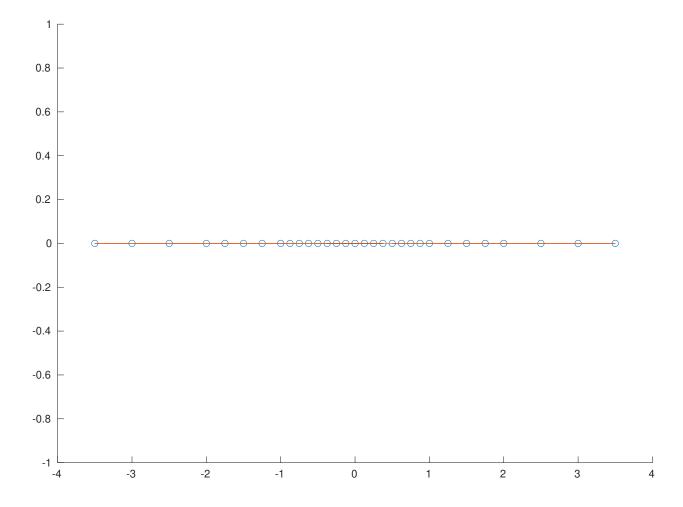


Figure 3: The  $extended~\mathbb{F}$  on the real axis