

How Numbers are represented in a computer!

Integers are exact but finite, dependent on number of bytes/bits

Char \rightarrow 1 Byte = 2 Nibbles = 8 Bits

Short \rightarrow 2 Bytes = 4 Nibbles = 16 Bits

Int \rightarrow 4 Bytes = 8 Nibbles = 32 Bits

Long \rightarrow 8 Bytes = 16 Nibbles = 64 Bits

Typical Integer Representations / Ranges

	Unsigned	Signed
1 Byte	$[0, 2^8 - 1] = 255$	$[-2^7, 2^7 - 1] \approx \pm 127$
2 Byte	$[0, 2^{16} - 1] \approx 65k$	$[-2^{15}, 2^{15} - 1] \approx \pm 32k$
4 Byte	$[0, 2^{32} - 1] \approx 4 \times 10^9$	$[-2^{31}, 2^{31} - 1] \approx \pm 2 \times 10^9$
8 Byte	$[0, 2^{64} - 1] \approx 18 \times 10^{18}$	$[-2^{63}, 2^{63} - 1] \approx \pm 9 \times 10^{18}$

Note: Range related to # of bits

$$2^{10} \approx 10^3$$

Real numbers are represented by floating data types. Never use $==$ to compare floats! Only do the following

$$X == Y \quad \leftarrow \text{Never}$$

$$|X - Y| < \epsilon \quad \leftarrow \text{Always}$$

$$X - Y = \text{difference}$$

$$|X - Y| = \text{Absolute value of the difference}$$

$$\epsilon = \text{Tolerance where}$$

$$\epsilon = |X| / 10^{SD}$$

$$SD = \text{Significant Digits of the data type}$$

Floating Data Types are always inaccurate due to finite number of bits.

Example $x \in \mathbb{Q}$

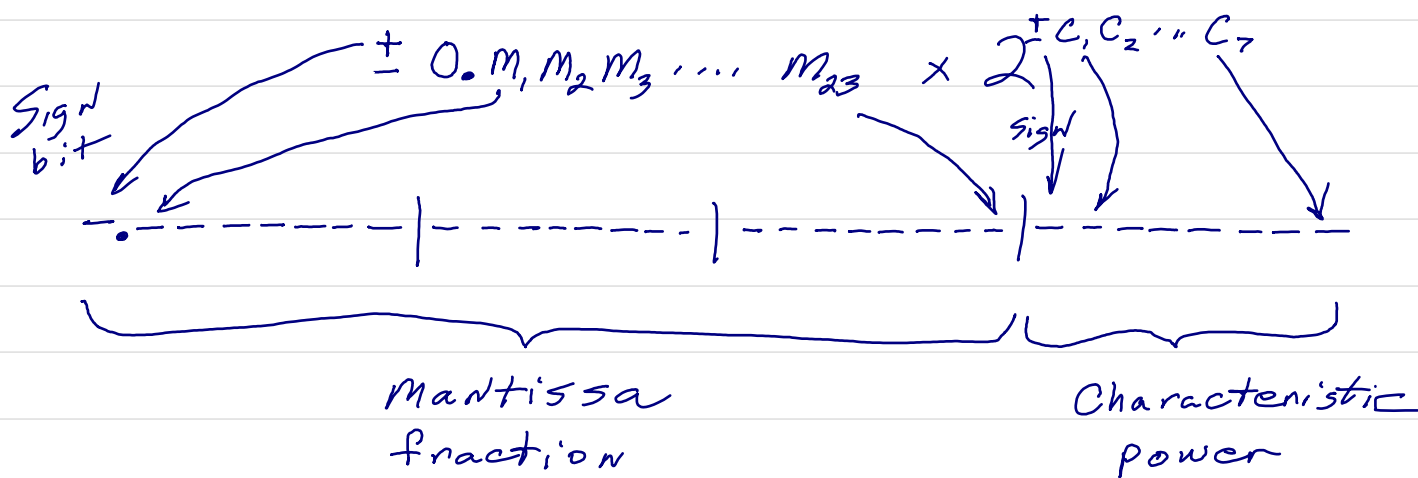
\mathbb{Q} is set of rational numbers

$$\begin{aligned} 12/99 &= .12121212 \dots \dots \dots \uparrow \text{forever} \\ &= .\underline{12} \uparrow \text{underscore means repeat for forever} \end{aligned}$$

So let's calculate the range of 2 Real Data types and how accurate they could be!

4 byte Real called float in C++

All numbers can be represented in scientific notation



1 Sign bit for mantissa

23 bits for mantissa range

1 Sign bit for characteristic

7 bits for characteristic range

So the range $\approx 2^{23} = 2^3 2^{10} 2^{10} \approx 8 \times 10^3 \times 10^3 \approx 10^7$
 or \approx 7 significant digits in Base 10

For the power

$$10^x = 2^{\pm(2^7-1)} = 2^{\pm 127}$$

$$\log_{10} 10^x = \log_{10} 2^{\pm 127}$$

$$x = \pm 127 \log_{10} 2$$

$$x \approx \pm 38$$

The limit of accuracy for a 4 byte real called float is

7 significant digits Base 10

With the range

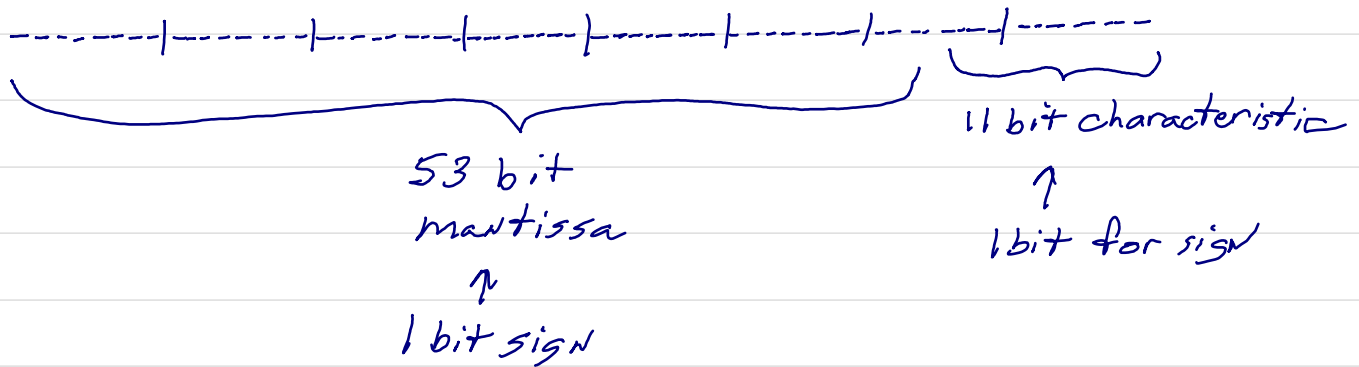
$$\underline{\underline{10^{\pm 38}}}$$

This datatype should be used for real values +99% of the time since it is rare that we know a number to this kind of accuracy.

Refer to any laboratory science and measurement accuracy.

Now define a real datatype with 2x the width!

8 bytes \rightarrow 64 bits



$$\pm 0.m_1 m_2 \dots m_{52} \times 2^{\pm c_1 c_2 \dots c_{10}}$$

Same analysis as before

$$\text{Accuracy } 2^{53} \approx 2^3 \times 2^{10} \times 2^{10} \times 2^{10} \times 2^{10} \times 2^{10} \times 10 \times 10 \times 10 \times 10 \times 10 \times 10$$

$$\approx 10^{16}$$

So, 16 significant digits in Base 10

Now the range

The range in base 10

$$10^x = 2^{\pm(2^{10}-1)} = 2^{\pm 1023}$$

$$\log_{10} 10^x = \log_{10} 2^{\pm 1023}$$

$$x = \pm 1023 \log_{10} 2$$

$$= \pm 308$$

Then the range of an 8 Byte float,
i.e. a Double is

$$10^{\pm 308}$$

with accuracy of 16 significant digits Base 10

When are double data types needed?

In CIS/CSC 5 or 17A??

Never

Absolutely no need since no problem
requires this range or accuracy.