

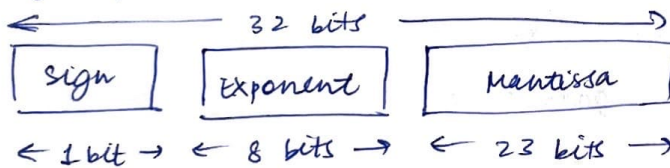
Q1.

IEEE standard 754 for floating point arithmetic is a technical standard for floating-point computation.

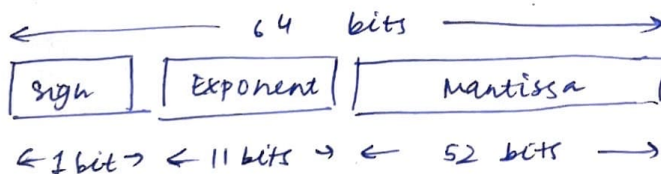
IEEE 754 has 3 basic components:

- Sign of mantissa -
0 represents positive number while 1 represents negative number
- Biased exponent -
The exponent field needs to represent both positive & negative exponents. A bias is added to the actual exponent in order to get the stored exponent.
- Normalised mantissa -
The mantissa is a part of a number in scientific notation or a floating-point number, consisting of its significant digits.

Single precision IEEE 754



Double precision IEEE 754



Types of IEEE 754	sign	Biased exponent	Normalised mantissa	Bias
single precision	31st bit	8 (30 - 23)	23 (22 - 0)	127
Double precision	63rd bit	11 (62 - 52)	52 (51 - 0)	1023

Eg: 85.125

$$85 = 1010101$$

$$0.125 = 001$$

$$85.125 = 1010101.001$$

$$= 1.010101001 \times 2^6 \quad \text{sign} = 0$$

①. single precision :

biased exponent $127 + 6 = 133$

$133 = 10000101$

Normalised mantissa = 010101001

We will add 0's to complete the 23 bits.

~~IEEE~~ 754 single precision is :

= 0 10000101 0101010010000000000000

② Double precision :

biased exponent $1023 + 6 = 1029$

$1029 = 10000000101$

Normalised mantissa = 010101001

We will add remaining 0's to fulfil 52 bits

Q2. In linear algebra, row-major order and column-major order are two ways of storing multi-dimensional arrays in computer memory. Row major order stores the elements of a matrix row by row, while column-major order stores the elements column by column.

Many programming languages and libraries support both row-major and column-major order. These are a few ways to identify the supported order of a language -

④ check the language's documentation: check the documentation to see if it explicitly states which order is used.

For eg: MATLAB shows that it uses column-order in its documentation

④ Test with a simple example: create a simple matrix and print it out to the console. If the matrix is printed row by row, the language likely uses row-major order. Eg: in C, if we declare a 2D array and initialize it with values and print it, it will print row by row.

④ check default behaviour: some languages have default order that can be overridden if necessary. Eg: Numpy defaults to row-major order. If we specify order in function call, it can be overridden.

⑦ look at the source code - if language is open-source, you can examine the source code to see how it stores & accesses multi-dimensional arrays.

⑧ Be aware of performance considerations: some linear algebra operations may perform better in one order compared to the other. eg: Matrix multiplication may be more efficient in row-major order on some architectures. Understanding the order used by a language helps write more efficient code.

Q3. The switch statement is a control flow statement in programming languages that allows the programmer to select one of several possible execution paths based on a value that is executed by the statement. In C++, syntax for switch statement is:

```
switch (expression) {
```

```
    case 1:
```

```
        // code
```

```
        break;
```

```
    case 2:
```

```
        // code
```

```
        break;
```

```
    :
```

```
    default:
```

```
        // code;
```

```
        break;
```

```
}
```

⑨ implementation 1

```
int expression = 2;
```

```
if (expression == 1) {
```

```
    goto label1;
```

```
}
```

```
else if (expression == 2) {
```

```
    goto label2;
```

```
}
```

```
else {
```

```
    goto defaultlabel;
```

```
}
```

```
label1: label
```

```
    // code
```

```
    goto endswitch();
```

```
label2:
```

```
    // code
```

```
    goto endswitch;
```

```
defaultlabel:
```

```
    // code
```

```
    goto endswitch;
```

```
endswitch:
```

```
    // code
```


⑦ implementation 2

```
typedef void (*caseFn)();  
int expr = 2;  
CaseFn jumptable[] = {label1, label2, label3};  
if (expr >= 1 && expr <= 3)  
{  
    jumptable[expr - 1]();  
}  
else {  
    defaultlabel();  
}  
  
void label1() {  
    // code  
    goto endswitch;  
}  
  
void label2() {  
    // code  
    goto endswitch;  
}  
  
void label3() {  
    // code  
    goto endswitch;  
}  
  
void defaultlabel() {  
    // code  
    goto endswitch;  
}  
  
endswitch :  
    // code
```

We use an array of function pointers to represent the different cases of the switch statement.