

Exercise Sheet 2 - Math

2.1 $G_F(5)$ $P(0) = 2 \times 0^2 + 3 \times 0 + 1 = 1$ \therefore $\begin{matrix} x & 0 & 1 & 2 & 3 & 4 \\ P(x) & 1 & 1 & 0 & 3 & 0 \end{matrix}$
 $P(1) = 2 \times 1^2 + 3 \times 1 + 1 = 6 = 1$
 $P(2) = 2 \times 2^2 + 3 \times 2 + 1 = 15 = 0$
 $P(3) = 2 \times 3^2 + 3 \times 3 + 1 = 28 = 3$
 $P(4) = 2 \times 4^2 + 3 \times 4 + 1 = 45 = 0$

2.2 for $x \leq a$ $y \leq b$ $u_x \leq 1$ $v_x \leq 0$ $u_y \leq 0$ $v_y \leq 1$ $\left. \begin{matrix} x = y = b \\ y = r \end{matrix} \right\}$ this is what extension of Euclid's algorithm wants to do
 $x = a = 1 \times a + 0 \times b = a$
 $y = b = 0 \times a + 1 \times b = b$
 $x = ky + r$
 $u_x = 0$ $v_x = 1$
 $u_y = 1 - k \times 0 = 1$ $v_y = 0 - k \times 1 = -k$
as the remainder must contain the lcf
repeat until find lcf

2.3 $2, 7$

4x	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
y	0	4	8	12	16	3	7	11	15	2	6	10	14	1	5	9	13	0

 $\therefore x = 5$

2.4 $\begin{matrix} + & 0 & 1 & \Delta & \square \\ 0 & 0 & 1 & \Delta & \square \\ 1 & 1 & 0 & \square & \Delta \\ \Delta & \Delta & \square & 0 & 1 \\ \square & \square & \Delta & 1 & 2 \end{matrix}$ $\begin{matrix} \Delta + 1 = \square \\ \square + 1 = \Delta + 1 + 1 = 0 + \Delta = \Delta \\ \Delta + \square = \Delta + (1 + \Delta) = \Delta + \Delta + 1 = 0 + 1 = 1 \\ \square + \square = \Delta + \Delta + 1 + 1 = 0 + 2 = 2 \\ 3 \times 0 = 0 \end{matrix}$ $\begin{matrix} x & 0 & 1 & \Delta & \square \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & \Delta & \square \\ \Delta & 0 & \Delta & \square \\ \square & 0 & \square \end{matrix}$ $\begin{matrix} \Delta + \Delta = \square \\ \square \times \Delta = \Delta \times \Delta \end{matrix}$

2.5 123456789 (denary)
 \downarrow
 $\underbrace{11101011011100110100010101}_{27 \text{ bits}} \times 2^0$
 $\underbrace{1110101101110011010001}_{23 \text{ bits}} \times 2^4$
 $1110101101110011010001 \times 2^{27}$
 $\underbrace{1110101101110011010001}_{\text{mantissa } 23 \text{ bits}} \quad \underbrace{00011011}_{\text{exponent } 8 \text{ bit}} \quad \underbrace{0}_{\text{sign}}$
 \uparrow float point number 00001101110101101110011010001 = 123456784F

2.6 for 64 bits float point number, it has 1 bit for sign 11 bits for exponent 52 bits for Mantissa
sign must be 0 as between 0 and 1
randomly give mantissa 0 or 1 from No.51 to No.1 until first 1 is assigned
according to the position of first 1, it can limit the range of exponent
in this way, the evenly distribution is achieved.