## Mathematical and Logical Foundations of Computer Science — Summary of Lecture 4 —

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## The real numbers

 We think of a real number as represented by its infinite decimal expansion, for example:

```
\pi = 3.141592653589793238462643383279502884197169399...
```

• This can be done in any base b, for example, here is  $\pi$  again but represented in its binary expansion:

• The representation is very good but it also requires some element of identification, though not as much as we needed for  $\mathbb{Q}$  or  $\mathbb{Z}_m$ . That's because

```
4.99999999... is considered equal to 5.000000...
```

ullet The set of real numbers is traditionally denoted with  $\mathbb R$ .

## Scientific notation

- Each real number is an infinite object and therefore can not be stored in a computer.
- This is not a big problem because most of the time we are satisfied with a finite approximation, for example, 3.14159265 is a pretty good approximation to  $\pi$ .
- These finite approximations are written in scientific notation as in this example

 $6.02214 \to 23$ 

The first part is called the mantissa and the second, the exponent.

• Floating point numbers in a computer (Java's float and double) are implementations of scientific notation. Apart from the fact that everything is done in base b=2, this is exactly scientific notation.

## **Arithmetic with floating point numbers**

- While the real numbers form a field, all operations with floating numbers incur rounding errors.
- Because of rounding errors, the usual rules of arithmetic may fail for floating point numbers, for example, associativity almost always fails

$$a + (b+c) \neq (a+b) + c$$

- The biggest rounding errors happen when
  - a large number is added to a small number;
  - two numbers of similar size are subtracted from each other.