

- (2.5) Calculations can be performed to a precision of 0.001%. How many bits does this require?

answer here

- (2.13) Perform the following calculations in the stated bases.

a.

00110111\_{2}

01011011\_{2}

b.

00111111\_{2}

01001001\_{2}

c.

00120121\_{16}

0A015031\_{16}

d.

00ABCD1F\_{16}

0F00800F\_{16}

answer here

- (2.14) What is arithmetic overflow? When does it occur and how can it be detected?

answer here

- (2.16) Convert 1234.125 into 32-bit IEEE floating-point format.

answer here

- (2.17) What is the decimal equivalent of the 32-bit IEEE floating-point value CC4CC0000

answer here

- (2.22) What is the difference between a *truncation error* and a *rounding error*?

answer here

- (2.40) Draw a truth table for the circuit in Figure P2.40 and explain what it does.

answer here

- (2.45) It is possible to have  $n$ -input AND, OR, NAND, and NOR gates, where  $n > 2$ . Can you have an  $n$ -input XOR gate for  $n > 2$ ? Explain your answer with a truth table.  
answer here

## References

- [1] Alan Clements. *Computer Organization and Architecture*. Global Engineering: Christopher M. Shortt, themes and variations edition, 2014.