Tutorial 1 - C and Data Representation — Week 3

1. Variable Range Limit & Data Representation

(a). $2\,147\,483\,647 = 2^{31} - 1$

↳ Largest value an int (32-bit) can take using complement representation

(b). Output: Start, i is 0x7fffffff

(31 1's: 0111 ... 1111)

↳ Basically the hexadecimal representation of i

(c). Output: What ?! i is 0x80000000

(31 0's: 1000 ... 0000)

↳ Overflow has occurred (i is represented as a negative integer)

(d). 0x80000000 representation:

S&M : -0

1s : $-2\,147\,483\,647$ $(2^{31}-1)$

2s : $-2\,147\,483\,648$ (2^{31})

Excess : unlikely

2s ? Not sure why though Print i and check value

(e). Java :

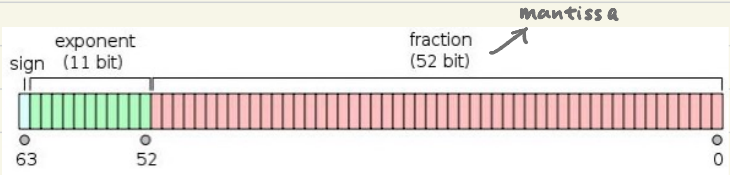
- Python : BigNum

```
jshell> int i = 2147483647
i ==> 2147483647

jshell> i + 1
$2 ==> -2147483648

jshell> String.format("Hex: %#X", i)
$3 ==> "Hex: 0X7FFFFFFF"

jshell> String.format("Hex: %#X", i + 1)
$4 ==> "Hex: 0X80000000"
```

Clearly using 2s-complement

2. Floating Point Representation

(a).



(b). Output : `0.1 is represented as 0x3fb999999999999a`

sign : 0x0 (+ve)

exponent : 0x 3fb $= (1019)_{10}$ ⇒ actual exp : 1019 − 1023 = −4

mantissa : 0x 999...9a = (52241755677497754)10

$(2^{11-1}-1)$

According to Google, representation of exp : excess − 1023

32-bit : excess $-(2^{8-1}-1)$

(c). $1.1001\ 1001\ 10_2 \times 2^{-4} = 0.0001\ 1001\ 1001\ 10_2$

$= 0.9997558593750_{10}$

(1001 actually recurring)

(d). 0.1_{10} cannot be represented accurately in binary

⇒ inaccuracy

(e).
- We only take 10 bits
- Actual rep : 52 bits ⇒ greatly reduces inaccuracy
- Loop used to magnify error

(f). Most HLLs use IEEE 754 single / double representation

(g). Depends on whether the number can be converted to binary accurately within the limited mantissa bits