FIVE FRIGHTENING FACTS ABOUT FLOATING-POINT ARITHMETIC

W. Kahan May 3, 1988

- 1. WHAT YOU SEE IS NOT NECESSARILY WHAT YOU GET.
- 2. WHAT YOU GET IS NOT NECESSARILY WHAT YOU EXPECT.
- 3. MANY A DISCREPANCY BETWEEN WHAT YOU GET AND WHAT YOU EXPECT IS
 MOST UNLIKELY EVER TO BE UNDERSTOOD, MUCH LESS CORRECTED,
 EVEN THOUGH IN PRINCIPLE EVERY DISCREPANCY CAN BE CORRECTED.
- 4. SIGNIFICANT DISCREPANCIES ARE VERY RARE, TOO RARE TO WORRY ABOUT ALL THE TIME, YET NOT RARE ENOUGH TO IGNORE.
- 5. THE DISCREPANCIES THAT ALREADY AFFLICT FLOATING-POINT
 ARITHMETIC DO NOT GRANT THE SYSTEM DESIGNER

 CARTE BLANCHE

TO ADD A FEW MORE OF HIS OWN.

```
----- Borland Turbo Basic on an IBM PC ------
    ------ Edit ------
D:DISNT2.BAS
CLS
p = 2 : for i=1 to 6 : p = p*p : next i
pp1 = p + 1 : pm1 = p - 1
d = pp1 - pm1
Print " We expect d = 2, but actually d = "; d; "
Print " although (p+1) - (p-1) = "; (p+1) - (p-1); ".
Print
Print " What you get isn't necessarily what you expected."
End
               ----- Run
  We expect d = 2, but actually d = 0,
  although (p+1) - (p-1) = 1 . !
  What you get isn't necessarily what you expected.
```

WHAT YOU GET ISN'T NECESSARILY WHAT YOU EXPECTED.

YOU ARE UNLIKELY EVER TO UNDERSTAND, MUCH LESS TO REMEDY EVERY ANOMALY.

```
----- Borland Turbo Basic on an IBM PC ------
 Edit
    D: WYSINWYG. BAS
    CLS
    q = 3.0/7.0
    Print " The value of q = "; q
Print " but 3.0/7.0 = "; 3.0/7.0
    Print
    Print " What You See Is Not Necessarily What You Get."
    End
    The value of q = .4285714328289032
       but 3.0/7.0 = .4285714285714286
    What You See Is Not Necessarily What You Get.
        D: WYS1NWYG. BAS
    CLS
    z = 0 : Print Using " z = ###.###"; z
y = 0.000123 : Print Using " y = ###.###"; y
x = y/100 : Print Using " x = ###.###"; x
Print Using " y/x = ###.###"; y/x
    Print
    Print " What You See Is Not Necessarily What You Get."
                           Run -----
   z = 0.000
   y = 0.000
   x = 0.000
  y/x = 100.000
  What You See Is Not Necessarily What You Get.
```

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WHEN ROUNDED ACCORDING TO

IEEE STANDARD 754

This very simple program is certain to stop prematurely if the computer's floating-point arithmetic uses any other radix than 2 (binary), and almost certain to stop prematurely if division or multiplication is not rounded according to the IEEE standard. It stops prematurely on IBM 370s, DEC VAXs, CDC Cybers, CRAYs, all decimal calculators, ... But it says " x = i ALWAYS! " on IBM PCs that use an 80x87 math. coprocessor, on all Apples that use SANE, on all SUN IIIs, on the ELXSI 6400, ...

CAN YOU EXPLAIN THIS ?