Lily Davoren HW 1 *19/11/202*3 PROBLEM 1: FLOATING-POINT NUMBERS a) 123456/2 Binary Representation: 11110001001000000 6172812 Mexadecimal: 1E24016 3086412 Explanation: If you divide a number by 2, the remainder 15432/2 can only be a O (for an even number) or a 1771612 (for an odd number), meaning that a binary 3858/2 representation can be reached by dividing a 1929/2 number and it subsequent quotients by 2 96412 and keeping track of the remainder each 48212 time until the quotient in zero. Once all 241/2 remainder have been found, the binary 120/2 representation can be written by writing out all 60/2

15/2 1 representation can be written by writing out all of the remaindes starting from the last one 15/2 1 and working up. This Because the last remainder 7/2 1 represents the most significant bit, which has

the greatest place value in the binary number. The

1/2 | Invacecinal representation is found by breaking up the

binary supresentation into groups of four bits, beginning at the

end. If the numerical supresentation of a binary group is

greater than 9, then alphabetical representation is used starting

at 10.

(d) (1) (d)

c) 0 1 0011 $2^{4}+2^{1}+2^{0}$ $2^{-7}+2^{-9}$ 10+2+1=19 0.009765625 biared exponent: 19-15=4 1.000001010 × 24 = (1+ 2-7+2-9) × 16 = [16.15625] 1.0000001010 ×24 =(1+128+512) ×16 $\left(\frac{512}{512} + \frac{4}{512} + \frac{1}{512}\right) \times 10$ $\left(\frac{517}{512}\right) \times 10^{-1} = \left[\frac{517}{32}\right]$ NEXT LARGEST: 010011 0000001011 19-15=4 2-7+2-9+2-10 1.0000001011 × 24 = (|+ 2-7 +2-9+2-10) × 16= 16.171875 Should be represented as 4 sig figs d) There are 1024 or 2'° floating-point numbers [16,32) because there are 10 mantisos bits in a 10-bit number.

GAP SIZE: $\frac{1}{2^{10}} = \frac{1}{1024} \cdot 2^4 = 0$ 015625 e) There are 1024 or 2^{10} 10-bit floating-point number [128, 256) because there are 10 martina bits in a 10-bit number.

GAP 5172: $\frac{1}{2^{10}} = \frac{1}{1024} \cdot 2^7 = 0.125$ p) The code in floating point_addition. py prints 1285 instead of 128.4 and 128.8 instead of 128.6 in the second and third additions respectively because the precision of 16-bit floating-point numbers in limited, so we exact value 0.2 cannot be completely represented. No the value is rounded to The reasest value that can be represented in 16-bits. This rounding results in round-off error that accumulates every Time the number is added. The third and fourth additions differ in that by order of operations the rounding error accumulates before adding it to 128 in the fourth addition, so it has a smaller error than

the third addition where the round-off error accumulates on the first value. The round-off error indicates that there is no representation between two numbers given a certain number of available bits.

PRIBLEM 3: Condition number of f(x)=cos(x) #extend x from 0 to 15 x = np.arange(0, 15, 0.01)

The peaks that have been utoff represent undefined values at multiples of T/2 because X. sin(x) when sin(x)=1 and cos(x)=0.

b) The function is most poorly-conditioned at (1.57, 1971.55197866), (4.71, 1971.548644699799), (7.85, 1971.5419767803721), (11.0, 2485.4593109961464), (14.14, 4991.058406720604)

c) 17/2 -0.1:14.458904008200503 The condition number gets larger as the multiple of T/2 gets 31T/2-0.1: 45.970040969253505 ⁵¹⁷(2-0.): 77.2811778/030*63*7 larger. 7172 - 0 . 1 : 108 . 59 23 14711 35917

PRIBISM Z:

2.718254

2.718056

0.000010

1	n	x^n x^(n-1)	true error	approx erro	r
2	1	2.000000	0.000000	0.264241	1.000000
3	2	2.500000	2.000000	0.080301	0.200000
4	3	2.666667	2.500000	0.018988	0.062500
5	4	2.708333	2.666667	0.003660	0.015385
6	5	2.716667	2.708333	0.000594	0.003067
7	6	2.718056	2.716667	0.000083	0.000511

0.000073