

Fast inverse square root

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- We are now going to use the binary representation to calculate $y = 1/\sqrt{x}$, refining the result with one or two iterations of the Newton-Raphson (NR) method
- In the `sqrt.c` file you have write the algorithm discussed in the lecture in the appropriate space.
- Run it first without any NR iteration
- Then add one and two iterations
- How is the accuracy increasing? The execution time?