# CS770: Assignment 1

Ronghao Yang 20511820

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# 1 Question 1

For f(x), I select

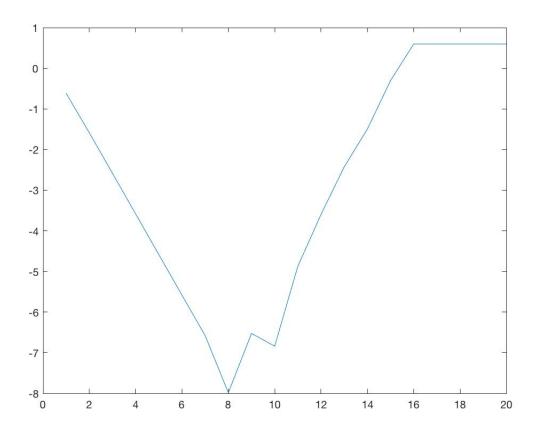
$$f(x) = (x^2 + x)\sin(x)^2 (1)$$

$$f(x)' = (2x+1)\sin(x)^{2} + (x^{2}+x)\sin(2x)$$
(2)

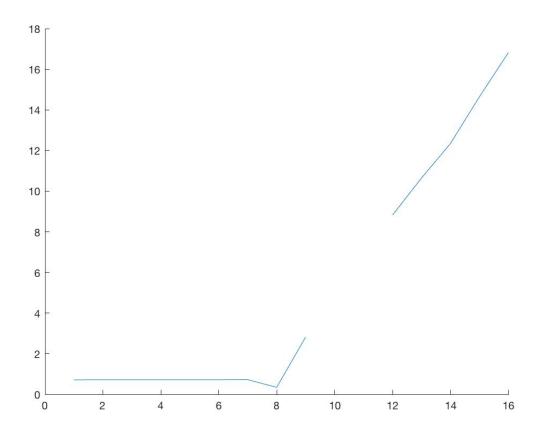
$$f(x)'' = 2\sin(x)^2 + 2(2x+1)\sin(2x) + 2(x^2+x)\cos(2x)$$
(3)

As for my chosen point, I set x to be 2.

# 1.1 Question 1.a



# 1.2 Question 1.b



The missing part in the graph is -Inf, this is from the errors being 0(therefore log10(error) = -Inf) when h has the value of  $10^{10}$  and  $10^{11}$ 

# 2 Question 2

Inexactness of algebraic operations:

b is supposed to be 2000, however, due to the error generated in floating point opera-

tions, b == 2000 is evaluated to false.

# Non-commutativity of algebraic operations:

```
%% Noncommutativeness of algebraic operations

a = 0.1;

b = 0.1;

c = 10;

(a*b)*c == a*(b*c)
```

(a\*b)\*c is supposed to be equal to a\*(b\*c), however, due to the error generated in floating point operations, (a\*b)\*c == a\*(b\*c) is evaluated to false.

## Cancellation of errors:

# %% Cancellation errors a = 0.2 | a-a == 0

Although a = 0.2 is a approximated, it's error is cancelled when a - a is performed, therefore, a - a == 0 is evaluated to true.

# 3 Question 3

Computation by Matlab, the two roots are:

However, computation by hand gives:

$$x_1 = 10^8 (6)$$

$$x_1 = 0 (7)$$

# 4 Question 4

### 4.1 Question 3.1

### 1) Signs and modulus:

Since we have 1 bit for sign, we have 31 bits for representing the magnitude of a number. Therefore, there are  $2^{31}$  different magnitudes can be represented, and by adding the sign, we have  $2 \times 2^{31} - 1 = 2^{32} - 1$  different numbers can be represented.(If +0 and -0 are counted as two different numbers, then there are  $2^{32}$  different numbers)

## 2) 2's complement:

When using 2's complement for representing numbers, we could have representations for  $2^{32}$  different numbers.

2's complement is the representation for zero unique.

### 4.2 Question 3.2

When using unsigned numbers, numbers range from 0 to  $2^{16} - 1(0 \text{ to } 65535 \text{ in decimal})$ . When using signed numbers, numbers range from  $-2^{15}$  to  $2^{15} - 1$  (-32768 to 32767 in decimal).

### 4.3 Question 3.3

1: 00000001 10: 00001010 100: 01100100 -1: 11111111 -10: 11110110 -100: 10011100

For example, 100 + (-100), which in binary representation is 01100100 + 10011100 = 100000000, since it uses 8 bits for number representation, the first bit 1 is discarded, this gives us 0.

### 4.4 Question 3.4

With 32 bits representation, a negative number -x is represented using  $2^{32} - x$ , since -x is negative, -x ranges from  $-2^{31}$  to -1, then x ranges from 1 to  $2^{31}$ , then  $2^{32} - x$  ranges from  $2^{31}$  to  $2^{32} - 1$ , this always leaves the first bit of the 32 bits 1. Therefore, all the negative numbers have leading bit 1.

Similarly, for a positive x, x ranges from 0 to  $2^{31} - 1$ , this always leaves the first bit of the 32 bits 0. Therefore, all the positive numbers have leading bit 0.

# 4.5 Question 3.5

The last step to complete the process is add 1 to it. Let's say we have 32 bits, x is a positive number, if we simply flip the bits without adding a 1 at the end,  $x + (-x) = 2^{32} - 1$ . By definition  $-x = 2^{32} - x$ , therefore, we should add 1 after we flip the bits.

#### 4.6 Question 3.6

In binary representation, 50,-50,100,-100 are represented in the following:

50: 00110010 -50: 11001110 100: 01100100 -100: 10011100

- 1) 50+(-100) = 00110010 + 10011100 = 11001110 which is -50 in decimal.
- 2) 100+(-50)=01100100+11001110=100110010, since the first digit is discarded, the answer is 00110010, which is 50 in decimal.
- 3) 50 + 50 = 00110010 + 00110010 = 01100100, which is 100 decimal, no overflow occurred.