

Assignment 1  
CSCI 3656  
due January 20, 2011

1. Express the following decimal quantities in binary: 26, 3/8, 91, 39/64.  
Now express each as rounded normalized machine numbers with base 2 and 4 bits of precision.
2. Consider a hypothetical computer using base 2 floating point numbers with 9 bits of precision (including the 1 to the left of the binary point, i.e.  $N=8$ ) and exponent in the range  $[-7, 8]$ . i.e. numbers have the form  $q \times 2^p$  where  $1 \leq q < 2$  and  $-7 \leq p \leq 8$ .
  - a) Give a formula for the smallest positive normalized floating point number.
  - b) What is the next floating point number after 1.0 ?
  - c) What is the next floating point number after 99.0 ?
3. In IEEE single precision, there are 24 bits of precision, and relative rounding error is  $2^{-24}$ .  
Write a program that assigns the value of  $2^{-24}$  to a variable  $y$  and prints it out. Next, in single precision, make the assignment  $x = 1.0 + k * y$  for  $k = 0, \dots, 6$ , and print the variable  $x$  each time.
  - a) Explain why you get only 4 different numbers.
  - b) Explain why you get the same result for  $k = 3$  and  $k = 4$ .

Turn in a listing of your program and its output, along with your answers. You should declare variables  $y$  and  $x$  as single precision (float). Print out about 20 digits of each output quantity. To print out 20 digits of a variable  $z$  in c++, a cout statement could look like this:

```
cout << setprecision(20) <<z<<endl;
```

Alternatively, you could print  $x$  in a binary format.

#### Guidelines for Homework Assignments

We will be having homework assignments approximately weekly. You may discuss homework orally among yourselves, but what you hand in should be your own work. I will accept late homework for up to 5 calendar days. Points will be deducted for each day late.

On all computer assignments, unless otherwise indicated, you should turn in your program listing and your output, clearly labelled.