# Floating-point lab work

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# 1 Floating-point under the microscope

#### 1.1 Representable or not representable?

- Decompress TP-code.tgz. Compile it with gcc main.c, and run it. How many decimal digits seem significant in a float and in a double?
- Try a few other values, in particular integers such as 7.0. Which integers are exactly representable as float ?
- Look at fp-struct.h. If you want to reimplement it in your favorite language, go ahead (but support is not guaranteed).

#### **1.2** Exceptional numbers

• Implement the following loop:

```
float x = 0.1;
while(x!=0) {
    print_binary32(x);
    x=x/2;
}
print_binary32(x);
```

Observe the apparition of subnormals.

- Replace the 0.1 with 1.0.
- Implement the same loop in Python (or your favorite scripting language), with a simple print of the value. Is it using binary32 or binary64?
- Replace the division by 2 with a multiplication by 2. What happens? Replace the while loop with a for loop of the right size.
- Construct a NaN and print it.

### 2 Solving the quadratic equation

To solve the quadratic equation  $ax^2 + bx + c$ , here are the formulas I learnt in school:

$$\delta = b^2 - 4ac$$
 if  $\delta \ge 0$ ,  $r = \frac{-b \pm \sqrt{\delta}}{2a}$ 

- Implement these formulas in C using floats on one side, and double on the other side. Square root is called sqrtf (float) or sqrt (double); It requires to #include <math.h> and add the -lm flag, e.g. gcc main.c -lm
- Compare the results for a=0.125; b=1000; c=1;
- Compare the results for a=0.125; b=10000; c=1;
- Explains what happens. Hint: look for possible cancellations.
- Enhance the code with a test that anticipates a possible cancellation and uses a different formula in this case.

### 3 About sums

The sums.c program implements various techniques to compute the sum of N integers.

- Test TwoSum32 on 16,000,000 + 0.125, then on other values.
- The input array is composed of inverses of *i* rounded to floats, for 1 < i < N = 1,000,000. Prove that for this input array, the sum computed in double is exact.
- Run the program. Vary *N*.
- Replace 1/i by  $\cos(i)$ : we now have numbers of different signs. Can you think of other strategies for the summation?