

15-213

“The course that gives CMU its Zip!”

Floating Point Sept 5, 2002

Topics

- IEEE Floating Point Standard
- Rounding
- Floating Point Operations
- Mathematical properties

Floating Point Puzzles

■ For each of the following C expressions, either:

- Argue that it is true for all argument values
- Explain why not true

```
int x = ...;  
float f = ...;  
double d = ...;
```

Assume neither
d nor f is NaN

- `x == (int)(float) x`
- `x == (int)(double) x`
- `f == (float)(double) f`
- `d == (float) d`
- `f == -(-f);`
- `2/3 == 2/3.0`
- `d < 0.0 ⇒ ((d*2) < 0.0)`
- `d > f ⇒ -f > -d`
- `d * d >= 0.0`
- `(d+f)-d == f`

Answers to Floating Point Puzzles

```
int x = ...;  
float f = ...;  
double d = ...;
```

Assume neither
d nor f is NAN

- `x == (int)(float) x`
- `x == (int)(double) x`
- `f == (float)(double) f`
- `d == (float) d`
- `f == -(-f);`
- `2/3 == 2/3.0`
- `d < 0.0 \Rightarrow ((d*2) < 0.0)`
- `d > f \Rightarrow -f > -d`
- `d * d >= 0.0`
- `(d+f)-d == f`

No: 24 bit significand

Yes: 53 bit significand

Yes: increases precision

No: loses precision

Yes: Just change sign bit

No: `2/3 == 0`

Yes!

Yes!

Yes!

No: Not associative