

**Exercise sheet 4***To be handed in on 17.05.2024.***Exercise 1** [*Floating-point numbers*]

(1 + 1 + 2 + 2 + 1 + 1 = 8 pts.)

Let us assume we have a (rather primitive) computer that uses 8-bit floating-point arithmetic. The first bit represents the sign, the next 4 bits the exponent with bias  $b = 7$  and the last 3 bits for the mantissa (normalized representation with leading 1 before the comma). With this we have the representation of a real number  $x$  as

$$x = (-1)^s \left[ 1 + \sum_{n=1}^3 m_n \cdot 2^{-n} \right] \cdot 2^{(\sum_{i=0}^3 e_{3-i} \cdot 2^{3-i}) - b}$$

which can be stored in a bit string  $s e_3 e_2 e_1 e_0 m_1 m_2 m_3$ . Assume that non-representable numbers are rounded to the nearest representable number (as usually it happens).

- (i) Which number is represented by the bit-string 10111000?
- (ii) Which is the bit-string for the number  $-26$ ? And for the number 0?
- (iii) How many different numbers can be represented exactly in this way? Which is the smallest and which is the largest positive number?
- (iv) What are the numerical results of the differences  $(\frac{35}{32} - \frac{33}{32})$  and  $(\frac{37}{32} - \frac{35}{32})$ ? What does this mean for equality checks between two floating-point numbers using the equality operator `==`?
- (v) Which number(s) have the largest absolute error? Which have the largest relative error in the interval between the smallest and the largest representable positive number?
- (vi) Repeat task (iii) setting  $b = 3$ . Which role does the bias play? What happens, when you vary the bias?

**Exercise 2** [*Storing multiple flags in a single variable*]

(6 pts.)

This exercise is about the bitwise operators `&`, `|`, `^`, `~`, `>>` and `<<`. Try to use them extensively to understand and get used to them.

Using bitwise operators and a variable of type `unsigned char` (which consists of 8 bits), use its bits to store and retrieve the following information about a student:

- bit 6: whether the student has achieved at least 50% of the exercise points,
- bit 7: whether the student has provided two active contributions,
- bit 8: whether the student has the *klausurzulassung*,

where 1 means the student fulfills the condition. Test your code by creating a variable `s1` for a student with flags set to 100 and another variable `s2` for a student with flags set to 111. Print corresponding messages for each flag, e.g.

```
if (/* <flag 1> */)
    printf("The student has achieved 50%% of the exercise points.\n");
else
    printf("The student has not achieved 50%% of the exercise points.\n");
/* ... */
```

*Hint:* To make your code mor readable, dafine symbolic constants, e.g. `#define __POINTS_GT_50__ 32` or `#define __ACTIVE_FT_2__ 64`.

### Exercise 3 [Operator precedence and casts]

(6 pts.)

*The details of operator precedence and casts will be discussed in the lecture on 14.05.2024.*

In C, there are clear rules for precedence and associativity of operators. Knowing them in detail is mandatory for any scientific programmer. Set up a new Cprogram and put the following statements at the beginning of the `main` function.

```
double a, b, c, X;    int i, j, k, N;
a=1.0; b=-3.0; c=5.0; i=5; j=-6; k=10;
```

For each of the following statements, work out which value is stored in `N` or in `X`.

- (i) `X = a/b*c;`                      (iii) `X = (double)(i/j);`                      (v) `N = i>=j && j<=k;`  
(ii) `X = (double)i/j;`                      (iv) `N = i>k+j;`                      (vi) `N = k/i && i/k;`

Write down, step by step, the order in which the computer executes the operations and predict the result. Afterwards, add the statement to your C code and print the result to check your prediction.

Consider now the logical operators `&&` and `||` and the *post*-increment operators `++` and `--`. Given the following code,

```
#include <stdio.h>
int main(){
    int j=0, k=3, m;
    m = j++ || k--;
    printf("j=%d\tk=%d\tm=%d\n", j, k, m);
}
```

predict its output.