Class 2.5: more on integers and floating point

Integer math

The most important thing to keep in mind here is that division of two integers gives an integer:

 $1/3=0,\,2/3=0,\,3/3=1,\,4/3=1,\,{\rm etc.}$ In particular:

- $(T-32.0)^*(5/9)$ always gives zero (because 5/9 = 0)
- (T-32.0)/(9/5) is the same as T-32.0 (because 9/5 = 1)

Integer ranges

- An unsigned *n*-bit integer can represent values from 0 to $2^n 1$ (inclusive).
- A signed *n*-bit integer can represent values from -2^{n-1} to $2^{n-1} 1$ (inclusive).¹
 - The lower n-1 bits are an unsigned (n-1)-bit integer, and the highest bit ("sign bit") means "subtract 2^{n-1} if set".

Example: 8-bit signed integer

Binary	Decimal
00000000	0
00000001	1
01111111	127
10000000	-128
10000001	-127
11111111	-1

In many (but not all) computer systems, a signed char happens to be an 8-bit signed integer.

 $^{^1}$ This assumes the CPU uses "twos complement" form for signed integers, which all CPUs I know of today do.

Real numbers: Floating point representation

• A positive real number x can be written in base-2 as

 $x = (1 + M/2^{m}) * 2^{E-b},$

where M and E are unsigned integers, m is the number of bits in M, and b is a constant integer.

- Add a sign bit, and let M=E=0 be a special case for zero, and we have ourselves a "floating point" representation of real numbers.
- The representation is exact if x doesn't need any bits in M below a certain point. Example: x = 1.875 = 15.0/8.0.
- The representation can only be approximate if x doesn't nicely turn into a short binary fraction. Example: x = 0.2 = 1.0/5.0.

Real number math

Math with real numbers (*i.e.*, floating point) works "as you'd expect":

math with a constant that happens to be an integer, just put in a decimal point. In particular, if you're converting Fahrenheit to Celsius:

- $(T-32.0)^*(5./9.)$ does what you want.
- (T-32.0)/(9./5.) also does what you want.

They give very slightly different answers for T=55 because neither 5./9. or 9./5. is exactly an integer divided by a power of two.