Computer Programming: Skills & Concepts (CP)
Arithmetic operations, int, float, double

C. Alexandru

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Monday’s lecture

- Variables and change-of-state
- The “squaring” problem.
- *Types* of variables: int.
- Assigning and re-assigning values to a variable.
- The *if*-statement.
- Input using *scanf*. 
Today’s lecture

- Arithmetic Operations for `int`
- Quadratic Equations.
- More types: `double` (and `float`).
Arithmetic Operators for int

+   Addition.
-   Subtraction or negation.
*   Multiplication (don’t use x).
/   Division – order is important here!
    ▶ What is 4/2?
    ▶ What is 5/2?
%   Integer remainder (eg, 5 % 3 = 2).
    ▶ You’ve seen % used for something else . . .
    ▶ nothing whatsoever to do with this %!
++  Increment (x++ means x = x+1).
--  Decrement (x-- means x = x-1).

^ (sometimes used in ‘real life’ for powers – e.g., x^3) is NOT an arithmetic operation in the C programming language – for powers, use the * operator (repeatedly) or the pow function from math.h.
Solving quadratic equations

Consider any quadratic polynomial of the form $ax^2 + bx + c$, $a \neq 0$. We know this equation has exactly two \textit{complex} roots (solutions to $ax^2 + bx + c = 0$) given by:

\[ x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}. \]

\textbf{Suppose we want real roots ONLY.}

Three cases:

- If $b^2 < 4ac$, there are \textbf{no} real solutions.
- If $b^2 = 4ac$, there is \textbf{one} (repeated) real solution: $-b/(2a)$.
- If $b^2 > 4ac$, there are \textbf{two} different real solutions.
C program to Solve Quadratic Equations

\[ x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}. \]

Steps of our program:

- Take in the inputs $a$, $b$ and $c$ from the user (`scanf`).
- **check that $b^2 - 4ac$ is non-negative.**
  - If negative, output a message about “No real roots”.
  - If positive, proceed.
- Get the square root of $b^2 - 4ac$.
- Output both roots (or one if repeated).
- `return EXIT_SUCCESS;`

We cannot continue working with `int` variables only.
We do not expect the roots to be integers even when $a$, $b$, $c$ are.
Real numbers in C

For working with “real numbers” in C, there are two standard options: float and double. Neither type can truly represent all real numbers – both types have a limited number of significant digits. But they work well as an approximation for reals.

We will require the coefficients input for the quadratic equation to be int. However we will also need some float or double variables for the roots.
Types: float

- A signed floating-point number: *numbers with decimal points.*
- Form to write a float is a decimal number optionally followed by e (or E) and an integer *exponent*:
- For example:
  - 1.5, −2.337, 6e23 (*having values 1.5, −2.337 and 6 × 10^{23}*)
  - 0.0, 0., .0 (*all of these have value 0.0*)
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  - Accurate to about 7 significant digits:
    - Max value is $3.402823 \times 10^{38}$ on DICE (system dependent);
    - Requires the same amount of storage as int.
  - Contrast with real numbers in mathematics?
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  - Requires the same amount of storage as int.
- Contrast with real numbers in mathematics?
  - `printf("%f", floatVar)` and `scanf("%f", &floatVar)`.
    - `%f` means “float”
- Stored in 32-bit sign(1)/exponent(8)/mantissa(23) representation.
Types: double

- A float with double precision.
- Same form for writing double as float in programs.
- Accurate to about 15 significant digits:
  - Max value is \(1.7976931348623157 \times 10^{308}\);
  - Requires twice the storage space of float;
  - Values may depend on your computer.
- `printf("%lf", doubleVar)` and `scanf("%lf", &doubleVar)`
  - The `%lf` means ‘long float’.
  - Actually, the C standard says you should `printf("%f",doubleVar)`, but most compilers also allow `%lf`, which is more consistent. Use either, but
  - remember you **must** use "%lf" to scan a double.
- Stored in 64-bit sign(1)/exponent(11)/mantissa(52) representation.
float or double?

- floats are not precise enough for most scientific or engineering calculations, so
- the standard maths libraries all work with doubles, so
- always use doubles unless you have a good reason to use floats
- (for example, if you’re doing lots of computation on lots of numbers; or in some graphics applications where double precision is useless)
- and anyway, 9.36 is really a double – to get an actual float, you have to write 9.36f
Writing float/double in programs

```
#include <stdlib.h>
#include <stdio.h>

int main(void) {
    float x, x2;
    double y, y2;
    x = 1e8 + 5e-4;
    x2 = -0.2223;
    y = 1e8 + 5e-4;
    y2 = -6e306;
    printf("Two floats are %f\n and %f.\n", x, x2);
    printf("Two doubles are %lf\n and %lf.\n", y, y2);
    return EXIT_SUCCESS;
}
```
Output from float/double

zagreb: ./a.out
Two floats are 100000000.000000
   and -0.222300.
Two doubles are 100000000.000500
   and -6000000000000000415146435945218699544294763362085459842012611550394524887240456918741880815778392846311318941394518041571623614758275072994875068520767653391231364570021480187142842148415306933169404320733422827669951287867963409490577301393354765542916710188714792470063666876849779683791229808236015124480.000000.

Is there a mistake in the printing out of \(x\) and of \(y_2\)?
No! The first few digits are correct (float (resp. double) guarantees the first 7 (resp. 15)).
double vs float – example

```c
#include <stdio.h>
#include <stdlib.h>

int main() {
    double x = 0.0;
    int i = 0;
    while ( i < 1000000 ) {
        x = x + 0.9; i = i + 1;
    }
    printf("%f\n",x);
    return EXIT_SUCCESS;
}
```

prints:

```
900000.000015
```

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#include <stdlib.h>

int main() {
    float x = 0.0;
    int i = 0;
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    printf("%f\n",x);
    return EXIT_SUCCESS;
}
```

prints:

```
892043.562500
```

an error of almost 1%!
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prints:
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Mixing Types, and *Casting*

- `/` does *integer division* on *ints*: $3/2 \rightarrow 1$
- It does real division on *doubles*: $3.0/2.0 \rightarrow 1.5$.
- What if we mix *doubles* and *ints*? $3.0/2 \rightarrow ?$ $3/2.0 \rightarrow ?$

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*CP Lect 4 – slide 14 – 26 September 2017*
Mixing Types, and Casting

- / does integer division on ints: 3/2 → 1
- It does real division on doubles: 3.0/2.0 → 1.5.
- What if we mix doubles and ints? 3.0/2 → ? 3/2.0 → ?
- The int gets promoted to double:
  3.0/2 → 3.0/2.0 → 1.5 and 3/2.0 → 3.0/2.0 → 1.5

This happens with all arithmetic operators. BUT beware that it happens 'from the inside out':
(5/2)*1.2 → 2*1.2 → 2.4

If int x,y;
how do we do real division of x by y?
- Can use promotion:
  (x*1.0)/y → x dbl/y
- Clearer and safer to cast: explicitly convert types:
  (double)x/(double)y → x dbl/y dbl
- Be careful: 
  (double)(5/2) → (double)(2) → 2.0
- Alternatively:
  double xd, yd;
  xd = x; yd = y; xd/yd
Mixing Types, and Casting

- `/` does *integer division* on **ints**: $3/2 \rightarrow 1$
- It does real division on **doubles**: $3.0/2.0 \rightarrow 1.5$.
- What if we mix **doubles** and **ints**? $3.0/2 \rightarrow ?$ $3/2.0 \rightarrow ?$
- The **int** gets *promoted* to **double**:
  - $3.0/2 \rightarrow 3.0/2.0 \rightarrow 1.5$ and $3/2.0 \rightarrow 3.0/2.0 \rightarrow 1.5$
- This happens with all arithmetic operators. **BUT** beware that it happens ‘from the inside out’:
  - $(5/2) \times 1.2 \rightarrow 2 \times 1.2 \rightarrow 2.4$
Mixing Types, and *Casting*

- `/` does *integer division* on *ints*: `3/2 \rightarrow 1`
- It does real division on *doubles*: `3.0/2.0 \rightarrow 1.5`.
- What if we mix *doubles* and *ints*? `3.0/2 \rightarrow ?` `3/2.0 \rightarrow ?`
- The *int* gets *promoted* to *double*:
  - `3.0/2 \rightarrow 3.0/2.0 \rightarrow 1.5` and `3/2.0 \rightarrow 3.0/2.0 \rightarrow 1.5`
- This happens with all arithmetic operators. **BUT** beware that it happens ‘from the inside out’:
  - `(5/2)*1.2 \rightarrow 2*1.2 \rightarrow 2.4`
- If *int* `x,y`; how do we do real division of `x` by `y`?
- Can use promotion: `(x*1.0)/y \rightarrow x^{dbl}/y \rightarrow x^{dbl}/y^{dbl}`
Mixing Types, and *Casting*

- / does *integer division* on *ints*: \(3/2 \rightarrow 1\)
- It does real division on *doubles*: \(3.0/2.0 \rightarrow 1.5\).
- What if we mix *doubles* and *ints*? \(3.0/2 \rightarrow ?\) \(3/2.0 \rightarrow ?\)
- The *int* gets *promoted* to double:
  \(3.0/2 \rightarrow 3.0/2.0 \rightarrow 1.5\) and \(3/2.0 \rightarrow 3.0/2.0 \rightarrow 1.5\)
- This happens with all arithmetic operators. **BUT** beware that it happens ‘from the inside out’:
  \((5/2)*1.2 \rightarrow 2*1.2 \rightarrow 2.4\)
- If *int x, y*; how do we do real division of *x* by *y*?
- Can use promotion: \((x*1.0)/y \rightarrow x^{dbl}/y \rightarrow x^{dbl}/y^{dbl}\)
- Clearer and safer to *cast*: explicitly convert types:
  \((\text{double})x/(\text{double})y \rightarrow x^{dbl}/y^{dbl}\)
- Be careful: \((\text{double})(5/2) \rightarrow (\text{double})(2) \rightarrow 2.0\)
Mixing Types, and Casting

- / does integer division on ints: \(3/2 \rightarrow 1\)
- It does real division on doubles: \(3.0/2.0 \rightarrow 1.5\).
- What if we mix doubles and ints? \(3.0/2 \rightarrow \) ? \(3/2.0 \rightarrow \) ?
- The int gets promoted to double:
  \(3.0/2 \rightarrow 3.0/2.0 \rightarrow 1.5\) and \(3/2.0 \rightarrow 3.0/2.0 \rightarrow 1.5\)
- This happens with all arithmetic operators. **BUT** beware that it happens ‘from the inside out’:
  \((5/2)*1.2 \rightarrow 2*1.2 \rightarrow 2.4\)
- If int \(x,y\); how do we do real division of \(x\) by \(y\)?
- Can use promotion: \((x*1.0)/y \rightarrow x^{dbl}/y \rightarrow x^{dbl}/y^{dbl}\)
- Clearer and safer to **cast**: explicitly convert types:
  \((\text{double})x/(\text{double})y \rightarrow x^{dbl}/y^{dbl}\)
- Be careful: \((\text{double})(5/2) \rightarrow (\text{double})(2) \rightarrow 2.0\)
- Alternatively:
  double \(xd, yd\);
  \(xd = x; yd = y; xd/yd\)
Reading material

Sections 2.8, 2.9, 2.10, 2.11 of “A book on C” discuss Operators, Operator precedence, and assignments (ie, material from Monday’s lecture).

Section 3.6 (The Floating Types) of “A Book on C”.