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Note â€”This document is an edited reprint of the paper What Every Computer Scientist Should Know About Floating-Point Arithmetic , by David Goldberg, published in the March, 1991 issue of Computing Surveys.

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What Every Programmer Should Know About Memory

This is rather surprising, because floating-point is ubiquitous in computer systems: Almost every language has a floating-point datatype; computers from PCs to supercomputers have floating-point accelerators; most compilers will be called upon to compile floating-point algorithms from time to time; and virtually every operating system must respond to floating-point exceptions such as overflow.

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1 David Evans University of Virginia <http://www.cs.virginia.edu/evans/> What Every Computer Scientist Should Know About Security cs290 Spring 2008 21 February 2008

What Every Computer Scientist Should Know About

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