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about the authors.Q: Performance of Fixed-
point - floating point operations I have a
question about numerical computing. I
recently ran into a situation where a vector
of length n had to be multiplied by an
 $n \times n$ -matrix (stored in a dense-

matrix). Obviously this cannot be done with floating point numbers since you don't have enough bits to represent all those numbers.

The vector I used was a fix-point vector of length n whose entries are $f(x) = \frac{x^p - 1}{x - 1}$ with $p = 2^k$. This vector can be easily represented with a finite number of bits without losing any information (since p is the power of 2 and k is the number of bits needed). To multiply the vector by the matrix, I first convert both the matrix and the vector into fix point numbers. Then I multiply them and finally convert both back into floating point numbers. My question is: How much faster would this approach be than just doing the same operation with floating point numbers?

A: In many cases the answer is "not much, unless n is very large", because the number of fixed point numbers is much larger than the number of floating point numbers and the use of fixed point arithmetic means that the number of operations is much larger than the number

of floating point operations. On a modern CPU with double precision floating point arithmetic, about 64 bits, your code could run in about 15 microseconds. That's a little over 2.5 times slower than double floating point arithmetic. If the numbers are integers, then about 3 times slower. Of course, it's getting closer