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Floating Point Numbers
   Sunday, August 23, 2020 1:35 PM
                                                Updated 8/22/25
How can we represent numbers on a computer?
    Integers are easy. 6 = 1.4 + 1.2 +0.1, ie., 110 (6)
    What about fronting?
     56th 18 + 22 = 18.23 + 22.19 = 414 + 418 = 832) 10 6ths
  Could try decimals (fixed pt.)
               131.467 or in binary 100110.100110
               3 3 Done in embedded system
  Instead, the Standard for numerical computing, is floating st.
       Usually use lete 754 "double preusion" -> 64 bits = 8 bytes
                          (Single precision = 32 bits)
      Store numbers
        # = Flocks pt. (-1) (1+f) · 2 e e - c - 1023
                     S = sign b+ (1 bit)

2" = 2048

e = exponent or characteristic, 11 bits
   R = real numbers
                        f = mantissa, 52 bits
         (scientific notation)
         Felso includes O, NaN (%, 0.00, 0/10), + 00
         Rule of thumb precision = 252 = 4.5.1015
                15 digits of previous in double
                8 degits ... in single
    Implications
      1) We can't represent very large (or very negative) numbers
              X & F , then |x| 42 1024 = 10 308
                     ie., x=-10400 is not in F (i+ i3 - 00)
                   Overflow if not in range
     (2) we can't get too small in magnitude (close to 0)
               XCF. 1×17, 2-1022 210308
               underflow of 1x1 < 2 = 2 -1023
                                               X == 0 -> True
     3 limit to spreak "Machine epsilon", SILENT ERRIR
              1 == 1+8, ie., 1 and 1+8 are indistinguishible
           tre if E < Emockine = 2-52 = 2.2.10 NOTE: yentube video

2 vs 2+E, E < 2.8 manuer relative
 Notation: XER, fl(x) is nearest number to x that's in F
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