

# how biggest no is $2^{53} - 1$ and $-(2^{53} - 1)$ , explain

Let's break down what  $2^{53} - 1$  and  $-(2^{53} - 1)$  mean, especially in the context of JavaScript and binary numbers.

## 1. What is $2^{53} - 1$ ?

- $2^{53} - 1$  means: two raised to the power 53, minus 1.
- This computes to:  
 $2^{53} - 1 = 9,007,199,254,740,991$

In binary, this is **fifty-three 1's in a row**.

### Why 53?

JavaScript's Number type (based on IEEE 754 double precision) can accurately represent **all** integer values from

**$-(2^{53} - 1)$  to  $2^{53} - 1$**

without losing precision.

## 2. What about $-(2^{53} - 1)$ ?

- $-(2^{53} - 1) = -9,007,199,254,740,991$

This is just the negative of the maximum "safe" integer value.

## 3. Why is $2^{53} - 1$ important in JavaScript?

- **53 bits** come from:
  - IEEE 754 double-precision floating point can store 53 significant binary digits ("bits") for integers.
  - Therefore, numbers larger than  $2^{53} - 1$  **cannot** be accurately represented; after that point, not all integers are uniquely represented—the gaps between representable numbers increase.
- In JavaScript, these boundary values are called "safe" integers:
  - `Number.MAX_SAFE_INTEGER` =  $2^{53} - 1$  = **9,007,199,254,740,991**
  - `Number.MIN_SAFE_INTEGER` =  $-(2^{53} - 1)$  = **-9,007,199,254,740,991**

## 4. Summary Table

Expression	Value	Explanation
$2^{53} - 1$	9,007,199,254,740,991	Largest exact integer in JS Number type
$-(2^{53} - 1)$	-9,007,199,254,740,991	Smallest (most negative) safe integer in JS

## 5. Visual Analogy

- If you count in binary, with 53 digits, the highest unsigned number you can get (all 1s):  $2^{53} - 1$ .
- In decimal, that's 9,007,199,254,740,991.

## 6. Why subtract 1?

- Counting starts from 0.
- For n bits, the highest value is always  $2^n - 1$  (not  $2^n$ ).

### In summary:

- $2^{53} - 1$  is the largest "**safe**" integer in JavaScript's Number type (can be represented exactly),
- $-(2^{53} - 1)$  is its negative counterpart.
- Any integer outside this range (positive or negative) loses precision.

If you need to represent numbers larger than this, you must use **BigInt** in JavaScript!