

1.2.1 1.60001 as an IEEE

$$1.60001 = 1 + 0.00001$$

$$1.60001_{10} = 1.00000000000000000001010011_2$$

- (1)  $0.00001 \times 2 = 0.00002$
- (2)  $0.00002 \times 2 = 0.00004$
- (3)  $0.00004 \times 2 = 0.00008$
- (4)  $0.00008 \times 2 = 0.00016$
- (5)  $0.00016 \times 2 = 0.00032$
- (6)  $0.00032 \times 2 = 0.00064$
- (7)  $0.00064 \times 2 = 0.00128$
- (8)  $0.00128 \times 2 = 0.00256$
- (9)  $0.00256 \times 2 = 0.00512$
- (10)  $0.00512 \times 2 = 0.01024$
- (11)  $0.01024 \times 2 = 0.02048$
- (12)  $0.02048 \times 2 = 0.04096$
- (13)  $0.04096 \times 2 = 0.08192$
- (14)  $0.08192 \times 2 = 0.16384$
- (15)  $0.16384 \times 2 = 0.32768$
- (16)  $0.32768 \times 2 = 0.65536$
- (17)  $0.65536 \times 2 = 1.31072$
- (18)  $0.31072 \times 2 = 0.62144$
- (19)  $0.62144 \times 2 = 1.24288$
- (20)  $0.24288 \times 2 = 0.48576$
- (21)  $0.48576 \times 2 = 0.97152$
- (22)  $0.97152 \times 2 = 1.94304$
- (23)  $0.94304 \times 2 = 1.88608$

$$\text{Sign} = 0 (+)$$

$$\text{Exp} = 0 + 127 = 01111111$$

$$M = 00000000000000000001010011$$

Sign (0)	Exponent (8 bits)	Mantissa (23 bits)
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IEEE: 0	01111111	00000000000000000001010011
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