COMPUTER SYSTEMS FUNDAMENTALS (4COSC004W)

Real values in Binary

In this lecture we will cover:

- Representation of Real values in Binary
  - *Fixed Point representation*
  - *Floating Point representation*

REAL NUMBERS

Bicimal & IEEE754

By the end of this unit, you will:

- Understand the representation of Real values in Binary form
  - *Bicimal*
- Be able to represent Decimal real values in Bicimal form
- Be able to represent Bicimal values in Decimal
- Appreciate the limitations of fixed point representations
- Be able to represent Decimal Real values using IEEE754
- Be able to convert from IEEE754 to a real Decimal value

Real values

- Not all values are Integers
  - *1 , 2 , 3, 77, ….*
- Real (Fractional) values
  - *1.5*
  - *1.25*
  - *2.75*
  - *…..*

Bicimal

- Binary format for representing fractional values
  - *Fixed point*

Bicimal					
	2^{-1}	2^{-2}	2^{-3}	2^{-4}	
	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	
	0.5	0.25	0.125	0.0625	
•					

Bicimal 0.5

- Binary format for representing fractional values
  - *Fixed point*

Bicimal 0.5					
	2^{-1}	2^{-2}	2^{-3}	2^{-4}	
	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	
	0.5	0.25	0.125	0.0625	

- 1 =0.5

Bicimal 0.25

- Binary format for representing fractional values
  - *Fixed point*

Bicimal 0.25					
	2^{-1}	2^{-2}	2^{-3}	2^{-4}	
	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	
	0.5	0.25	0.125	0.0625	
•	0	1			=0.25

Bicimal 0.75

- Binary format for representing fractional values
  - *Fixed point*

Bicimal 0.75					
	2^{-1}	2^{-2}	2^{-3}	2^{-4}	
	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	
	0.5	0.25	0.125	0.0625	
•	1	1			=0.75

Bicimal 1.625

- Binary format for representing fractional values
  - *Fixed point*

	Bicimal 1 . 625					
		2^{-1}	2^{-2}	2^{-3}	2^{-4}	
		$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	
		0.5	0.25	0.125	0.0625	
1	•	1	0	1		=1.625

Decimal of Bicimal 1.101

	Decimal of 1 . 1 0 1					
1	•	1	0	1		
		2^{-1}	2^{-2}	2^{-3}	2^{-4}	
		$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	
1		0.5	0.25	0.125	0.0625	
1		0.5		0.125		=1.625

Limitations of Bicimal Fixed Point values

- Only positive values
- Not suitable for storing very small or very large real numbers
  - *Avogardo's number* $6.0221367 \times 10^{+23}$
    - Would require about 80 bits for the integer part
  - *Mass of Hydrogen atom* 1.6733×10^{-24}
    - Would require well over 80 bits for the fractional part
- Hence fixed point format is of limited use for computer representation of different numbers.

Exact values may require a high resolution:

- With 4 Bicimal Bits:

●	0	0	0	0	=	0
●	0	0	0	1	=	0.0625
●	0	0	1	0	=	0.125
●	0	0	1	1	=	0.1875
●	0	1	0	0	=	0.25
●	0	1	0	1	=	0.3125
●	0	1	1	0	=	0.375
●	0	1	1	1	=	0.4375
●	1	0	0	0	=	0.5
●	1	0	0	1	=	0.5625
●	1	0	1	0	=	0.625
●	1	0	1	1	=	0.6875
●	1	1	0	0	=	0.75
●	1	1	0	1	=	0.8125
●	1	1	1	0	=	0.875
●	1	1	1	1	=	0.9375

IEEE754

Floating Point representation

Floating point format

- Very large or very small numbers
- Before IEEE754 standard, different manufacturers used different methods.
- IEEE754 standardised the method of Floating Point representation
- Now adopted by all computer manufacturers
- IEEE754 is simple and efficient method to represent Floating Point format

A few concepts first:

- Normalized format
  - *Mantissa*
  - *Exponent*

Normalised Format - Decimal

- 3 parts to a normalised representation:
  - *The integer part (single digit)*
  - *The part beyond the decimal point*
  - *The power part (Exponent)*
- Examples:
  - *10.0 in normalised form is* 1.0×10^{1}
  - *312.0 in normalised form is* 3.12×10^{2}
  - *3.15 in normalised form is* 3.15×10^{0}
  - *0.0004 in normalised form is* 4.0×10^{-4}
  - *-400.0 in normalised form is* -4.0×10^{2}

Mantissa & Exponent - Decimal

Number	Normalised	Mantissa	Exponent
10	1.0×10^{1}	1.0	1
312	3.12×10^{2}	3.12	2
0.0004	4.0×10^{-4}	4.0	-4
3.15	3.15×10^{0}	3.15	0
-400	-4.0×10^{2}	-4.0	2

Mantissa & Exponent - Decimal

Number	Normalised	Mantissa	Exponent
1002			
-231			
-2			
-0.004			
-0.12345			

Floating point in Binary

- 0.00001
  - $= 1.0 \times 2^{-5}$
    - Mantissa = 1.0
    - Exponent = -5
- -1001.11
  - $= 1.00111 \ \times 2^{+3}$
    - Mantissa = 1.00111
    - Exponent = +3
    - Sign will be dealt with separately

Converting Decimal 31.75 to Normalised Bicimal Form

Step 1	Convert the integer part (ie. 31) to Binary			
Step 2	Convert the fractional part (ie. 0.75) to Bicimal	•	$\frac{1}{2}$	$\frac{1}{4}$
		•		
Step 3	Combine the results from Step 1 and Step 2			
Step 4	Normalise: Move Bicimal point till there is just a single 1 to its left			
	Value of Mantissa:			
	Value of Exponent:			

IEEE754 Format

- Single precision
  - *32 bit in total*
  - *First bit : Sign Bit*
  - *Next 8 bits : Exponent (in excess form)*
  - *Last 23 bits : Mantissa*

S	Exponent (Excess form)							Mantissa																							

IEEE754 Format

Step 1:	Original number	3.25_{10}
Step 2:	Convert 3_{10} to Binary	
Step 3:	Convert 0.25_{10} to Binary	
Step 4:	Combine steps 2& 3	
Step 5:	Normalise the result of step 4	
Step 6:	Mantissa from Step 5	
Step 7:	Exponent from Step 5 in excess form	
	IEEE754 Sign Bit (0 Positive, 1 Negative)	
	IEEE754 Exponent Bits	
	IEEE754 Mantissa Bits	

S	Exponent (Excess form)	Mantissa

Denary	Binary				Hexadecimal
0	0	0	0	0	0
1	0	0	0	1	1
2	0	0	1	0	2
3	0	0	1	1	3
4	0	1	0	0	4
5	0	1	0	1	5
6	0	1	1	0	6
7	0	1	1	1	7
8	1	0	0	0	8
9	1	0	0	1	9
10	1	0	1	0	A
11	1	0	1	1	B
12	1	1	0	0	C
13	1	1	0	1	D
14	1	1	1	0	E
15	1	1	1	1	F

IEEE754 Format

IEEE754 Format

Step 1:	Original number	-0.125_{10}
Step 2:	Convert 0_{10} to Binary	
Step 3:	Convert 0.125_{10} to Binary	
Step 4:	Combine steps 2& 3	
Step 5:	Normalise the result of step 4	
Step 6:	Mantissa from Step 5	
Step 7:	Exponent from Step 5 in excess form	
	IEEE754 Sign Bit (0 Positive, 1 Negative)	
	IEEE754 Exponent Bits	
	IEEE754 Mantissa Bits	

S	Exponent (Excess form)	Mantissa

IEEE754 Format

S	Exponent (Excess form)	Mantissa

-

S	Exponent (Excess form)	Mantissa

IEEE754 Format

Step 1:	Original number	-195_{10}
Step 2:	Convert 195_{10} to Binary	
Step 3:	Convert 0.0_{10} to Binary	
Step 4:	Combine steps 2& 3	
Step 5:	Normalise the result of step 4	
Step 6:	Mantissa from Step 5	
Step 7:	Exponent from Step 5 in excess form	
	IEEE754 Sign Bit (0 Positive, 1 Negative)	
	IEEE754 Exponent Bits	
	IEEE754 Mantissa Bits	

S	Exponent (Excess form)	Mantissa

IEEE754 Format

S	Exponent (Excess form)	Mantissa

-

S	Exponent (Excess form)	Mantissa

IEEE754

- Further examples in tutorial
  - *Try out random numbers of your choice*
- This module will not cover:
  - *Double precision (64-bit)*
  - *Zero*

For this module, we will only consider 4 Bicimal Bits:

●	0	0	0	0	=	0
●	0	0	0	1	=	0.0625
●	0	0	1	0	=	0.125
●	0	0	1	1	=	0.1875
●	0	1	0	0	=	0.25
●	0	1	0	1	=	0.3125
●	0	1	1	0	=	0.375
●	0	1	1	1	=	0.4375
●	1	0	0	0	=	0.5
●	1	0	0	1	=	0.5625
●	1	0	1	0	=	0.625
●	1	0	1	1	=	0.6875
●	1	1	0	0	=	0.75
●	1	1	0	1	=	0.8125
●	1	1	1	0	=	0.875
●	1	1	1	1	=	0.9375

In this lecture we looked at:

- Real numbers
  - *Fixed point (Bicimal)*
  - *Floating point (IEEE754)*

Further reading:

- Computer Systems
  - *3.5*

Thank you