

**CPE 431/531**

**Chapter 3 – Arithmetic for Computers**

**Dr. Rhonda Kay Gaede**



## 3.1 Introduction

---

Bits are bits, what is important is how they are \_\_\_\_\_.

- You may have an \_\_\_\_\_.
- You may have a \_\_\_\_\_(integer).
- You may have an \_\_\_\_\_(integer).
- You may have a \_\_\_\_\_.

## 3.5 Floating Point - Basics

---

- Floating-point numbers are represented in \_\_\_\_\_ notation
- Floating-point numbers use \_\_\_\_\_ representation.
- In general, floating-point numbers are of the form
- There is a tradeoff between \_\_\_\_\_ and \_\_\_\_\_
  - More \_\_\_ bits gives you more \_\_\_\_\_
  - More \_\_\_ bits gives you more \_\_\_\_\_
- IEEE defines two types of floating-point numbers
  - Single Precision
  - Double Precision

## 3.5 Floating Point – More of the Story

---

IEEE 754 Floating Point Standard

Adding a \_\_\_\_\_ to the exponent simplifies \_\_\_\_\_

The leading one is \_\_\_\_\_

Representation expanded

Example: Represent -0.75 in single and double precision

## 3.5 Floating Point – More Examples

---

Example: What decimal number is represented by this single precision float? 0x4493 AB00

## 3.6 Subword Parallelism

---

\_\_\_\_\_ systems originally used 8 bits to represent \_\_\_\_\_ and 8 bits to represent \_\_\_\_\_.

Support for \_\_\_\_\_ led to 16 bits of information.

Subword items have been supported for a long time in \_\_\_\_\_.

Graphics processing called for \_\_\_\_\_ on subword items.

Often the same operation is performed on \_\_\_\_\_ (\_\_\_\_\_) of data.

128 bit adders can handle (Data Level Parallelism)

—	—	bit operands
—	—	bit operands
—	—	bit operands
—	—	bit operands
—	—	bit operands

## 3.9 Fallacies and Pitfalls

---

Pitfall: Floating-point addition is not \_\_\_\_\_.

Because floating-point numbers are \_\_\_\_\_ of real numbers and because computer arithmetic has \_\_\_\_\_, associativity does not hold for floating-point numbers.

$$x = -1.5_{10} \times 10^{38}, y = 1.5_{10} \times 10^{38}, z = 1.0$$

Fallacy: Parallel execution strategies that work for \_\_\_\_\_ data types also work for \_\_\_\_\_ data types.

Results may be \_\_\_\_\_ but not \_\_\_\_\_.