

Homework 11

Question 1:

Express the following base 10 number in IEEE 754 single-precision floating-point format.
Express your answer in Hexidecimal.

-13.5625 \Rightarrow (?)

solution

Integer conversion:

$\Rightarrow (13)/2 \Rightarrow 6 \text{ r } 1$
 $\Rightarrow (6)/2 \Rightarrow 3 \text{ r } 0$
 $\Rightarrow (3)/2 \Rightarrow 1 \text{ r } 1$
 $\Rightarrow (1)/2 \Rightarrow 0 \text{ r } 1$

Result: 1101

Decimal conversion:

$\Rightarrow (.5625) \times 2 = 1.125$
 $\Rightarrow (.125) \times 2 = 0.25$
 $\Rightarrow (.25) \times 2 = 0.5$
 $\Rightarrow (.5) \times 2 = 1.0$

Result: .1001

Combining

$\Rightarrow 1101.1001$

$\Rightarrow 1101.1001 = 1.1011001 \times 2^3$

We can create a Generalized Program:

```
(*if sign was not 1 | !(1) = 0.1011001*)
let Sign = 1;
let Bias = 127;
let Exponent = 3;
(*total = 130 = 10000010*)
let Total = Bias + Exponent;
(*Normalized = above 1.1011001 - sign = 1011001*)
let Normalized = 1011001;
let zeroPadding = 0000000000000000;
(*
  Mantissa consist of the combined binary
  normalization & the trailing 16 bits (zeroPadding)
*)
let Mantissa = Normalized + zeroPadding;

(*
  now combine: {Sign & Total & Mantissa}
   $\Rightarrow 1 \ 10000010 \ 101100100000000000000000$ 
*)

let Result = Sign + Total + Mantissa;
```

Q.E.D.

\Rightarrow we can convert the Mantissa \Rightarrow Hexidecimal

\Rightarrow

Result	Hexidecimal
1100	C
0001	1
0101	5
1001	9
ZeroPadding	0x16 = 000...

$\therefore -13.5625 \Rightarrow 0xC1590000$

Question 2:

Convert the following IEEE 754 single-precision floating-point number to decimal format.

0x40980000

solution

Starting with:

0x40980000 \Rightarrow 0100 0000 1001 1000 0000 0000 0000 0000

hex	binary
4	0100
0	0000
9	1001
8	1000
ZeroPadding	0x16 = 000...

\Rightarrow

```
let Sign = 0;
let exponent = 10000001; (*129*)
let Mantissa = 001100000000000000000000;

 $\Rightarrow$  exponent - 127 = 2;
```

Reconstructing Mantissa:

$\Rightarrow 1 + 0.5 + 0.25 +$

Question 3:

Translate this C++ code into RISC-V assembly language with correct use of Floating-Point instructions where necessary. Submit your code and screenshot of the outputs.

```
int main() {  
    float value1 = 3.5;  
    float result = 0;  
  
    if (value1 < 7)  
        result = 7 + value1;  
    else  
        result = value1 / 7;  
  
    cout << result << endl;  
}
```

solution

something