

# CSC 411

Computer Organization (Fall 2024)  
Lecture 7: Floating Point (part 1)

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## Fractional binary numbers

- Used to represent fractional numbers
- Binary point
  - separates the integer and fractional parts (similar to the decimal point)
  - bits to the right of binary point represent fractional powers of 2

$2^i$	$2^{i-1}$	...	$2^1$	$2^0$	$2^{-1}$	$2^{-2}$	...	$2^{-j+1}$	$2^{-j}$
$b_i$	$b_{i-1}$	...	$b_1$	$b_0$	$b_{-1}$	$b_{-2}$	...	$b_{-j+1}$	$b_{-j}$

$$\sum_{k=-j}^i b_k 2^k$$

$$11.010 =$$

$$1101.101 =$$

## Practice

- Convert fractional binary numbers to decimal

$$\begin{aligned}1.10 &= \\11.001 &= \\100.01 &= \\11.111 &= \\0.010 &= \end{aligned}$$

## Practice

- Convert 349.84375 to a fractional binary number

349/2 = 174	R	1
174/2 = 87	R	0
87/2 = 43	R	1
43/2 = 21	R	1
21/2 = 10	R	1
10/2 = 5	R	0
5/2 = 2	R	1
2/2 = 1	R	0
1/2 = 0	R	1

0.84375 * 2 = 1.6875
0.6875 * 2 = 1.375
0.375 * 2 = 0.75
0.75 * 2 = 1.5
0.5 * 2 = 1.0
0.0 * 2 = 0

$$101011101.110110$$

## Observations

- Not all decimal fractions have exact binary equivalents
  - can only represent numbers of the form  $\frac{x}{2^k}$ 
    - irrational and some rational numbers can't be represented
  - e.g.,  $1/3 = 0.33333\ldots$  or  $0.1$ 
    - both require an infinite series of 0s and 1s
  - large repeating decimals can only be approximated within a certain degree of accuracy
- Note that  $0.11111\ldots$  represents a decimal number just below 1.0

$$\frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \ldots \frac{1}{2^i} + \ldots = 1.0 - \epsilon$$

## Practice

- Apply the 'multiply by 2' method to convert 0.1 from decimal to fractional binary
  - explain what is happening
- Type `0.1 + 0.2` on a python terminal
  - explain the resulting value

## Normalized scientific notation

- Fractional binary numbers in the form  $1.xxx\ldots \times 2^k$ 
  - analogous to decimal scientific notation
  - always has a single 1 to the left of the binary point
  - exponent adjusts to maintain the same value
- Examples
  - $101.11 \Rightarrow$  normalized  $1.0111 \times 2^2$
  - $0.00101 \Rightarrow$  normalized  $1.01 \times 2^{-3}$
  - $1000.101 \Rightarrow$  normalized  $1.000101 \times 2^3$

Forms the  
basis of the  
IEEE 754  
standard

## Practice

- Convert to **normalized scientific notation**
  - single 1 to the left of the binary point

$$\begin{aligned} 10.10 &= \overset{\text{significand}}{1.010} \times \overset{\text{exponent}}{2^1} \\ 110.001 &= \\ 1111.1010 &= \\ 0.010101 &= \\ 0.0000010 &= \end{aligned}$$

base

# IEEE 754 standard

## IEEE standard 754

- Defines a common format for representing real numbers in computers
  - developed in response to divergence of representations
  - first standardized in 1985 and revised in 2008
  - supported by major CPUs (almost universally adopted)
  - provides different **precision levels** (**half**, **single**, **double**, **quadruple**) for various needs
- Standardizes the following layout :

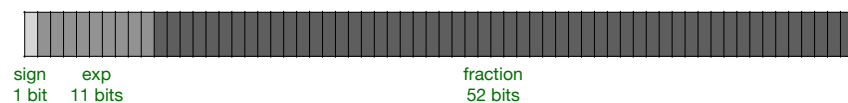


## Common precision levels

- **Single-precision** (32 bits) — float
  - good balance of performance and range



- **Double-precision** (64 bits) — double
  - higher precision for demanding calculations



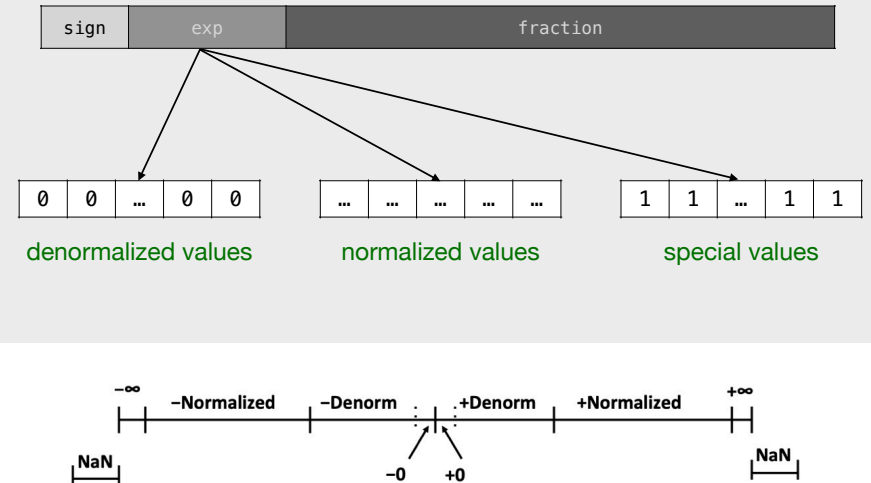
## Floating point encoding/decoding

$$(-1)^s M 2^E$$

- **sign bit S**
  - 0 for positive, 1 for negative
- **exponent E**
  - magnitude of the number, the term  $2^E$  scales the mantissa
- **mantissa M**
  - a.k.a. **significand**, it captures the significant digits of the number
    - normally in range [1.0, 2.0)

# Floating point categories

## Floating point categories



## Floating point categories

### Normalized values

- represent the majority of values, using the full precision of the significand, and a wide range of magnitudes
- **exp** != 000...000 and **exp** != 111...111

### Denormalized values

- used for very small numbers, extending the range of representable values closer to zero
- lower precision compared to normalized numbers
- **exp** == 000...000

### Special numbers

- represent special cases like NaN, infinity (positive and negative)
- **exp** == 111...111

## Normalized values

## Normalized values

$$(-1)^s M 2^E$$

### • E = exp - bias

- **exp** is the unsigned integer represented by the bits in the **exp field**
- **bias** is  $2^{k-1} - 1$ , where  $k$  is the length in bits of the **exp field**
  - single precision (bias =  $2^{8-1} - 1 = 127$ )
  - double precision (bias =  $2^{11-1} - 1 = 1023$ )

### • M = 1.bb...bb

- **bb...bb** are the bits in the **fraction field**
- **M** is the decimal that corresponds to **1.bb...bb**
  - note that **M** has an implied leading 1



## Practice (encoding)

$$(-1)^s M 2^E$$

### • Assume a float F = 2024.0

- convert to fractional binary
  - 11111101000
- make it form 1.xxx
  - $1.1111101000 \times 2^{10}$
- write M and frac
  - M = 1.1111101000
  - frac = 111110100000000000000000
- write exp using E = exp - bias
  - exp = E + bias = 10 + 127 = 137 = 10001001
- final binary sequence
  - 0 10001001 111110100000000000000000

0x44FD0000

## Practice (encoding)

$$(-1)^s M 2^E$$

### • Assume a float F = 0.5

- convert to fractional binary
  - 0.1
- make it form 1.xxx
  - $1.0 \times 2^{-1}$
- write M and frac
  - M = 1.0
  - frac = 000000000000000000000000
- write exp using E = exp - bias
  - exp = E + bias = -1 + 127 = 126 = 01111110
- final binary sequence
  - 0 01111110 000000000000000000000000

0x3F000000

## Practice (encoding)

$$(-1)^s M 2^E$$

### • Convert the following decimals to hexadecimal representation (single precision)

- 1.3125
- 3.53125

## Practice (decoding)

$$(-1)^s M 2^E$$

- Assume a float  $F = 0x43CDA000$ 
  - write the binary
    - divide into  $s$ ,  $exp$ ,  $frac$
    - 0 10000111 1001101101000000000000
  - calculate M
    - $M = 1.1001101101000000000000 = 1.6064453125$
  - calculate E
    - $E = exp - bias = 135 - 127 = 8$
  - write final number
    - $(-1)^0 * 1.6064453125 * 2^8 = 411.25$

## Practice (decoding)

$$(-1)^s M 2^E$$

- Convert the following values in hexadecimal representation (single precision) to decimal
  - 0x41850000
  - 0x43cdb400