## **CSC 411**

**Computer Organization (Spring 2024) Lecture 7: Floating Point** 

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## **Fractional binary numbers**

- Used to represent fractional number
- 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

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

1 1 0 1 . 1 0 1 =

#### **Practice**

Convert fractional binary numbers to decimal

## **Observations**

- Not all decimal fractions have exact binary equivalents
  - . can only represent numbers of the form  $\frac{x}{2^k}$
  - e.g., 0.3 is represented as 0.010101...
    - requires an infinite series of 0s and 1s
  - large repeating decimals can only be approximated within a certain degree of accuracy
- ▶ 0.111111... represents a number just below 1.0

$$\frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \dots + \frac{1}{2^i} + \dots = 1.0 - \varepsilon$$

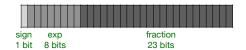
#### **IEEE** standard 754

- Defines a common format for representing real numbers in computers
  - developed in response to divergence of representations
- Supported by major CPUs (almost universally adopted)
- Provides different precision levels (single, double, extended) for various needs
- Standardizes the following layout :

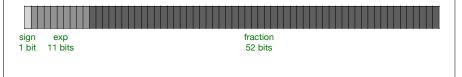
sign exp fraction

#### **Precision**

- Single-precision (32 bits)
  - · good balance of performance and range



- Double-precision (64 bits)
  - higher precision for demanding calculations



#### **Precision**

Format	Smallest positive value	Largest positive value	Precision
single	~1.401·10-45	~3.403·10+38	6-9 digits
double	~4.941·10 <sup>-324</sup>	~1.798·10+308	15-17 digits

(\*) Smallest/largest negative values are the same as their positive counterparts, but negative.

(\*\*) Precision refers to to the number of significant digits that can be represented in a number.

#### Normalized and denormalized numbers

- Normalized
  - · represent a wide range of values with maximum precision
  - exp != 000...000 and exp != 111...111
- Denormalized
  - used for very small numbers providing more range, they have lower precision compared to normalized number
  - exp == 000...000
- Special numbers
  - · e.g., NaN, infinity
  - exp == 111...111

sign exp fraction

## Floating point encoding/decoding

 $(-1)^s M2^E$ 

- ▶ sign bit S
  - $-1^0$  for positive,  $-1^1$  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
    - scaled by the exponent, normally in range [1.0,2.0)

### **Normalized values**

 $(-1)^{s}M2^{E}$ 

- ► 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 =  $2^{8-1} 1 = 127$ )
  - <u>double precision</u> (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
    - what are the minimum and maximum decimal values represented by M?

sign exp

#### fracti

## **Encoding example**

 $(-1)^s M2^E$ 

- ► Assume a float F = 2024.0
  - fractional binary: 11111101000
  - make it form 1.xxx...: 1.1111101000 x 2<sup>10</sup>
    - M = 1.1111101000
  - calculate exp using E = exp bias
    - $\exp = E + \text{bias} = 10 + 127 = 137 = 10001001$

0x44FD0000

## **Encoding example**

 $(-1)^s M2^E$ 

- ► Assume a float F = 0.5
  - fractional binary: 0.1
  - make it form 1.xxx...: 1.0 x 2<sup>-1</sup>
  - M = 1.0

  - calculate exp using E = exp bias
    - $\exp = E + \text{bias} = -1 + 127 = 126 = 011111110}$

# **Decoding example**

 $(-1)^s M2^E$ 

- ► Assume a float F = 0x43CDA000
  - write the binary
    - extract s, exp, frac
    - 0 10000111 100110110100000000000000
  - calculate M and E
    - M = 1.001101101000000000000 = 1.6064453125
    - E = exp bias = 135 127 = 8
  - write final number
    - (-1)<sup>0</sup> 1.6064453125 \* 2<sup>8</sup> = 411.25