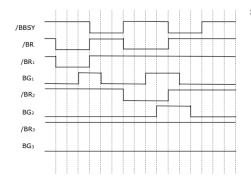
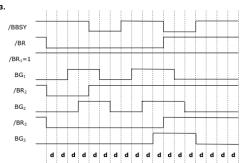
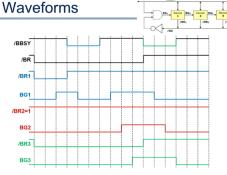
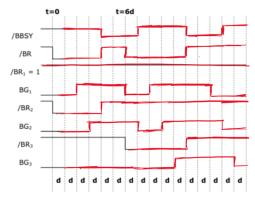
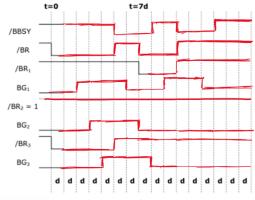
# **Daisy Waveforms**





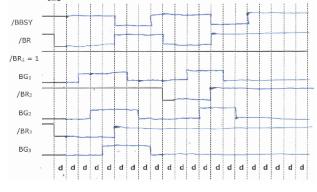






#### For br2=1:

- 1. AND gate sees /BR and /BBSY during first time interval and takes one time delay to assert BG1
- 2. /BR1 takes one time delay after BG1 to stop asserting
- 3. /BBSY also takes one time delay after BG1 to assert
- 4. /BR remains asserted because /BR3 is still active
- 5. BG1 goes low one time delay after /BBSY stops asserting (one delay through AND gate)
- 6. Since there's still a request, BG1 goes high one time delay after /BBSY has stopped asserting
- 7. Device 1 doesn't want the signal, so BG2 goes high after one delay
- 8. Device 2 doesn't want the signal, so BG3 goes high after one delay
- 9. /BR3 takes one time delay after BG3 to stop asserting. Since /BR3 is directly connected to /BR and no other devices are requesting, /BR stops being asserted immediately.
- 10. /BBSY also takes one time delay after BG3 to assert
- 11. /BBSY is active, so after one delay BG1 stops being asserted
- 12. BG1 isn't active, so after one delay BG2 stops being asserted
- 13. BG2 isn't active, so after one delay BG3 stops being asserted



# Example II



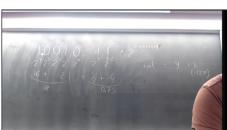
- 18.75 + 0.1875 = 18.9375 18.75<sub>10</sub> = 10010.11<sub>2</sub> = 1.001011 \* 2<sup>4</sup> = (-1)° \* 2<sup>(131-127)</sup> \* 1.001011
  - = 0 10000011 00101100000000000000000
- Don't forget implicit 1:
- 0 10000011 1001011000000000000000000
- 0 01111100 110000000000000000000000
- Next: match the exponents before addition!

  The difference: 10000011 01111100 = 00000111

  Need to right-shift the smaller number by 7 bits

# 18.75 + 0.1875 = 18.9375

- Match the exponents:
  - 0 10000011 100101100000000000000000
  - 0 10000011 00000001100000000000000
- - 0 10000011 100101111000000000000000
- Sum is already normalized (leading 1)
- Actual bits stored:
  - 0 10000011 00101111000000000000000
- Actual meaning:
  - 0 10000011 00101111000000000000000
  - $+ 2^{(131-127)} * 1.18359375 = 18.9375$



The binary representation 1 11111111 0000000000000000000000 in the IEEE-754 32-bit floating-point format can be broken down as follows:

#### Structure of IEEE-754 32-bit:

- 1. Sign bit (1 bit): The first bit indicates the sign.
  - 1 means negative, 0 means positive.
- 2. Exponent (8 bits): The next 8 bits represent the exponent, stored in a "bias-127" format.
  - . Bias = 127, so the actual exponent is calculated as:

$$Exponent_{actual} = Exponent_{binary} - 127$$

3. Mantissa (Fraction) (23 bits): The final 23 bits represent the fractional part (normalized as 1.Mantissa).

#### 

- Sign bit: 1 → Negative number.
- Exponent: 11111111 → 255 in decimal.
- 3. Mantissa: 000000000000000000000000

#### Special Case: Exponent = 255

When the exponent is 255 in IEEE-754:

- If the mantissa is all zeros, the value is either **positive infinity**  $(+\infty)$  or **negative infinity** (  $-\infty$ ), depending on the sign bit.
- If the mantissa is non-zero, the value is NaN (Not a Number).

• Since the sign bit is 1 and the mantissa is zero, the value is **negative infinity**  $(-\infty)$ .

The binary representation 0 00000000 1100000 floating-point format can be broken down as follows:

#### Structure of IEEE-754 32-bit:

- 1. Sign bit (1 bit): The first bit indicates the sign.
- means positive, 1 means negative
- 2. Exponent (8 bits): The next 8 bits represent the exponent, stored in a "bias-127" format
  - Bias = 127, so the actual exponent is calculated as:

$${\rm Exponent_{actual}} = {\rm Exponent_{binary}} - 127$$

3. Mantissa (Fraction) (23 bits): The final 23 bits represent the fractional part (normalized or denormalized based on the exponent)

#### 

- Sign bit: 0 → Positive number.
- Exponent: 000000000 → Special case (denormalized number or zero).
- 3. Mantissa: 1100000000000000000000000

#### Special Case: Exponent = 0

- When the exponent is 0 (all bits are zero), the number is denormalized.
- For denormalized numb
- The exponent is treated as  $1-\mathrm{Bias}$ , i.e., 1-127=-126.

- The number is represented as:  $Value = (-1)^{Sign} \times 2^{Exponernt} \times 0.Mantissa$  The leading 1 in the mantissa is not assumed for denormalized numbers

Calculate the Decimal Value: 1. Sign:  $(-1)^0 = 1$  (positive).

Final Result:

The value is approximately:

 $1 \cdot 2^{-1} + 1 \cdot 2^{-2} + 0 \cdot 2^{-3} + \ldots = 0.75$ 

 $0.75 \times 2^{-126} \approx 8.410 \times 10^{-39}$ 

- Since this is a denormalized number, the full value is:  $Value=1\times 2^{-126}\times 0.75=0.75\times 2^{-126}.$ 

(c) Show decimal number -0.625 in the 32-bit IEEE-754

To represent -0.625 in the 32-bit IEEE-754 floating-point format, we break the process into the

#### Step 1: Analyze the Decimal Number

The given number is -0.625.

- Sign bit (S): Since the number is negative, the sign bit is 1.
- Magnitude: The absolute value is 0.625.

#### Step 2: Convert to Binary Representation

- 1. Whole part: The whole part of 0.625 is 0. Its binary representation is 0.
- 2. Fractional part: Convert 0.625 to binary by repeatedly multiplying the fractional part by  $\boldsymbol{2}$ and taking the integer part of the result:
- 0.625 × 2 = 1.25 → Take 1, fractional part 0.25.
- 0.25 × 2 = 0.5 → Take 0, fractional part 0.5.
- 0.5 × 2 = 1.0 → Take 1, fractional part 0.0.

Thus, -0.625 in binary (ignoring the sign) is 0.101.

## Step 3: Normalize the Binary Representation

IEEE-754 format uses normalized numbers, where the binary representation is in the form:

1.Mantissa  $\times 2^{Exponent}$ .

For 0.101 permalize it to 1.01  $\times$  2<sup>-1</sup>.

- Mantissa: 01 (drop the leading 1., which is implicit).
- Evnonent: -1

### Step 4: Encode in IEEE-754 Format

- 1. Sign bit (S): 1 (negative number).
- 2. Exponent (E): Add the bias (127) to the actual exponent (-1):

E = -1 + 127 = 126

The 8-bit binary representation of 126 is 01111110.

Mantissa (M): The fractional part 01 is padded to 23 bits: 0100000000000000000000000.

#### Final Representation

Combine the sign bit, exponent, and mantissa:

#### Verification

The decoded value from 1 01111110 010000000000000000000000 is:

$$(-1)^1 \times 2^{-1} \times 1.01 = -0.625.$$

The representation is correct

(d) Given two 32-bit IEEE-754 numbers X and Y below, calculate (in the binary

ie binary irmat) Z = X–Y. Then, convert your IEEE-754 result Z to the decimal

verify the process

### Given Numbers:

- Sign bit (S): 0 → Positive number
- Exponent (E):  $01111011 \rightarrow \text{Decimal } 123$ .

 $Actual\ Exponent = 123-127 = -4.$ 

Mantissa (M): 1.1 (implicit leading 1).

$$X = (+1) \times 2^{-4} \times 1.1 = 1.5 \times 2^{-4} = 0.09375.$$

- - Sign bit (S): 1 → Negative number.
- Exponent (E): 011111110 → Decimal 126.

Actual Exponent = 126 - 127 = -1.

Mantissa (M): 1.1101 (implicit leading 1).

$$Y = (-1) \times 2^{-1} \times 1.1101 = -1.8125.$$

Z = X - Y = 0.09375 - (-1.8125) = 0.09375 + 1.8125 = 1.90625.

# Verify Intermediate Steps in Binary

- 1. Convert X and -Y to Binary for Alignment
- Normalize X: Adjust X to the same exponent as Y (i.e., -1):

• Shift mantissa of X left by 3 bits ( $E=-4 \rightarrow E=-1$ ):

 $X=0\,01111110\,00011000000000000000000$ 

Add X and −Y:

Final Answer:

Overflow shifts the result one place to the right, incrementing the exponent by 1:

#### Convert Final Result ${\cal Z}$ to Decimal

Sign hit (S): 0 → Positive number

 Exponent (E): 01111111 → Decimal 127. Actual Exponent = 127 - 127 = 0.

Mantissa (M): 1.1 (implicit leading 1).

 $Z = (+1) \times 2^{0} \times 1.1 = 1.5.$ 

Z = 1.5 in decimal format