

$$x = 3.625_{10}$$

$$\begin{array}{c} s \quad e \quad f \\ + \quad 0 \quad 10000000 \quad 110100 \dots 0 \\ \hline \end{array}$$

$$3.625_{10}$$

$$11.101_2$$

Fixed Point

$$1.1101_2 \times 2^{\textcircled{1}} = e-127$$

$$e = 128_{10}$$

$$e = 10000000_2$$

$$x = -12.75_{10}$$

$$\begin{array}{c} s \quad e \quad f \\ \hline 1 \quad 10000010 \quad 1001100 \dots 0 \end{array}$$

$$x = 1100.11_2$$

$$x = 1.10011_2 \times 2^{\textcircled{3}} = e-127$$

$$e = 130_{10}$$

$$e = 10000010_2$$

$$x = .1875_{10}$$

$$\begin{array}{c} s \quad e \quad f \\ 0 \quad 01111100 \quad 100 \dots 0 \end{array}$$

$$x = 0.0011_2$$

$$x = 1.0_2 \times 2^{\textcircled{-3}} = e-127$$

$$e = 124_{10}$$

$$e = 01111100_2$$

High-Level = main.c

⇓ Compiler

Assembly = main.s

⇓ Assembler

Machine (ELF) _{binary} = main.o

Contains
• symtab
which holds function
names & global variables

⇓ Linker

Static Libraries
(.a)

Executable = a.out

⇓ Runtime Execution

Dynamic Libraries
(.so)

Output

Loader