

Floating Point

Math 426

University of Alaska Fairbanks

September 21, 2020

Signed Integers (Offset Binary)



E.g., 4-bit representation of signed integers.

Unsigned:



↑
0,1

2^4 possibilities.

$$0 - 15 = 2^4 - 1$$

$$0\ 000 \rightarrow 0$$

$$0\ 001 \rightarrow 1$$

$$0\ 010 \rightarrow 2$$

⋮

$$1\ 111 \rightarrow 8 + 4 + 2 + 1 = 15$$

Signed Integers (Offset Binary)

E.g., 4-bit representation of signed integers.

Offset binary subtract off an offset
(bias)

$$0\ 0\ 0\ 0 \rightarrow -7$$

$$0\ 0\ 0\ 1 \rightarrow -6$$

$$0\ 0\ 1\ 0 \rightarrow -5$$

:

:

$$1\ 0\ 0\ 0 \rightarrow 1$$

:

offset for 4 bits

$$\text{is } 1 - 2^3$$

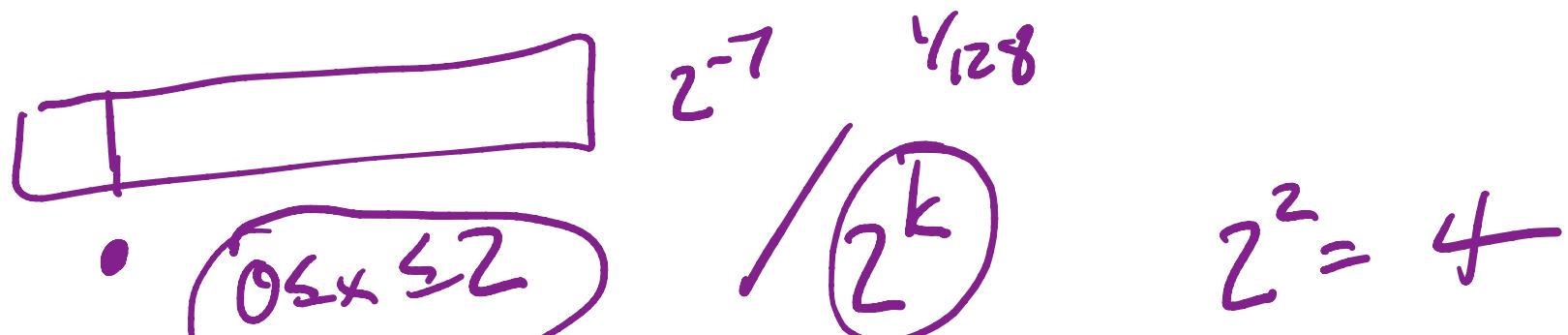
$$\underbrace{1\ 1\ 1\ 1}_{15} \rightarrow 8$$

Signed Integers (Offset Binary)

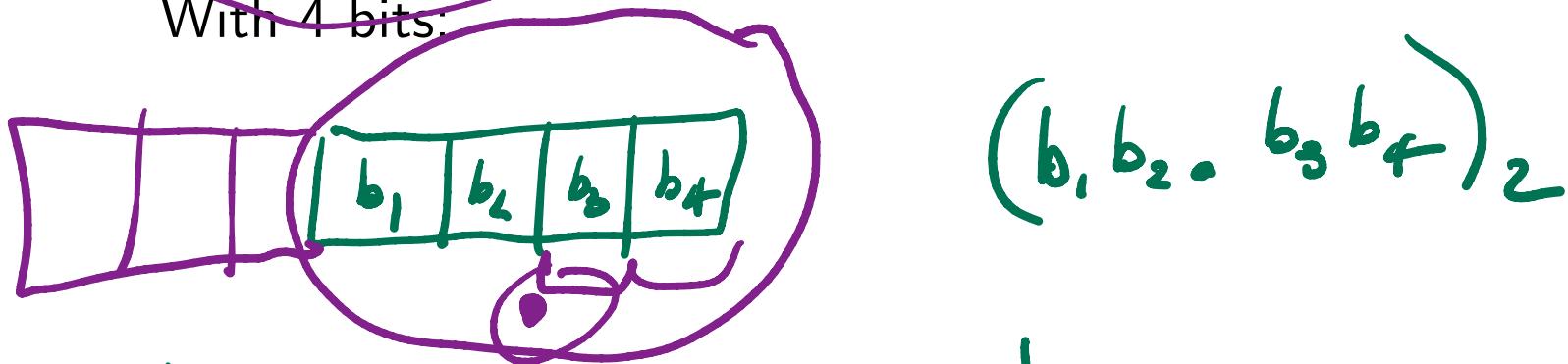
E.g., 4-bit representation of signed integers.

In most other applications, two's complement is used!

Unsigned Fixed Point Numbers



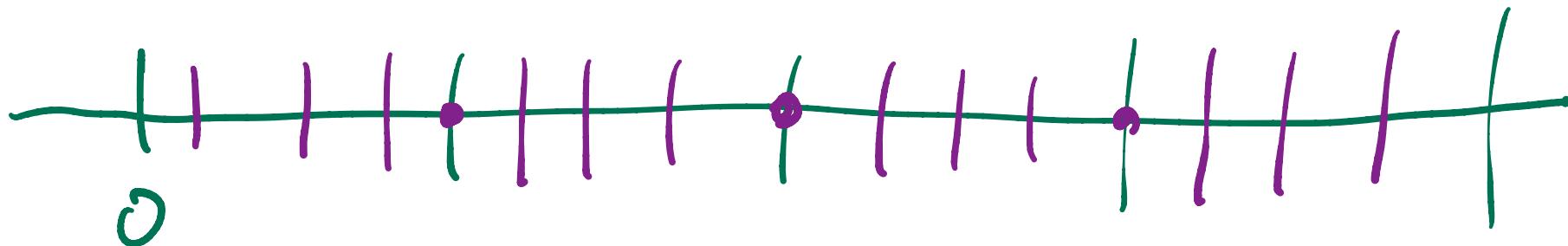
With 4 bits:



smallest $(0\ 0.01)_2 = \frac{1}{4}$

biggest $(1\ 1.11)_2 = 3\frac{3}{4}$

end
↓ 4



Floating Point Numbers

$(-1)^s$

in between we use
 $m.$

$s \cdot m \cdot 2^E$

- s , sign, ± 1
- m , mantissa, $1 \leq m < 2$
- E , an integer, exponent

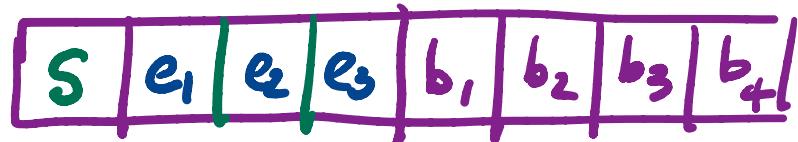
→ fixed point number

↳ offset binary (signed number)

1: $s = 0, m = 1, E = 0 \quad (-1)^0 \cdot 1 \cdot 2^0 = 1$

2: $s = 0, m = 1, E = 1$

Fictional 8-bit format



► sign: 1 bit $s=0 \rightarrow +$, $s=1 \rightarrow -$ $(-1)^s$

► exponent: 3 bits

► mantissa: 4 bits

$$1 \leq m < 2$$

$$1.000_2$$

$$1.001_2$$

⋮

$$1.111_2$$

$$1$$

$$1 + \frac{1}{8}$$

⋮

$$1 + \frac{7}{8}$$

hidden bit format.

The 1 is implicit.

$$(1, b_1 b_2 b_3 b_4)_2$$

$$1.0000_2 = 1$$

$$1.0001_2 = 1 + \frac{1}{16}$$

⋮

$$1.111_2 = 1 + \frac{15}{16}$$

Fictional 8-bit format

- sign: 1 bit
- exponent: 3 bits
- mantissa: 4 bits

Mantissa is in unsigned binary. Exponent is signed, offset binary.

e ₁	e ₂	e ₃	Mantissa	Exponent	Value
0	0	0	0000	-3	$2^3 \cdot 2^0$ pos.
0	0	1	0001	-2	$2^2 \cdot 2^1$ pos.
0	1	0	0100	-1	$2^1 \cdot 2^0$ pos.
0	1	1	0111	0	$2^0 \cdot 2^0$ pos.
1	0	0	1000	1	$2^{-1} \cdot 2^0$ neg.
1	0	1	1001	2	$-(2^{-1}) \cdot 2^1$ to 2^2
1	1	0	1100	3	$-(2^{-1}) \cdot 2^2$ to 4
1	1	1	1111	4	$-(2^{-1}) \cdot 2^3$ to 8

Hidden bit representation

All numbers between 1 and 2 in base two start with a 1, so we can save a bit and gain precision by making the 1 implicit.

Hidden bit representation

All numbers between 1 and 2 in base two start with a 1, so we can save a bit and gain precision by making the 1 implicit. All available numbers:

Available numbers:

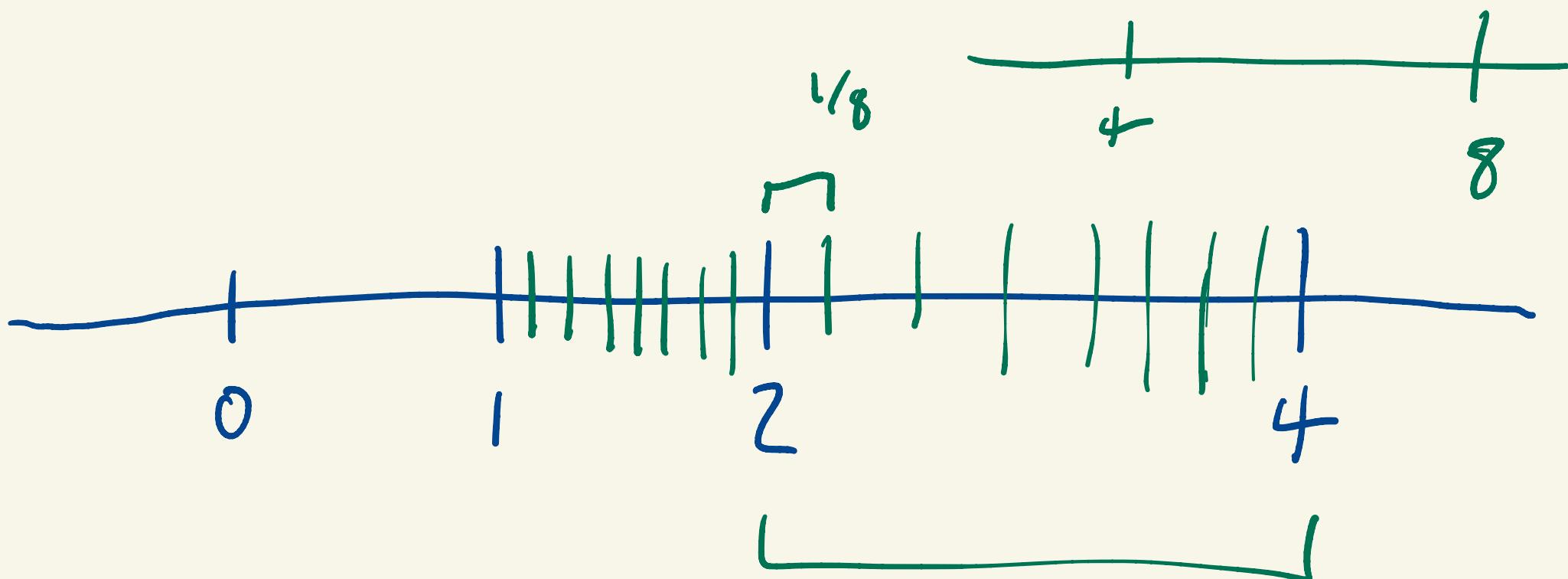
$$\pm \left[1, 1\frac{1}{16}, \dots, 1\frac{15}{16} \right] \times \begin{cases} 2 & [-3, -2, \dots, 4] \\ \frac{1}{8}, \frac{1}{4}, \dots, 8, 16 & \end{cases}$$

Available numbers:

$$\pm \left[1, \frac{1}{16}, \dots, \frac{1}{\overline{16}} \right] \times \left[-3, -2, \dots, 4 \right]$$

$\frac{1}{16}$ is highlighted with a green arrow.

$\frac{1}{8}, \frac{1}{4}, \dots, 8, 16$ are listed below the second bracket.

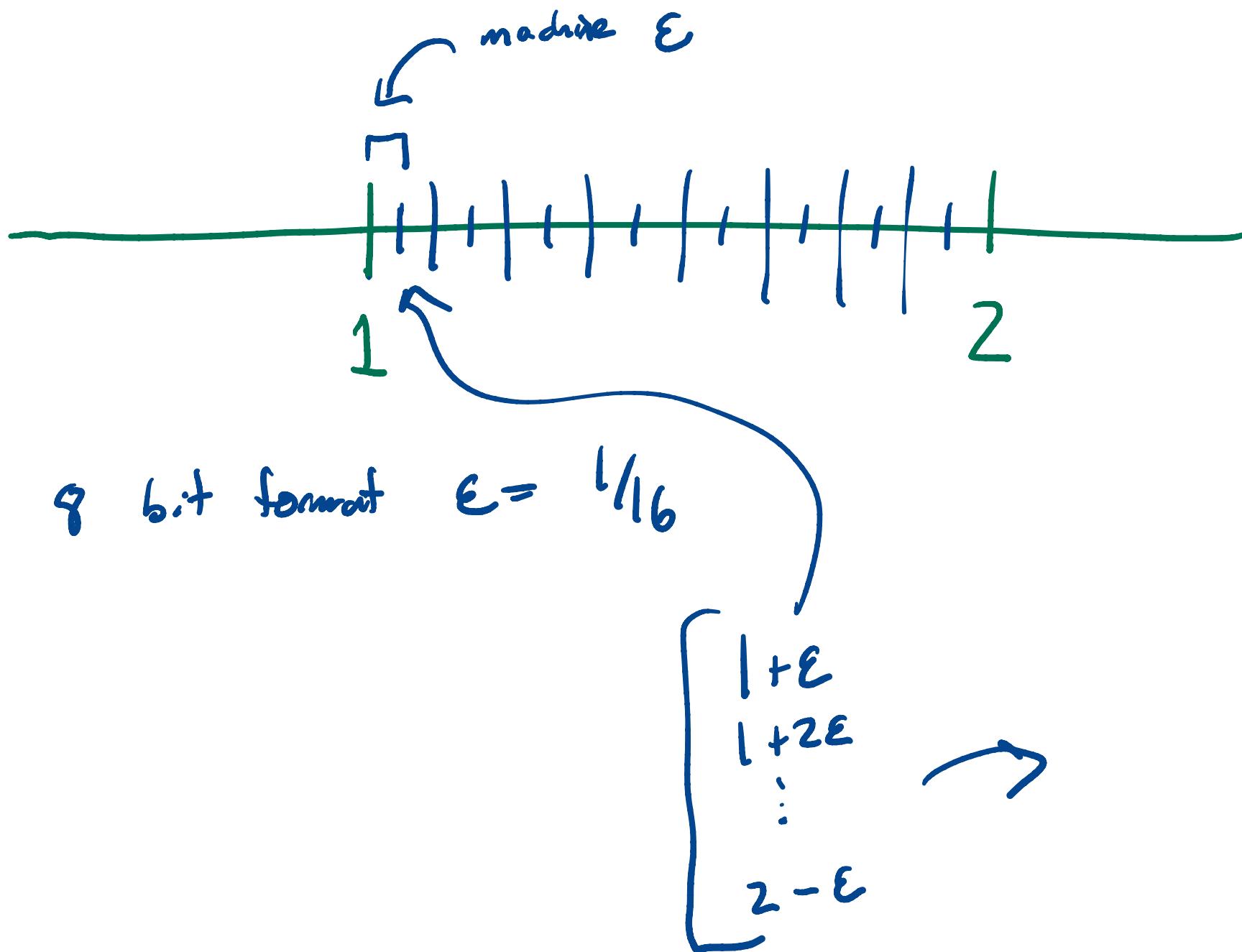


$$S=0$$

$$E=0 \quad Z^0$$

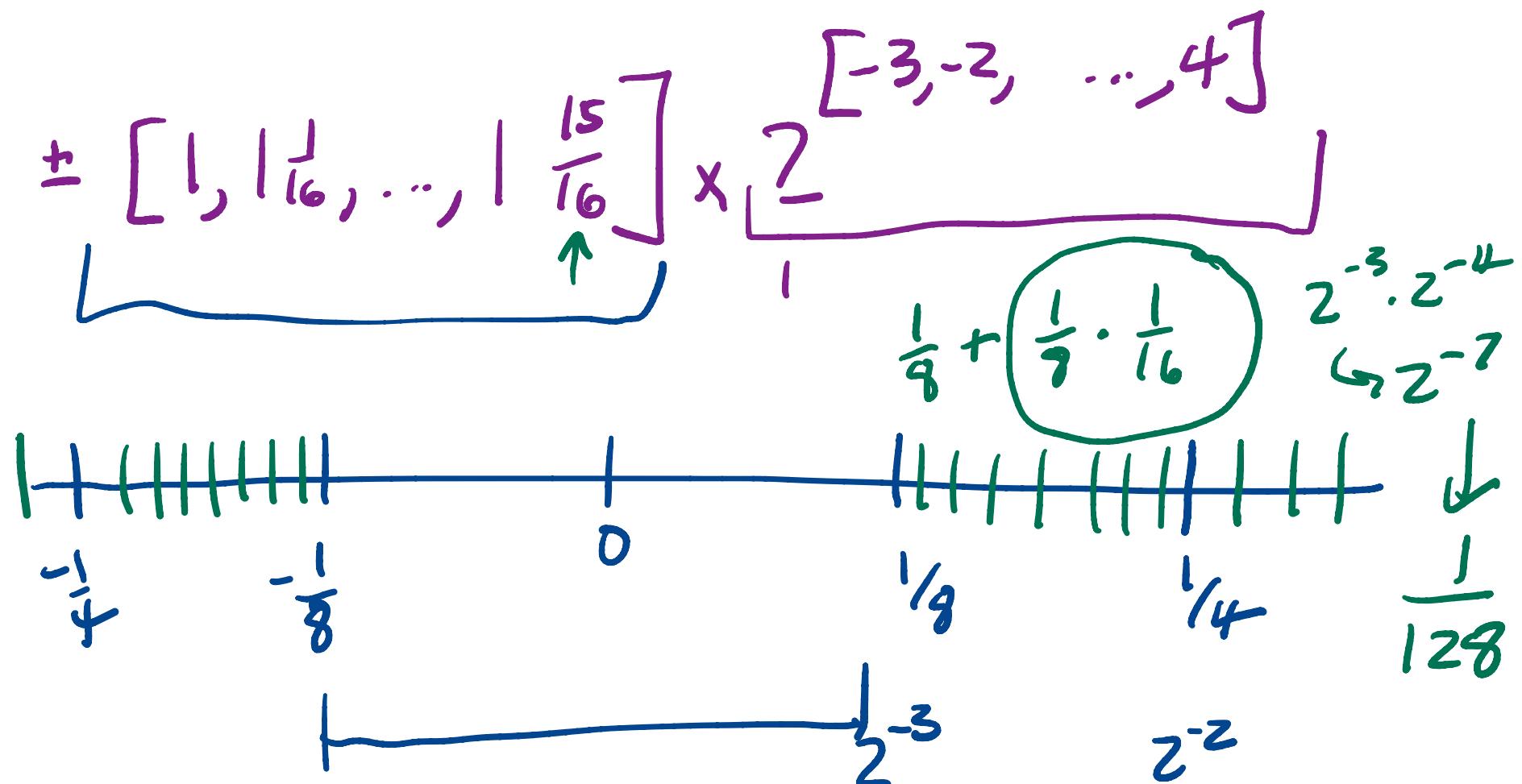
$$E=1, Z^1$$

Precision and Machine Epsilon



The Monster Gap Around Zero

Smallest positive number



Subnormal Numbers (And two zeros!)

Give up some exponents:

$$0\ 0\ 0 \rightarrow -3$$

$$0\ 0\ 1 \rightarrow -2$$

.

.

.

$$1\ 1\ 0 \rightarrow 3$$

$$1\ 1\ 1 \rightarrow 4$$

$$1-2^2$$

.

.

.

$$2^2$$

$$2-2^2$$

.

.

.

$$2^2-1$$

Subnormal Numbers (And two zeros!)

0 00 → very small
1 11 → weird

$$[s \quad | \quad 0 \ 0 \ 0] \quad | \quad 0 \ 0 \ 0 \ 0 \ 0 \rightarrow (-1)^s \cdot 0$$

$$s = 0 \rightarrow +0$$

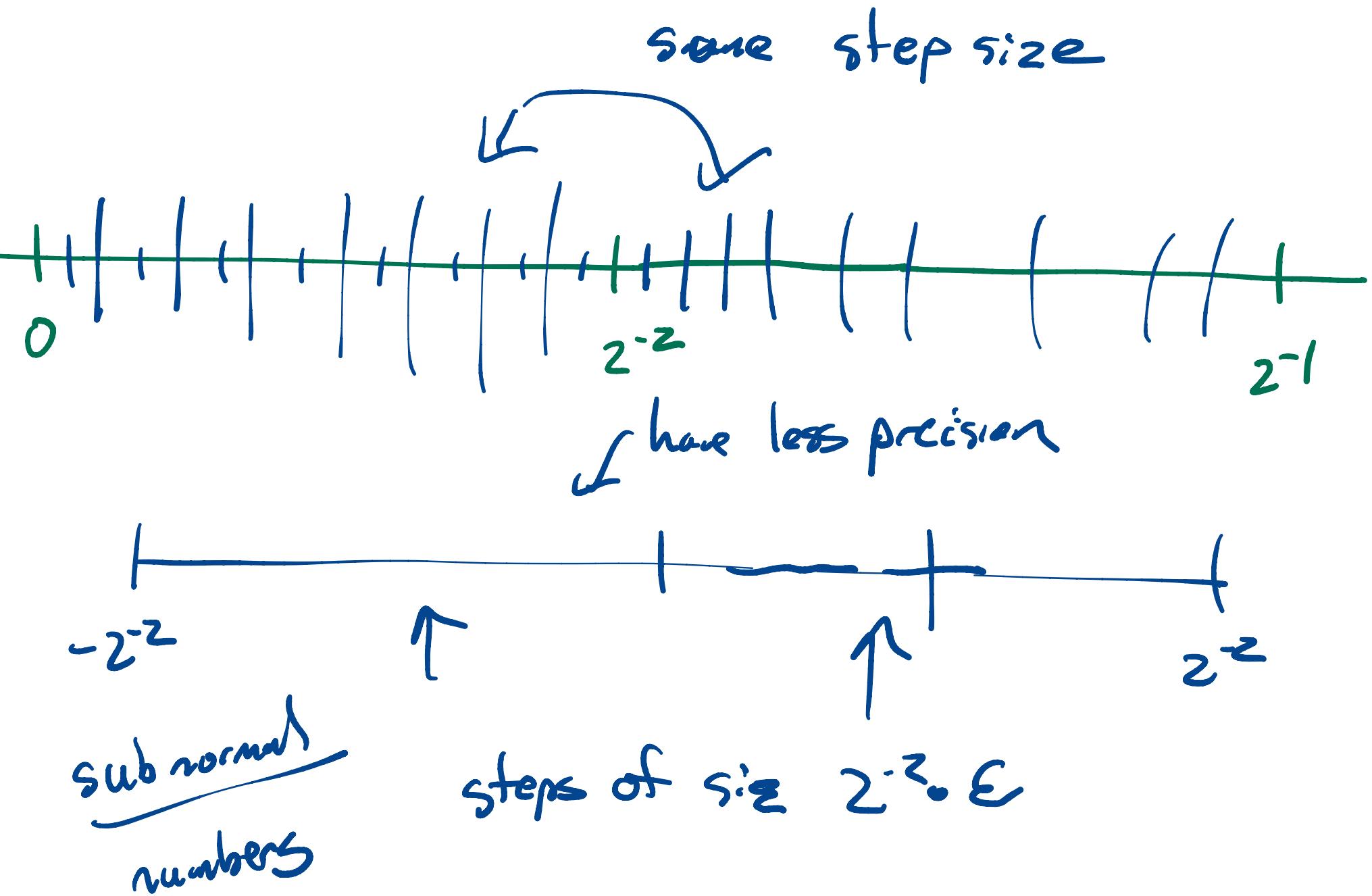
$$s = 1 \rightarrow -0$$

s 0 0 0 b₁ b₂ b₃ b₄

$$(-1)^s (0.b_1 b_2 b_3 b_4)_2 \cdot 2^{-2}$$

1/16

Subnormal Numbers (And two zeros!)



Infinity

~~e: 1 1 1~~

Inf
- Inf

Exponent is all 1's. Mantissa is all 0's.

$\rightarrow \pm \infty$

Positive infinity: 0 111 0000

Negative infinity: 1 111 0000

$$\begin{array}{l} x + y \\ \uparrow \\ \infty + ? \\ \infty + \infty = \infty \end{array}$$

$$1/\infty \rightarrow 0$$

$$-1/\infty \rightarrow -0$$

Infinity

Exponent is all 1's. Mantissa is all 0's.

Positive infinity: 0 111 0000

Negative infinity: 1 111 0000

Infinity

Exponent is all 1's. Mantissa is all 0's.

Positive infinity: 0 111 0000

Negative infinity: 1 111 0000

$\frac{1}{0} \rightarrow +\text{Inf}^+$

$\frac{-1}{-0} \rightarrow -\text{Inf}$

Any other pattern $s \ 111 \ b_1 b_2 b_3 b_4$ is Not a Number (NaN).

$x = NaN$

$\frac{0}{0} \rightarrow NaN$

IEEE 754

Single precision: 32 bits.

1. sign: 1 bit
2. exponent: 8 bits
3. mantissa: 23 bits

Machine epsilon: $2^{-23} \approx 2.2 \times 10^{-7}$.

Smallest (normal) number: $2^{-126} \approx$