

Floating-point

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1.Introduce

Why Floating-point?

1. Advantages

- Dynamic range

with fixed-point $DR_{fxpt} = r^n - 1$.

with floating-point $DR_{flpt} = \frac{M_{max} * b^{E_{max}}}{M_{min} * b^{E_{min}}}$

2. Disadvantages

- Precision
- Roundoff error
- Complex implementation

2. Floating-point Representation

Form represent a floating-point number:



With three fields:

- Sign bit: S (0 is positive and 1 is negative)
- Fraction: F (Significand or mantissa)
- Exponent: E

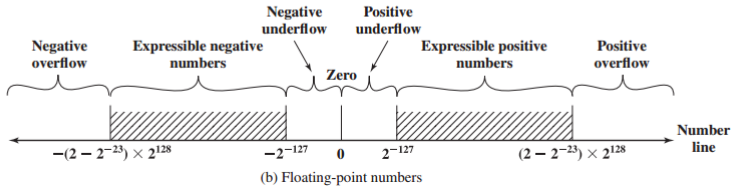
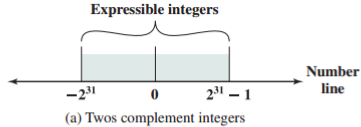
Value of floating-point number: $(-1)^S * F * B^{\pm E}$

with B^1

¹The base B is implicit. (base is 2, 10..)

Normalized and Denormalized representation

- Normalized: $\pm 1.mmm\dots m * B^{\pm E}$
- Denormalized: $\pm 0.mmm\dots m * B^{E_{min}}$

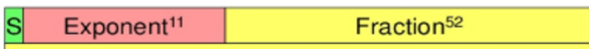


3.IEEE 754 Floating-point Standard for binary

The three basic format have bit lengths of 32,64 and 128 bits:

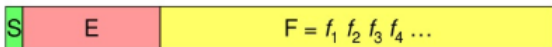


a) Binary32 format



b) Binary64 format

For a normalized floating-point number:



Value of floating-point: $\pm 1.f_1 f_2 f_3 f_4 \dots f_l * 2^{\pm E}$

IEEE 754 Format Parameter

Parameter	Format		
	Binary32	Binary64	Binary128
Storage width (bits)	32	64	128
Exponent width (bits)	8	11	15
Exponent bias	127	1023	16383
Maximum exponent	127	1023	16383
Minimum exponent	-126	-1022	-16382
Approx normal number range (base 10)	$10^{-38}, 10^{+38}$	$10^{-308}, 10^{+308}$	$10^{-4932}, 10^{+4932}$
Trailing significand width (bits)*	23	52	112
Number of exponents	254	2046	32766
Number of fractions	2^{23}	2^{52}	2^{112}
Number of values	1.98×2^{31}	1.99×2^{63}	1.99×2^{128}
Smallest positive normal number	2^{-126}	2^{-1022}	2^{-16382}
Largest positive normal number	$2^{128} - 2^{104}$	$2^{1024} - 2^{971}$	$2^{16384} - 2^{16271}$
Smallest subnormal magnitude	2^{-149}	2^{-1074}	2^{-16494}

Biased Exponent Representation

IEEE 754 use biased representation for the exponent:

- Value of exponent = $\text{val}(E) = E - \text{Bias}$ (Bias is a constant)
- Bias is computed based on $\text{bias} = 2^{k-1} - 1$ (with k is lengths of bit)
- For single precision, $k=8$ and $\text{bias}=127$, value of $E(\text{biased}) = \text{val}(E) + 127$.

Special value

IEEE 754 define some special value as NaN, Infinity to represent for underflow, overflow and not a number...

Single-Precision	Exponent = 8	Fraction = 23	Value
Normalized Number	1 to 254	Anything	$\pm (1.F)_2 \times 2^{E-127}$
Denormalized Number	0	nonzero	$\pm (0.F)_2 \times 2^{-126}$
Zero	0	0	± 0
Infinity	255	0	$\pm \infty$
NaN	255	nonzero	NaN

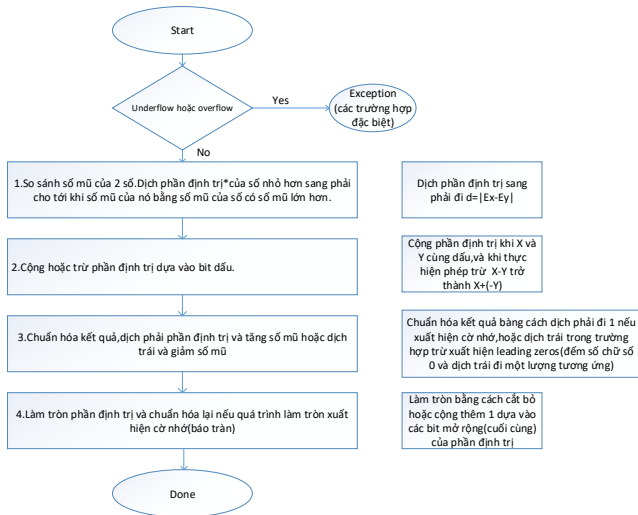
Double-Precision	Exponent = 11	Fraction = 52	Value
Normalized Number	1 to 2046	Anything	$\pm (1.F)_2 \times 2^{E-1023}$
Denormalized Number	0	nonzero	$\pm (0.F)_2 \times 2^{-1022}$
Zero	0	0	± 0
Infinity	2047	0	$\pm \infty$
NaN	2047	nonzero	NaN

3. Floating-point Arithmetic

Basic operations for floating-point arithmetic:

Floating-Point Numbers	Arithmetic Operations
$X = X_S \times B^{X_E}$ $Y = Y_S \times B^{Y_E}$	$\left. \begin{aligned} X + Y &= (X_S \times B^{X_E - Y_E} + Y_S) \times B^{Y_E} \\ X - Y &= (X_S \times B^{X_E - Y_E} - Y_S) \times B^{Y_E} \end{aligned} \right\} X_E \leq Y_E$ $X \times Y = (X_S \times Y_S) \times B^{X_E + Y_E}$ $\frac{X}{Y} = \left(\frac{X_S}{Y_S} \right) \times B^{X_E - Y_E}$

Addition and Subtraction



4.Implementation in FPGA

5. Conclusion