

Floating Point

■ Representing non-integer numbers

- $\pi = 3.141592\dots$
 - $e = 2.71828\dots$
 - $0.000000001 = 1.0 \times 10^{-9}$
 - $3155760000 = 3.15576 \times 10^9$
- } scientific notations

■ Scientific notation

- Single digit to the left of the decimal point
- Normalized number: 1.0×10^{-9}
 - no leading zero
 - 0.1×10^{-8} , 10.0×10^{-10} are not normalized
- Binary number in scientific notation: $1.0_2 \times 2^{-1}$

■ Floating point numbers

- Numbers in which binary point is not fixed
 - No fixed number of digits before and after the point

Floating Point Representation

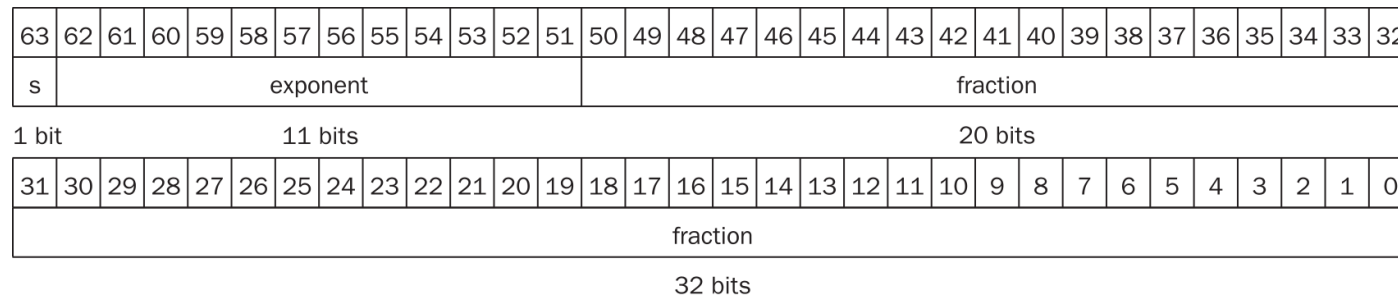
- In binary
 - $\pm 1.xxxxxxx_2 \times 2^{yyyy}$
 - Fraction and exponent
- Fraction and exponent must fit into a word
 - How many bits for fraction and exponent?
 - trade-off
- FP number representation

31	30 - 23	23 - 0
s	exponent	fraction (mantissa)
	8 bits	23 bits

- Range in decimal: $2.0 \times 10^{-38} \sim 2.0 \times 10^{38}$
- Overflow in FP arithmetic
 - Exponent is too large for the exponent field
- Underflow in FP arithmetic
 - Negative exponent is too large to fit into the exponent field

Floating Point Representation

- Single precision: 32 bits
- Double precision: 64 bits
 - 11 bits for exponent, 52 bits for fraction
 - Range (in decimal): $2.0 \times 10^{-308} \sim 2.0 \times 10^{308}$
 - benefit: Increased precision from larger fraction bits



- IEEE 754 floating point standard
 - Exponent 00000000, Fraction 0 \rightarrow 0
 - E: 11111111, F: 0 \rightarrow infinity
 - E: 1-254, F: anything \rightarrow normal FP number
 - Consideration for sorting
 - MSB is used as a sign bit
 - Exponent comes before fraction part

Floating Point Representation

- Biased notation

- $X = 1.0 \times 2^{-1}$

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	...
0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	...

- $Y = 1.0 \times 2^{+1}$

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	...
0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	...

- In sorting, X looks larger than Y.

- Rearranging the exponent value range

- 00000000 ~ 11111111
most negative ~ most positive

- IEEE uses a bias of 127 for single precision (1023 for double P)

- $-1: -1 + 127 = 126 = 0111\ 1110_2$
- $1: 1 + 127 = 128 = 1000\ 0000_2$

Precision Range

$$\pm 1.000000000000000000000000000000 \times 2^{-126}$$

$\pm 1.111111111111111111111111111111 \times 2^{+127}$

Floating Point Bias

Exponent		Adjusted Exponent	
127	01111111	254	11111110
.	.	.	.
.	.	.	.
.	.	.	.
1	00000001	128	10000000
0	00000000	127	01111111
-1	11111111	126	01111110
.	.	.	.
.	.	.	.
-126	10000010	1	00000001
-127	10000001	0	00000000
-128	10000000	-1	11111111

IEEE 754 Floating-Point Format

- Encoding of the single precision floating-point numbers
 - Exponent : 0, Fraction 0 \rightarrow 0
 - Exponent : 255, Fraction : 0 \rightarrow infinity
 - Exponent : 1-254, Fraction : anything \rightarrow normal FP number
 - Exponent : 255, Fraction : Nonzero \rightarrow NaN
 - NaN is a symbol for the result of invalid operations (e.g. 0/0).

Single precision		Double precision		Object represented
Exponent	Fraction	Exponent	Fraction	
0	0	0	0	0
0	Nonzero	0	Nonzero	\pm denormalized number
1-254	Anything	1-2046	Anything	\pm floating-point number
255	0	2047	0	\pm infinity
255	Nonzero	2047	Nonzero	NaN (Not a Number)

Floating Point Example

- Represent -0.75
 - $= -3/4_{10}$ or $-3/2^2_{10}$
 - $= -11_2/2^2_{10} = -0.11_2$
 - $= -0.11_2 \times 2^0$
 - $= -1.1_2 \times 2^{-1}$
- $(-1)^s \times (1 + \text{Fraction}) \times 2^{(\text{Exponent}-127)}$
- $(-1)^1 \times (1 + 0.100...000) \times 2^{126}$

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
1	0	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1 bit									8 bits								23 bits															

- What number does this represent?

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

$$\begin{aligned}
 (-1)^s \times (1 + \text{Fraction}) \times 2^{(\text{Exponent} - \text{Bias})} &= (-1)^1 \times (1 + 0.25) \times 2^{(129 - 127)} \\
 &= -1 \times 1.25 \times 2^2 \\
 &= -1.25 \times 4 \\
 &= -5.0
 \end{aligned}$$

Floating Point Addition

■ Consider:

- $9.999_{10} \times 10^1 + 1.610_{10} \times 10^{-1}$
 - Assume we can store only 4 digits of significand

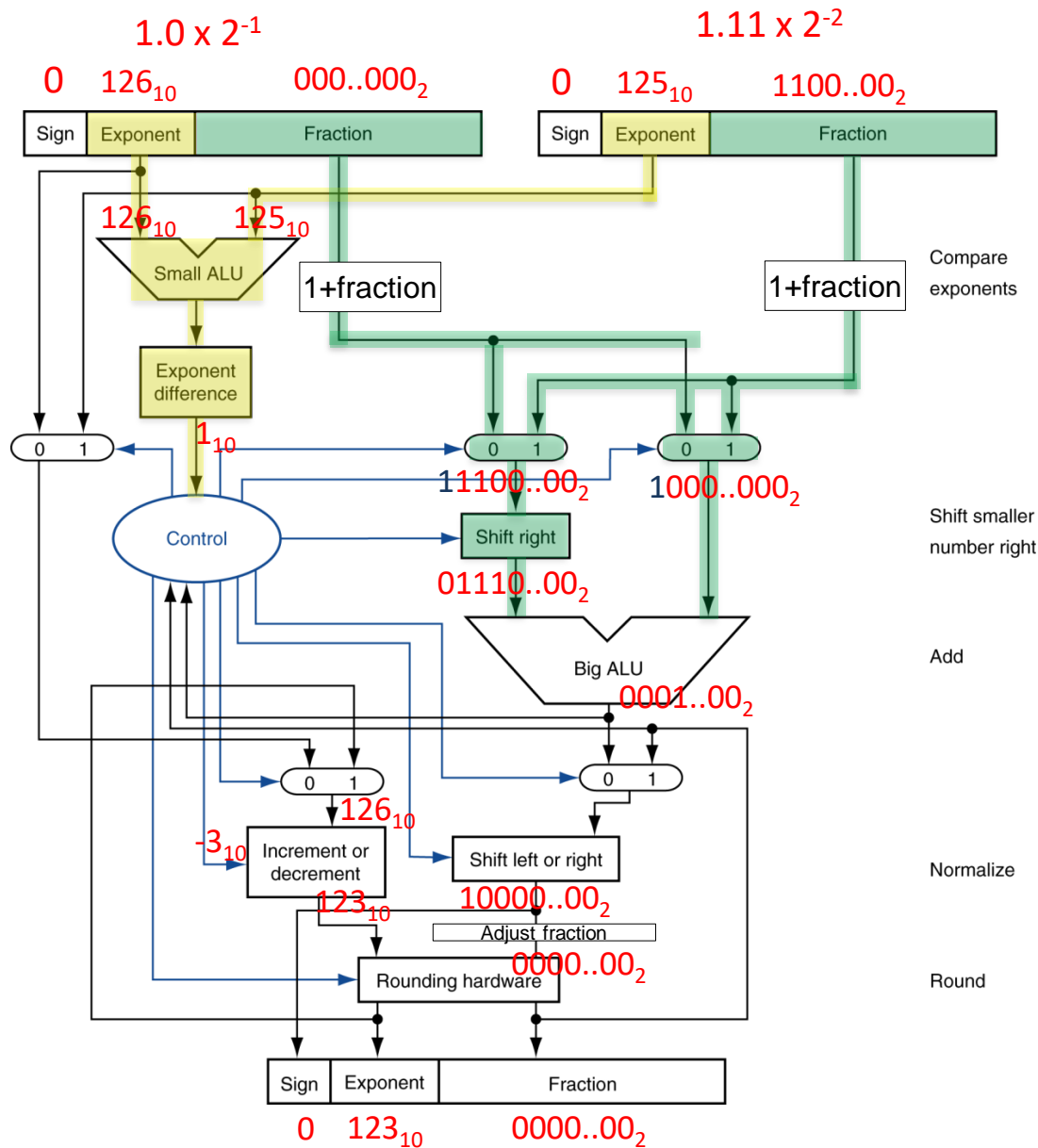
■ Steps

- Align decimal points – shift smaller exponent number
 - $9.999 \times 10^1 + 0.016 \times 10^1$
- Add significands
 - $9.999 + 0.016 = 10.015$
 - Result: 10.015×10^1
- Normalize, check over/underflow
 - 1.0015×10^2
- Round it to 4 digits
 - 1.002×10^2

Binary FP Addition

- $0.5_{10} + (-0.4375_{10})$
 - $0.5_{10} = 0.1_2 = 0.1 \times 2^0 = 1.000 \times 2^{-1}$
 - $0.4375_{10} = 7/16 = 7/2^4 = 111 \times 2^{-4} = 1.110 \times 2^{-2}$
- Align
 - $1.000 \times 2^{-1} - 1.110 \times 2^{-2} = 1.000 \times 2^{-1} - 0.110 \times 2^{-1}$
- Add significands
 - $1.000 \times 2^{-1} - 0.111 \times 2^{-1} = 0.001 \times 2^{-1}$
- Normalize, check over/underflow
 - 1.0×2^{-4}
- Round
 - No need

FP Adder Hardware



Floating Point Unit

