

Floating Point



- Representing non-integer numbers
 - pi = 3.141592...
 - e = 2.71828...

 - $0.00000001 = 1.0 \times 10^{-9}$ $3155760000 = 3.15576 \times 10^{9}$

scientific notations

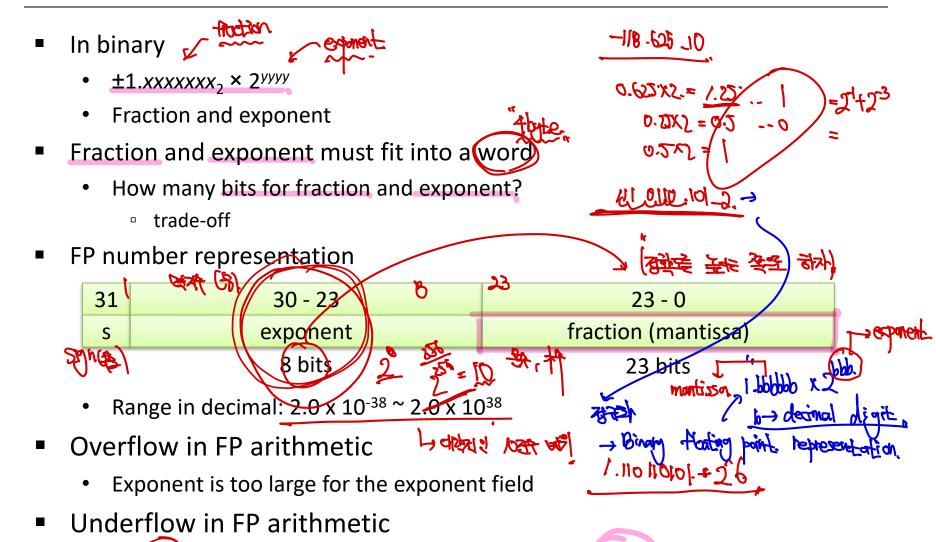
Scientific notation

- Single digit to the left of the decimal point
- Normalized number: 1-0 x 10-9
 - no leading zero
 - $^{\circ}$ 0.1 x 10⁻⁸, 10.0 x 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



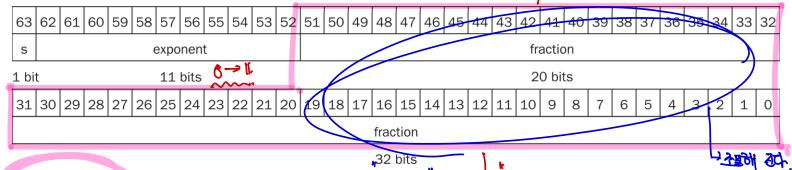
Negative exponent is too large to fit into the exponent field

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Floating Point Representation

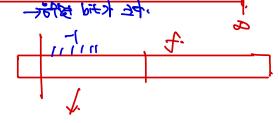
- Single precision: 32 bits
- Double precision: 64 bits
 - 11 bits for exponent, 52 bits for fraction
 - Range (in decimal): $2.0 \times 10^{-308} \sim 2.0 \times 10^{308}$
 - benefit: Increased precision from larger fraction bixs



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- IEEE 754 floating point standard
 - Exponent 00000000, Fraction $0 \rightarrow 0$
 - E: 111111111, F: 0 → infinity
 - E: 1-254, F: anything → normal FP number
 - Consideration for sorting
 - MSB is used as a sign bit
 - Exponent comes before fraction part



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Floating Point Representation



•
$$X = 1.0 \times 2^{-1}$$

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| | 上至 \$P\$ (日本) | किंद्र सिस्पे | 1-A 8 | lad23h | | | |
| | 11.00 | 01,45 | 1 / " | | | | |

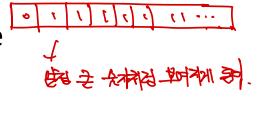
| | | | | | | | | | | | | | | | 16 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|--|
| 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

•
$$Y = 1.0 \times 2^{+1}$$

| | | | | | | | | | | / | | | | | |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 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 |
| 1.248 | | | | | | | | | | | | | | | |

• In sorting, X looks larger than Y. +/এ 🎉

- Rearranging the exponent value range
 - 00000000 ~ 11111111
 most negative ~ most positive



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

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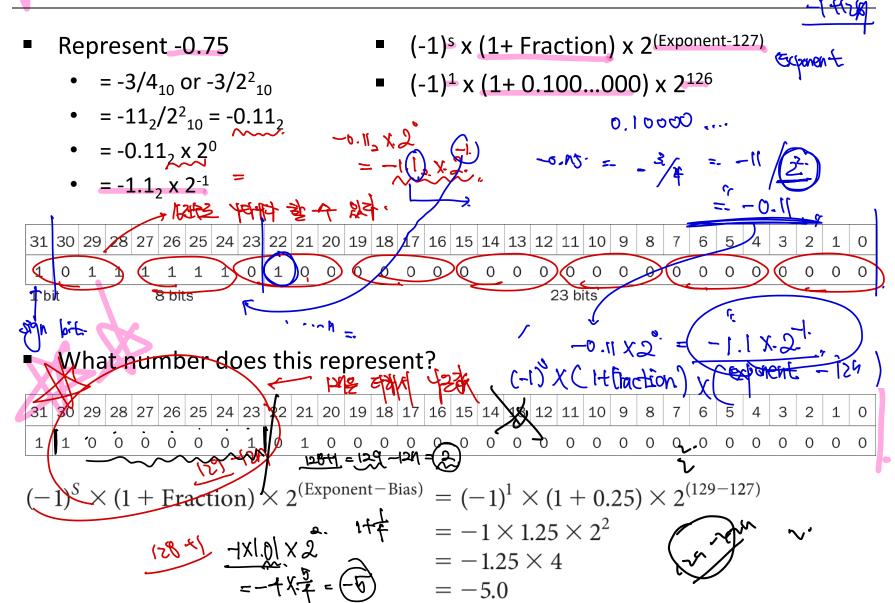


IEEE 754 Floating-Point Format

- 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 > 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 | ± denormalized number | | |
| 1–254 | Anything | 1–2046 | Anything | ± floating-point number | | |
| 255 | 255 0 | | 0 | ± infinity | | |
| 255 Nonzero | | 2047 | Nonzero | NaN (Not a Number) | | |





(-1) X(1+fraction) X2.

-0.15 --3/4

$$\frac{-11}{2} = \frac{-0.11}{2}$$

$$\frac{\pi}{2} = \frac{1.1}{2}$$

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Floating Point Addition

- Consider:
 - $9.999_{10} \times 10^{1} + 1.610_{10} \times 10^{-1}$
 - Assume we can store only digits of significand.
- Steps
 - Align decimal points shift smaller exponent number

Roundoff

- $9.999 \times 10^{1} + 0.016 \times 10^{1}$
- Add significands → ** ***
 - 9.999 + 0.016 = 10.015
 - Result: 10.015 x 10¹
- Normalize, check over/underfløw
 - □ 1.0015 x 10² 神 樂 子 ~
- Round it to 4 digits
 - -1.002×10^{2}



Binary FP Addition

$$-0.5_{10} + (-0.4375_{10})$$

•
$$0.5_{10} = 0.1_2 = 0.1 \times 2^0 = 1.000 \times 2^{-1}$$

•
$$0.4375_{10} = 7/16 = 7/2^4 = 111x2^{-4} = 1.110x2^{-2}$$

Align





•
$$1.000x2^{-1} - 1.110x2^{-2} = 1.000x2^{-1} - 0.110x2^{-1}$$

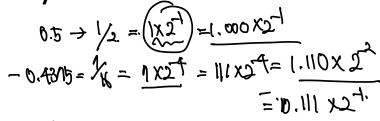
Add significands

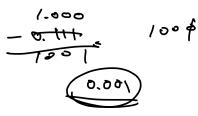
•
$$1.000x2^{-1} - 0.111x2^{-1} = 0.001 \times 2^{-1}$$

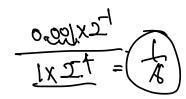
- Normalize, check over/underflow
 - 1.0 x 2⁻⁴



- Round
 - No need









FP Adder Hardware

