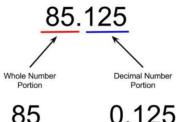
Conversione da decimale a floating point

```
• Convert 2.625 to our 8-bit floating point format.
      A. The integral part is easy, 2_{10} = 10_2. For the fractional part:
           0.625 \times 2 = 1.25
                                    Generate 1 and continue with the rest.
           0.25 \times 2 = 0.5
                                     Generate 0 and continue.
           0.5 \times 2 = 1.0 \overline{1}
                                  Generate 1 and nothing remains.
         So 0.625_{10} = 0.101_2, and 2.625_{10} = 10.101_2.
      B. Add an exponent part: 10.101_2 = 10.101_2 \times 2^0.
      C. Normalize: 10.101_2 \times 2^0 = 1.0101_2 \times 2^1.
     D. Mantissa: 0101
      E. Exponent: 1 + 3 = 4 = 100_2.
      F. Sign bit is 0.
  The result is 0 \ 100 \ 0101. Represented as hex, that is 45_{16}.
• Convert -4.75 to our 8-bit floating point format.
      a. The integral part is 4_{10} = 100_2. The fractional:
            0.75 \times 2 = 1.5 1
                                Generate 1 and continue with the rest.
           0.5 \times 2 = 1.0 \boxed{1}
                                   Generate 1 and nothing remains.
         So 4.75_{10} = 100.11_2.
      b. Normalize: 100.11_2 = 1.0011_2 \times 2^2.
      c. Mantissa is 0011, exponent is 2 + 3 = 5 = 101_2, sign bit is 1.
  So -4.75 is 1 \mid 101 \mid 0011 \mid = d3_{16}
```

Conversione da formato floating point a decimale

```
• Convert the 8-bit floating point number e7 (in hex) to decimal.
     A. Convert: e7_{16} = 11100111_2.
     B. Seprate: 1 110 0111 C. Mantissa: 1.0111
     D. Exponent: 110_2 = 6_{10}; 6 - 3 = 3.
     E. De-normalize: 1.0111_2 \times 2^3 = 1011.1
      F. Convert:
                                2^2
                                       2^1
             Exponents 2<sup>3</sup>
                                             2^0
                                       2
           Place Values 8
                                4
                                                    0.5
                   Bits 1
                              0
                  Value 8
                                    + 2 + 1 + 0.5 = 11.5
     G. Sign: negative.
  Result: e7 is -11.5
• Convert the 8-bit floating point number 26 (in hex) to decimal.
      a. Convert and separate: 26_{16} = 0 \ 010 \ 0110 \ _{2}
      b. Exponent: 010_2 = 2_{10}; 2 - 3 = -1.
      c. Denormalize: 1.011_2 \times 2^{-1} = 0.1011.
      d. Convert:
             Exponents 2^0 2^{-1} 2^{-2} 2^{-3} 2^{-4}
           Place Values 1 0.5 0.25 0.125 0.0625
                   Bits 0 . 1 0
                                0.5
                                         +0.125 + 0.0625 = 0.6875
      e. Sign: positive
  Result: 26 is 0.6875.
```

Decimale a floating point IEEE 754 (step by step)

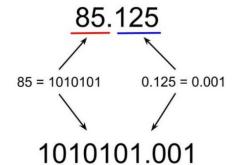


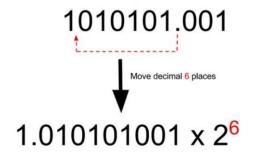
0.125 85

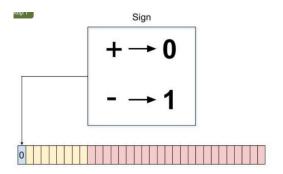
Result	Remainder
42	1 🛕
21	0
10	1
5	0
2	1
1	0
0	1
	42 21 10 5

Decimal Number Multiplication	Result	Number in front of decimal
0.125 x 2	0.25	0
0.25 x 2	0.5	0
0.5 x 2	1.0	1
0.0 x 2	0.0	o V

$$0.125 = 001$$

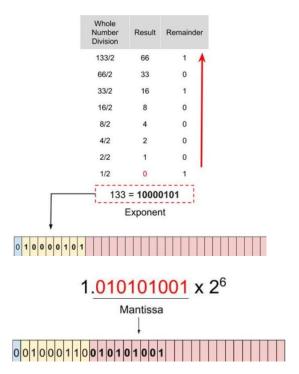






1.010101001 x 2⁶

$$127 + 6 = 133$$



85.125