## Basic\_Concepts\_2 - Cheatsheet

■ NaN (mantissa ≠ 0)							
	*	11111111	******				
■ ± infinity							
	*	11111111	0000000000000000000000				
■ Lowest/Largest (±3.40282 * 10 <sup>+38</sup> )							
	*	11111110	11111111111111111111111				
■ Minimum (normal) ( $\pm 1.17549 * 10^{-38}$ )							
	*	00000001	0000000000000000000000				
■ Denormal number $(< 2^{-126})$ (minimum: $1.4 * 10^{-45}$ )							
	*	00000000	*******				
<b>+</b> 0							
_,	*	00000000	000000000000000000000000000000000000000				

	E4M3	E5M2	half	
Exponent	4 [0*-14] (no inf)	5-bit [0*-30]		
Bias	7	15		
Mantissa	4-bit	2-bit	10-bit	
$Largest\ (\pm)$	1.75 * 2 <sup>8</sup> 448	1.75 * 2 <sup>15</sup> 57, 344	2 <sup>16</sup> 65, 536	
Smallest $(\pm)$	2 <sup>-6</sup> 0.015625	$2^{-14}$ $0.00006$		
Smallest (denormal*)	$2^{-9}$ 0.001953125	$2^{-16}$ $1.5258 * 10^{-5}$	$2^{-24} \\ 6.0 \cdot 10^{-8}$	
Epsilon	2 <sup>-4</sup> 0.0625	2 <sup>-2</sup> 0.25	2 <sup>-10</sup> 0.00098	

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	bfloat16	float	double
Exponent	8-bit	11-bit [0*-2046]	
Bias		1023	
Mantissa	7-bit	23-bit	52-bit
Largest $(\pm)$	3.4	$2^{1024} \\ 1.8 \cdot 10^{308}$	
Smallest $(\pm)$	1.2	$2^{-1022}$ $2.2 \cdot 10^{-308}$	
Smallest (denormal*)	/	$2^{-149}$ $1.4 \cdot 10^{-45}$	$2^{-1074}$ $4.9 \cdot 10^{-324}$
Epsilon	2 <sup>-7</sup> 0.0078	$2^{-23} \\ 1.2 \cdot 10^{-7}$	$2^{-52} \\ 2.2 \cdot 10^{-16}$

```
#include #include #include 

// T: float or double

std::numeric_limits<T>::max();  // largest value

std::numeric_limits<T>::lowest();  // lowest value (C++11)

std::numeric_limits<T>::min();  // smallest value

std::numeric_limits<T>::denorm_min()  // smallest (denormal) value

std::numeric_limits<T>::epsilon();  // epsilon value

std::numeric_limits<T>::infinity()  // infinity

std::numeric_limits<T>::quiet_NaN()  // NaN
```

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