

Lecture #3d

Data Representation and Number Systems





Questions?

IMPORTANT: DO NOT SCAN THE QR CODE IN THE VIDEO RECORDINGS. THEY NO LONGER WORK

Ask at

https://sets.netlify.app/module/676ca3a07d7f5ffc1741dc65

OR

Scan and ask your questions here! (May be obscured in some slides)



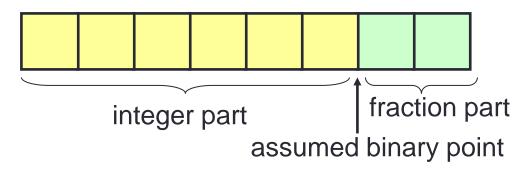
11. Real Numbers

- Many applications involve computations not only on integers but also on real numbers.
- How are real numbers represented in a computer system?
- Due to the finite number of bits, real number are often represented in their approximate values.



11.1 Fixed-Point Representation

- In fixed-point representation, the number of bits allocated for the whole number part and fractional part are fixed.
- For example, given an 8-bit representation, 6 bits are for whole number part and 2 bits for fractional parts.



If 2s complement is used, we can represent values like:

$$011010.11_{2s} = 26.75_{10}$$

 $111110.11_{2s} = -000001.01_2 = -1.25_{10}$



11.2 Floating-Point Representation (1/4)

- Fixed-point representation has limited range.
- Alternative: Floating point numbers allow us to represent very large or very small numbers.
- Examples:

```
0.23 \times 10^{23} (very large positive number)
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 0.5×10^{-37} (very small positive number)

 -0.2397×10^{-18} (very small negative number)



11.2 IEEE 754 Floating-Point Rep. (2/4)

3 components: sign, exponent and mantissa (fraction)

sign	exponent	mantissa
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- The base (radix) is assumed to be 2.
- Two formats:
 - Single-precision (32 bits): 1-bit sign, 8-bit exponent with bias 127 (excess-127), 23-bit mantissa
 - Double-precision (64 bits): 1-bit sign, 11-bit exponent with bias 1023 (excess-1023), and 52-bit mantissa
- We will focus on the single-precision format
- Reading
 - DLD pages 32 33
 - IEEE standard 754 floating point numbers: http://steve.hollasch.net/cgindex/coding/ieeefloat.html



11.2 IEEE 754 Floating-Point Rep. (3/4)

3 components: sign, exponent and mantissa (fraction)

sign	exponent	mantissa
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- Sign bit: 0 for positive, 1 for negative.
- Mantissa is normalised with an implicit leading bit 1
 - 110.1₂ → normalised → 1.101₂ × 2² → only 101 is stored in the mantissa field
 - 0.00101101₂ \rightarrow normalised \rightarrow 1.01101₂ \times 2⁻³ \rightarrow only **01101** is stored in the mantissa field



11.2 IEEE 754 Floating-Point Rep. (4/4)

Example: How is –6.5₁₀ represented in IEEE 754 single-precision floating-point format?

$$-6.5_{10} = -110.1_2 = -1.101_2 \times 2^2$$

Exponent = $2 + 127 = 129 = 10000001_2$

1	10000001	101000000000000000000
sign	exponent (excess-127)	mantissa

We may write the 32-bit representation in hexadecimal:

(Slide 4)

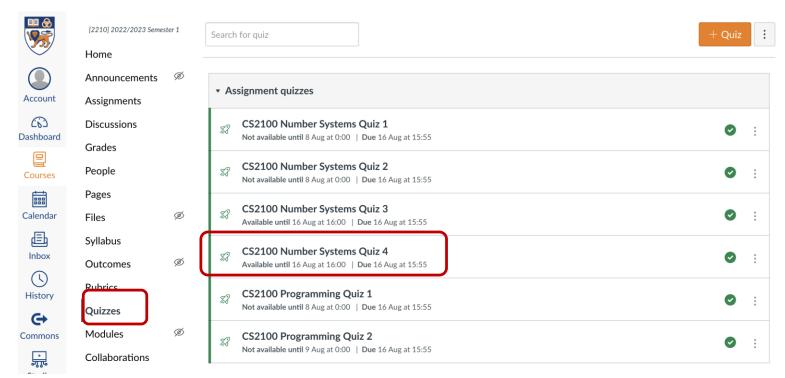


As an 'int', it is -1060110336

As an 'float', it is -6.5

Quiz

- Please complete the "CS2100 C Number Systems Quiz 4" in Canvas.
 - Access via the "Quizzes" tool in the left toolbar and select the quiz on the right side of the screen.





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