Floating Point

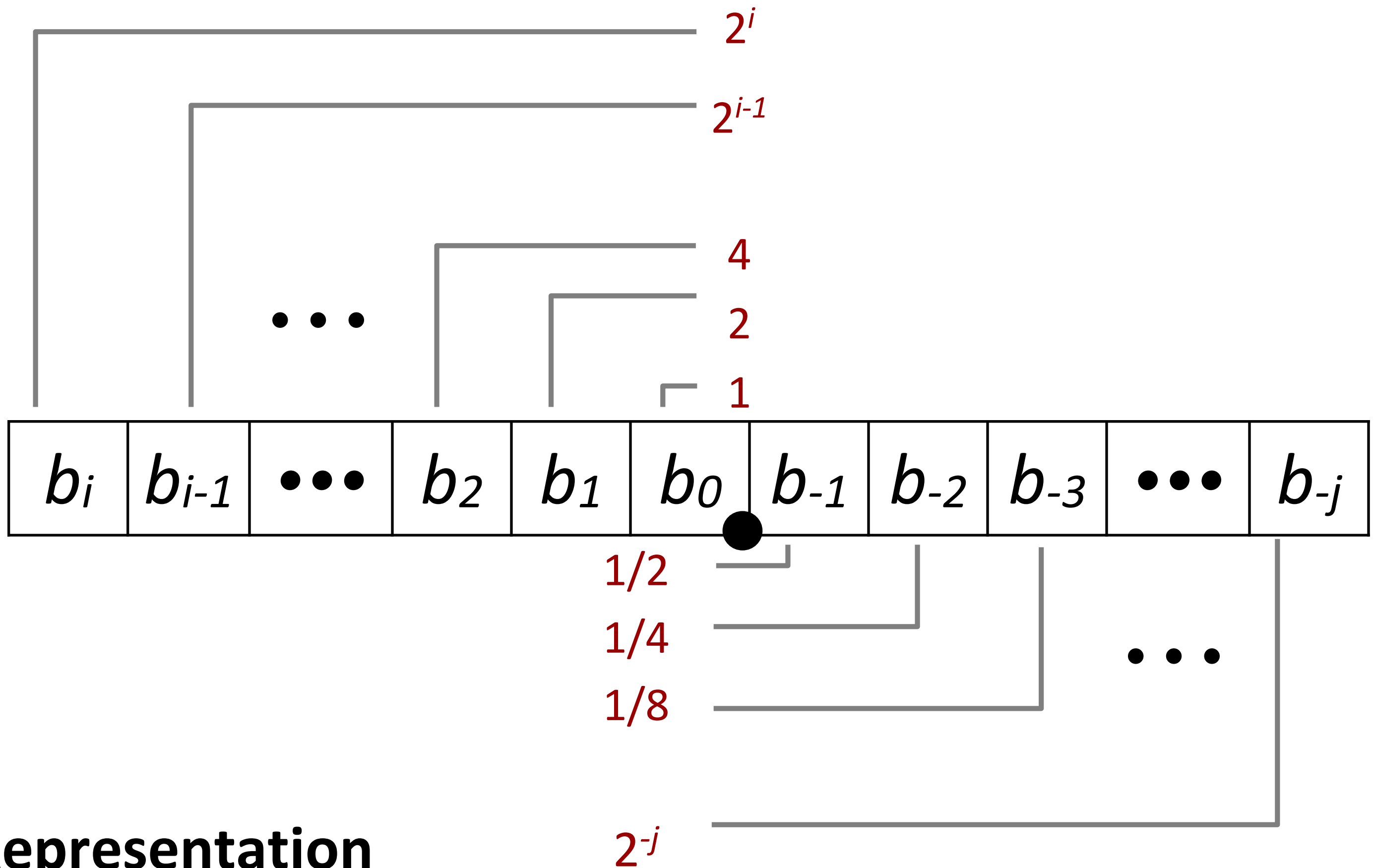
Today: Floating Point

- Background: Fractional binary numbers
- IEEE floating point standard: Definition
- Example and properties
- Rounding, addition, multiplication
- Floating point in C
- Summary

Fractional binary numbers

- **What is 1011.101_2?**

Fractional Binary Numbers



- **Representation**
  - Bits to right of "binary point" represent fractional powers of 2
  - Represents rational number:

$$\sum_{k=-j}^{i} b_k \times 2^k$$

Fractional Binary Numbers: Examples

- **Value** **Representation**

Value	Representation
5 3/4	101.11_2
2 7/8	10.111_2
1 7/16	1.0111_2

- **Observations**
  - Divide by 2 by shifting right (unsigned)
  - Multiply by 2 by shifting left
  - Numbers of form $0.111111\ldots_2$ are just below 1.0
    - $1/2 + 1/4 + 1/8 + \ldots + 1/2^i + \ldots \rightarrow 1.0$
    - Use notation $1.0 - \varepsilon$

Representable Numbers

- **Limitation #1**
  - Can only exactly represent numbers of the form $x/2^k$
    - Other rational numbers have repeating bit representations
  - Value Representation
    - 1/3 `0.0101010101[01]`$\ldots_2$
    - 1/5 `0.001100110011[0011]`$\ldots_2$
    - 1/10 `0.0001100110011[0011]`$\ldots_2$
- **Limitation #2**
  - Just one setting of binary point within the *w* bits
    - Limited range of numbers (very small values? very large?)

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IEEE Floating Point

- **IEEE Standard 754**
  - Established in 1985 as uniform standard for floating point arithmetic
    - Before that, many idiosyncratic formats
  - Supported by all major CPUs

- **Driven by numerical concerns**
  - Nice standards for rounding, overflow, underflow
  - Hard to make fast in hardware
    - Numerical analysts predominated over hardware designers in defining standard

Floating Point Representation

- **Numerical Form:**

$$(-1)^s \, M \; 2^E$$

  - **Sign bit** ***s*** determines whether number is negative or positive
  - **Significand** ***M*** normally a fractional value in range [1.0,2.0).
  - **Exponent** ***E*** weights value by power of two

- **Encoding**
  - MSB s is sign bit ***s***
  - **exp** field encodes ***E*** (but is not equal to E)
  - **frac** field encodes ***M*** (but is not equal to M)

Precision options

- **Single precision: 32 bits**

- **Double precision: 64 bits**

- **Extended precision: 80 bits (Intel only)**

"Normalized" Values

$v = (-1)^s \, M \, 2^E$

- **When: exp ≠ 000…0 and exp ≠ 111…1**

- **Exponent coded as a *biased* value: $E = Exp - Bias$**
  - *Exp*: unsigned value of exp field
  - *Bias* = $2^{k-1} - 1$, where *k* is number of exponent bits

- **Significand coded with implied leading 1: $M = 1.\text{xxx}\ldots\text{x}_2$**
  - xxx…x: bits of frac field

"Normalized" Values

$v = (-1)^s \, M \, 2^E$

- **When: exp ≠ 000…0 and exp ≠ 111…1**

- **Exponent coded as a *biased* value: *E* = *Exp* – *Bias***
  - *Exp*: unsigned value of exp field
  - *Bias* = $2^{k-1} - 1$, where *k* is number of exponent bits
    - Single precision: 127 (Exp: 1…254, E: -126…127)
    - Double precision: 1023 (Exp: 1…2046, E: -1022…1023)

- **Significand coded with implied leading 1: *M* =** $1.xxx…x_2$
  - xxx…x: bits of frac field
  - Minimum when frac=000…0 (M = 1.0)
  - Maximum when frac=111…1 (M = 2.0 – ε)
  - Get extra leading bit for "free"

Normalized Encoding Example

$v = (-1)^s M\, 2^E$
$E = Exp - Bias$

- **Value:** `float F = 15213.0;`
  - $15213_{10} = 11101101101101_2$
    $= 1.1101101101101_2 \times 2^{13}$

- **Significand**

  M = `1.`$\underline{\texttt{1101101101101}}_2$

  `frac`= $\underline{\texttt{1101101101101}}\texttt{0000000000}_2$

- **Exponent**

  E = 13

  $Bias$ = 127

  Exp = 140 = $\texttt{10001100}_2$

- **Result:**

s	exp	frac
`0`	`10001100`	`11011011011010000000000`

Denormalized Values

$v = (-1)^s M \, 2^E$
$E = 1 - Bias$

- **Condition:** exp = 000…0

- **Exponent value: E = 1 – Bias (instead of E = 0 – *Bias*)**
- **Significand coded with implied leading 0: $M = 0.xxx…x_2$**
  - **`xxx`**…**`x`**: bits of **`frac`**

Denormalized Values

$$v = (-1)^s M\, 2^E$$
$$E = 1 - Bias$$

- **Condition:** exp = 000…0
- **Exponent value:** E **= 1 – Bias (instead of** E **= 0 –** $Bias$**)**
- **Significand coded with implied leading 0:** $M = 0.xxx…x_2$
  - **`xxx`…`x`**: bits of **`frac`**
- **Cases**
  - **`exp`** = 000…0, **`frac`** = 000…0
    - Represents zero value
    - Note distinct values: +0 and –0 (why?)
  - **`exp`** = 000…0, **`frac`** ≠ 000…0
    - Numbers closest to 0.0
    - Equispaced

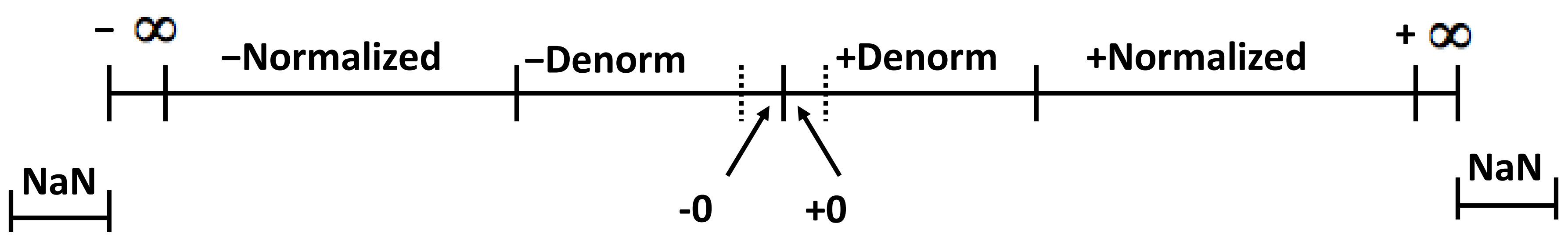
Special Values

- **Condition: `exp` = `111`…`1`**

- **Case: `exp` = `111`…`1`, `frac` = `000`…`0`**
  - Represents value ∞ (infinity)
  - Operation that overflows
  - Both positive and negative
  - E.g., $1.0/0.0 = -1.0/-0.0 = +\infty$, $1.0/-0.0 = -\infty$

- **Case: `exp` = `111`…`1`, `frac` ≠ `000`…`0`**
  - Not-a-Number (NaN)
  - Represents case when no numeric value can be determined
  - E.g., sqrt(–1), $\infty - \infty$, $\infty \times 0$

Visualization: Floating Point Encodings



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Tiny Floating Point Example

s	exp	frac
1	4-bits	3-bits

- **8-bit Floating Point Representation**
  - the sign bit is in the most significant bit
  - the next four bits are the exponent, with a bias of 7
  - the last three bits are the **`frac`**

- **Same general form as IEEE Format**
  - normalized, denormalized
  - representation of 0, NaN, infinity

Dynamic Range (Positive Only)

$v = (-1)^s\, M\, 2^E$

n*: *E = Exp – Bias

d*: *E = 1 – Bias

	s	exp	frac	E	Value	
	0	0000	000	-6	0	
	0	0000	001	-6	1/8*1/64 = 1/512	
Denormalized numbers	0	0000	010	-6	2/8*1/64 = 2/512	
	…					
	0	0000	110	-6	6/8*1/64 = 6/512	
	0	0000	111	-6	7/8*1/64 = 7/512	
	0	0001	000	-6	8/8*1/64 = 8/512	smallest norm
	0	0001	001	-6	9/8*1/64 = 9/512	
	…					
	0	0110	110	-1	14/8*1/2 = 14/16	
	0	0110	111	-1	15/8*1/2 = 15/16	closest to 1 below
Normalized numbers	0	0111	000	0	8/8*1 = 1	
	0	0111	001	0	9/8*1 = 9/8	closest to 1 above
	0	0111	010	0	10/8*1 = 10/8	
	…					
	0	1110	110	7	14/8*128 = 224	
	0	1110	111	7	15/8*128 = 240	largest norm
	0	1111	000	n/a	inf	

Dynamic Range (Positive Only)

$v = (-1)^s M\, 2^E$

n: E = Exp – Bias

d: E = 1 – Bias

	s	exp	frac	E	Value	
Denormalized numbers	0	0000	000	-6	0	
	0	0000	001	-6	1/8*1/64 = 1/512	closest to zero
	0	0000	010	-6	2/8*1/64 = 2/512	
Normalized numbers	0	0001	000	-6	8/8*1/64 = 8/512	smallest norm
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	0	0110	111	-1	15/8*1/2 = 15/16	closest to 1 below
	0	0111	000	0	8/8*1 = 1	
	0	0111	001	0	9/8*1 = 9/8	closest to 1 above
	0	0111	010	0	10/8*1 = 10/8	
	…					
	0	1110	110	7	14/8*128 = 224	
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	0	1111	000	n/a	inf	

Dynamic Range (Positive Only)

$v = (-1)^s M 2^E$

n: E = Exp – Bias

d: E = 1 – Bias

	s	exp	frac	E	Value	
						closest to zero
Denormalized numbers						
	0	0000	110	-6	6/8*1/64 = 6/512	
	0	0000	111	-6	7/8*1/64 = 7/512	largest denorm
	0	0001	000	-6	8/8*1/64 = 8/512	smallest norm
	0	0001	001	-6	9/8*1/64 = 9/512	
	…					
	0	0110	110	-1	14/8*1/2 = 14/16	
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	…					
	0	1110	110	7	14/8*128 = 224	
	0	1110	111	7	15/8*128 = 240	largest norm
	0	1111	000	n/a	inf	

Dynamic Range (Positive Only)

$$v = (-1)^s \, M \, 2^E$$

n: E = Exp – Bias

d: E = 1 – Bias

	s	exp	frac	E	Value	
						largest denorm
	0	0001	000	-6	8/8*1/64 = 8/512	**smallest norm**
	0	0001	001	-6	9/8*1/64 = 9/512	
	…					
	0	0110	110	-1	14/8*1/2 = 14/16	
	0	0110	111	-1	15/8*1/2 = 15/16	**closest to 1 below**
Normalized numbers	0	0111	000	0	8/8*1 = 1	
	0	0111	001	0	9/8*1 = 9/8	**closest to 1 above**
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	…					
	0	1110	110	7	14/8*128 = 224	
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	0	1111	000	n/a	inf	

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Normalized numbers	0	0111	000	0	8/8*1 = 1	
	0	0111	001	0	9/8*1 = 9/8	closest to 1 above
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	…					
	0	1110	110	7	14/8*128 = 224	
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	0	1111	000	n/a	inf	

Dynamic Range (Positive Only)

$v = (-1)^s M\, 2^E$

n: E = Exp – Bias

d: E = 1 – Bias

	s	exp	frac	E	Value	
Denormalized numbers	0	0000	000	-6	0	
	0	0000	001	-6	1/8*1/64 = 1/512	closest to zero
	0	0000	010	-6	2/8*1/64 = 2/512	
	…					
	0	0000	110	-6	6/8*1/64 = 6/512	
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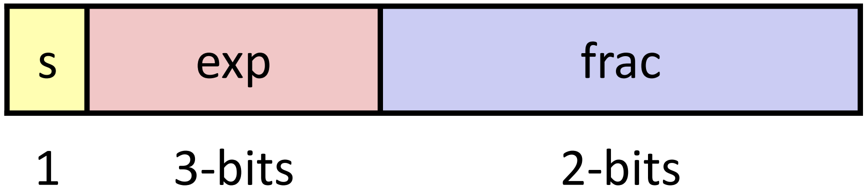
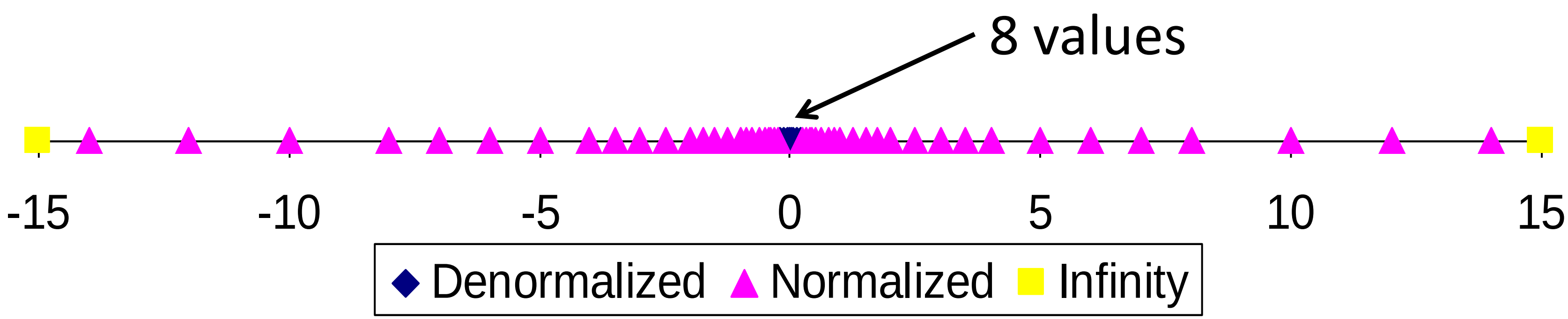
	…					
	0	1110	110	7	14/8*128 = 224	
	0	1110	111	7	15/8*128 = 240	largest norm
	0	1111	000	n/a	inf	

Distribution of Values

- **6-bit IEEE-like format**
  - e = 3 exponent bits
  - f = 2 fraction bits
  - Bias is $2^{3-1}-1 = 3$

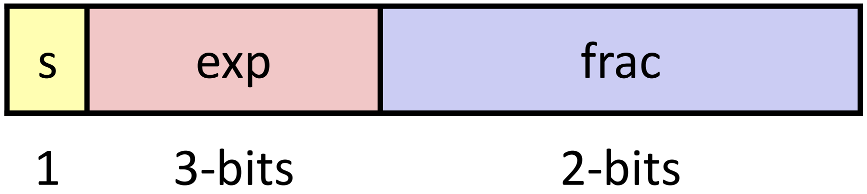


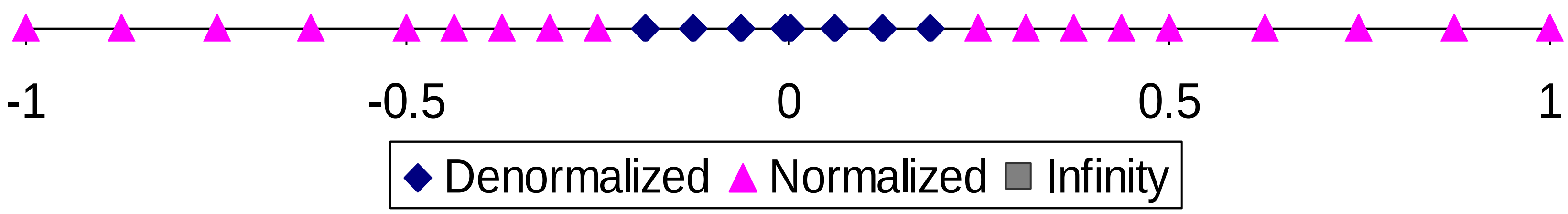
- **Notice how the distribution gets denser toward zero.**



Distribution of Values (close-up view)

- **6-bit IEEE-like format**
  - e = 3 exponent bits
  - f = 2 fraction bits
  - Bias is 3





Special Properties of the IEEE Encoding

- **FP Zero Same as Integer Zero**
  - All bits = 0
- **Can (Almost) Use Unsigned Integer Comparison**
  - Must first compare sign bits
  - Must consider −0 = 0
  - NaNs problematic
    - Will be greater than any other values
    - What should comparison yield?
  - Otherwise OK
    - Denorm vs. normalized
    - Normalized vs. infinity

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Floating Point Operations: Basic Idea

- `x +f y = Round(x + y)`
- `X ×f y = Round(x × y)`
- **Basic idea**
  - First compute exact result
  - Make it fit into desired precision
    - Possibly overflow if exponent too large
    - Possibly round to fit into `frac`

FP Multiplication

- $(-1)^{s1}\ M1\ \ 2^{E1}\ \ \mathbf{x}\ \ (-1)^{s2}\ M2\ \ 2^{E2}$
- **Exact Result:** $(-1)^{s}\ M\ \ 2^{E}$
  - Sign *s*: *s1* ^ *s2*
  - Significand *M*: *M1* x *M2*
  - Exponent *E*: *E1* + *E2*

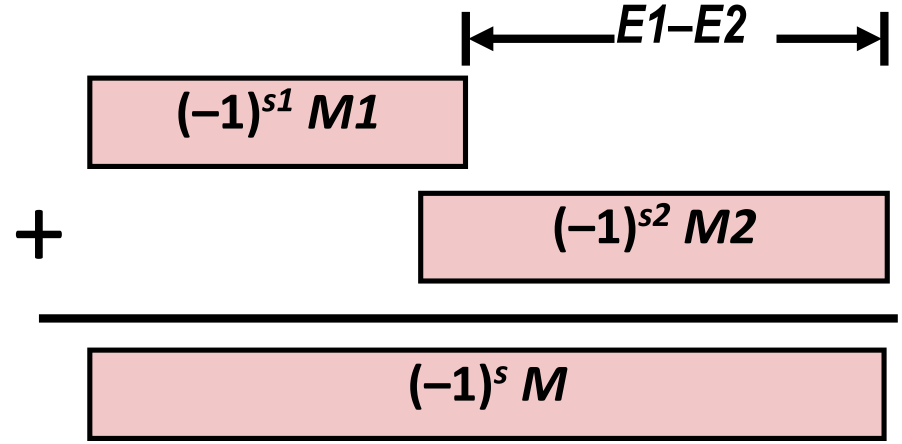
- **Fixing**
  - If $M \geq 2$, shift *M* right, increment *E*
  - If *E* out of range, overflow
  - Round *M* to fit `frac` precision

- **Implementation**
  - Biggest chore is multiplying significands

Floating Point Addition

- $(-1)^{s1}\ M1\ \ 2^{E1}\ \ +\ \ (-1)^{s2}\ M2\ \ 2^{E2}$
  - Assume $E1 > E2$
- **Exact Result:** $(-1)^{s}\ M\ \ 2^{E}$
  - Sign s, significand M:
    - Result of signed align & add
  - Exponent E: $E1$
- **Fixing**
  - If $M \geq 2$, shift M right, increment E
  - if $M < 1$, shift M left k positions, decrement E by k
  - Overflow if E out of range
  - Round M to fit `frac` precision

Get binary points lined up



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Floating Point in C

- **C Guarantees Two Levels**
  - **`float`** single precision
  - **`double`** double precision
- **Conversions/Casting**
  - Casting between **`int`**, **`float`**, and **`double`** changes bit representation
  - **`double`**/**`float`** → **`int`**
    - Truncates fractional part
    - Like rounding toward zero
    - Not defined when out of range or NaN: Generally sets to TMin
  - **`int`** → **`double`**
    - Exact conversion, as long as **`int`** has ≤ 53 bit word size
  - **`int`** → **`float`**
    - Will round according to rounding mode

Interesting Numbers {single,double}

Description	*exp*	*frac*	*Numeric Value*
■ **Zero**	**00…00**	**00…00**	**0.0**
■ **Smallest Pos. Denorm.**	**00…00**	**00…01**	$2^{-\{23,52\}} \times 2^{-\{126,1022\}}$
▪ Single ≈ 1.4×10^{-45}			
▪ Double ≈ 4.9×10^{-324}			
■ **Largest Denormalized**	**00…00**	**11…11**	$(1.0 - \varepsilon) \times 2^{-\{126,1022\}}$
▪ Single ≈ 1.18×10^{-38}			
▪ Double ≈ 2.2×10^{-308}			
■ **Smallest Pos. Normalized**	**00…01**	**00…00**	$1.0 \times 2^{-\{126,1022\}}$
▪ Just larger than largest denormalized			
■ **One**	**01…11**	**00…00**	**1.0**
■ **Largest Normalized**	**11…10**	**11…11**	$(2.0 - \varepsilon) \times 2^{\{127,1023\}}$
▪ Single ≈ 3.4×10^{38}			
▪ Double ≈ 1.8×10^{308}			

Mathematical Properties of FP Add

- **Compare to those of Abelian Group**
  - Closed under addition? *Yes*
    - But may generate infinity or NaN
  - Commutative? *Yes*
  - Associative? *No*
    - Overflow and inexactness of rounding
    - `(3.14+1e10)-1e10 = 0, 3.14+(1e10-1e10) = 3.14`
  - 0 is additive identity? *Yes*
  - Every element has additive inverse? *Almost*
    - Yes, except for infinities & NaNs
- **Monotonicity**
  - $a \geq b \Rightarrow a+c \geq b+c$? *Almost*
    - Except for infinities & NaNs

Mathematical Properties of FP Mult

- **Compare to Commutative Ring**
  - Closed under multiplication? ***Yes***
    - But may generate infinity or NaN
  - Multiplication Commutative? ***Yes***
  - Multiplication is Associative? ***No***
    - Possibility of overflow, inexactness of rounding
    - Ex: `(1e20*1e20)*1e-20= inf`, `1e20*(1e20*1e-20)= 1e20`
  - 1 is multiplicative identity? ***Yes***
  - Multiplication distributes over addition? ***No***
    - Possibility of overflow, inexactness of rounding
    - `1e20*(1e20-1e20)= 0.0`, `1e20*1e20 – 1e20*1e20 = NaN`
- **Monotonicity**
  - $a \geq b$ & $c \geq 0 \Rightarrow a * c \geq b * c$? ***Almost***
    - Except for infinities & NaNs

Ariane 5

- Exploded 37 seconds after liftoff
- Cargo worth $500 million

- **Why**
  - Computed horizontal velocity as floating point number
  - Converted to 16-bit integer
  - Worked OK for Ariane 4
  - Overflowed for Ariane 5
    - Used same software

Floating Point Puzzles

- **For each of the following C expressions, either:**
  - Argue that it is true for all argument values
  - Explain why not true

```
int x = …;
float f = …;
double d = …;
```

Assume neither **d** nor **f** is NaN

- `x == (int)(float) x`
- `x == (int)(double) x`
- `f == (float)(double) f`
- `d == (double)(float) d`
- `f == -(-f);`
- `2/3 == 2/3.0`
- `d < 0.0` ⇒ `((d*2) < 0.0)`
- `d > f` ⇒ `-f > -d`
- `d * d >= 0.0`
- `(d+f)-d == f`

Summary

- **IEEE Floating Point has clear mathematical properties**
- **Represents numbers of form M x 2^E**
- **One can reason about operations independent of implementation**
  - As if computed with perfect precision and then rounded
- **Not the same as real arithmetic**
  - Violates associativity/distributivity
  - Makes life difficult for compilers & serious numerical applications programmers

Additional Slides

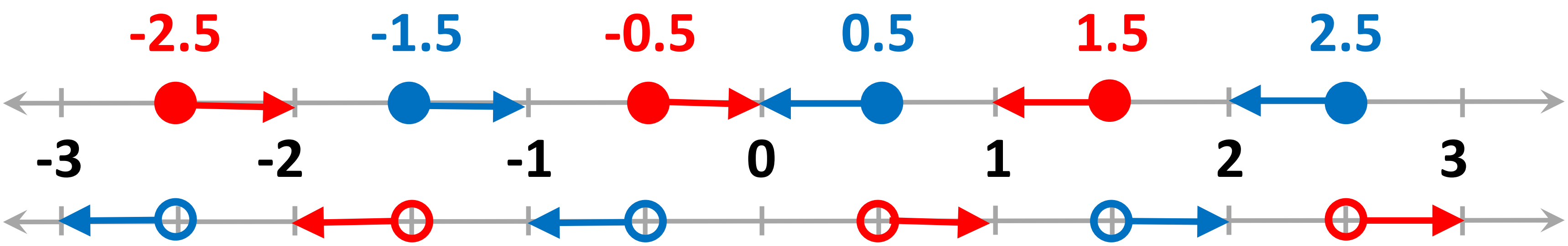
Rounding

- **Rounding Modes (illustrate with $ rounding)**

	$1.40	**$1.60**	**$1.50**	**$2.50**	**–$1.50**
Towards zero	$1	$2	$1	$2	–$1
Round down (−∞)	$1	$2	$1	$2	–$2
Round up (+∞)	$1	$2	$2	$3	–$1
Nearest Even (default)	$1	$2	$2	$2	–$2

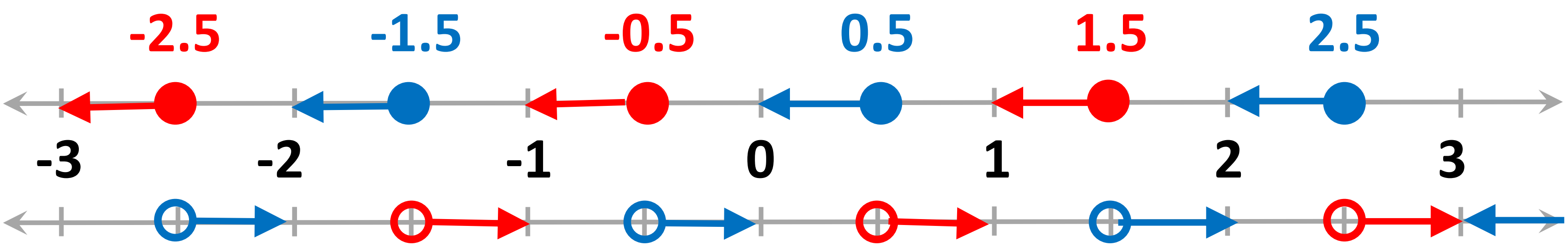
- **Rounding mode changes only the rounding of midway values such as 1.5, 0.5, or -2.5.**
- **Rounding of other values such as 1.4, 2.51, or -3.49 is not affected!**

Rounding: Towards Zero



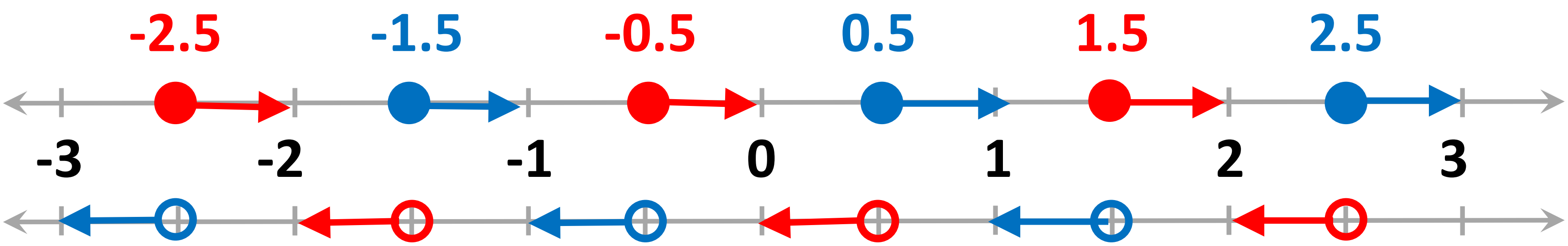
- Each value is rounded to the closest number
- Midway values are rounded to the closest number towards the ZERO direction
- This mode reduces the variance of the data and changes mean of the numbers
-

Rounding: Round down (−∞)



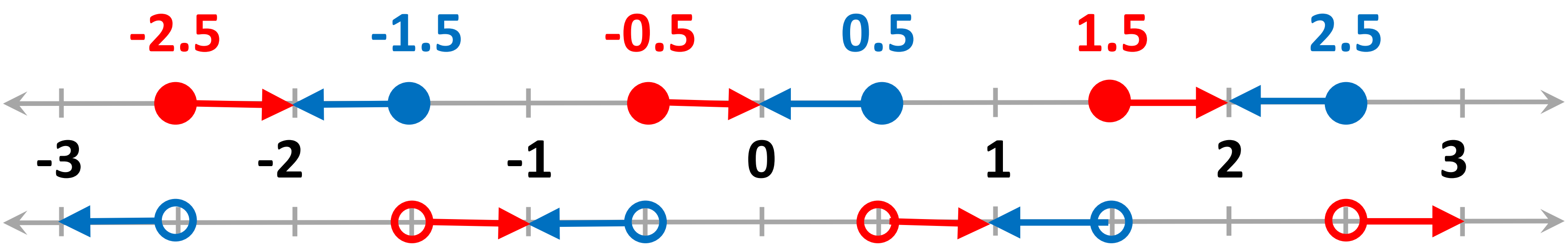
- Each value is rounded to the closest number
- Midway values are rounded to the closest number towards –INFINITY direction
- This mode does not affect the variance of the data and but decreases the mean of the numbers
-

Rounding: Round up (+∞)



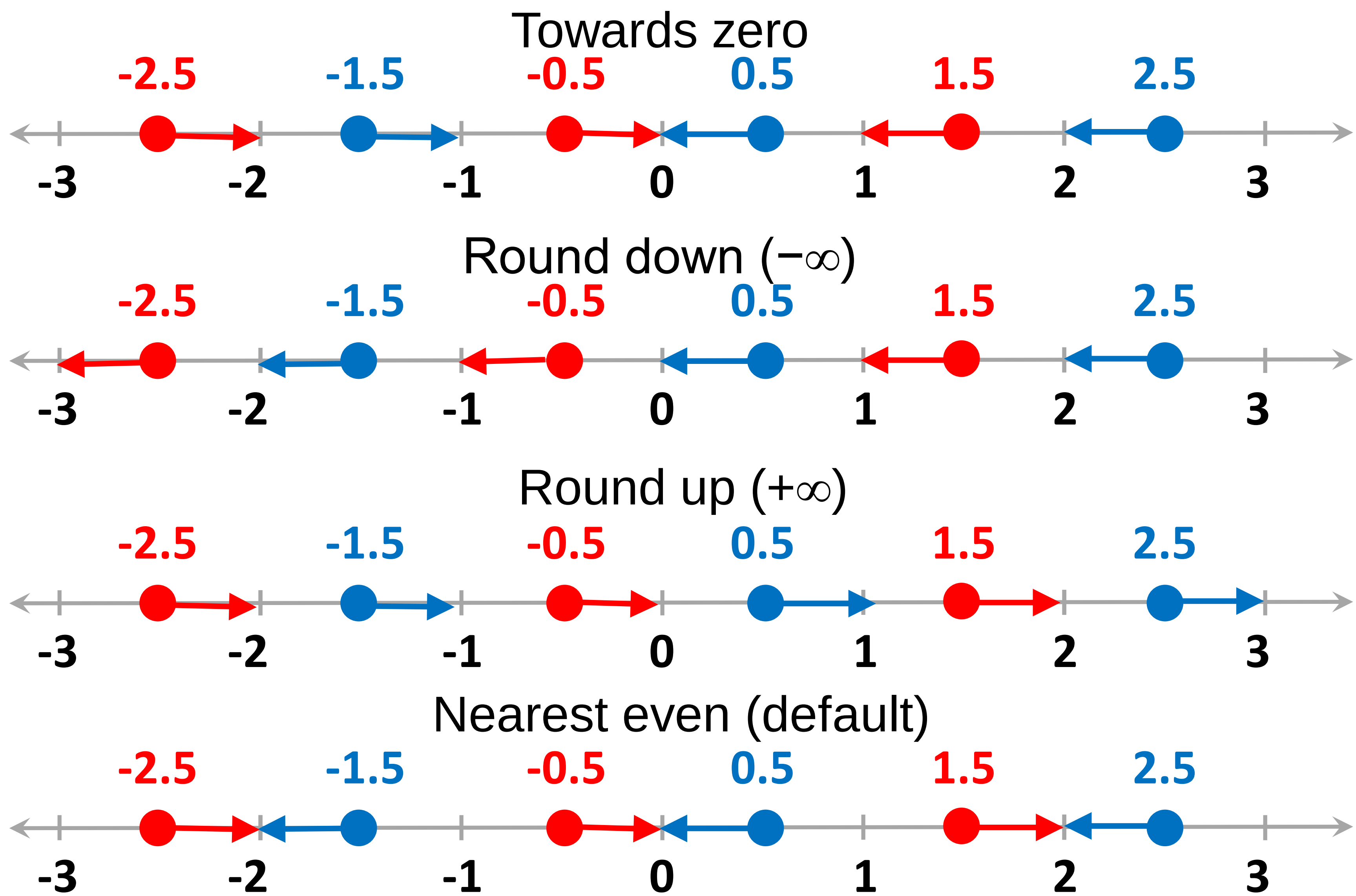
- Each value is rounded to the closest number
- Midway values are rounded to the closest number towards +INFINITY direction
- This mode does not affect the variance of the data and but increases the mean of the numbers
-

Rounding: Nearest Even



- Each value is rounded to the closest number
- Midway values are rounded to the closest EVEN number
- This mode does not change the statistical properties (such as mean and variance) of the numbers,
- Default rounding mode

4 modes of rounding – for midway values



Closer Look at Round-To-Even

- **Default Rounding Mode**
  - Hard to get any other kind without dropping into assembly
  - All others are statistically biased
    - Sum of set of positive numbers will consistently be over- or under-estimated

- **Applying to Other Decimal Places / Bit Positions**
  - When exactly halfway between two possible values
    - Round so that least significant digit is even
  - E.g., round to nearest hundredth

7.8949999	7.89	(Less than half way)
7.8950001	7.90	(Greater than half way)
7.8950000	7.90	(Half way—round up)
7.8850000	7.88	(Half way—round down)

Rounding Binary Numbers

- **Binary Fractional Numbers**
  - "Even" when least significant bit is `0`
  - "Half way" when bits to right of rounding position = `100`…$_2$

- **Examples**
  - Round to nearest 1/4 (2 bits right of binary point)

Value	Binary	Rounded	Action	Rounded Value
2 3/32	10.00011_2	10.00_2	(<1/2—down)	2
2 3/16	10.00110_2	10.01_2	(>1/2—up)	2 1/4
2 7/8	10.11100_2	11.00_2	(1/2—up)	3
2 5/8	10.10100_2	10.10_2	(1/2—down)	2 1/2

Creating Floating Point Number

s	exp	frac
1	4-bits	3-bits

- **Steps**
  - Normalize to have leading 1
  - Round to fit within fraction
  - Postnormalize to deal with effects of rounding

- **Case Study**
  - Convert 8-bit unsigned numbers to tiny floating point format

Example Numbers

`128`	`10000000`
`15`	`00001101`
`33`	`00010001`
`35`	`00010011`
`138`	`10001010`
`63`	`00111111`

Normalize

s	exp	frac
1	4-bits	3-bits

- **Requirement**
  - Set binary point so that numbers of form 1.xxxxx
  - Adjust all to have leading one
    - Decrement exponent as shift left

Value	*Binary*	*Fraction*	*Exponent*
128	10000000	1.0000000	7
15	00001101	1.1010000	3
17	00010001	1.0001000	4
19	00010011	1.0011000	4
138	10001010	1.0001010	7
63	00111111	1.1111100	5

Rounding

1.BBGRXXX

Guard bit: LSB of result

Sticky bit: OR of remaining bits

Round bit: 1st bit removed

- **Round up conditions**
  - Round = 1, Sticky = 1 → > 0.5
  - Guard = 1, Round = 1, Sticky = 0 → Round to even

Value	*Fraction*	*GRS*	*Incr?*	*Rounded*
128	1.0000000	000	N	1.000
15	1.1010000	100	N	1.101
17	1.0001000	010	N	1.000
19	1.0011000	110	Y	1.010
138	1.0001010	011	Y	1.001
63	1.1111100	111	Y	10.000

Postnormalize

- **Issue**
  - Rounding may have caused overflow
  - Handle by shifting right once & incrementing exponent

Value	*Rounded*	*Exp*	*Adjusted*	*Result*
`128`	`1.000`	`7`		`128`
`15`	`1.101`	`3`		`15`
`17`	`1.000`	`4`		`16`
`19`	`1.010`	`4`		`20`
`138`	`1.001`	`7`		`134`
`63`	`10.000`	`5`	`1.000/6`	`64`

Using f instead of i?

```
float f=0;
for (f=0;f<10000000000.0;f+=1)
      printf(“%f\n”);
```

- What would happen?

- What would happen if we had a “short float” representation?

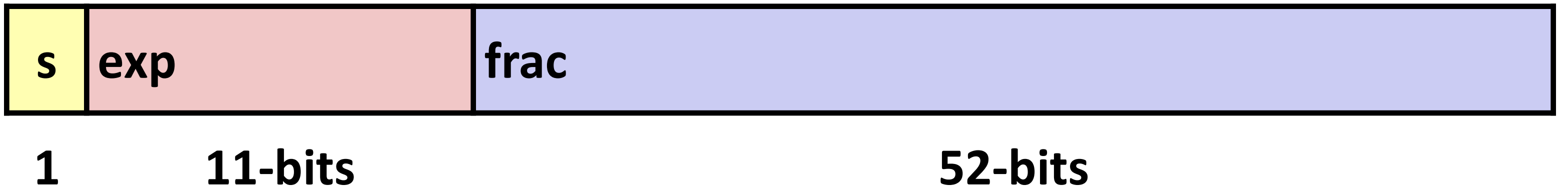
s	exp	frac
1	7-bits	8-bits

Quiz 1

- Write a C expression that will yield a word consisting of the least significant byte of x and the remaining bytes of y. For instance, for operands x = 0x89ABCDEF and y = 0x76543210, the Result = 0x765432EF. Your code should work for all word sizes (short/int/long). Write the C expression that would be inserted into the blank shown below:
- `Result = (x&0xFF)|(y&~0xFF);`

Quiz 2

- e= 11 bits => Bias=2^(e-1)-1 = 2^10-1= 1023



- **Smallest Positive Nonzero number as double**
  - 0 00000000000 0000000000000000000000000000000000000000000000000001
  - Value = (-1)^0 * 2^(-52) *2^(1-1023) = 2^(-1074)
- **Largest positive Non-infinity number as double**
  - 0 11111111110 1111111111111111111111111111111111111111111111111111
  - Value = (-1)^0 * (2-2^(-52)) *2^((2^11-2)-(2^10-1))
  - = (2-2^(-52)) *2^((2^11-2)-(2^10-1))
  - =(2-2^(-52)) *2^(2^10-1)
  - = 2^(2^10) - 2^(-52)+2^10-1)
  - = 2^1024 – 2^(-52+1023) = 2^1024 – 2^971

Quiz 2

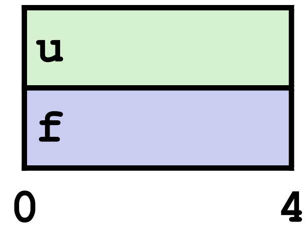
- e= 8 bits => Bias=2^(e-1)-1 = 2^7-1= 127

s	exp	frac
1	8-bits	23-bits

- **Float representation of 1024.75 in Hex**
- **Binary representation**
  - 1024.75 = 10000000000.11
  - = 1.000000000011 * 2^10
  - M=1.000000000011
    - frac = 00000000011000000000000
  - E=10
    - exp= Bias + E = 137 = 10001001
- **0 10001001 00000000011000000000000**
- **0100 0100 1000 0000 0001 1000 0000 0000**
- **0x44801800**

Using Union to Access Bit Patterns

```
typedef union {
  float f;
  unsigned u;
} bit_float_t;
```



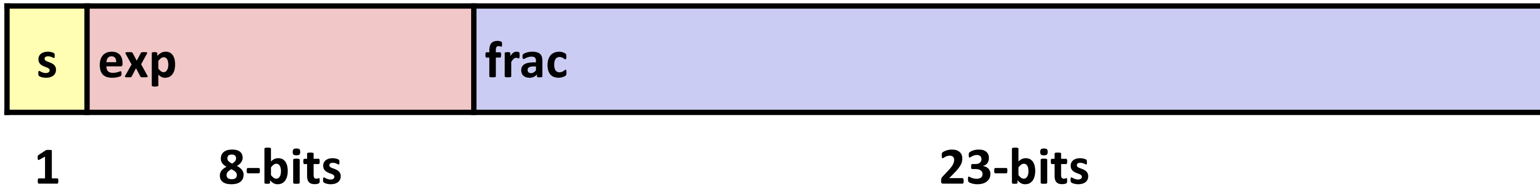

```
float bit2float(unsigned u)
{
  bit_float_t arg;
  arg.u = u;
  return arg.f;
}
```

```
unsigned float2bit(float f)
{
  bit_float_t arg;
  arg.f = f;
  return arg.u;
}
```

Same as `(float) u` ?

Same as `(unsigned) f` ?

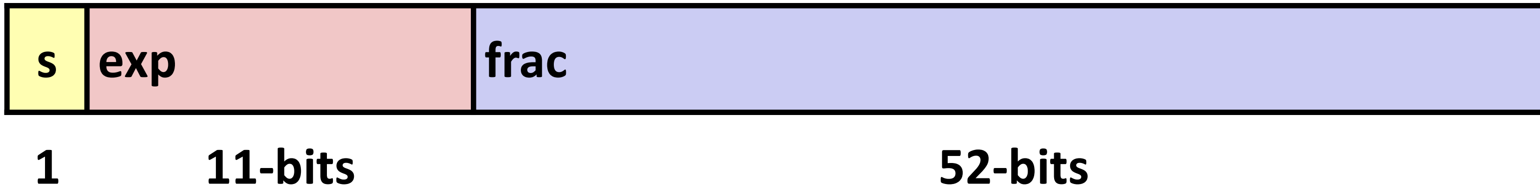
Quiz 2



Float representation of 1024.75 in Hex

```
#include <stdio.h>
union {
  float f;
  unsigned u;
} x;
int main(){
       x.f=1024.75;
       printf(”Hex representation: %x\n”,x.u);
}
```

Quiz 2



- Smallest Positive Nonzero number as double
  - 0 00000000000 0000000000000000000000000000000000000000000000000001
  - = 0x1 in hex

```
#include <stdio.h>
union {
  double d;
  long unsigned u;
} x;
int main(){
       x.u=0x1;
       printf("Double representation: %.1000g\n",x.d);
}
```