CSE 238/2038/2138 Systems Programming Project 1 - Example Cases

CASE 1 (Denormalized):

Input read: -0.009765625 Byte ordering: Little Endian Floating Point Size: 1 byte

- This is a floating point number:
 - \circ -0.009765625 = -0.000000101 = -1.01 * 2⁻⁷
- E = -7. Exponent is E = exp Bias, where Bias = 2^{4-1} 1 = 7. Therefore, the equation is -7 = exp 7 \rightarrow exp = 0, which indicates this is in denormalized form and the exp is **0**.
- The number is then -0.101×2^{-6} .
- Mantissa is 0.101 which indicates that the fraction is 101.
- The number is negative, so the sign bit is 1.
- The number at total is 10000101 which is 0x85 in hexadecimal.
- Since it is only one byte, the printed number will be 85.

CASE 2 (Rounding)

Input read: 20179.0 Byte ordering: Big Endian Floating Point Size: 3 bytes

- This is a floating point number:
 - 20179.0 = 100111011010011 = 1.00111011010011 * 2¹⁴
- E = 14. Exponent is E = exp Bias, where Bias = 2^{8-1} 1 = 127. Therefore, the equation is 14 = exp 127 \rightarrow exp = 141 which is **10001101** in binary.
- Mantissa is 1.00111011010011.
 - In the project document, it says "you will only use the first 13 bits of the fraction part (for 3-byte and 4-byte data sizes). You will use "round to nearest even" method for rounding fraction bits to 13 bits."
 - Fraction part is 14 bits in this example and we need to round it to nearest even.
 - The number 1.00111011010011 is at exactly half way since the bits to right of rounding position is "1" (the red bit at the end).
 - Therefore, it will be rounded to 1.00111011010011 ≈ 1.0011101101010
 - For 3 bytes floating point representation, 15 bits is used for fraction part (24-1-8=15). So, the fraction part will be 0011101101000
- The number is positive, so the sign bit is 0.
- The number at total is 01000110100111011010000 which is 0x469DA8.
- The byte ordering is Big Endian, so the floating point number is represented as: 46 9D A8
- In the output file, the printed value will be: 46 9D A8