Floating Point Addition (Binary)

1. Align binary points:

- repeated multiplication by 2
- Align binary point of the number with smaller exponent
- 2. Add significands:
- 3. Normalize result:
 - 4. Round and renormalize if necessary:
 - NB. We assumed that significands can be only 4 bits or digits.

$$0.5 \times 2 = 1.0$$

Problem: Perform binary floating-point addition and convert the resulting values to IEEE-754 single and IEEE-754 double precision format. Finally convert them to hexadecimal values. 0.5 + 0.4375

Binary 0.510

Weight 0.5 0.25 0.125

Leight 0.7 0.15 0.0625

0.510 = 0.12

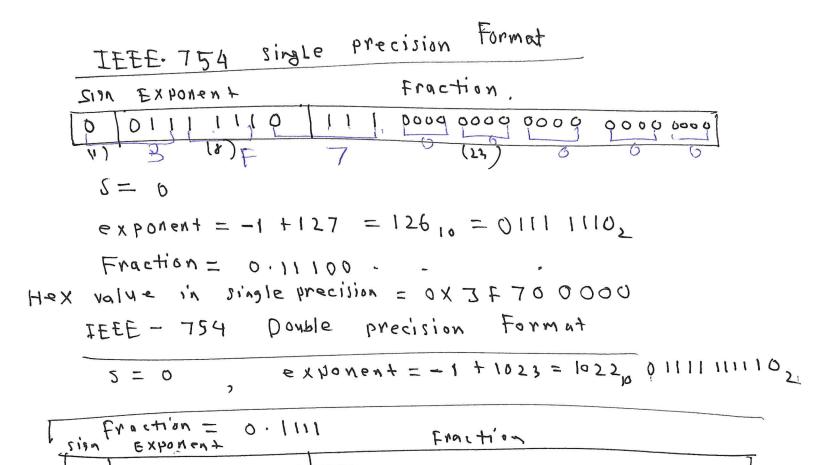
0.4375 10 = 0.01112

- 1.0
$$\times 2^{-1}$$

Normalized

1. Align binary points

0.5 = 1.000 X 2 1 11991 + cand1. 0.4377 = (0.111) X2-1



Floating Point Subtraction (Binary)

- 1. Align binary points:
 - Align binary point of the number with smaller exponent
- 2. Add significands:
- 3. Normalize result:
- 4. Round and renormalize if necessary:

NB. We assumed that significands can be only 4 bits or digits.

Problem: Perform binary floating-point subtraction and convert the resulting values to IEEE-754 single. Finally convert them to hexadecimal values.

$$\begin{array}{c}
0.5 - 0.4375 \\
-0.4375 \\
-1.11 \times 2^{-1}
\end{array}$$

$$\frac{1}{5} \cdot \frac{8}{5} = \frac{8}{5}$$

$$\frac{1}{5} \cdot \frac{8}{5} \cdot \frac{8}$$

$$+8 = 1000$$
 $+3 = 0011$
 $+3 = 0011$
 $+3 = 0011$
 $+1$
 $-3 = 2'3 \text{ complement} = 1100$
 $+1$
 $-3 = 2'3 \text{ complement} = 1101$
 $-3 = 2'3 \text{ complement} = 1101$

3.

Floating Point Multiplication

- 1. Add exponents:
- 2. Multiply significands:
- 3. Normalize result:
- 4. Round and renormalize if necessary:
- 5. Determine the sign of result from signs of operands

NB. We assumed that significands can be only 4 digits of the significands and two digits of the exponents .

Floating Point Multiplication (Decimal)

Consider a 4-digit decimal example: (1.110×10^{10}) X (9.2×10^{-5})

Normalized = 1.000×2^{-1} 1. Add exponent)

e1 = -1

e = e1 + ez = -3

Nultiply significand)

1. 000 × 1. 110 = 1.110

result = 1.11×2^{-3} Normalize result = 1.11 × 2^{-3}

Problem: Perform binary floating-point multiplication and convert the resulting values to IEEE-754 single precision format. Finally convert them to hexadecimal values.

$$0.5 * -0.4375$$

$$Sign = 1$$

$$Expanent = -3 + 127 = 124_{10} = 0 | 1 | 1 | 1 | 0 | 0$$

$$Fraction = 0.11$$

DXBERO 0000

EXDONORD

EXD