

## Logical representation

Float

-0.9	-1.0	-0.1	0.1
0	0.3	0.7	0.2

Quantized

7	8	1	3
2	5	9	4

2 bytes =  
uint4x4\_t

## Memory layout

32 bits

-0.9	-1.0	-0.1	0.1	0	0.3	0.7	0.2
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4 bits

7	8	2	5	1	3	9	4
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2 bytes = uint4x4\_t