

Floating Point Numbers

CS 2130: Computer Systems and Organization 1

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Announcements

- Homework 1 due September 15
- Lab 2 tomorrow!

Operations

So far, we have discussed:

- Addition: $x + y$
 - Can get multiplication
- Subtraction: $x - y$
 - Can get division, but more difficult
- Unary minus (negative): $-x$
 - Flip the bits and add 1

Operations (on Integers)

Bit vector: fixed-length sequence of bits (ex: bits in an integer)

- Manipulated by bitwise operations

Bitwise operations: operate over the bits in a bit vector

- Bitwise not: $\sim x$ - flips all bits (unary)
- Bitwise and: $x \& y$ - set bit to 1 if x, y have 1 in same bit
- Bitwise or: $x | y$ - set bit to 1 if either x or y have 1
- Bitwise xor: $x \wedge y$ - set bit to 1 if x, y bit differs

Operations (on Integers)

Logical not: $!x$

- $!0 = 1$ and $!x = 0, \forall x \neq 0$
- Useful in C, no booleans
- Some languages name this one differently

Operations (on Integers)

Left shift: $x \ll y$ - move bits to the left

- Effectively multiply by powers of 2

Right shift: $x \gg y$ - move bits to the right

- Effectively divide by powers of 2
- Signed (extend sign bit) vs unsigned (extend 0)

Non-Integer Numbers

- What about other kinds of numbers?

Non-Integer Numbers

Floating point numbers

- Decimal: 3.14159

↑ decimal point.

Non-Integer Numbers

Floating point numbers

- Decimal: 3.14159
- Binary: 11.10110

↑ binary point

Non-Integer Numbers

Floating point numbers

- Decimal: 3.14159
- Binary: 11.10110
- With integers, the point is always fixed after all digits
- With floating point numbers, the point can move!

↓
10 10 0 1 .

Non-Integer Numbers

Floating point numbers

- Decimal: 3.14159
- Binary: 11.10110
- With integers, the point is always fixed after all digits
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Challenge! only 2 symbols in binary

Scientific Notation

Convert the following decimal to scientific notation:

2130

$$2.130 \times 10^3$$

Scientific Notation

Convert the following binary to scientific notation:

101101

$$1.01101 \times 2^5$$

Something to Notice

An interesting phenomenon:

- Decimal: first digit can be any number except 0

$$2.13 \times 10^3$$

~~$$0.213 \times 10^4$$~~

Something to Notice

An interesting phenomenon:

- Decimal: first digit can be any number except 0
 2.13×10^3
- Binary: first digit can be any number *except 0* **Wait!**
 $\textcircled{1}.01101 \times 2^5$

Something to Notice

An interesting phenomenon:

- Decimal: first digit can be any number except 0
 2.13×10^3
- Binary: first digit can be any number *except 0* **Wait!**
 1.01101×2^5

– First digit can only be 1

Floating Point in Binary

We must store 3 components

- **sign** (1-bit): 1 if negative, 0 if positive
- **fraction** or **mantissa**: (?-bits): bits after binary point
- **exponent** (?-bits): how far to move binary point

depends on the hardware design.

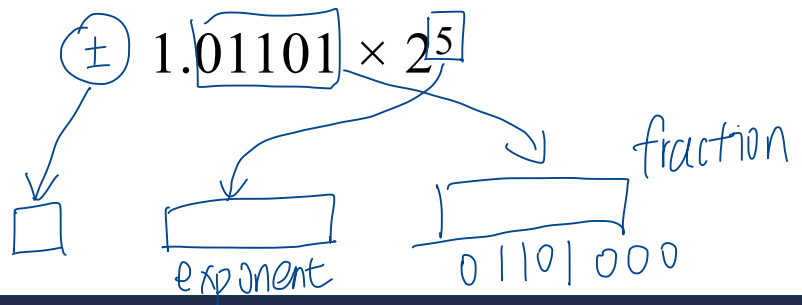
We do not need to store the value before the binary point. *Why?*

always 1

Floating Point in Binary

How do we store them?

- Originally many different systems
- IEEE standardized system (IEEE 754 and IEEE 854)
- Agreed-upon order, format, and number of bits for each



Example

A rough example in Decimal:

$$6.42 \times 10^3$$

<u>0</u>	<u>03</u>	<u>420</u>
Sign	exp	fraction

Exponent

How do we store the exponent?

- Exponents *can* be negative

$$2^{-3} = \frac{1}{2^3} = \frac{1}{8}$$

- Need positive and negative ints (but no minus sign)

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Exponent

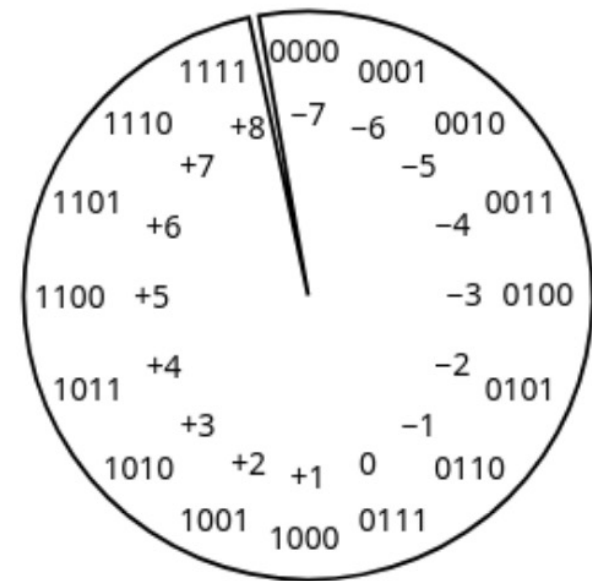
How do we store the exponent?

- Biased integers
 - Make comparison operations run more smoothly
 - Hardware more efficient to build
 - Other valid reasons

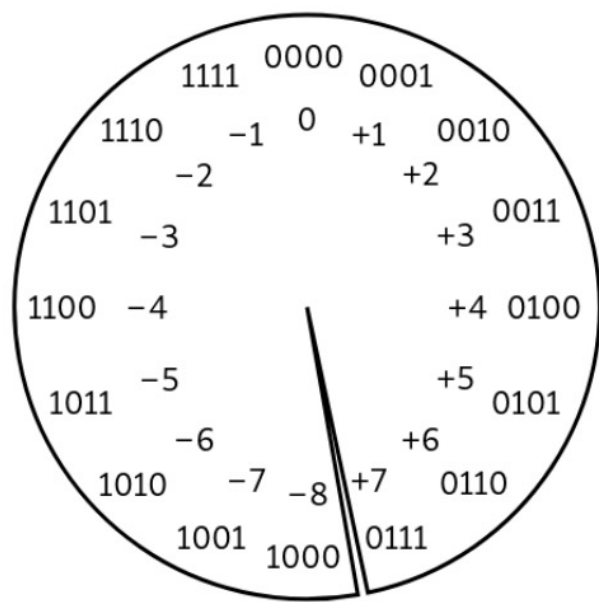
Biased Integers

Similar to Two's Complement, but add **bias**

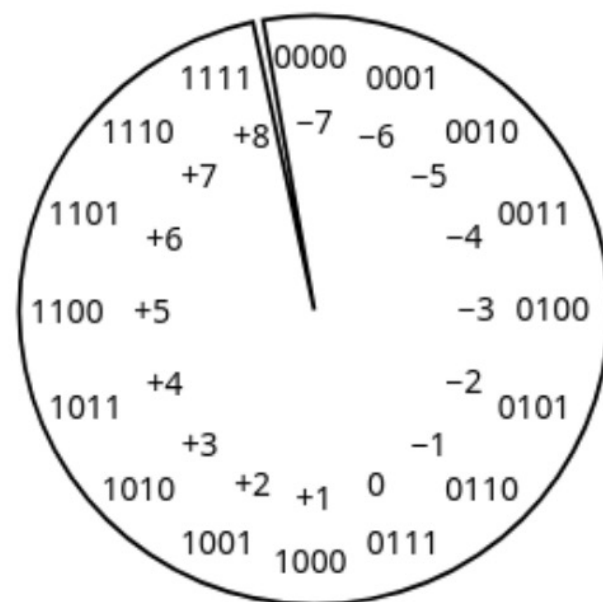
- **Two's Complement:** Define 0 as 00...0
- **Biased:** Define 0 as 0111...1
- Biased wraps from 000...0 to 111...1



Biased Integers



Two's Complement



Biased

Biased Integers Example

Calculate value of biased integers (4-bit example)

0010

$$\begin{array}{r} 0010 \\ -0111 \\ \hline 1011 \rightarrow -5 \\ \text{flip: } 0100 \\ +1: 0101 \rightarrow +5 \end{array}$$

2's complement \rightarrow Biased Integers: add the bias.

Biased Integers \rightarrow 2's complement: subtract the bias.

Floating Point Example

1 bit: sign
4 bits: exponent
3 bits: fraction

