## Data Representation: floating point.

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#### Announcements

Fractions and fixed point representation

Floats: Overview

#### Floats: Normalized numbers

Normalized: exp field Normalized: frac field Normalized: example

### Floats: Denormalized numbers

Denormalized: exp field Denormalized: frac field Denormalized: examples

Floats: Special cases Floats: Properties

# Looking ahead

## Class plan

- 1. Today, Thursday, 2/18: Floats.
- 2. 2/18-2/22: Quiz 5. Weekly short quiz on bits, bytes, integers.
- 3. Tuesday, 2/23: Floats / rounding. Introduction to the software-hardware interface.

4. Thursday, 2/25: Programming assignment 3: data representations.

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# Unsigned fixed-point binary for fractions



Figure: Fractional binary. Image credit CS:APP

# Unsigned fixed-point binary for fractions

unsigned fixed-point char example	weight in decimal
1000.0000	8
0100.0000	4
0010.0000	2
0001.0000	1
0000.1000	0.5
0000.0100	0.25
0000.0010	0.125
0000.0001	0.0625

Table: Weight of each bit in an example fixed-point binary number

▶  $.625 = .5 + .125 = 0000.1010_2$ 

▶  $1001.1000_2 = 9 + .5 = 9.5$ 

## Limitations of fixed-point

- Can only represent numbers of the form  $x/2^k$
- Cannot represent numbers with very large magnitude (great range) or very small magnitude (great precision)

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# Floating point numbers

# Avogadro's number $+6.02214 \times 10^{23} mol^{-1}$

## Scientific notation

- sign
- mantissa or significand
- exponent

0.602214 \* 10^24 60.2214 \* 10^22 602.214 \* 10^21

# Floating point numbers

## Before 1985

- 1. Many floating point systems.
- 2. Specialized machines such as Cray supercomputers.
- 3. Some machines with specialized floating point have had to be kept alive to support legacy software.

## After 1985

- 1. IEEE Standard 754.
- 2. A floating point standard designed for good numerical properties.
- 3. Found in almost every computer today, except for tiniest microcontrollers.

## Recent

- 1. Need for both lower precision and higher range floating point numbers.
- 2. Machine learning / neural networks. Low-precision tensor network processors.

## Floats and doubles

Single precision		
31	30 23	22 0
S	exp	frac

Do	Double precision			
63	62 52	2.51 32		
s	exp	frac (51:32)		
31		0		
	frac (31:0)			

Figure: The two standard formats for floating point data types. Image credit CS:APP

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## Floats and doubles

property	float	double
total bits	32	64
s bit	1	1
exp bits	8	11
frac bits	23	52
C printf() format specifier	''%f''	"%lf"

Table: Properties of floats and doubles

## The IEEE 754 number line



Figure: Full picture of number line for floating point values. Image credit CS:APP



Figure: Zoomed in number line for floating point values. Image credit CS:APP

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Different cases for floating point numbers

Value of the floating point number =  $(-1)^s \times M \times 2^E$ 

- ► *E* is encoded the exp field
- ► *M* is encoded the frac field

1. Normalized			
s ≠0&≠255	f		
2. Denormalized			
<i>s</i> 0 0 0 0 0 0 0 0	f		
3a. Infinity			
s 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
3b. NaN			
s 1 1 1 1 1 1 1 1 1	≠ 0		

Figure: Different cases within a floating point format. Image credit CS:APP

## Normalized and denormalized numbers

Two different cases we need to consider for the encoding of E, M (14/2)

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# Normalized: exp field

# For normalized numbers, $0 < \exp < 2^k - 1$

exp is a k-bit unsigned integer

## Bias

- need a bias to represent negative exponents
- ▶ bias =  $2^{k-1} 1$
- bias is the k-bit unsigned integer: 011..111

# For normalized numbers, E = exp-bias

In other words, exp = E+bias

property	float	double
k	8	11
bias	127	1023
smallest E (greatest precision)	-126	-1022
largest E (greatest range)	127	1023

Table: Summary of normalized exp field

Normalized: frac field

M = 1.frac

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# Normalized: example

▶ 12.375 to single-precisionfloating point 12.375 = 8+4+0+0+0+0.25+0.125

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- sign is positive so s=0
- ▶ binary is 1100.011<sub>2</sub>
- in other words it is  $1.100011_2 \times 2^3$
- $\exp = E + bias = 3 + 127 = 130 = 1000_{-}0010_{2}$
- ▶ M = 1.100011<sub>2</sub> = 1.frac
- ▶ frac = 100011

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# Denormalized: exp field

## For denormalized numbers, exp = 0

#### Bias

- need a bias to represent negative exponents
- ▶ bias =  $2^{k-1} 1$
- bias is the k-bit unsigned integer: 011..111

# For denormalized numbers, E = 1-bias

property	float	double
k	8	11
bias	127	1023
Ε	-126	-1022

Table: Summary of denormalized exp field

## Denormalized: frac field

## M = 0.frac value represented leading with 0

## Denormalized: examples

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## Floats: Special cases

number class	when it arises	exp field	frac field
+0 / -0 +infinity / -infinity NaN not-a-number	overflow or division by 0 illegal ops. such as $\sqrt{-1}$ , inf-inf, inf*0	$egin{array}{c} 0 \ 2^k-1 \ 2^k-1 \ 2^k-1 \end{array}$	0 0 non-0

Table: Summary of special cases

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## **Floats:** Properties

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## Floats: Summary

	normalized	denormalized
value of number	$(-1)^s  imes M  imes 2^E$	$(-1)^s imes M imes 2^E$
E	E = exp-bias	E = -bias + 1
bias	$2^{k-1} - 1$	$2^{k-1} - 1$
exp	$0 < exp < (2^k - 1)$	exp = 0
Ň	M = 1.frac	M = 0.frac
	M has implied leading 1	M has leading 0
	greater range large magnitude numbers denser near origin	greater precision small magnitude numbers evenly spaced

Table: Summary of normalized and denormalized numbers