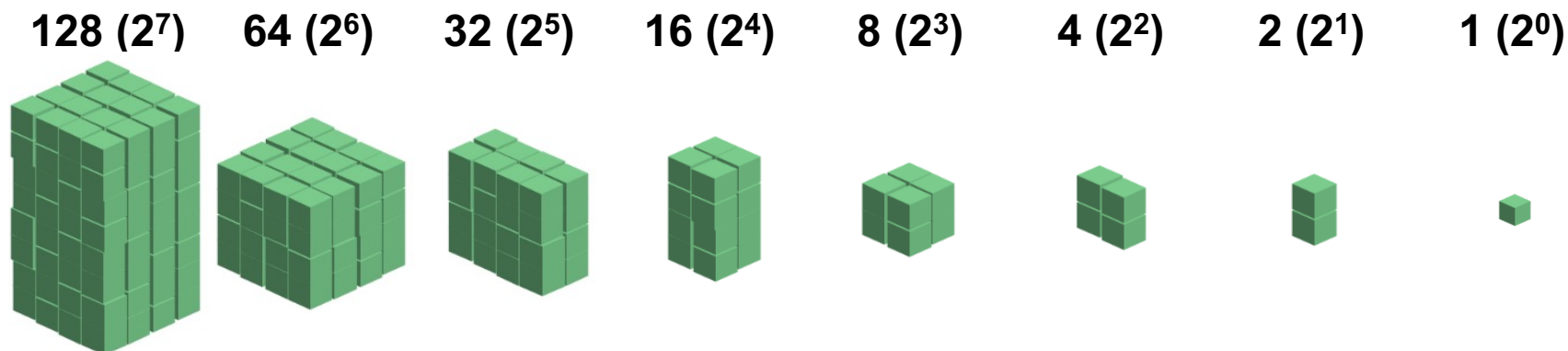


Lecture 4: Floats

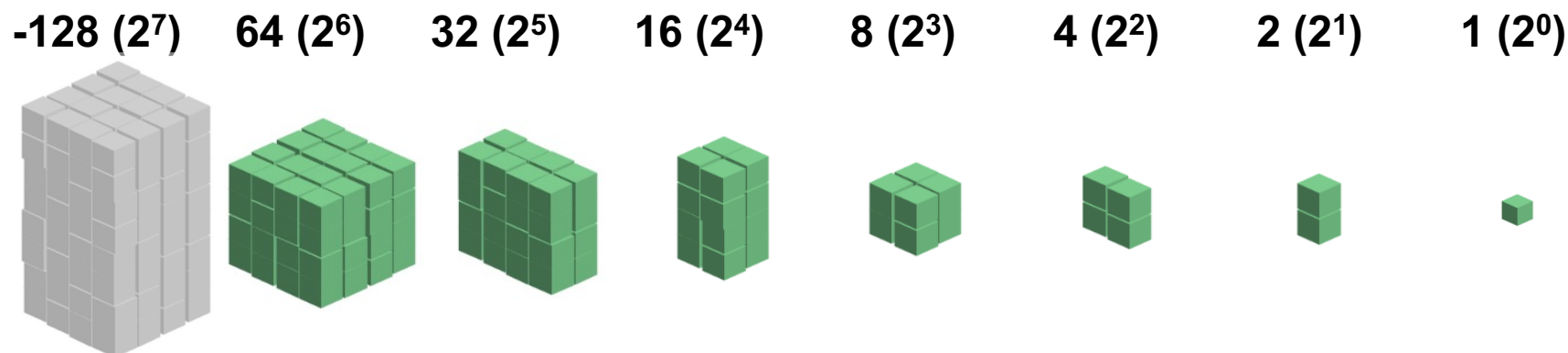
CS 105

Review: Representing Integers

- unsigned:



- signed (two's complement):

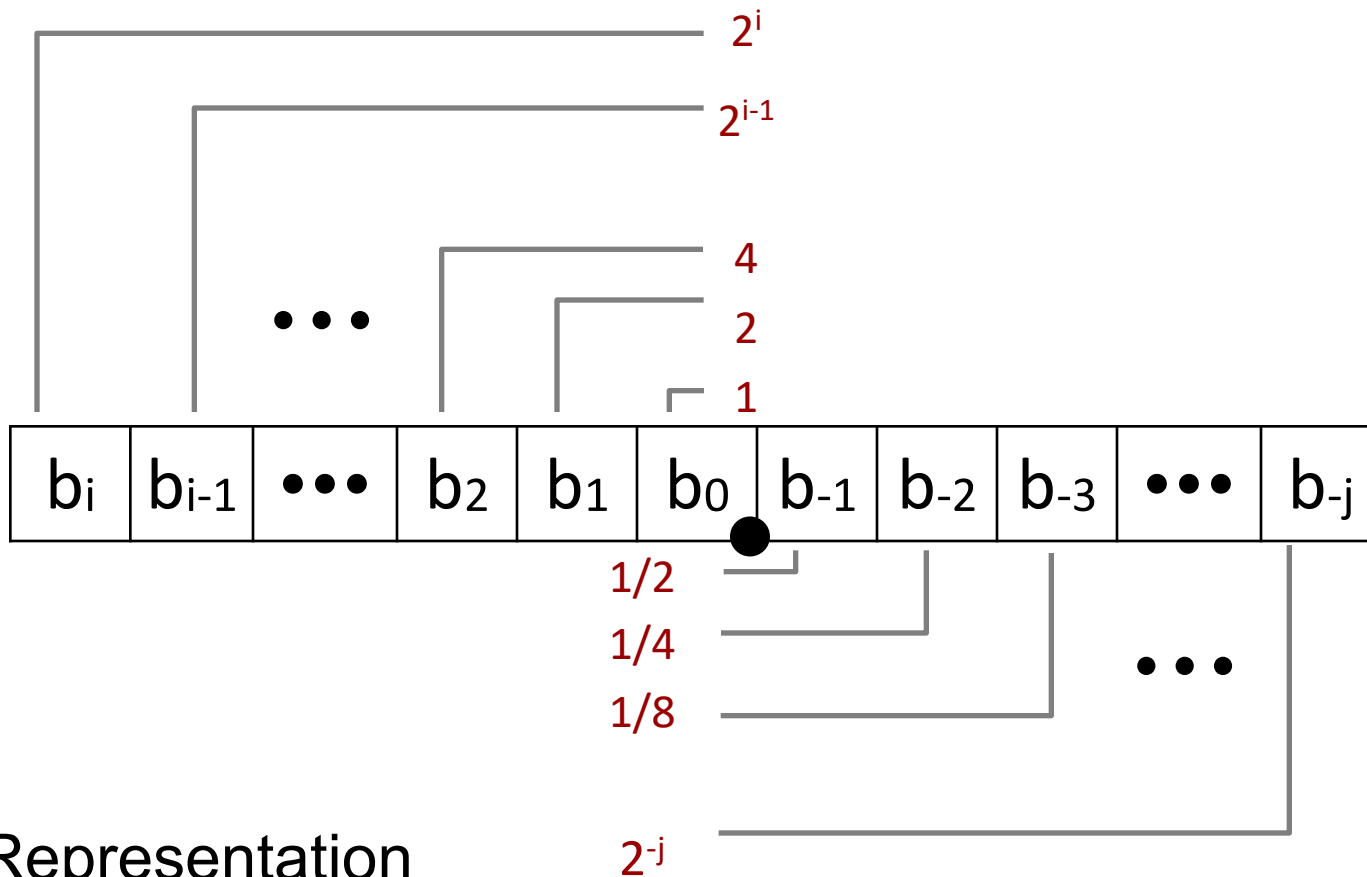


Note: to compute $-x$ for a signed int x , flip all the bits, then add 1
 $x + \sim x = 11 \dots 1 = -1$, so $x + (\sim x + 1) = 0$

Fractional binary numbers

- What is 1001.101_2 ?

Fractional binary numbers



- Representation

- Bits to right of “binary point” represent fractional powers of 2
- Represents rational number: $\sum_{k=-j}^i (b_k \cdot 2^k)$

Example: Fractional Binary Numbers

- What is 1001.101_2 ?

$$= 8 + 1 + \frac{1}{2} + \frac{1}{8} = 9 \frac{5}{8} = 9.625$$

- What is the binary representation of $13 \frac{9}{16}$?

1101.1001

Exercise 1: Fractional Binary Numbers

- Translate the following fractional numbers to their binary representation
 - $5 \frac{3}{4}$
 - $2 \frac{7}{8}$
 - $1 \frac{7}{16}$
- Translate the following fractional binary numbers to their decimal representation
 - .011
 - .11
 - 1.1

Representable Numbers

- Limitation #1

- Can only exactly represent numbers of the form $x/2^k$
- Other rational numbers have repeating bit representations

- Value Representation

- 1/3 0.0101010101 [01]...₂
- 1/5 0.001100110011 [0011]...₂
- 1/10 0.0001100110011 [0011]...₂

- Limitation #2

- Just one setting of binary point within the w bits
- Limited range of numbers (very small values? very large?)

Floating Point Representation

- Numerical Form: $(-1)^s \cdot M \cdot 2^E$
 - Sign bit s determines whether number is negative or positive
 - Significand M normally a fractional value in range $[1.0, 2.0)$
 - Exponent E weights value by power of two
- Examples:
 - 1.0
 - 1.25
 - 64
 - -.625

Exercise 2: Floating Point Numbers

- For each of the following numbers, specify a binary fractional number M in $[1.0, 2.0)$ and a binary number E such that the number is equal to $M \cdot 2^E$
 - $5 \frac{3}{4}$
 - $2 \frac{7}{8}$
 - $1 \frac{1}{2}$
 - $\frac{3}{4}$

Floating Point Representation

- Numerical Form: $(-1)^s \cdot M \cdot 2^E$
 - Sign bit s determines whether number is negative or positive
 - Significand M normally a fractional value in range $[1.0, 2.0)$
 - Exponent E weights value by power of two
- Encoding:



- s is sign bit s
- exp field encodes E (but is not equal to E)
 - normally $E = e_{k-1} \dots e_1 e_0 - (2^{k-1} - 1)$ — **bias**
- frac field encodes M (but is not equal to M)
 - normally $M = 1.f_{n-1} \dots f_1 f_0$

Float (32 bits):

- $k = 8, n = 23$
- bias = 127

Double (64 bits)

- $k=11, n = 52$
- bias = 1023

Exercise 3: Floating Point Representations

- What are the values of s , exp , and frac that correspond to the float representation of $5 \frac{3}{4}$, assuming 1-bit s , 3-bit exp , and 4-bit frac ?

s	$\text{exp} = e_{k-1} \dots e_1 e_0$	$\text{frac} = f_{n-1} \dots f_1 f_0$
-----	--------------------------------------	---------------------------------------

- $(-1)^s \cdot M \cdot 2^E$, $M = 1.0111$, $E = 2$
- s is sign bit s
- exp field encodes E (but is not equal to E)
 - normally $E = e_{k-1} \dots e_1 e_0 - (2^{k-1} - 1)$
- frac field encodes M (but is not equal to M)
 - normally $M = 1.f_{n-1} \dots f_1 f_0$
- Under those assumptions, what is the full representation of $5 \frac{3}{4}$ as a one-byte floating point value? Assume big-endian order.

Example: Floats

- What fractional number is represented by the bytes 0x3ec00000? Assume big-endian order.



- s is sign bit s
- exp field encodes E (but is not equal to E)
 - normally $E = e_{k-1} \dots e_1 e_0 - (2^{k-1} - 1)$
- frac field encodes M (but is not equal to M)
 - normally $M = 1.f_{n-1} \dots f_1 f_0$

- Float (32 bits):
- $k = 8, n = 23$
 - bias = 127

$$(-1)^s \cdot M \cdot 2^E$$

0011 1110 1100 0000 0000 0000 0000 0000

$s=0$ $\text{exp}=125$

$\text{frac} = 100000000000000000000000_2$

$s=0$ $E = -2$

$M = 1.100000000000000000000000_2 = 1.5_{10}$

$$(-1)^0 \cdot 1.5_{10} \cdot 2^{-2} = 1 \cdot \frac{3}{2} \cdot \frac{1}{4} = \frac{3}{8} = .375_{10} \qquad (-1)^0 \cdot 1.1_2 \cdot 2^{-2} = .011_2 = \frac{1}{4} + \frac{1}{8} = .375_{10}$$

Exercise 4: Floats

- What fractional number is represented by the bytes 0x423c0000? Assume big-endian order.

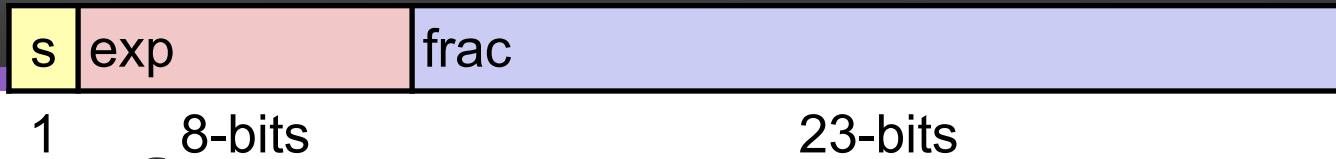


- s is sign bit s
- exp field encodes E (but is not equal to E)
 - normally $E = e_{k-1} \dots e_1 e_0 - (2^{k-1} - 1)$
- frac field encodes M (but is not equal to M)
 - normally $M = 1.f_{n-1} \dots f_1 f_0$

Float (32 bits):

- $k = 8, n = 23$
- bias = 127

$$(-1)^s \cdot M \cdot 2^E$$



Limitation so far...

- What is the smallest non-negative number that can be represented?



s=0 exp=0

frac = 000000000000000000000000₂

s=0 E = -127

M = 1.000000000000000000000000₂

$$(-1)^0 \cdot 1.0_2 \cdot 2^{-127} = 2^{-127}$$

Normalized and Denormalized



$$(-1)^s \cdot M \cdot 2^E$$

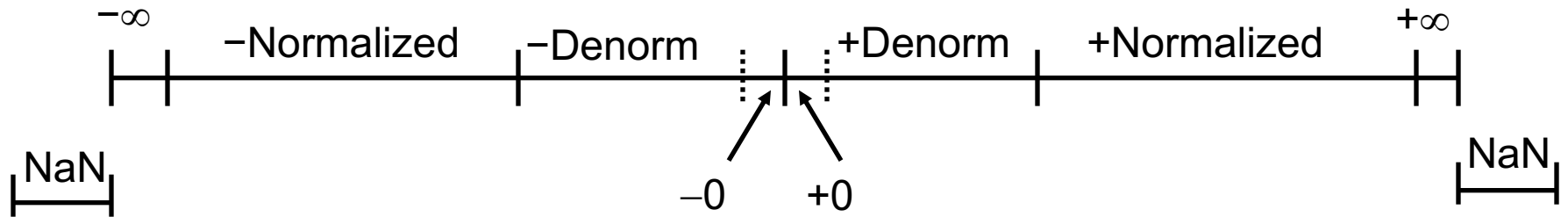
Normalized Values

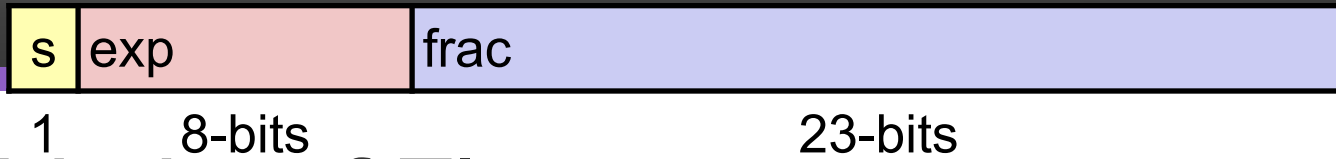
- exp is neither all zeros nor all ones (normal case)
- exponent is defined as $E = e_{k-1} \dots e_1 e_0 - \text{bias}$, where $\text{bias} = 2^{k-1} - 1$ (e.g., 127 for float or 1023 for double)
- significand is defined as $M = 1.f_{n-1}f_{n-2} \dots f_0$

• Denormalized Values

- exp is either all zeros or all ones
- if all zeros: $E = 1 - \text{bias}$ and $M = 0.f_{n-1}f_{n-2} \dots f_0$
- if all ones: infinity (if frac is all zeros) or NaN (if frac is non-zero)

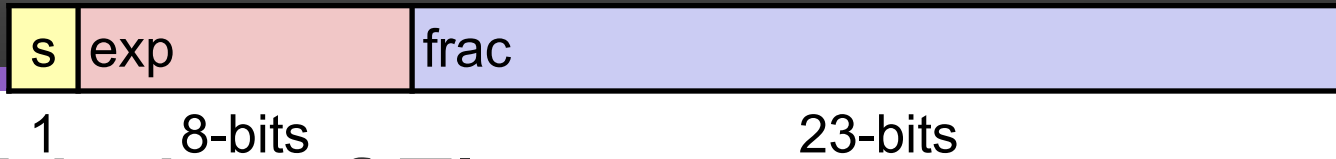
Visualization: Floating Point Encodings





Example: Limits of Floats

- What is the difference between the largest (non-infinite) positive number that can be represented as a (normalized) float and the second-largest?



Example: Limits of Floats

- What is the difference between the largest (non-infinite) positive number that can be represented as a (normalized) float and the second-largest?

0111 1111 0111 1111 1111 1111 1111 1111

s=0 E = 127 M = 1.111111111111111111111111₂

$$\text{largest} = 1.11111111111111111111111111111111_2 \cdot 2^{127}$$

$$\text{second_largest} = 1.1111111111111111111111111111110_2 \cdot 2^{127}$$

$$\text{diff} = 0.00000000000000000000000000000001_2 \cdot 2^{127} = 1_2 \cdot 2^{127-23} = \mathbf{2^{104}}$$

Correctness

- **Example 1: Is $(x + y) + z = x + (y + z)$?**
 - Ints: Yes!
 - Floats:
 - $(2^{30} + -2^{30}) + 3.14 \rightarrow 3.14$
 - $2^{30} + (-2^{30} + 3.14) \rightarrow 0.0$

Floating Point in C

- C Guarantees Two Levels
 - `float` single precision (32 bits)
 - `double` double precision (64 bits)
- Conversions/Casting
 - Casting between `int`, `float`, and `double` changes bit representation
 - `double/float` → `int`
 - Truncates fractional part
 - Like rounding toward zero
 - Not defined when out of range or NaN: Generally sets to TMin
 - `int` → `double`
 - Exact conversion,
 - `int` → `float`
 - Will round

Example: Casting with Floats

- Assume you have three variables: an int x, a float f, and a double d. Assume that all three variables store numeric values (not $+\infty$, $-\infty$, or NaN). Which of the following expressions are guaranteed to evaluate to True?
 1. `x == (int)(double)(x)`
 2. `x == (int)(float)(x)`
 3. `d == (double)(float) d`
 4. `f == (float)(double) f`

Example: Casting with Floats

- Assume you have three variables: an int x, a float f, and a double d. Assume that all three variables store numeric values (not $+\infty$, $-\infty$, or NaN). Which of the following expressions are guaranteed to evaluate to True?
 1. `x == (int)(double)(x)` **True**
 2. `x == (int)(float)(x)` **False**
 3. `d == (double)(float) d` **False**
 4. `f == (float)(double) f` **True**

Floating Point Operations

- All of the bitwise and logical operations still work
- Float arithmetic operations done by separate hardware unit (FPU)