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# Floating Points



# The Problem

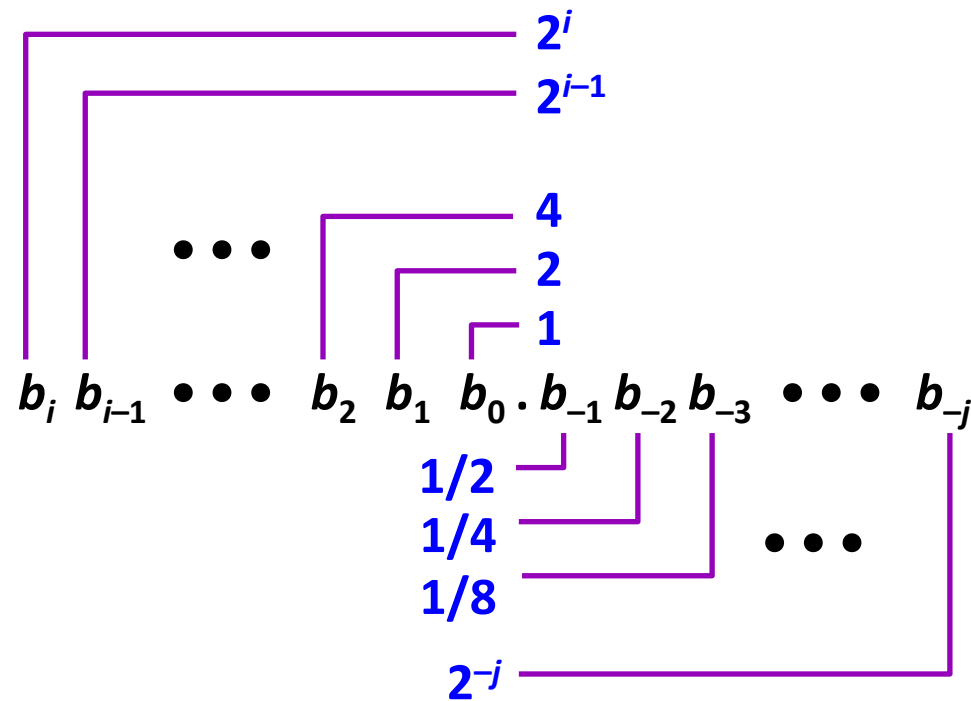
- How to represent fractional values with finite number of bits?
  - 0.1
  - 0.612
  - 3.14159265358979323846264338327950288...
- Wide ranges of numbers
  - 1 Light-Year = 9,460,730,472,580.8 km
  - The radius of a hydrogen atom: 0.0000000000025 m

# Fractional Binary Numbers (I)

## Representation

- Bits to right of “binary point” represent fractional powers of 2
- Represents rational number:

$$\sum_{k=-j}^i b_k \cdot 2^k$$



# Fractional Binary Numbers (2)

- Examples:

Value	Representation
$5 \frac{3}{4}$	$101.11_2$
$2 \frac{7}{8}$	$10.111_2$
$\frac{63}{64}$	$0.111111_2$

- Observations

- Divide by 2 by shifting right
- Multiply by 2 by shifting left
- Numbers of form  $0.111111.._2$  just below 1.0
  - $1/2 + 1/4 + 1/8 + \dots + 1/2^i + \dots \rightarrow 1.0$
  - Use notation  $1.0 - \epsilon$

# Fractional Binary Numbers (3)

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

Value	Representation
$1/3$	<b>0.0101010101[01]...<sub>2</sub></b>
$1/5$	<b>0.001100110011[0011]...<sub>2</sub></b>
$1/10$	<b>0.0001100110011[0011]...<sub>2</sub></b>

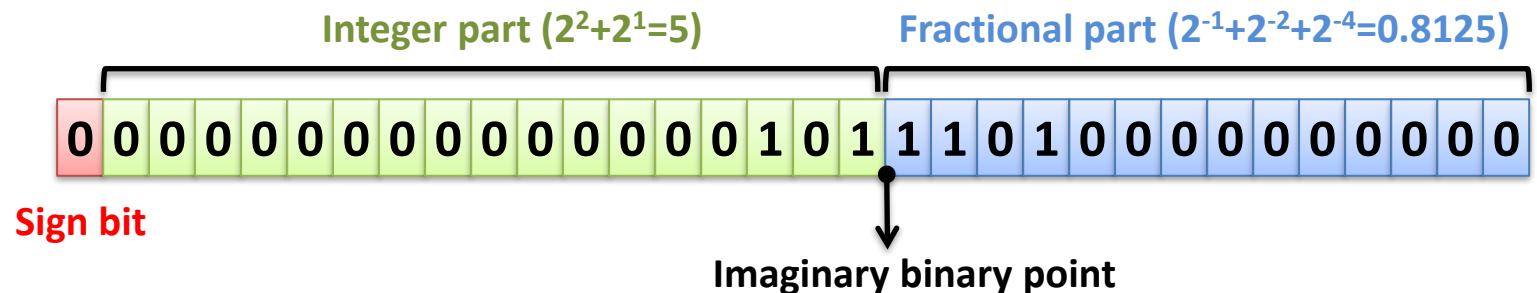
# Fixed Points

# Fixed-Point Representation (I)

## ▪ $p.q$ Fixed-point representation

- Use the rightmost  $q$  bits of an integer as representing a fraction
- Example: 17.14 fixed-point representation
  - 1 bit for sign bit
  - 17 bits for the integer part
  - 14 bits for the fractional part
  - An integer  $x$  represents the real number  $x / 2^{14}$
  - Maximum value:  $(2^{31} - 1) / 2^{14} \approx 131071.999$

$$-b_p \cdot 2^p + \sum_{k=-q}^{p-1} b_k \cdot 2^k$$



# Fixed-Point Representation (2)

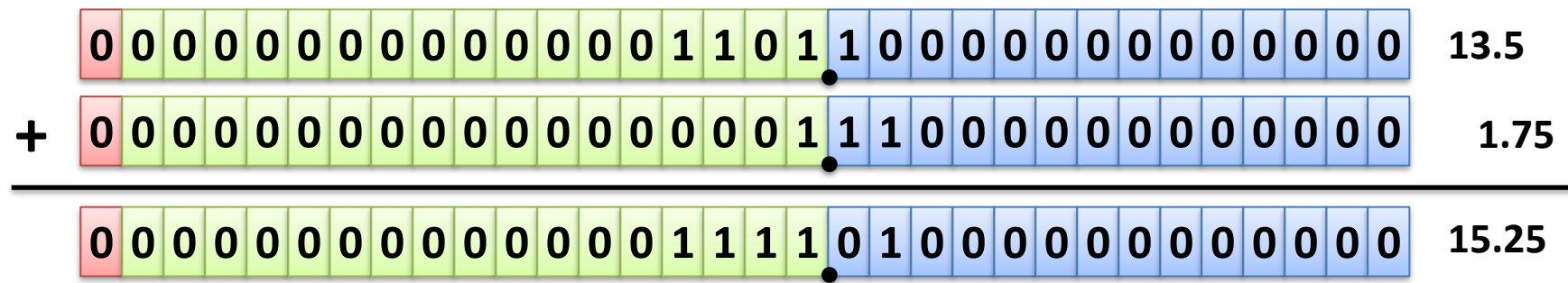
## ■ Properties

- Convert  $n$  to fixed point:

$$n * f \quad (= n \ll q)$$

- Add  $x$  and  $y$ :

$$x + y$$



- Subtract  $y$  from  $x$ :

$$x - y$$

- Add  $x$  and  $n$ :

$$x + n * f$$

- Multiply  $x$  by  $n$ :

$$x * n$$

- Divide  $x$  by  $n$ :

$$x / n$$

$x, y$ : fixed-point number  
 $n$ : integer  
 $f = 1 \ll q$



# Fixed-Point Representation (3)

## ■ Pros

- Simple
- Can use integer arithmetic to manipulate
- No floating-point hardware needed
- Used in many low-cost embedded processors or DSPs (digital signal processors)

## ■ Cons

- Cannot represent wide ranges of numbers

# Representing Floating Points

Chap. 3.5

# Representing Floating Points

- **IEEE standard 754**
  - Established in 1985 as uniform standard for floating-point arithmetic
    - Before that, many idiosyncratic formats
    - Portability issues for scientific code
  - Supported by all major CPUs
  - William Kahan, a primary architect of IEEE 754, won the Turing Award in 1989
  - Driven by numerical concerns
    - Nice standards for rounding, overflow, underflow
    - Hard to make go fast
    - Numerical analysts predominated over hardware types in defining standard

# FP Representation

- Numerical form:  $-I^s \times M \times 2^E$ 
  - 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



- MSB is sign bit **s** (0: non-negative, 1: negative)
- **exp** field encodes **E** (Exponent)
- **frac** field encodes **M** (Mantissa)

# FP Precisions



- **Single precision**
  - 8 *exp* bits, 23 *frac* bits (32 bits total)
- **Double precision**
  - 11 *exp* bits, 52 *frac* bits (64 bits total)
- **Extended precision**
  - 15 *exp* bits, 63 *frac* bits
  - Only found in Intel-compatible machines
  - Stored in 80 bits (1 bit wasted)

# Normalized Values

- Condition:  $\mathbf{exp} \neq 000\dots 0$  and  $\mathbf{exp} \neq 111\dots 1$
- Exponent coded as a biased value
  - $E = \mathbf{Exp} - \mathbf{Bias}$
  - $\mathbf{Exp}$ : unsigned value denoted by  $\mathbf{exp}$
  - $\mathbf{Bias}$ : Bias value ( $=2^{k-1}-1$ , where  $k$  is the number of  $\mathbf{exp}$  bits)
    - Single precision ( $k=8$ ): 127 ( $\mathbf{Exp}$ : 1..254,  $E$ : -126..127)
    - Double precision ( $k=11$ ): 1023 ( $\mathbf{Exp}$ : 1..2046,  $E$ : -1022..1023)
- Significand coded with implied leading 1
  - $M = 1.\mathbf{xxx}\dots\mathbf{x}_2$ 
    - Minimum when  $\mathbf{frac} = 000\dots 0$  ( $M = 1.0$ )
    - Maximum when  $\mathbf{frac} = 111\dots 1$  ( $M = 2.0 - \epsilon$ )
  - Get extra leading bit for “free”

# Normalized Values: Example

▪ float  $f = 2003.0;$

•  $2003_{10} = 11111010011_2 = 1.1111010011_2 \times 2^{10}$

▪ Significand

•  $M = 1.\underline{1111010011}_2$

•  $frac = \underline{1111010011}0000000000000000_2$

▪ Exponent

•  $E = 10$

•  $Exp = E + Bias = 10 + 127 = 137 = 10001001_2$

Hex:	4	4	F	A	6	0	0	0
Binary:	0100	0100	1111	1010	0110	0000	0000	0000
137:	100	0100	1					
2003:			1111	1010	0110			

# Denormalized Values

- Condition:  **$exp = 000\dots 0$**
- Value
  - Exponent value  $E = 1 - Bias$
  - Significand value  $M = 0.xxx\dots x_2$  (no implied leading 1)
- **Case 1:  $exp = 000\dots 0, frac = 000\dots 0$** 
  - Represents value 0.0
  - Note that there are distinct values +0 and -0
- **Case 2:  $exp = 000\dots 0, frac \neq 000\dots 0$** 
  - Numbers very close to 0.0
  - “Gradual underflow”: possible numeric values are spaced evenly near 0.0



# Special Values

- Condition:  **$exp = 111\dots 1$**
- **Case 1:  $exp = 111\dots 1, frac = 000\dots 0$** 
  - Represents value  $\infty$  (infinity)
  - Operation that overflows
  - Both positive and negative
  - e.g.  $1.0/0.0 = -1.0/-0.0 = +\infty$ ,  $1.0/-0.0 = -\infty$
- **Case 2:  $exp = 111\dots 1, frac \neq 000\dots 0$** 
  - Not-a-Number (NaN)
  - Represents case when no numeric value can be determined
  - e.g.  $\text{sqrt}(-1)$ ,  $\infty - \infty$ ,  $\infty * 0.0$ , ...

# Tiny FP Example (I)

- 8-bit floating point representation
  - The sign bit is in the most significant bit
  - The next four bits are the *exp*, with a bias of 7
  - The last three bits are the *frac*
- Same general form as IEEE format
  - Normalized, denormalized
  - Representation of 0, NaN, infinity



# Tiny FP Example (2)

- Values related to the exponent (**Bias** = 7)

Description	Exp	exp	E = Exp - Bias	$2^E$
<b>Denormalized</b>	<b>0</b>	<b>0000</b>	<b>-6</b>	<b>1/64</b>
<b>Normalized</b>	<b>1</b>	<b>0001</b>	<b>-6</b>	<b>1/64</b>
	<b>2</b>	<b>0010</b>	<b>-5</b>	<b>1/32</b>
	<b>3</b>	<b>0011</b>	<b>-4</b>	<b>1/16</b>
	<b>4</b>	<b>0100</b>	<b>-3</b>	<b>1/8</b>
	<b>5</b>	<b>0101</b>	<b>-2</b>	<b>1/4</b>
	<b>6</b>	<b>0110</b>	<b>-1</b>	<b>1/2</b>
	<b>7</b>	<b>0111</b>	<b>0</b>	<b>1</b>
	<b>8</b>	<b>1000</b>	<b>1</b>	<b>2</b>
	<b>9</b>	<b>1001</b>	<b>2</b>	<b>4</b>
	<b>10</b>	<b>1010</b>	<b>3</b>	<b>8</b>
	<b>11</b>	<b>1011</b>	<b>4</b>	<b>16</b>
	<b>12</b>	<b>1100</b>	<b>5</b>	<b>32</b>
	<b>13</b>	<b>1101</b>	<b>6</b>	<b>64</b>
	<b>14</b>	<b>1110</b>	<b>7</b>	<b>128</b>
<b>inf, NaN</b>	<b>15</b>	<b>1111</b>	<b>-</b>	<b>-</b>

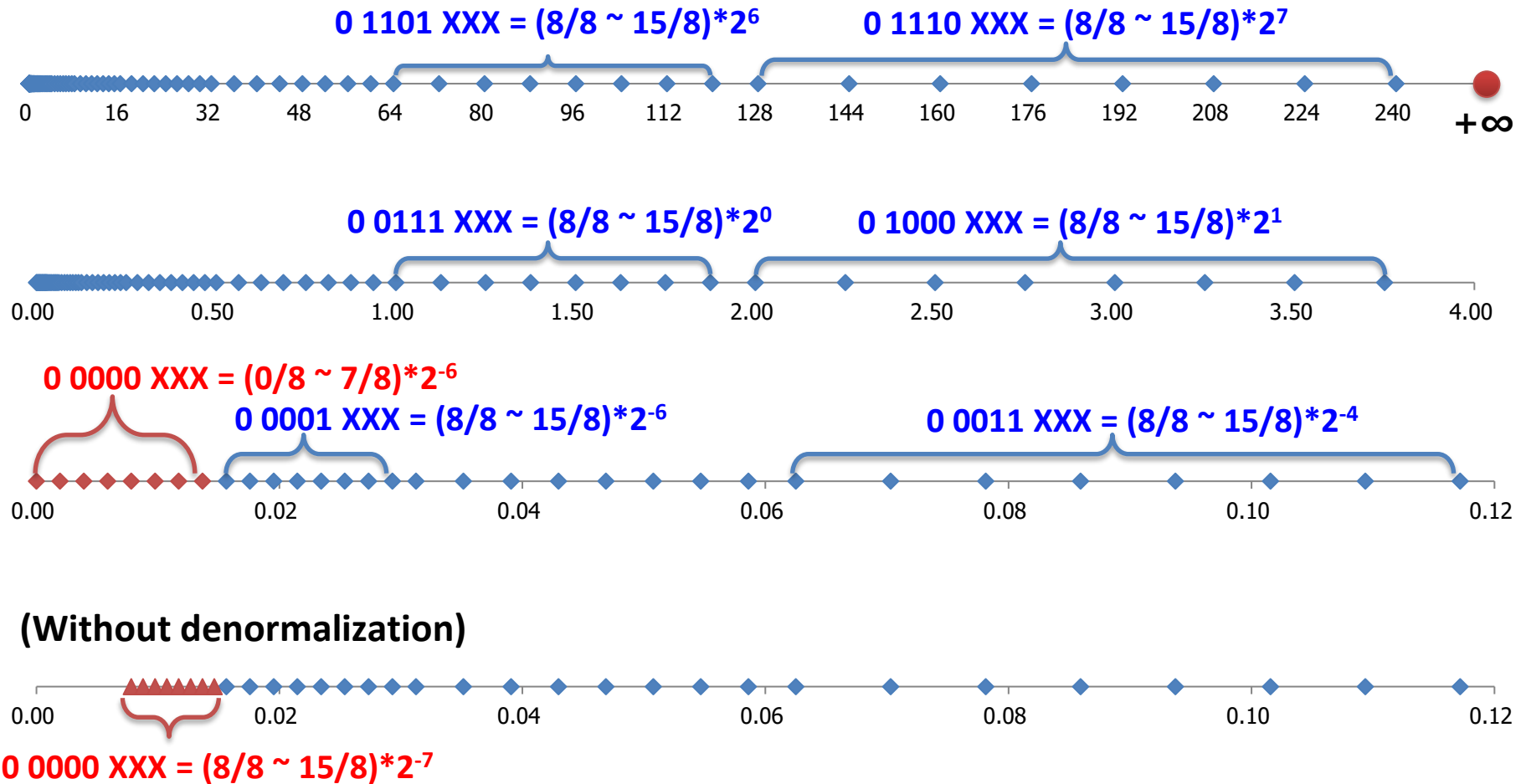
# Tiny FP Example (3)

- Dynamic range

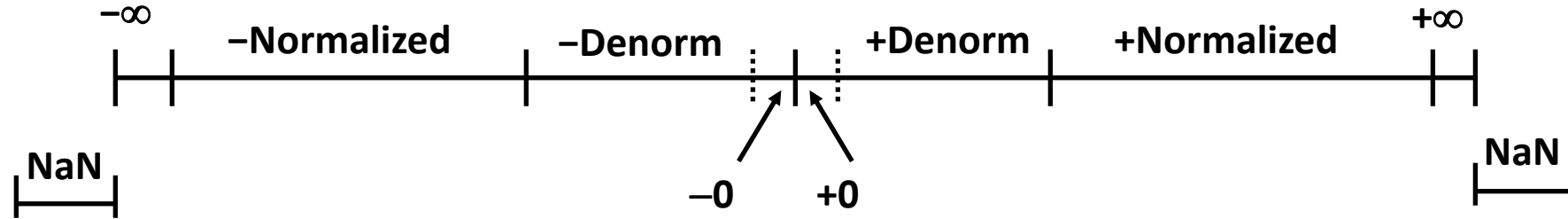
Description	Bit representation	e	E	f	M	V	
Zero	0 0000 000	0	-6	0	0	0	
Smallest pos.	0 0000 001	0	-6	1/8	1/8	1/512	
	0 0000 010	0	-6	2/8	2/8	2/512	
	0 0000 011	0	-6	3/8	3/8	3/512	
	0 0000 110	0	-6	6/8	6/8	6/512	
	0 0000 111	0	-6	7/8	7/8	7/512	
Largest denorm.	0 0000 111	0	-6	7/8	7/8	7/512	
Smallest norm.	0 0001 000	1	-6	0	8/8	8/512	
	0 0001 001	1	-6	1/8	9/8	9/512	
	0 0110 110	6	-1	6/8	14/8	14/16	
	0 0110 111	6	-1	7/8	15/8	15/16	
	One	0 0111 000	7	0	0	8/8	1
		0 0111 001	7	0	1/8	9/8	9/8
		0 0111 010	7	0	2/8	10/8	10/8
		0 1110 110	14	7	6/8	14/8	224
Largest norm.	0 1110 111	14	7	7/8	15/8	240	
	0 1111 000	-	-	-	-	$+\infty$	

# Tiny FP Example (4)

- Encoded values (nonnegative numbers only)

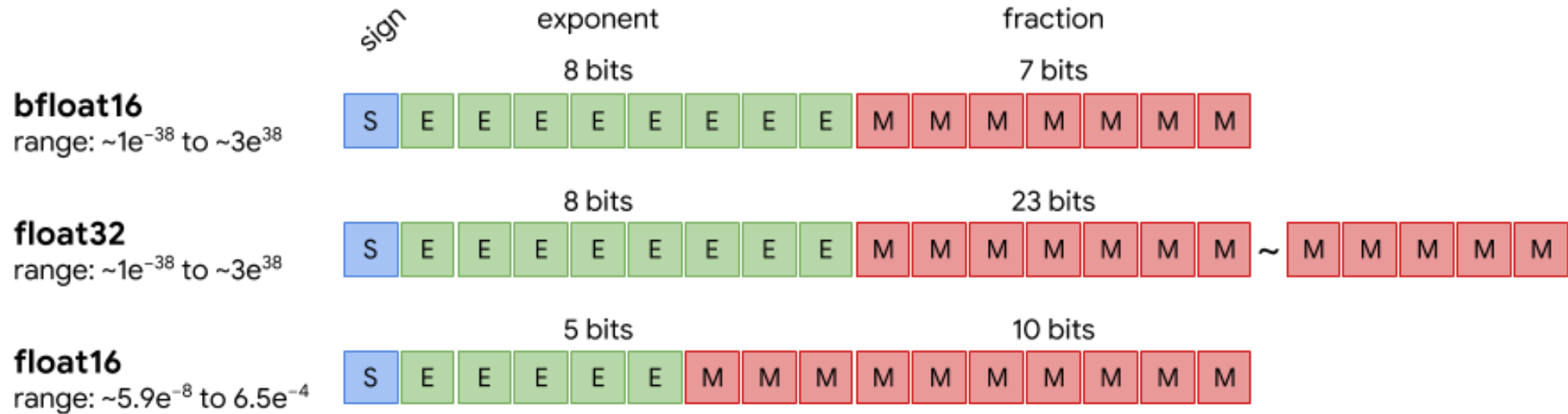


# Interesting Numbers



Description	exp	frac	Numeric Value
Zero	000 ... 00	000 ... 00	0.0
Smallest Positive denormalized	000 ... 00	000 ... 01	Single: $2^{-23} \times 2^{-126} \approx 1.4 \times 10^{-45}$ Double: $2^{-52} \times 2^{-1022} \approx 4.9 \times 10^{-324}$
Largest Denormalized	000 ... 00	111 ... 11	Single: $(1.0 - \epsilon) \times 2^{-126} \approx 1.18 \times 10^{-38}$ Double: $(1.0 - \epsilon) \times 2^{-1022} \approx 2.2 \times 10^{-308}$
Smallest Positive Normalized	000 ... 01	000 ... 00	Single: $1.0 \times 2^{-126}$ , Double: $1.0 \times 2^{-1022}$ (Just larger than largest denormalized)
One	011 ... 11	000 ... 00	1.0
Largest Normalized	111 ... 10	111 ... 11	Single: $(2.0 - \epsilon) \times 2^{127} \approx 3.4 \times 10^{38}$ Double: $(2.0 - \epsilon) \times 2^{1023} \approx 1.8 \times 10^{308}$

# IEEE FP16 vs. Google Bfloat16



## ■ Google bfloat16

- Introduced by Google in 2018 for TPUs (Supported by Intel NPUs too)
- Same dynamic range as FP32
- Smaller mantissa reduces power and physical silicon area

# Manipulating Floating Points

Chap. 3.5, 3.9 – 3.10



# Special Properties

- FP zero same as integer zero
  - All bits = 0
- Can (almost) use unsigned integer comparison
  - Must first compare sign bits
  - Must consider  $-0 = 0$
  - NaNs problematic
    - Will be greater than any other values
  - Otherwise OK
    - Denormalized vs. normalized
    - Normalized vs. Infinity

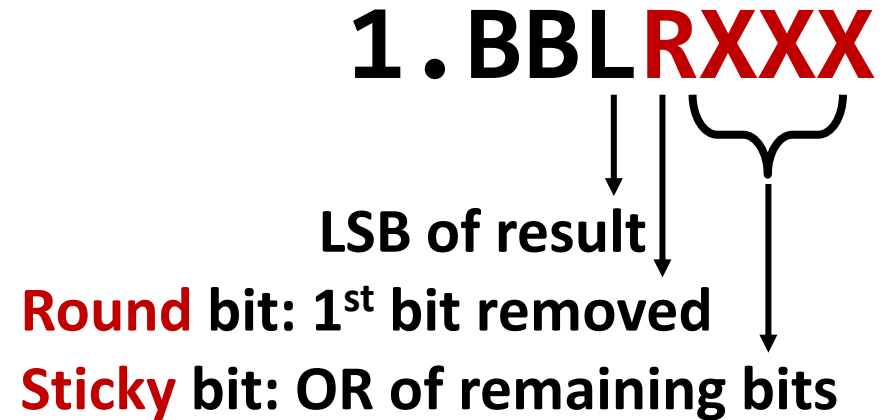
# Rounding

- For a given value  $x$ , finding the “closest” matching value  $x'$  that can be represented in the FP format
- IEEE 754 defines four rounding modes
  - Round-to-even avoids statistical bias by rounding upward or downward so that the least significant digit is even

Rounding modes	\$1.40	\$1.60	\$1.50	\$2.50	\$-1.50
Round-toward-zero	\$1	\$1	\$1	\$2	\$-1
Round-down ( $-\infty$ )	\$1	\$1	\$1	\$2	\$-2
Round-up ( $+\infty$ )	\$2	\$2	\$2	\$3	\$-1
<b>Round-to-even (default)</b> or Round-to-nearest	\$1	\$2	\$2	\$2	\$-2

# Round-to-Even

- Round up conditions
  - $R = 1, S = 1 \rightarrow > 0.5$
  - $L = 1, R = 1, S = 0 \rightarrow$  Round to even



Value	Fraction	LRS	Up?	Rounded
128	1.000 <b>0000</b> ( $\times 2^7$ )	000	No	1.000
13	1.101 <b>0000</b> ( $\times 2^3$ )	100	No	1.101
17	1.000 <b>1000</b> ( $\times 2^4$ )	010	No	1.000
19	1.001 <b>1000</b> ( $\times 2^4$ )	110	Yes	1.010
138	1.000 <b>1010</b> ( $\times 2^7$ )	011	Yes	1.001
63	1.111 <b>1100</b> ( $\times 2^5$ )	111	Yes	10.000

# FP Addition

- Adding two numbers:

(Assume  $E1 > E2$ )

1. Align binary points

- Shift number with smallest exponent
- Shift right  $M2$  by  $E1 - E2$

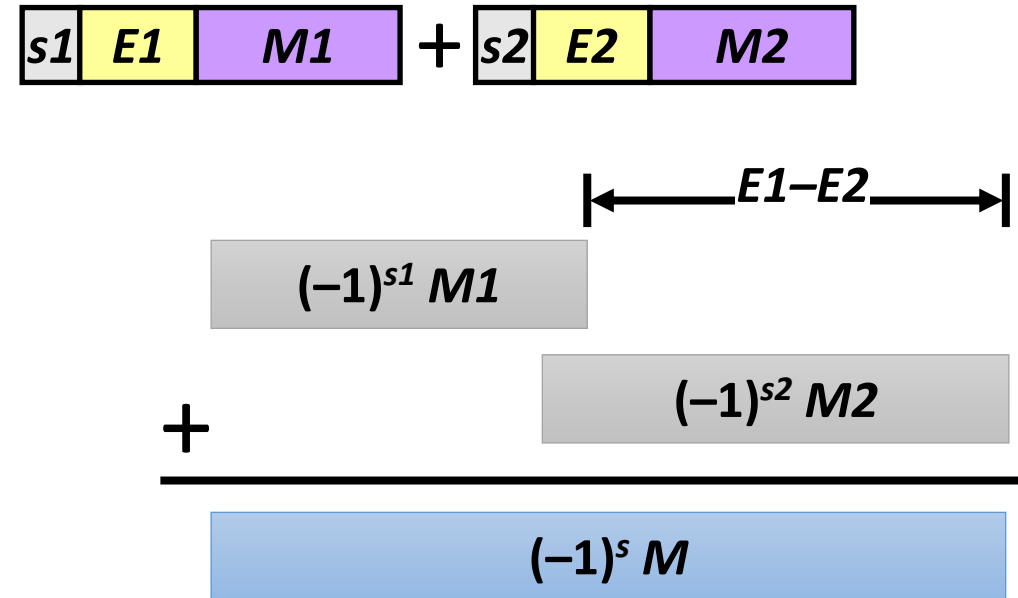
2. Add significands

- Result: Sign  $s$ , Significand  $M$ , Exponent  $E (= E1)$

3. Normalize result & check for over/underflow

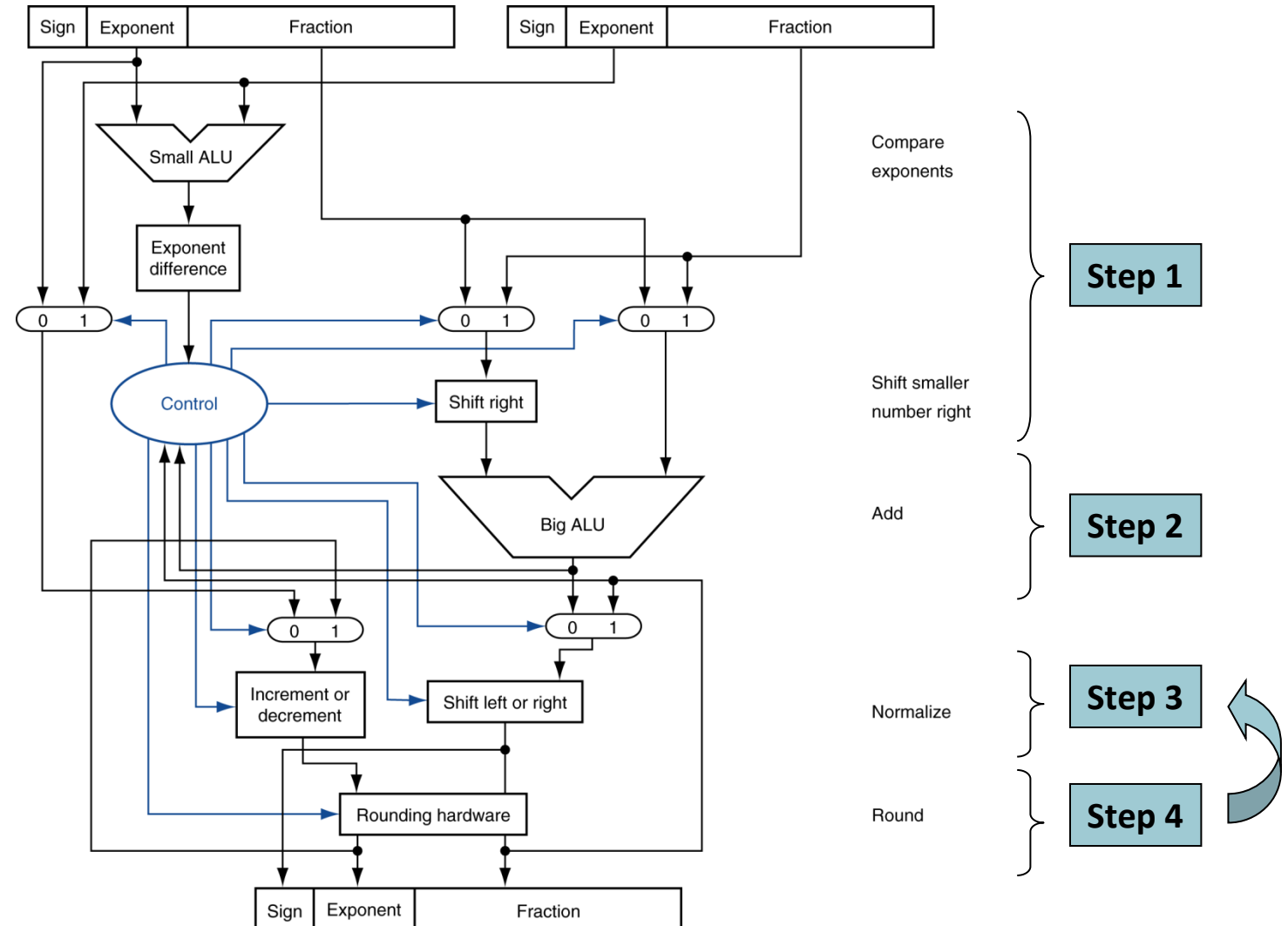
- if ( $M \geq 2$ ), shift  $M$  right, increment  $E$
- if ( $M < 1$ ), shift  $M$  left  $k$  positions, decrement  $E$  by  $k$

4. Round  $M$  and renormalize if necessary



# FP Adder Hardware

- Much more complex than integer adder



# FP Multiplication

- Multiplying two numbers:

1. Add exponents

- $E = E1 + E2$

2. Multiply significands

- $M = M1 \times M2$

3. Normalize result & check for over/underflow  
check for overflow (E out of range?)

- if ( $M \geq 2$ ), shift  $M$  right, increment  $E$

- if ( $M < 1$ ), shift  $M$  left  $k$  positions, decrement  $E$  by  $k$

4. Round  $M$  and renormalize if necessary

5. Determine sign

- $s = s1 \wedge s2$



# FP Arithmetic Hardware

- FP multiplier is of similar complexity to FP adder
  - But uses a multiplier for significands instead of an adder
- FP arithmetic hardware usually does
  - Addition, subtraction, multiplication, division, reciprocal, square-root, ...
  - FP  $\leftrightarrow$  integer conversion
- Completing an operation in one clock cycle would take too long
  - Much longer than integer operations
  - Slower clock would penalize all instructions
- Operations usually take several cycles
  - Can be pipelined

# Floating Points in C

- C guarantees two levels
  - `float` (single precision) vs. `double` (double precision)
- Conversions
  - `double` or `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, as long as `int` has  $\leq 53$  bit word size
  - `int` → `float`
    - Will round according to rounding mode



# FP Example I

```
#include <stdio.h>

int main ()
{
    int n = 123456789;
    int nf, ng;
    float f;
    double g;

    f = (float) n;
    g = (double) n;
    nf = (int) f;
    ng = (int) g;
    printf ("nf=%d ng=%d\n", nf, ng);
}
```

# FP Example 2

```
#include <stdio.h>

int main ()
{
    double d;

    d = 1.0 + 0.1 + 0.1 + 0.1 + 0.1 + 0.1
        + 0.1 + 0.1 + 0.1 + 0.1 + 0.1;

    printf ("d = %.20f\n", d);
}
```

# FP Example 3

```
#include <stdio.h>

int main ()
{
    float f1 = (3.14 + 1e20) - 1e20;
    float f2 = 3.14 + (1e20 - 1e20);

    printf ("f1 = %f, f2 = %f\n", f1, f2);
}
```

# Ariane 5

- Ariane 5 tragedy (June 4, 1996)
  - Exploded 37 seconds after liftoff
  - Satellites worth \$500 million
- Why?
  - Computed horizontal velocity as floating-point number
  - Converted to 16-bit integer
    - Careful analysis of Ariane 4 trajectory proved 16-bit is enough
  - Reused a module from 10-year-old software
    - Overflowed for Ariane 5
    - No precise specification for the software



# Byte Ordering

Chap. 2.3, 2.9

# Data Types in C

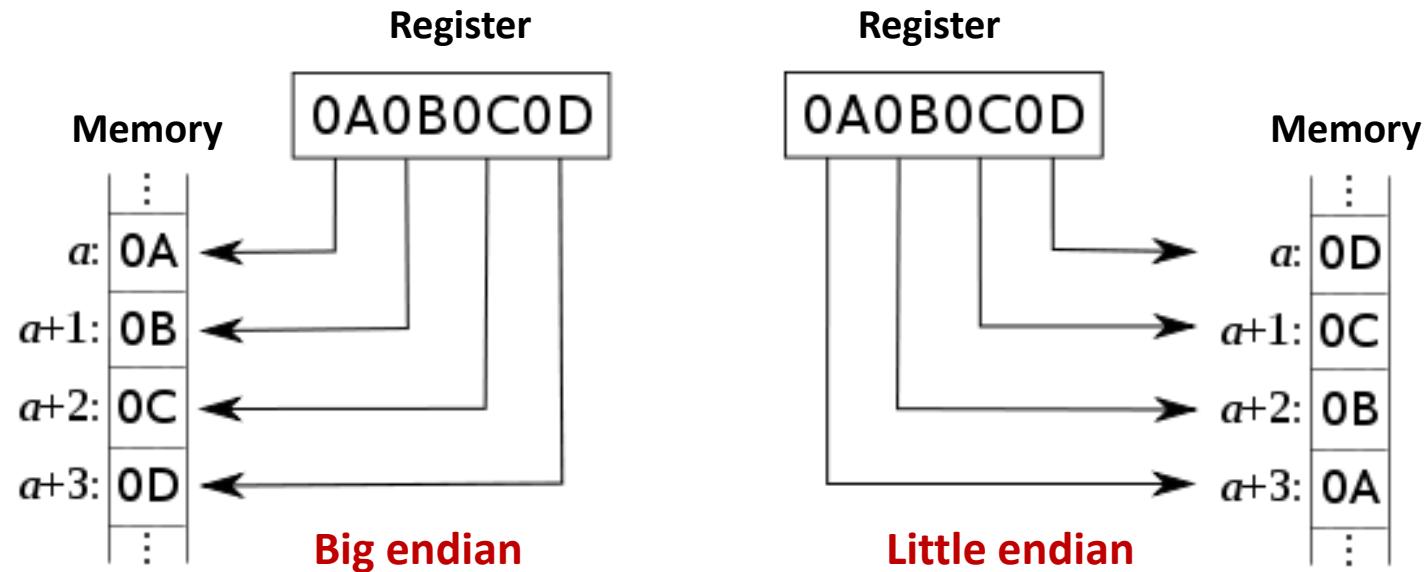
C Data Type	Typical 32-bit	Typical 64-bit	x86-64
char	1	1	1
short	2	2	2
int	4	4	4
long	4	8	8
long long	8	8	8
float	4	4	4
double	8	8	8
long double	-	-	10/16
pointer	4	8	8

# Byte Ordering

- How are the bytes within a multi-byte word ordered in memory?
- Conventions
  - Big endian: Sun, PowerPC Mac, Internet
  - Little endian: Intel x86, ARM running Android & iOS, RISC-V
- Note:
  - Alpha and PowerPC can run in either mode, with the byte ordering convention determined when the chip is powered up
  - Problem when the binary data is communicated over a network between different machines

# Big vs. Little Endian

- Big endian
  - Least significant byte has highest address
- Little endian
  - Least significant byte has lowest address





# Example

- What is the output of this program?
  - Solaris/SPARC: ?
  - Linux/x86-64: ?

```
#include <stdio.h>

union {
    int i;
    unsigned char c[4];
} u;

int main () {
    u.i = 0x12345678;
    printf ("%x %x %x %x\n",
           u.c[0], u.c[1], u.c[2], u.c[3]);
}
```

# Character Sets

- **ASCII: 128 characters**

- 95 graphic, 33 control

ASCII Code Chart

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

- **Latin-1: 256 characters**

- ASCII + 96 more graphic characters

- **Unicode: 32-bit character set**

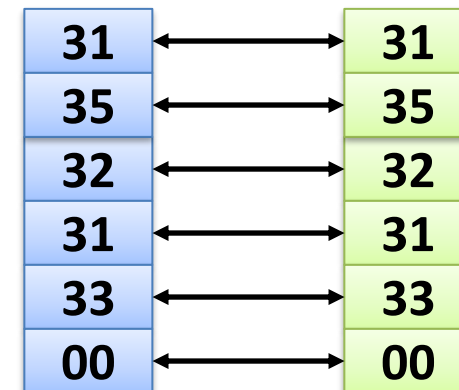
- Used in Java, C++ wide characters, ...
- Most of the world's alphabets, plus symbols
- UTF-8, UTF-16: variable-length encodings

# Representing Strings

- **Strings in C**
  - Represented by array of characters
  - Each character encoded in ASCII format
    - Standard 7-bit encoding of character set
    - Character '0' has code 0x30
    - Digit  $i$  has code  $0x30 + i$
  - String should be null-terminated
    - Final character = 0x00
- **Compatibility**
  - Byte ordering not an issue

`char S[6] = "15213";`

Linux/Alpha S    Sun S



# Summary

- Floating points important for scientific code (and machine learning)
- Computer representations of numbers
  - Finite range and precision
  - Overflow/underflow
  - Floating points violate associativity / distributivity
  - Different machines follow different byte ordering
- Bits have no inherent meaning
  - Interpretation depends on the instructions applied