

9-Apr-2024

Term 1 / Week 11

Floating Point Number
IEEE Standard 754

In the early days, computer manufacturers had their own way of representing floating point numbers

In 1985, Institution of Electrical & Electronic Engineers (USA) introduced the standard IEEE 754 to represent floating point numbers.

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This provides a range of $\approx 10^{-308}$ to 10^{+308}

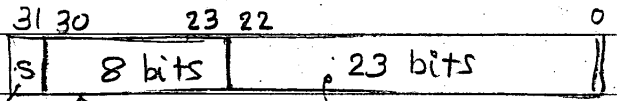
The quirky features of IEEE standard 754 are:

- Most significant bit of the mantissa is not explicitly stored, since it is always binary 1. Hence, we effectively get a 24 bit mantissa with only 23 bits!

- Due to explicit sign bit for mantissa; +0 & -0 are treated as equal for comparison.

The standard is a bit quirky, but it is aimed at the efficiency of the hardware design for floating point processors.

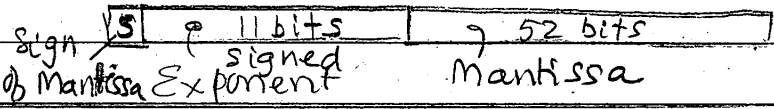
The standard provides for - 32 bit (Single precision) numbers



Sign of Mantissa, Signed Exponent, Mantissa

This provides a number range from $\approx 10^{-38}$ to 10^{+38}

- 64 bit (Double Precision) numbers

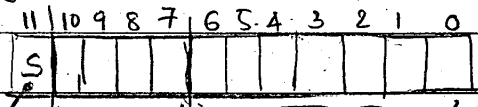


Sign of Mantissa, Signed Exponent, Mantissa

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- Most confusing part is the signed exponent; which uses a "bias" system, instead of 2's complement! There is of course, a reason for this madness!!

To understand biased exponent, let us go back to our hypothetical 12 bit computer.



Sign of Mantissa, Exponent, Mantissa

Let us also consider the same example of last week.

