

# Floating Point Representation

Computational Physics

# Floating Decimal Point : Scientific Form

256.78 is written as  $+ 2.5678 \times 10^2$

0.003678 is written as  $+ 3.678 \times 10^{-3}$

$- 256.78$  is written as  $- 2.5678 \times 10^2$

# Example

The form is

$$\text{sign} \times \text{mantissa} \times 10^{\text{exponent}}$$

or

$$\sigma \times m \times 10^e$$

Example: For

$$-2.5678 \times 10^2$$

$$\sigma = -1$$

$$m = 2.5678$$

$$e = 2$$

# Floating Point Format for Binary Numbers

$$y = \sigma \times m \times 2^e$$

$\sigma$  = sign of number (0 for + ve, 1 for - ve)

$m$  = mantissa  $[(1)_2 < m < (10)_2]$

1 is not stored as it is always given to be 1.

$e$  = integer exponent

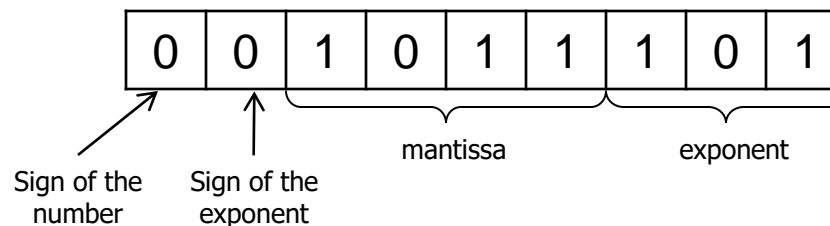
# Example

9 bit-hypothetical word

- the first bit is used for the sign of the number,
- the second bit for the sign of the exponent,
- the next four bits for the mantissa, and
- the next three bits for the exponent

$$(54.75)_{10} = (110110.11)_2 = (1.1011011)_2 \times 2^5 \\ \cong (1.1011)_2 \times (101)_2$$

We have the representation as



# Machine Epsilon

Defined as the measure of accuracy and found by difference between 1 and the next number that can be represented

# Example

Ten bit word

- Sign of number
- Sign of exponent
- Next four bits for exponent
- Next four bits for mantissa

$$\boxed{0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0} = (1)_{10}$$

Next number →  $\boxed{0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1} = (1.0001)_2 = (1.0625)_{10}$

$$\epsilon_{mach} = 1.0625 - 1 = 2^{-4}$$

# Relative Error and Machine Epsilon

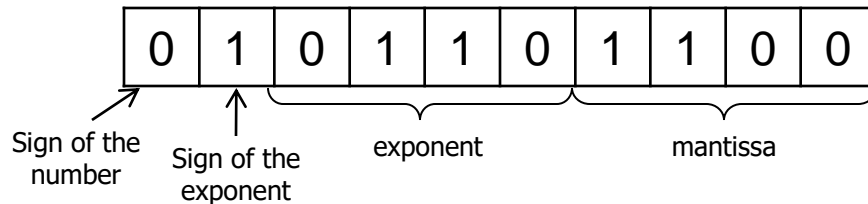
The absolute relative true error in representing a number will be less than the machine epsilon

Example

$$(0.02832)_{10} \cong (1.1100)_2 \times 2^{-5}$$

$$= (1.1100)_2 \times 2^{-(0110)_2}$$

10 bit word (sign, sign of exponent, 4 for exponent, 4 for mantissa)



$$(1.1100)_2 \times 2^{-(0110)_2} = 0.0274375$$

$$\epsilon_a = \left| \frac{0.02832 - 0.0274375}{0.02832} \right|$$

$$= 0.034472 < 2^{-4} = 0.0625$$



# IEEE 754 Standards for Single Precision Representation

Computational Physics

# IEEE-754 Floating Point Standard

- Standardizes representation of floating point numbers on different computers in single and double precision.
- Standardizes representation of floating point operations on different computers.

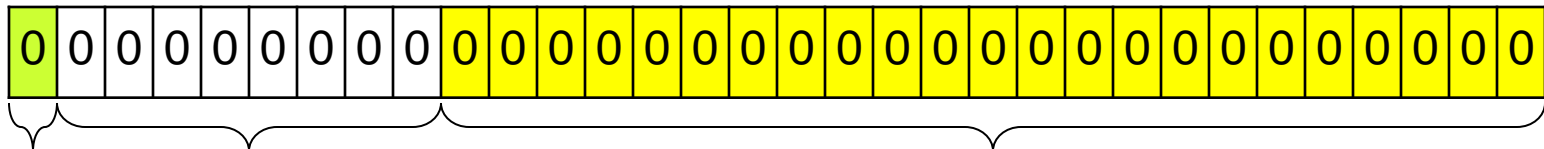
# One Great Reference

What every computer scientist (and even if you are not) should know about floating point arithmetic!

<http://www.validlab.com/goldberg/paper.pdf>

# IEEE-754 Format Single Precision

32 bits for single precision



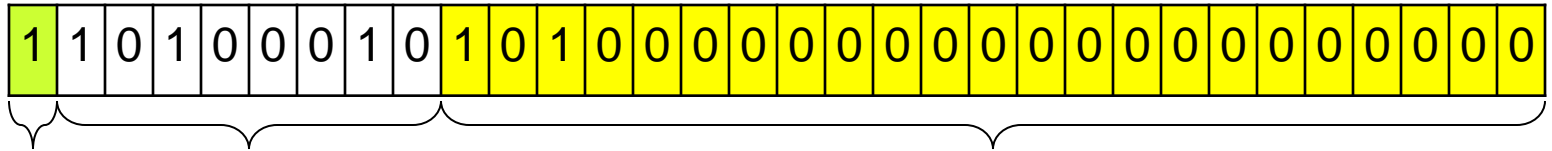
Sign  
(s)

Biased  
Exponent (e')

Mantissa (m)

$$\text{Value} = (-1)^s \times (1.m)_2 \times 2^{e'-127}$$

# Example# 1



Sign  
(s)

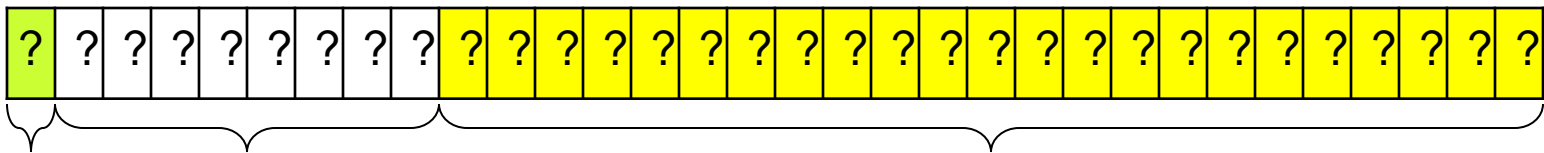
Biased  
Exponent (e')

Mantissa (m)

$$\begin{aligned}\text{Value} &= (-1)^s \times (1.m)_2 \times 2^{e'-127} \\ &= (-1)^1 \times (1.10100000)_2 \times 2^{(10100010)_2 - 127} \\ &= (-1) \times (1.625) \times 2^{162-127} \\ &= (-1) \times (1.625) \times 2^{35} = -5.5834 \times 10^{10}\end{aligned}$$

# Example#2

Represent  $-5.5834 \times 10^{10}$  as a single precision floating point number.



Sign  
(s)

Biased  
Exponent (e')

Mantissa (m)

$$-5.5834 \times 10^{10} = (-1)^1 \times (1.?) \times 2^{\pm?}$$

# Exponent for 32 Bit IEEE-754

8 bits would represent

$$0 \leq e' \leq 255$$

Bias is 127; so subtract 127 from representation

$$-127 \leq e \leq 128$$

# Exponent for Special Cases

Actual range of  $e'$

$$1 \leq e' \leq 254$$

$e' = 0$  and  $e' = 255$  are reserved for special numbers

Actual range of  $e$

$$-126 \leq e \leq 127$$



# Special Exponents and Numbers

$e' = 0$  — all zeros

$e' = 255$  — all ones

s	$e'$	m	Represents
0	all zeros	all zeros	0
1	all zeros	all zeros	-0
0	all ones	all zeros	$\infty$
1	all ones	all zeros	$-\infty$
0 or 1	all ones	non-zero	NaN

# IEEE-754 Format

The largest number by magnitude

$$(1.1\dots\dots 1)_2 \times 2^{127} = 3.40 \times 10^{38}$$

The smallest number by magnitude

$$(1.00\dots\dots 0)_2 \times 2^{-126} = 2.18 \times 10^{-38}$$

Machine epsilon

$$\mathcal{E}_{mach} = 2^{-23} = 1.19 \times 10^{-7}$$

# Additional Resources

For all resources on this topic such as digital audiovisual lectures, primers, textbook chapters, multiple-choice tests, worksheets in MATLAB, MATHEMATICA, MathCad and MAPLE, blogs, related physical problems, please visit

[Computational Physics](#)  
[/topics/floatingpoint\\_representation.html](#)

**THE END**

**Computational Physics**