Floating Point I

CSE 351 Autumn 2018

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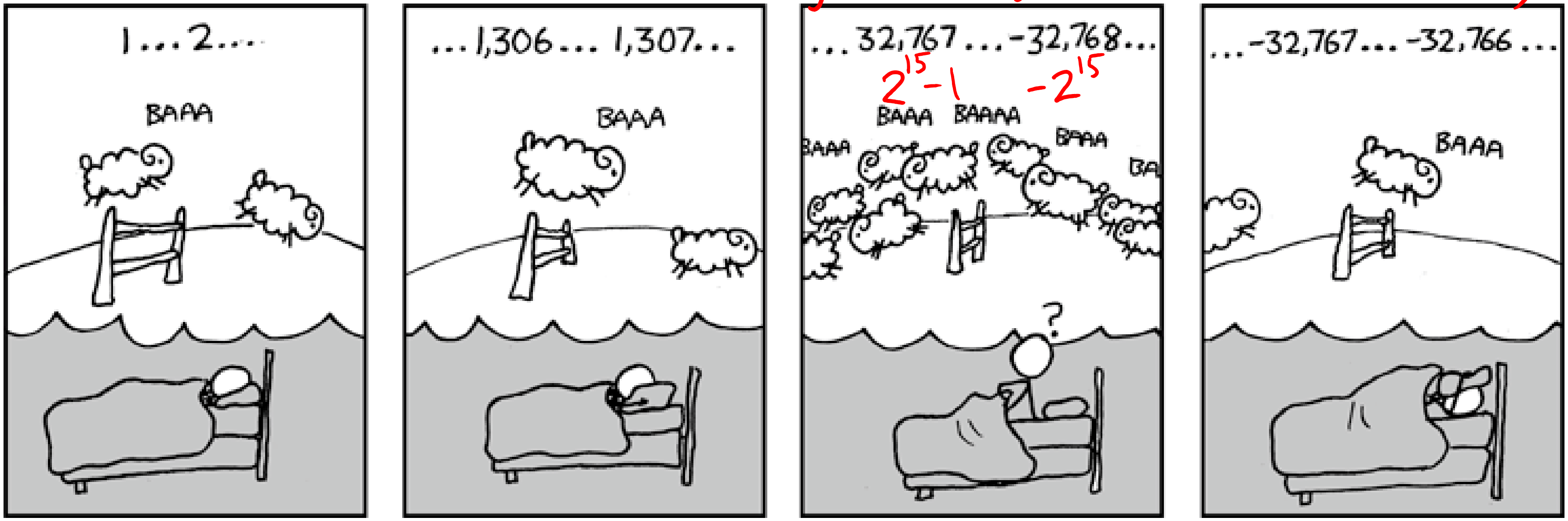
signed overflow in 16 bits → short (in C)



$2^{15}-1$ -2^{15}

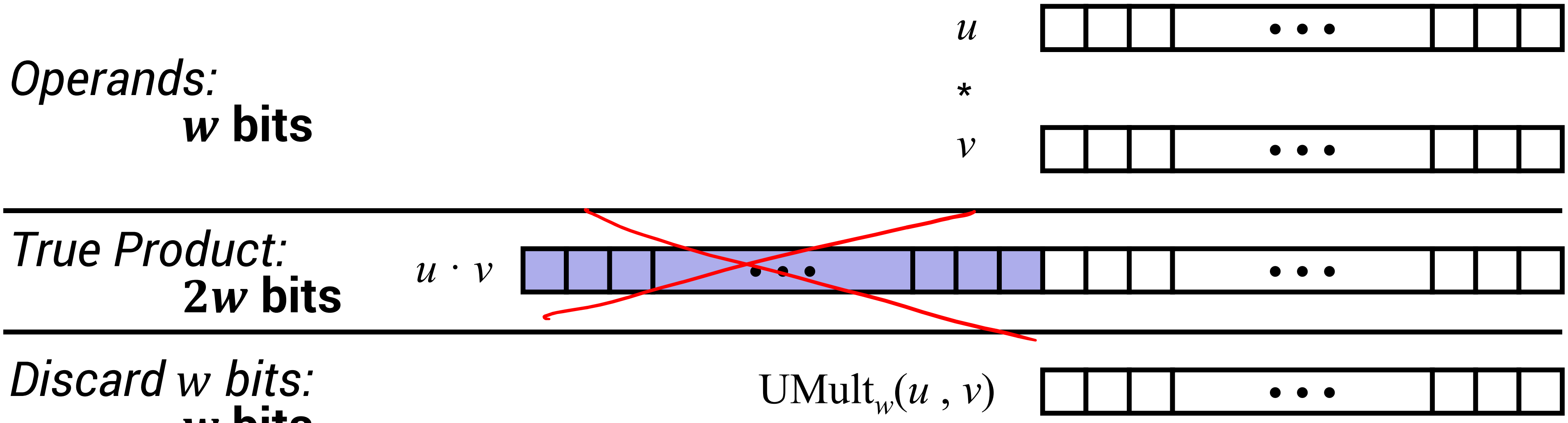
http://xkcd.com/571/

Administrivia

- Lab 1a due tonight at 11:59 pm
  - Submit `pointer.c` and `lab1Areflect.txt`
- Lab 1b due Friday (10/8)
  - Submit `bits.c` and `lab1Breflect.txt`

- Homework 2 released today, due 10/19
  - On Integers, Floating Point, and x86-64

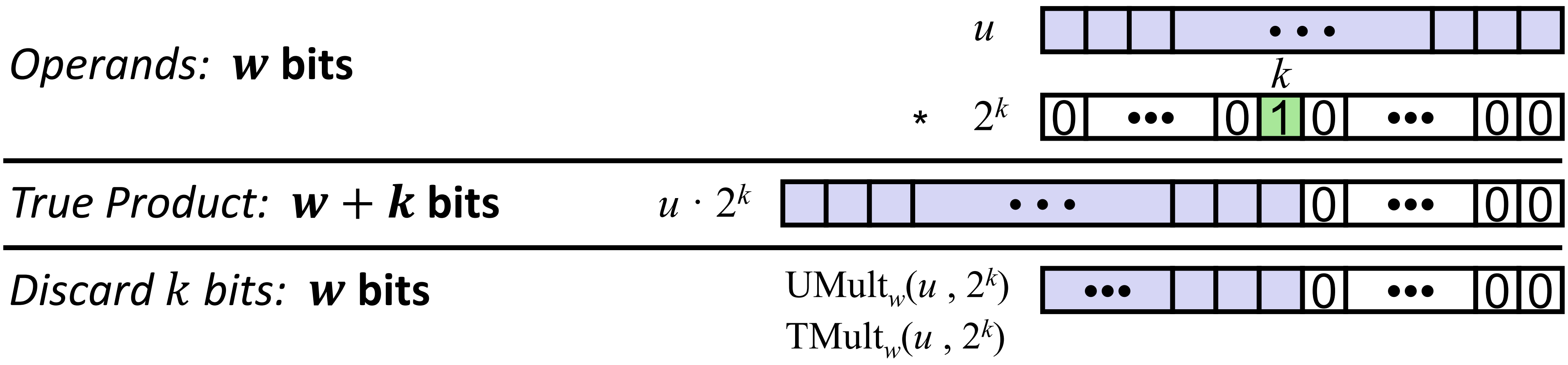
Unsigned Multiplication in C



- Standard Multiplication Function
  - Ignores high order *w* bits
- Implements Modular Arithmetic
  - $\mathrm{UMult}_w(u , v) = u \cdot v \mod 2^w$

Multiplication with shift and add

- Operation `u<<k` gives `u*`2^k
  - Both signed and unsigned



u

Operands: w **bits**

k

$* \quad 2^k$ 0 ••• 0 1 0 ••• 0 0

True Product: $w + k$ **bits** $u \cdot 2^k$ • • • 0 ••• 0 0

Discard k bits: w **bits** $\mathrm{UMult}_w(u, 2^k)$ ••• 0 ••• 0 0

$\mathrm{TMult}_w(u, 2^k)$

- Examples:
  - `u<<3          ==   u  *  8`
  - `u<<5  -  u<<3    ==   u  *  24` → 24=32−8
    u<<4 + u<<3 → 24=16+8
  - Most machines shift and add faster than multiply
    - ***Compiler generates this code automatically***

Number Representation Revisited

- What can we represent in one word?
  - Signed and Unsigned Integers
  - Characters (ASCII)
  - Addresses
- How do we encode the following:
  - Real numbers (*e.g.* 3.14159)
  - Very large numbers (*e.g.* 6.02×10^{23})
  - Very small numbers (*e.g.* 6.626×10^{-34})
  - Special numbers (*e.g.* ∞, NaN)

Floating Point

Floating Point Topics

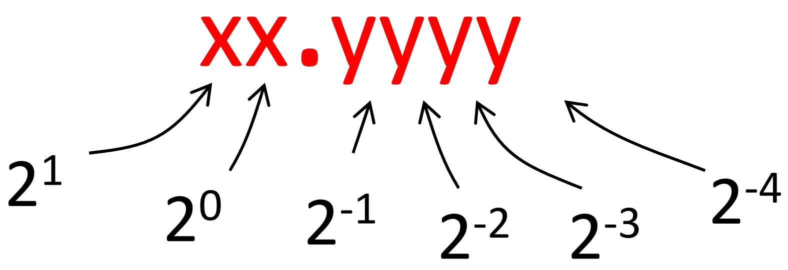
- **Fractional binary numbers**
- IEEE floating-point standard
- Floating-point operations and rounding
- Floating-point in C

- There are many more details that we won’t cover
  - It’s a 58-page standard…

Representation of Fractions

- "Binary Point," like decimal point, signifies boundary between integer and fractional parts:

Example 6-bit representation:



xx.yyyy

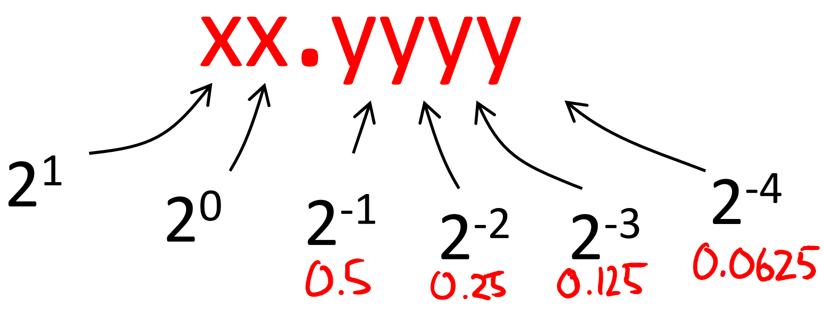
2^1 2^0 2^{-1} 2^{-2} 2^{-3} 2^{-4}

- <u>Example</u>: $10.1010_2 = 1\times2^1 + 1\times2^{-1} + 1\times2^{-3} = 2.625_{10}$

Representation of Fractions

- "Binary Point," like decimal point, signifies boundary between integer and fractional parts:

Example 6-bit representation:



- In this 6-bit representation:
  - What is the encoding and value of the smallest (most negative) number?
  - What is the encoding and value of the largest (most positive) number?
  - What is the smallest number greater than 2 that we can represent?

$00.0000_2 = 0$

$11.111\boxed{1}_2 = 4 - 2^{-4}$

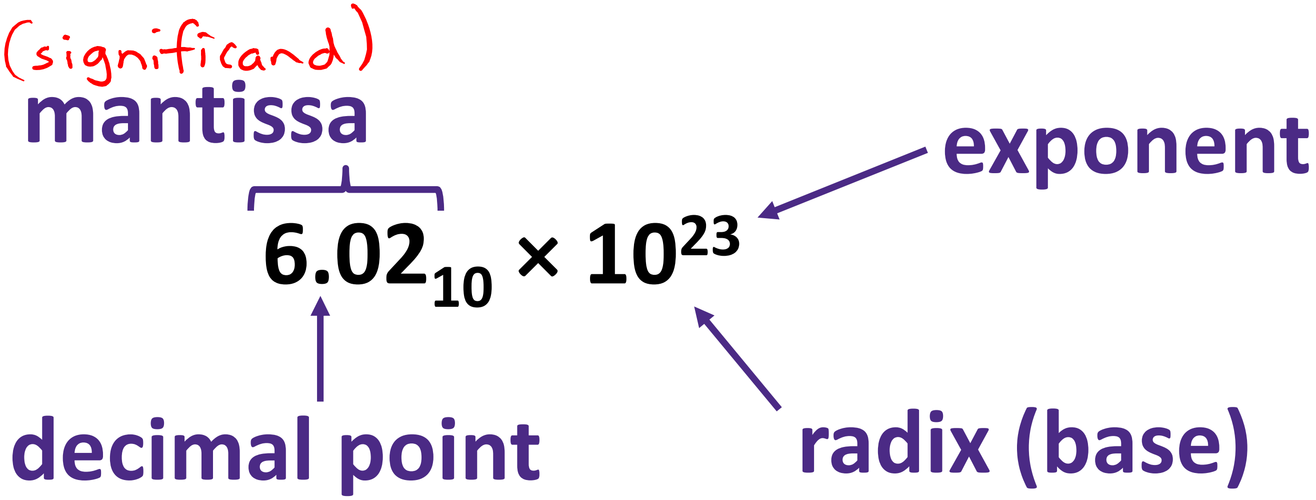
2^{-4}

$2 = 10.0000_2$

$10.0001 = 2 + 2^{-4}$

can't represent anything in-between! ☹

Scientific Notation (Decimal)



(significand)

mantissa

$$\underbrace{6.02}_{}{}_{10} \times 10^{23}$$

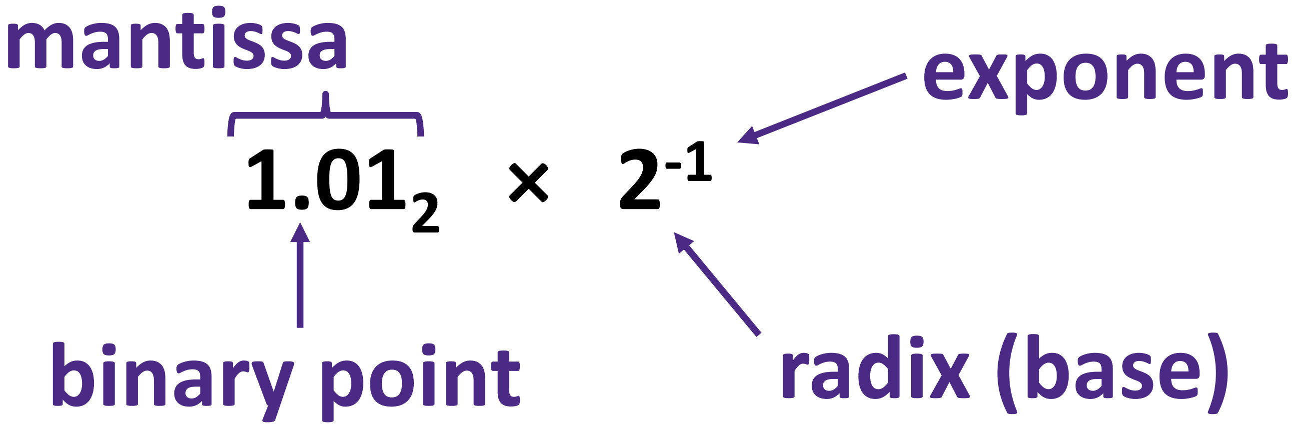
exponent

decimal point

radix (base)

- *Normalized form*: exactly one digit (non-zero) to left of decimal point
- Alternatives to representing 1/1,000,000,000
  - Normalized: $(1.0 \times 10^{-1}) \times 10^{-8}$ 1.0×10^{-9} $(1.0 \times 10^{1}) \times 10^{-10}$
  - Not normalized: $0.1 \times 10^{-8}, 10.0 \times 10^{-10}$

Scientific Notation (Binary)



mantissa

exponent

$$1.01_2 \times 2^{-1}$$

binary point

radix (base)

- Computer arithmetic that supports this called floating point due to the “floating” of the binary point
  - Declare such variable in C as `float` (or `double`)

Scientific Notation Translation

$2^{-1} = 0.5$
$2^{-2} = 0.25$
$2^{-3} = 0.125$
$2^{-4} = 0.0625$

- Convert from scientific notation to binary point
  - Perform the multiplication by shifting the decimal until the exponent disappears
    - Example: $1.011_2 \times 2^4 = 10110_2 = 22_{10}$
    - Example: $1.011_2 \times 2^{-2} = 0.01011_2 = 0.34375_{10}$

- Convert from binary point to *normalized* scientific notation
  - Distribute out exponents until binary point is to the right of a single digit
    - Example: $1101.001_2 = 1.101001_2 \times 2^3$

- **Practice:** Convert 11.375_{10} to binary scientific notation

$8+2+1+0.25+0.125$

$2^3+2^1+2^0+2^{-2}+2^{-3} = 1011.011_2 = \boxed{1.011011 \times 2^3}$

Floating Point Topics

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- **IEEE floating-point standard**
- Floating-point operations and rounding
- Floating-point in C

- There are many more details that we won't cover
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IEEE Floating Point

- IEEE 754
  - Established in 1985 as uniform standard for floating point arithmetic
  - Main idea: make numerically sensitive programs portable
  - Specifies two things: representation and result of floating operations
  - Now supported by all major CPUs

- Driven by numerical concerns
  - **Scientists**/numerical analysts want them to be as **real** as possible
  - **Engineers** want them to be **easy to implement** and **fast**
  - In the end:
    - Scientists mostly won out
    - Nice standards for rounding, overflow, underflow, but...
    - Hard to make fast in hardware
    - **Float operations can be an order of magnitude slower than integer ops**

competing goals

FLOPs

used in computer benchmarks

Floating Point Encoding

- Use normalized, base 2 scientific notation:
  - Value: $\pm 1 \times \text{Mantissa} \times 2^{\text{Exponent}}$
  - Bit Fields: $(-1)^S \times 1.M \times 2^{(E-\text{bias})}$
- Representation Scheme: (3 separate fields within 32 bits)
  - Sign bit (0 is positive, 1 is negative)
  - Mantissa (a.k.a. significand) is the fractional part of the number in normalized form and encoded in bit vector **M**
  - Exponent weights the value by a (possibly negative) power of 2 and encoded in the bit vector **E**

values

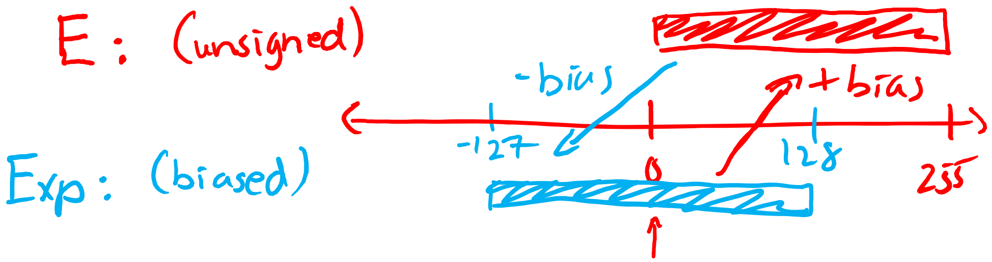

31 30 23 22 0

S **E** **M**

1 bit **8 bits** **23 bits**

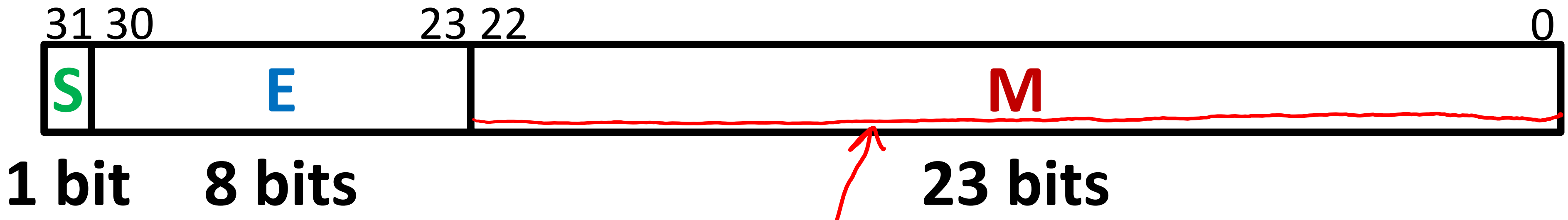
binary encodings

The Exponent Field



- Use biased notation
  - w=8, can encode $2^8=256$ exponents
  - Read exponent as unsigned, but with *bias of* $2^{w-1}-1$ = 127
  - Representable exponents roughly ½ positive and ½ negative
  - Exponent 0 (Exp = 0) is represented as E = 0b 0111 1111 $= 2^8-1$
    E - bias = 0 = Exp ✓
- Why biased?
  - Makes floating point arithmetic easier
  - Makes somewhat compatible with two's complement
- **Practice:** To encode in biased notation, add the bias then encode in unsigned:
  - Exp = 1 $\xrightarrow{+bias}$ 128 $\xrightarrow{encode}$ E = 0b 1000 0000
  - Exp = 127 → 254 → E = 0b 1111 1110 $(254 = 255-1 = (2^8-1)-1)$ 8 ones in a row
  - Exp = -63 → 64 → E = 0b 0100 0000

The Mantissa (Fraction) Field



$$(-1)^{S} \times (1\,.\,M) \times 2^{(E-\text{bias})}$$

- Note the implicit 1 in front of the M bit vector
  - ⊕, Exp = 0, Man = 1.10…0
  - Example: 0b 0011 1111 1100 0000 0000 0000 0000 0000 is read as $1.1_2 = 1.5_{10}$, *not* $0.1_2 = 0.5_{10}$
  - Gives us an extra bit of *precision*
- Mantissa "limits"
  - $2^{Exp} \times 1.0..0 = 2^{Exp}$
  - Low values near M = 0b0…0 are close to 2^{Exp}
  - High values near M = 0b1…1 are close to 2^{Exp+1}
  - $2^{Exp} \times 1.1\ldots1 = 2^{Exp}(2-2^{-23}) = 2^{Exp+1} - 2^{Exp-23}$

Peer Instruction Question

- What is the correct value encoded by the following floating point number?
  - 0b 0 10000000 11000000000000000000000

S E M

⊕ 128 − 127 ← bias

Exp = 1

Man = 1.110…0 ← implicit

  - Vote at http://PollEv.com/justinh

A. + 0.75

B. + 1.5

C. + 2.75

[✓ D. + 3.5]

E. We're lost…

$+1.11_2 \times 2^1$

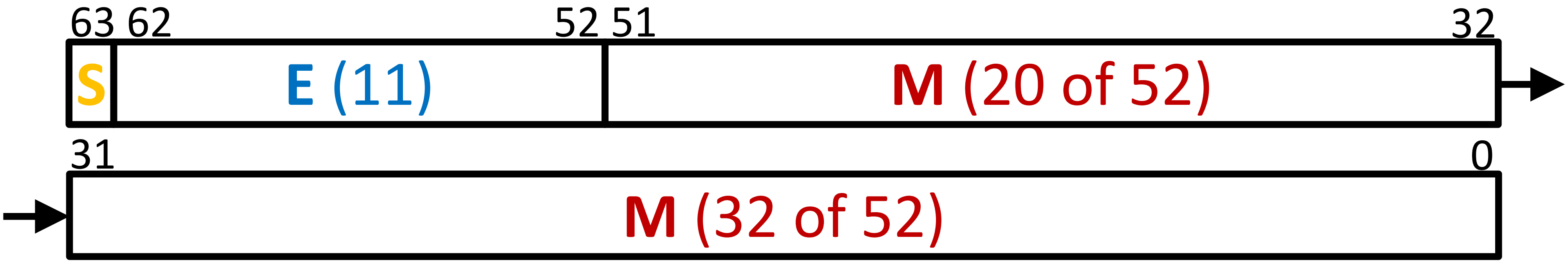
$11.1_2 = 2^1 + 2^0 + 2^{-1} = 3.5$

Precision and Accuracy

- Precision is a count of the number of bits in a computer word used to represent a value
  - Capacity for accuracy
- Accuracy is a measure of the difference between the *actual value of a number* and its computer representation
  - *High precision permits high accuracy but doesn't guarantee it. It is possible to have high precision but low accuracy.*
  - **Example:** `float pi = 3.14;`
    - `pi` will be represented using all 24 bits of the mantissa (highly precise), but is only an approximation (not accurate)

Need Greater Precision?

- Double Precision (vs. Single Precision) in 64 bits

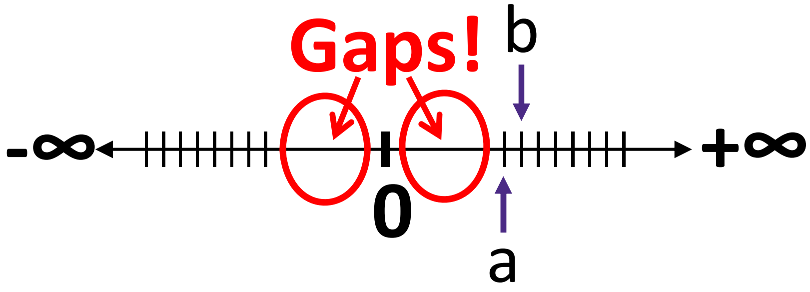


  - C variable declared as `double`
  - Exponent bias is now $2^{10}–1 = 1023$, bias $= 2^{w-1}-1$
  - **Advantages:** greater precision (larger mantissa), greater range (larger exponent)
  - **Disadvantages:** more bits used, slower to manipulate

Representing Very Small Numbers

- But wait… what happened to zero?
  $S=0, E=0, M=0 \Rightarrow Exp = -127,\ Man = ①.0\ldots0$
  - Using standard encoding 0x00000000 = $1.0 \times 2^{-127} \neq 0$
  - *Special case:* E and M all zeros = 0
    - Two zeros! But at least 0x00000000 = 0 like integers
      0x8000 0000 = -0

- New numbers closest to 0:
  (E = 0x01, Exp = -126)
  - a = $1.0\ldots0_2 \times 2^{-126} = 2^{-126}$
  - b = $1.0\ldots01_2 \times 2^{-126} = 2^{-126} + 2^{-149}$ 23
  - Normalization and implicit 1 are to blame
  - *Special case:* E = 0, M ≠ 0 are denormalized numbers



Denorm Numbers

This is extra (non-testable) material

- Denormalized numbers
  - No leading 1
  - Uses implicit exponent of –126 even though E = 0x00

- Denormalized numbers close the gap between zero and the smallest normalized number
  - Smallest norm: $\pm\, 1.0\ldots0_{\text{two}} \times 2^{-126} = \pm\, 2^{-126}$
  - Smallest denorm: $\pm\, 0.0\ldots01_{\text{two}} \times 2^{-126} = \pm\, 2^{-149}$
    - There is still a gap between zero and the smallest denormalized number

So much closer to 0

Other Special Cases

- E = 0xFF, M = 0: ± ∞
  - *e.g.* division by 0
  - Still work in comparisons!
- E = 0xFF, M ≠ 0: Not a Number (NaN)
  - *e.g.* square root of negative number, 0/0, ∞–∞
  - NaN propagates through computations
  - Value of M can be useful in debugging
- New largest value (besides ∞)?
  - E = 0xFF has now been taken!
  - E = 0xFE has largest: $1.1\ldots1_2 \times 2^{127} = 2^{128} - 2^{104}$

Floating Point Encoding Summary

`E`	`M`	Meaning
0x00	0	± 0
0x00	non-zero	± denorm num
0x01 – 0xFE	anything	± norm num
0xFF	0	± ∞
0xFF	non-zero	NaN

Summary

- Floating point approximates real numbers:

  - Handles large numbers, small numbers, special numbers
  - Exponent in biased notation (bias = $2^{w-1}-1$)
    - Outside of representable exponents is *overflow* and *underflow*
  - Mantissa approximates fractional portion of binary point
    - Implicit leading 1 (normalized) except in special cases
    - Exceeding length causes *rounding*

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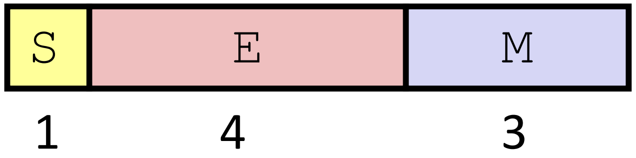
0x00	0	± 0
0x00	non-zero	± denorm num
0x01 – 0xFE	anything	± norm num
0xFF	0	± ∞
0xFF	non-zero	NaN

BONUS SLIDES

An example that applies the IEEE Floating Point concepts to a smaller (8-bit) representation scheme.

These slides expand on material covered today, so while you don’t need to read these, the information is “fair game.”

Tiny Floating Point Example



S	E	M
1	4	3

- 8-bit Floating Point Representation
  - The sign bit is in the most significant bit (MSB)
  - The next four bits are the exponent, with a bias of $2^{4-1}–1 = 7$
  - The last three bits are the mantissa

- Same general form as IEEE Format
  - Normalized binary scientific point notation
  - Similar special cases for 0, denormalized numbers, NaN, ∞

Dynamic Range (Positive Only)

	S	E	M	Exp	Value	
Denormalized numbers	0	0000	000	-6	0	
	0	0000	001	-6	1/8*1/64 = 1/512	closest to zero
	0	0000	010	-6	2/8*1/64 = 2/512	
	…					
	0	0000	110	-6	6/8*1/64 = 6/512	
	0	0000	111	-6	7/8*1/64 = 7/512	largest denorm
Normalized numbers	0	0001	000	-6	8/8*1/64 = 8/512	smallest norm
	0	0001	001	-6	9/8*1/64 = 9/512	
	…					
	0	0110	110	-1	14/8*1/2 = 14/16	
	0	0110	111	-1	15/8*1/2 = 15/16	closest to 1 below
	0	0111	000	0	8/8*1 = 1	
	0	0111	001	0	9/8*1 = 9/8	closest to 1 above
	0	0111	010	0	10/8*1 = 10/8	
	…					
	0	1110	110	7	14/8*128 = 224	
	0	1110	111	7	15/8*128 = 240	largest norm
	0	1111	000	n/a	inf	

Special Properties of Encoding

- Floating point zero (0^+) exactly the same bits as integer zero
  - All bits = 0
- Can (Almost) Use Unsigned Integer Comparison
  - Must first compare sign bits
  - Must consider $0^- = 0^+ = 0$
  - NaNs problematic
    - Will be greater than any other values
    - What should comparison yield?
  - Otherwise OK
    - Denorm vs. normalized
    - Normalized vs. infinity