

# Floating Point

15-213/18-213/15-513: Introduction to Computer Systems  
4<sup>th</sup> Lecture, June 1, 2021

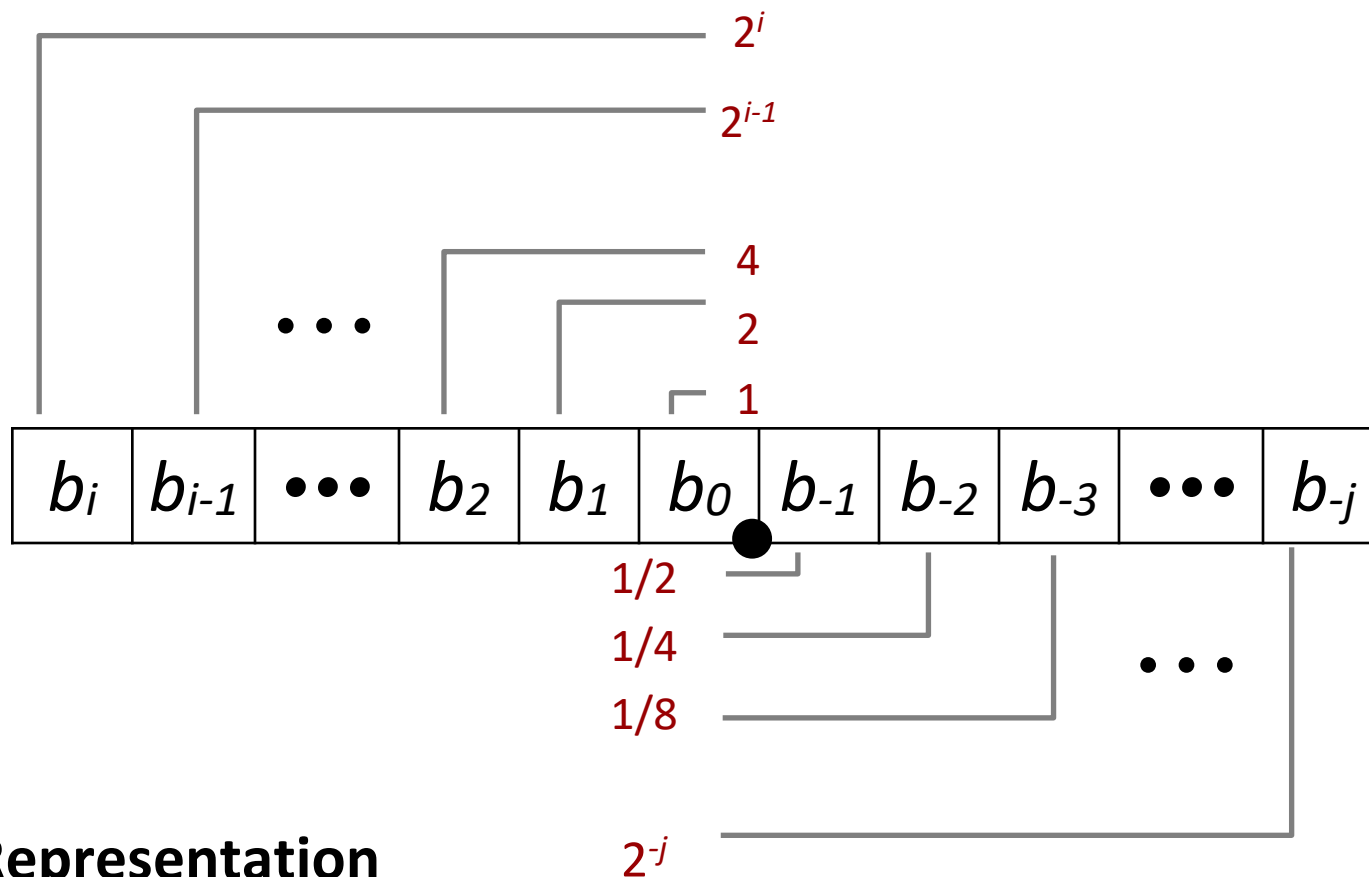
# Today: Floating Point

- **Background: Fractional binary numbers**
- **IEEE floating point standard: Definition**
- **Example and properties**
- **Rounding, addition, multiplication**
- **Floating point in C**
- **Summary**

# Fractional binary numbers

- What is  $1011.101_2$ ?

# Fractional Binary Numbers



## ■ Representation

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

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

# Fractional Binary Numbers: Examples

Value	Representation	
$5 \frac{3}{4} = \frac{23}{4}$	$101.11_2$	$= 4 + 1 + \frac{1}{2} + \frac{1}{4}$
$2 \frac{7}{8} = \frac{23}{8}$	$10.111_2$	$= 2 + \frac{1}{2} + \frac{1}{4} + \frac{1}{8}$
$1 \frac{7}{16} = \frac{23}{16}$	$1.0111_2$	$= 1 + \frac{1}{4} + \frac{1}{8} + \frac{1}{16}$

## Observations

- Divide by 2 by shifting right (unsigned)
- Multiply by 2 by shifting left
- Numbers of form  $0.111111\dots_2$  are just below 1.0
  - $\frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \dots + \frac{1}{2^i} + \dots \rightarrow 1.0$
  - Use notation  $1.0 - \epsilon$

# 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]...<sub>2</sub>
  - 1/5            0.001100110011 [0011]...<sub>2</sub>
  - 1/10           0.0001100110011 [0011]...<sub>2</sub>

## ■ Limitation #2

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

# Today: Floating Point

- Background: Fractional binary numbers
- **IEEE floating point standard: Definition**
- Example and properties
- Rounding, addition, multiplication
- Floating point in C
- Summary

# IEEE Floating Point

## ■ IEEE Standard 754

- Established in 1985 as uniform standard for floating point arithmetic
  - Before that, many idiosyncratic formats
- Supported by all major CPUs
- Some CPUs don't implement IEEE 754 in full  
e.g., early GPUs, Cell BE processor

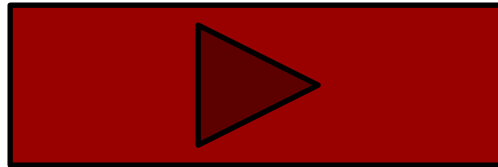
## ■ Driven by numerical concerns

- Nice standards for rounding, overflow, underflow
- Hard to make fast in hardware
  - **Numerical analysts** predominated over **hardware designers**  
in defining standard



# This is important!

- **Ariane 5 explodes on maiden voyage: \$500 MILLION dollars lost**
  - 64-bit floating point number assigned to 16-bit integer
  - Causes rocket to get incorrect value of horizontal velocity and crash



- **Patriot Missile defense system misses scud – 28 people die**
  - System tracks time in tenths of second
  - Converted from integer to floating point number.
  - Accumulated rounding error causes drift. 20% drift over 8 hours.
  - Eventually (on 2/25/1991 system was on for 100 hours) causes range mis-estimation sufficiently large to miss incoming missiles.

# Floating Point Representation

## ■ Numerical Form:

Example:

$$15213_{10} = (-1)^0 \times 1.1101101101101_2 \times 2^{13}$$

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

- **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  $s$  is sign bit  $s$
- **exp** field encodes  $E$  (but is not equal to  $E$ )
- **frac** field encodes  $M$  (but is not equal to  $M$ )



# Precision options

- **Single precision: 32 bits**

≈ 7 decimal digits,  $10^{\pm 38}$



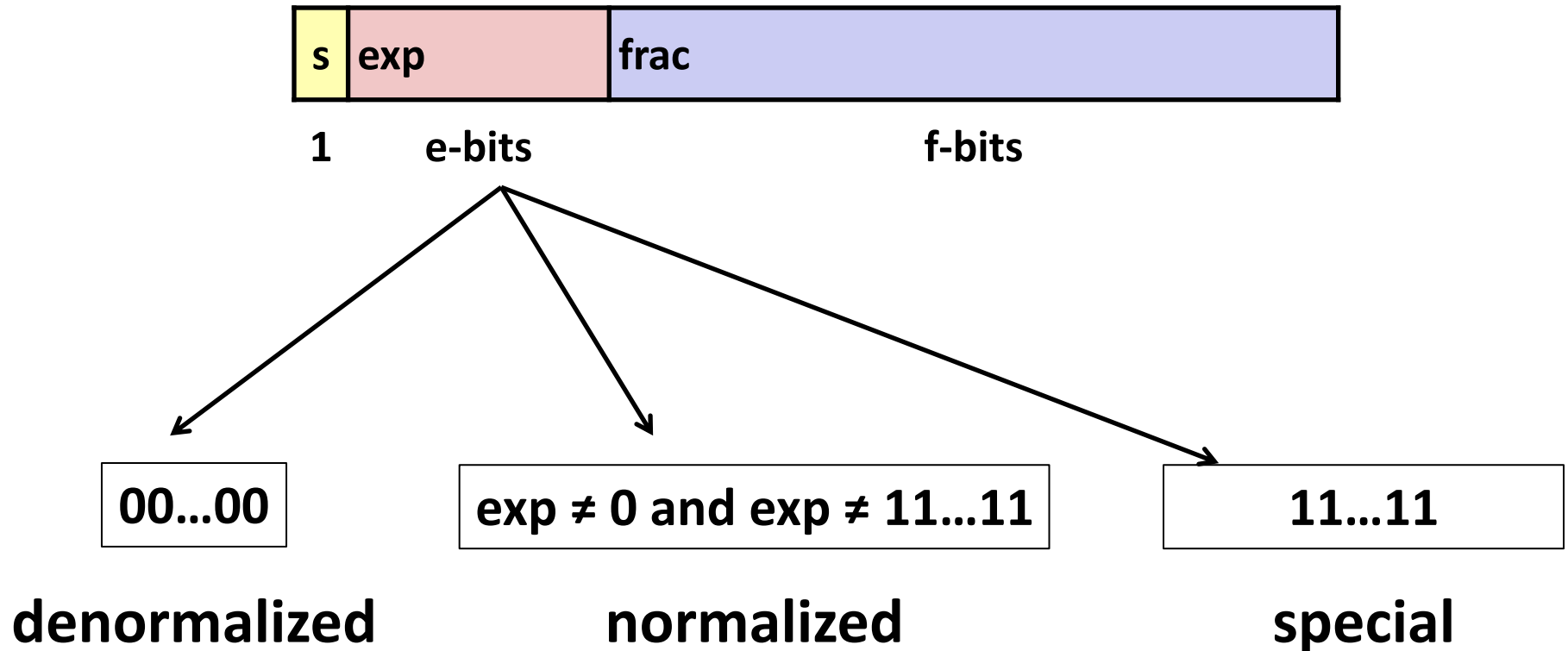
- **Double precision: 64 bits**

≈ 16 decimal digits,  $10^{\pm 308}$



- **Other formats: half precision, quad precision**

# Three “kinds” of floating point numbers



# “Normalized” Values

$$v = (-1)^s M 2^E$$

- **When:  $\text{exp} \neq 000\dots0$  and  $\text{exp} \neq 111\dots1$**
  
- **Exponent coded as a *biased* value:  $E = \text{exp} - \text{Bias}$** 
  - $\text{exp}$ : unsigned value of exp field
  - $\text{Bias} = 2^{k-1} - 1$ , where  $k$  is number of exponent bits
    - Single precision: 127 (**exp**: 1...254, E: -126...127)
    - Double precision: 1023 (**exp**: 1...2046, E: -1022...1023)
  
- **Significand coded with implied leading 1:  $M = 1.\text{xxx}\dots\text{x}_2$** 
  - xxx...x: bits of frac field
  - Minimum when **frac**=000...0 ( $M = 1.0$ )
  - Maximum when **frac**=111...1 ( $M = 2.0 - \epsilon$ )
  - Get extra leading bit for “free”

# Normalized Encoding Example

$$v = (-1)^s M 2^E$$

$$E = \text{exp} - \text{Bias}$$

## ■ Value: float $F = 15213.0$ ;

$$\begin{aligned} 15213_{10} &= 11101101101101_2 \\ &= 1.1101101101101_2 \times 2^{13} \end{aligned}$$

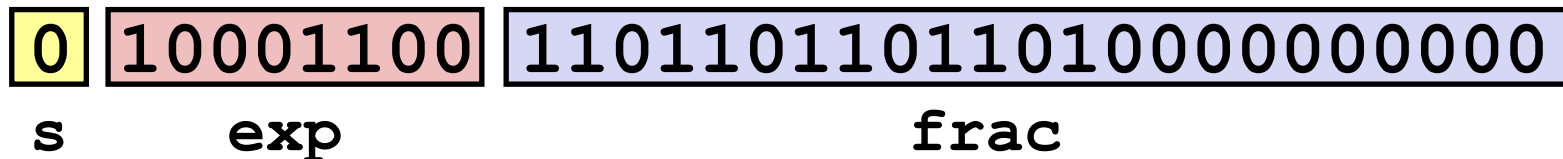
## ■ Significand

$$\begin{aligned} M &= 1.\underline{1101101101101}_2 \\ \text{frac} &= \underline{11011011011010000000000}_2 \end{aligned}$$

## ■ Exponent

$$\begin{aligned} E &= 13 \\ \text{Bias} &= 127 \\ \text{exp} &= 140 = 10001100_2 \end{aligned}$$

## ■ Result:



# Denormalized Values

$$v = (-1)^s M 2^E$$

$$E = 1 - \text{Bias}$$

- **Condition:**  $\text{exp} = 000\dots 0$
- **Exponent value:**  $E = 1 - \text{Bias}$  (instead of  $\text{exp} - \text{Bias}$ ) (why?)
- **Significand coded with implied leading 0:**  $M = 0.\text{xxx}\dots\text{x}_2$ 
  - $\text{xxx}\dots\text{x}$ : bits of  $\text{frac}$
- **Cases**
  - $\text{exp} = 000\dots 0$ ,  $\text{frac} = 000\dots 0$ 
    - Represents zero value
    - Note distinct values:  $+0$  and  $-0$  (why?)
  - $\text{exp} = 000\dots 0$ ,  $\text{frac} \neq 000\dots 0$ 
    - Numbers closest to  $0.0$
    - Equispaced

# Special Values

- **Condition:  $\text{exp} = 111\dots 1$**
  
- **Case:  $\text{exp} = 111\dots 1, \text{frac} = 000\dots 0$** 
  - **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:  $\text{exp} = 111\dots 1, \text{frac} \neq 000\dots 0$** 
  - **Not-a-Number (NaN)**
  - Represents case when no numeric value can be determined
  - E.g.,  $\text{sqrt}(-1)$ ,  $\infty - \infty$ ,  $\infty \times 0$



# C float Decoding Example

float: 0xC0A00000

binary: \_\_\_\_\_



**E =**

**S =**

**M =**

**$v = (-1)^S M 2^E =$**

$$v = (-1)^S M 2^E$$

$$E = \text{exp} - \text{Bias}$$

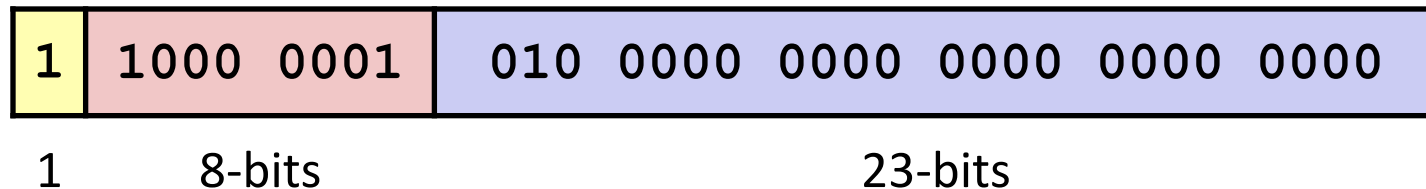
$$\text{Bias} = 2^{k-1} - 1 = 127$$

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

# C float Decoding Example #1

float: 0xC0A00000

binary: 1100 0000 1010 0000 0000 0000 0000 0000



**E =**

**S =**

**M = 1.**

**$v = (-1)^S M 2^E =$**

$$v = (-1)^S M 2^E$$

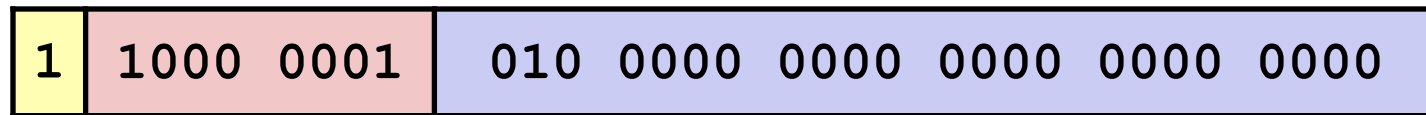
$$E = \text{exp} - \text{Bias}$$

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

# C float Decoding Example #1

float: 0xC0A00000

binary: 1100 0000 1010 0000 0000 0000 0000 0000



1

8-bits

23-bits

$$E = \text{exp} - \text{Bias} = 129 - 127 = 2 \text{ (decimal)}$$

$S = 1$  -> negative number

$$M = 1.010 \ 0000 \ 0000 \ 0000 \ 0000 \ 0000$$

$$= 1 + 1/4 = 1.25$$

$$v = (-1)^S M 2^E = (-1)^1 * 1.25 * 2^2 = -5$$

$$v = (-1)^S M 2^E$$

$$E = \text{exp} - \text{Bias}$$

$$\text{Bias} = 2^{k-1} - 1 = 127$$

Hex  
Decimal  
Binary

0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

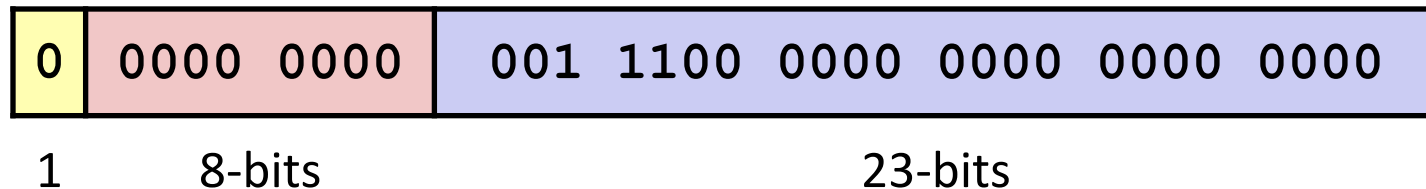
# C float Decoding Example #2

$$v = (-1)^S M 2^E$$

$$E = 1 - \text{Bias}$$

float: 0x001C0000

binary: 0000 0000 0001 1100 0000 0000 0000 0000



**E =**

**S =**

**M = 0.**

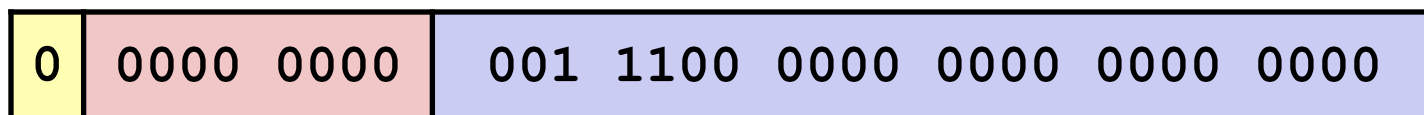
$$v = (-1)^S M 2^E =$$

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

# C float Decoding Example #2

float: 0x001C0000

binary: 0000 0000 0001 1100 0000 0000 0000 0000



1

8-bits

23-bits

$$E = 1 - \text{Bias} = 1 - 127 = -126 \text{ (decimal)}$$

$S = 0$  -> positive number

$$M = 0.001\ 1100\ 0000\ 0000\ 0000\ 0000$$

$$= 1/8 + 1/16 + 1/32 = 7/32 = 7 * 2^{-5}$$

$$v = (-1)^S M 2^E = (-1)^0 * 7 * 2^{-5} * 2^{-126} = 7 * 2^{-131}$$

$$\approx 2.571393892 \times 10^{-39}$$

$$v = (-1)^S M 2^E$$

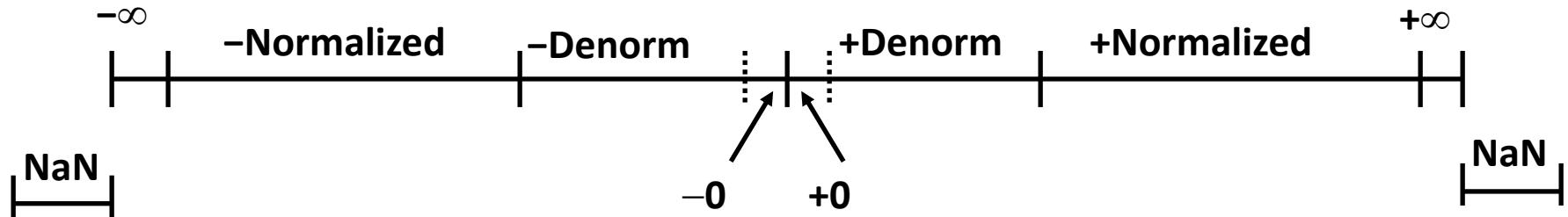
$$E = 1 - \text{Bias}$$

$$\text{Bias} = 2^{k-1} - 1 = 127$$

Hex  
Decimal  
Binary

0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

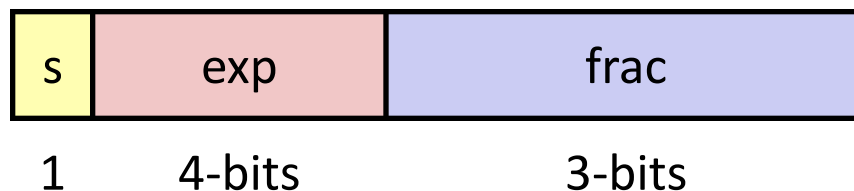
# Visualization: Floating Point Encodings



# Today: Floating Point

- Background: Fractional binary numbers
- IEEE floating point standard: Definition
- **Example and properties**
- Rounding, addition, multiplication
- Floating point in C
- Summary

# Tiny Floating Point Example



## ■ 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



# Dynamic Range (s=0 only)

$$v = (-1)^s M 2^E$$

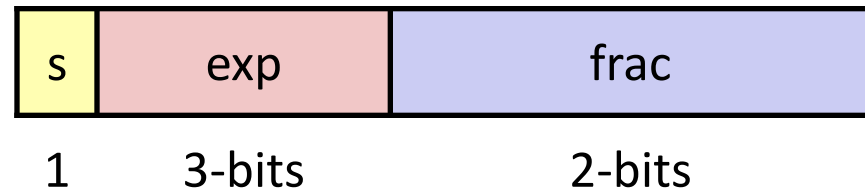
*norm: E = exp - Bias*  
*denorm: E = 1 - Bias*

	s	exp	frac	E	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	$2/8 * 1/64 = 2/512$	$(-1)^0 (0+1/4) * 2^{-6}$
	...					
	0	0000	110	-6	$6/8 * 1/64 = 6/512$	
	0	0000	111	-6	$7/8 * 1/64 = 7/512$	largest denorm
	0	0001	000	-6	$8/8 * 1/64 = 8/512$	smallest norm
	0	0001	001	-6	$9/8 * 1/64 = 9/512$	$(-1)^0 (1+1/8) * 2^{-6}$
	...					
	0	0110	110	-1	$14/8 * 1/2 = 14/16$	
Normalized numbers	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	

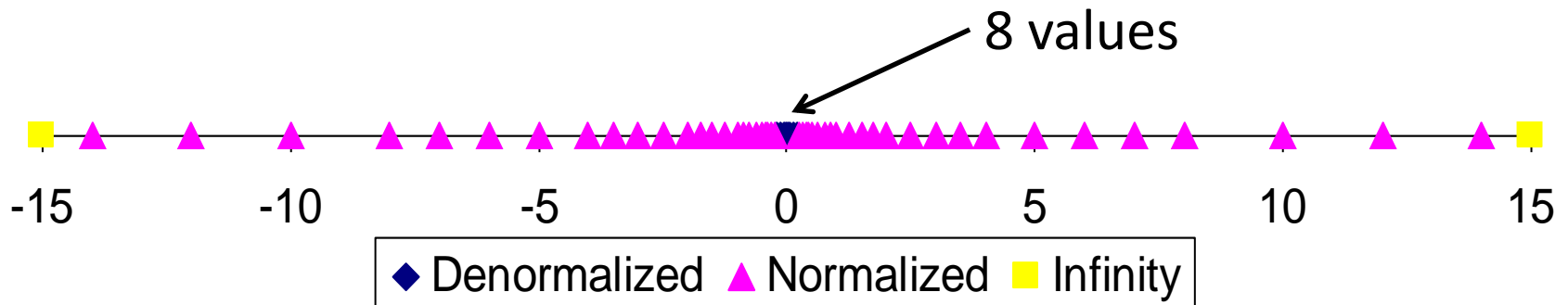
# Distribution of Values

## ■ 6-bit IEEE-like format

- $e = 3$  exponent bits
- $f = 2$  fraction bits
- Bias is  $2^{3-1}-1 = 3$



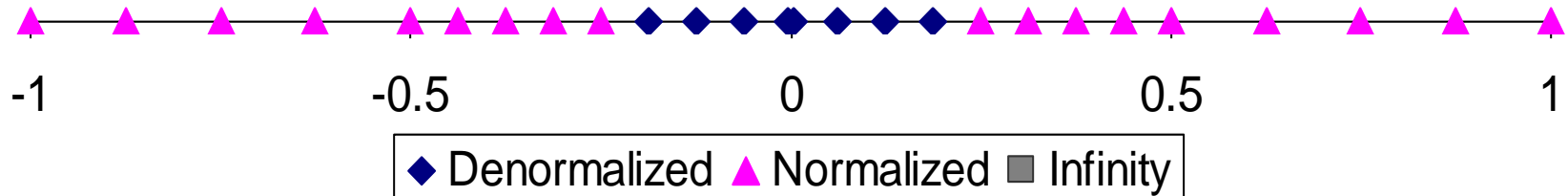
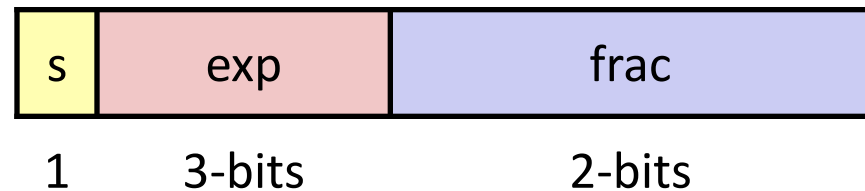
## ■ Notice how the distribution gets denser toward zero.



# Distribution of Values (close-up view)

## ■ 6-bit IEEE-like format

- $e = 3$  exponent bits
- $f = 2$  fraction bits
- Bias is 3



# Special Properties of the IEEE Encoding

## ■ 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
  - What should comparison yield? The answer is complicated.
- Otherwise OK
  - Denorm vs. normalized
  - Normalized vs. infinity

# Quiz Time!

**Check out:**

<https://canvas.cmu.edu/courses/16836>

# Today: Floating Point

- Background: Fractional binary numbers
- IEEE floating point standard: Definition
- Example and properties
- **Rounding, addition, multiplication**
- Floating point in C
- Summary

# Floating Point Operations: Basic Idea

■  $x +_f y = \text{Round}(x + y)$

■  $x \times_f y = \text{Round}(x \times y)$

## ■ Basic idea

- First **compute exact result**
- Make it fit into desired precision
  - Possibly overflow if exponent too large
  - Possibly **round to fit into frac**

# Rounding

## ■ Rounding Modes (illustrate with \$ rounding)

	<b>\$1.40</b>	<b>\$1.60</b>	<b>\$1.50</b>	<b>\$2.50</b>	<b>-\$1.50</b>
■ Towards zero	\$1 ↓	\$1 ↓	\$1 ↓	\$2 ↓	-\$1 ↑
■ Round down ( $-\infty$ )	\$1 ↓	\$1 ↓	\$1 ↓	\$2 ↓	-\$2 ↓
■ Round up ( $+\infty$ )	\$2 ↑	\$2 ↑	\$2 ↑	\$3 ↑	-\$1 ↑
■ Nearest Even* (default)	\$1 ↓	\$2 ↑	\$2 ↑	\$2 ↓	-\$2 ↓

\*Round to nearest, but if half-way in-between then round to nearest even



# Closer Look at Round-To-Even

## ■ Default Rounding Mode

- Hard to get any other kind without dropping into assembly
  - C99 has support for rounding mode management
- All others are statistically biased
  - Sum of set of positive numbers will consistently be over- or under-estimated

## ■ Applying to Other Decimal Places / Bit Positions

- When exactly halfway between two possible values
  - Round so that least significant digit is even
- E.g., round to nearest hundredth

7.8949999	7.89	(Less than half way)
7.8950001	7.90	(Greater than half way)
7.8950000	7.90	(Half way—round up)
7.8850000	7.88	(Half way—round down)

# Rounding Binary Numbers

## ■ Binary Fractional Numbers

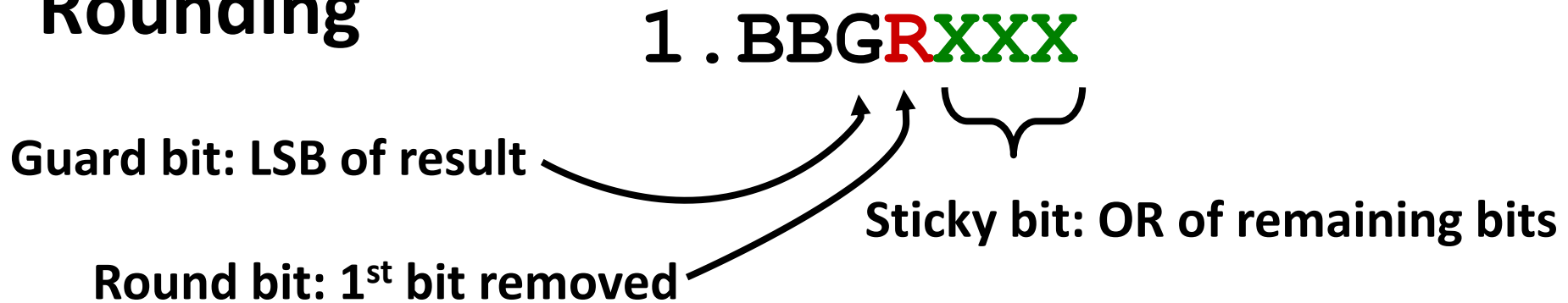
- “Even” when least significant bit is 0
- “Half way” when bits to right of rounding position = 100...<sub>2</sub>

## ■ Examples

- Round to nearest 1/4 (2 bits right of binary point)

Value	Binary	Rounded	Action	Rounded Value
2 3/32	10.00 <b>011</b> <sub>2</sub>	10.00 <sub>2</sub>	(<1/2—down)	2
2 3/16	10.00 <b>110</b> <sub>2</sub>	10.01 <sub>2</sub>	(>1/2—up)	2 1/4
2 7/8	10.11 <b>100</b> <sub>2</sub>	11.00 <sub>2</sub>	( 1/2—up)	3
2 5/8	10.10 <b>100</b> <sub>2</sub>	10.10 <sub>2</sub>	( 1/2—down)	2 1/2

# Rounding



## ■ Round up conditions

- Round = 1, Sticky = 1  $\rightarrow$   $> 0.5$
- Guard = 1, Round = 1, Sticky = 0  $\rightarrow$  Round to even

<i>Fraction</i>	<i>GRS</i>	<i>Incr?</i>	<i>Rounded</i>
1.0000000	000	N	1.000
1.1010000	100	N	1.101
1.0001000	010	N	1.000
1.0011000	110	Y	1.010
1.0001010	011	Y	1.001
1.1111100	111	Y	10.000

# FP Multiplication

- $(-1)^{s1} M1 2^{E1} \times (-1)^{s2} M2 2^{E2}$
- **Exact Result:**  $(-1)^s M 2^E$ 
  - Sign  $s$ :  $s1 \wedge s2$
  - Significand  $M$ :  $M1 \times M2$
  - Exponent  $E$ :  $E1 + E2$
- **Fixing**
  - If  $M \geq 2$ , shift  $M$  right, increment  $E$
  - If  $E$  out of range, overflow
  - Round  $M$  to fit **frac** precision
- **Implementation**
  - Biggest chore is multiplying significands

$$\begin{aligned}
 \text{4 bit significand: } 1.010 * 2^2 \times 1.110 * 2^3 &= 10.0011 * 2^5 \\
 &= 1.00011 * 2^6 = 1.001 * 2^6
 \end{aligned}$$

# Floating Point Addition

$$\blacksquare (-1)^{s1} M1 2^{E1} + (-1)^{s2} M2 2^{E2}$$

- Assume  $E1 > E2$

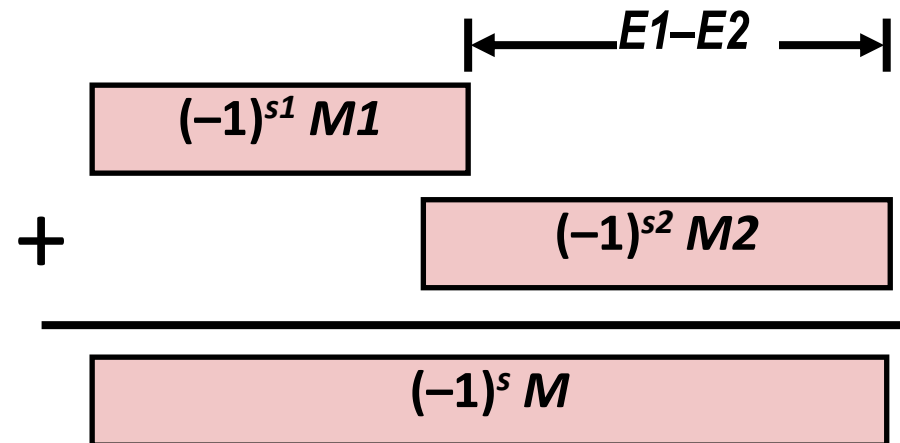
$$\blacksquare \text{Exact Result: } (-1)^s M 2^E$$

- Sign  $s$ , significand  $M$ :
  - Result of signed align & add
- Exponent  $E$ :  $E1$

## Fixing

- If  $M \geq 2$ , shift  $M$  right, increment  $E$
- if  $M < 1$ , shift  $M$  left  $k$  positions, decrement  $E$  by  $k$
- Overflow if  $E$  out of range
- Round  $M$  to fit **frac** precision

Get binary points lined up



$$1.010 * 2^2 + 1.110 * 2^3 = (0.1010 + 1.1100) * 2^3$$

$$= 10.0110 * 2^3 = 1.00110 * 2^4 = 1.010 * 2^4$$

# Mathematical Properties of FP Add

## ■ Compare to those of Abelian Group

- Closed under addition? *Yes*
  - But may generate infinity or NaN
- Commutative? *Yes*
- Associative? *No*
  - Overflow and inexactness of rounding
  - $(3.14+1e10) - 1e10 = 0$ ,  $3.14+(1e10-1e10) = 3.14$
- 0 is additive identity? *Yes*
- Every element has additive inverse? *Almost*
  - Yes, except for infinities & NaNs

## ■ Monotonicity

- $a \geq b \Rightarrow a+c \geq b+c$  *Almost*
  - Except for infinities & NaNs

# Mathematical Properties of FP Mult

## ■ Compare to Commutative Ring

- Closed under multiplication? *Yes*
  - But may generate infinity or NaN
- Multiplication Commutative? *Yes*
- Multiplication is Associative? *No*
  - Possibility of overflow, inexactness of rounding
  - Ex:  $(1e20 * 1e20) * 1e-20 = \text{inf}$ ,  $1e20 * (1e20 * 1e-20) = 1e20$
- 1 is multiplicative identity? *Yes*
- Multiplication distributes over addition? *No*
  - Possibility of overflow, inexactness of rounding
  - $1e20 * (1e20 - 1e20) = 0.0$ ,  $1e20 * 1e20 - 1e20 * 1e20 = \text{NaN}$

## ■ Monotonicity

- $a \geq b \ \& \ c \geq 0 \Rightarrow a * c \geq b * c$  *Almost*
  - Except for infinities & NaNs

# Today: Floating Point

- Background: Fractional binary numbers
- IEEE floating point standard: Definition
- Example and properties
- Rounding, addition, multiplication
- **Floating point in C**
- Summary



# Floating Point in C

## ■ C Guarantees Two Levels

- `float`     single precision
- `double`    double precision

## ■ 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, as long as `int` has  $\leq 53$  bit word size
- `int` → `float`
  - Will round according to rounding mode

# Floating Point Puzzles

## ■ For each of the following C expressions, either:

- Argue that it is true for all argument values
- Explain why not true

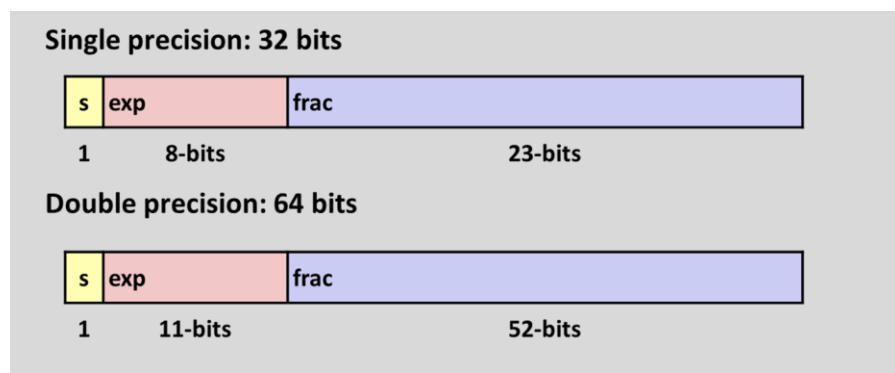
```
int x = ...;
float f = ...;
double d = ...;
```

Assume neither  
d nor f is NaN

- `x == (int)(float) x` ✗
- `x == (int)(double) x` ✓
- `f == (float)(double) f` ✓
- `d == (double)(float) d` ✗
- `f == -(-f);` ✓
- `2/3 == 2/3.0` ✗
- `d < 0.0 ⇒ ((d*2) < 0.0)` ✓
- `d > f ⇒ -f > -d` ✓
- `d * d >= 0.0` ✓
- `(d+f) - d == f` ✗

# Summary

- IEEE Floating Point has clear mathematical properties
- Represents numbers of form  $M \times 2^E$
- One can reason about operations independent of implementation
  - As if computed with perfect precision and then rounded
- Not the same as real arithmetic
  - Violates associativity/distributivity
  - Makes life difficult for compilers & serious numerical applications programmers

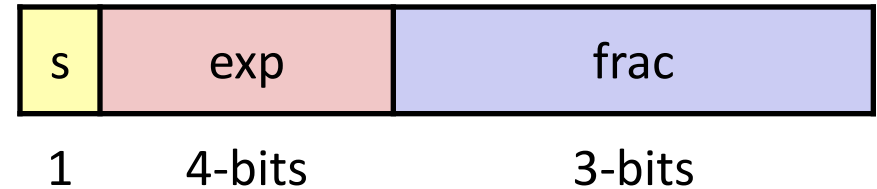


# Additional Slides

# Creating Floating Point Number

## ■ Steps

- Normalize to have leading 1
- Round to fit within fraction
- Postnormalize to deal with effects of rounding



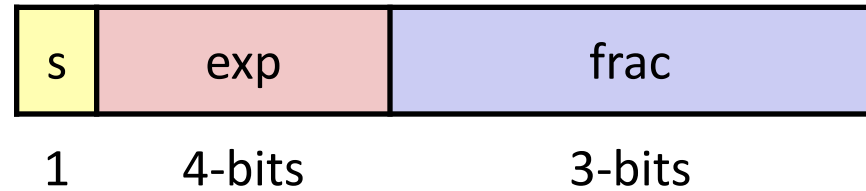
## ■ Case Study

- Convert 8-bit unsigned numbers to tiny floating point format

Example Numbers

128	10000000
15	00001101
33	00010001
35	00010011
138	10001010
63	00111111

# Normalize



## ■ Requirement

- Set binary point so that numbers of form 1.xxxxx
- Adjust all to have leading one
  - Decrement exponent as shift left

<i>Value</i>	<i>Binary</i>	<i>Fraction</i>	<i>Exponent</i>
128	10000000	1.0000000	7
15	00001101	1.1010000	3
17	00010001	1.0001000	4
19	00010011	1.0011000	4
138	10001010	1.0001010	7
63	00111111	1.1111100	5

# Postnormalize

## ■ Issue

- Rounding may have caused overflow
- Handle by shifting right once & incrementing exponent

<i>Value</i>	<i>Rounded</i>	<i>Exp</i>	<i>Adjusted</i>	<i>Numeric Result</i>
128	1.000	7		128
15	1.101	3		15
17	1.000	4		16
19	1.010	4		20
138	1.001	7		134
63	10.000	5	1.000/6	64

# Interesting Numbers

{single, double}

<i>Description</i>	<i>exp</i>	<i>frac</i>	<i>Numeric Value</i>
■ <b>Zero</b>	00...00	00...00	0.0
■ <b>Smallest Pos. Denorm.</b>	00...00	00...01	$2^{-\{23,52\}} \times 2^{-\{126,1022\}}$
<ul style="list-style-type: none"> <li>■ Single <math>\approx 1.4 \times 10^{-45}</math></li> <li>■ Double <math>\approx 4.9 \times 10^{-324}</math></li> </ul>			
■ <b>Largest Denormalized</b>	00...00	11...11	$(1.0 - \epsilon) \times 2^{-\{126,1022\}}$
<ul style="list-style-type: none"> <li>■ Single <math>\approx 1.18 \times 10^{-38}</math></li> <li>■ Double <math>\approx 2.2 \times 10^{-308}</math></li> </ul>			
■ <b>Smallest Pos. Normalized</b>	00...01	00...00	$1.0 \times 2^{-\{126,1022\}}$
<ul style="list-style-type: none"> <li>■ Just larger than largest denormalized</li> </ul>			
■ <b>One</b>	01...11	00...00	1.0
■ <b>Largest Normalized</b>	11...10	11...11	$(2.0 - \epsilon) \times 2^{\{127,1023\}}$
<ul style="list-style-type: none"> <li>■ Single <math>\approx 3.4 \times 10^{38}</math></li> <li>■ Double <math>\approx 1.8 \times 10^{308}</math></li> </ul>			