Floating-Point Addition

CS520

Dept. of Computer Science
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$$\begin{array}{r} 2.34 \times 10^{2} \\ +\ 2.56 \times 10^{0} \\ \hline \end{array}$$

$2.34\boxed{00} \times 10^{2}$

0.0256×10^{2}

$2.36\boxed{56} \times 10^{2}$

$$\boxed{2.37 \times 10^{2}}$$

Floating-Point Addition

1. shift significand of the smaller number to the right until exponents agree

2. add the significands

10,0...
→

3. normalize the sum & check for overflow/underflow

0.00001...
←

4. round the sum

↳ might then need another normalization

7F2A AAAA
+ 78F8 7878

0 111 1111 0010 1010 1010 1010 1010 1010 1010
0 111 1000 1111 1000 0111 1000 1111 1000
000 0110

$\Delta_{exp} = 13_{10}$

1.010 1010 1010 1010 1010 1010 | 1 | 000 1111 1000
+ 0.000 0000 0000 0111 1100 0011
1.010 1010 1010 1100 1001 1011
+1

1.010 1010 1010 1100 1001 1010

Guard bits

sticky bit = 1

0 111 1111 0010 1010 1011 0010 0110 1110

7 F 2 A B 2 6 E ✓

Limitations of floating-point numbers

remember: they are approximate!

so: $x \not\equiv y$ is problematic

$|x - y| < \varepsilon$

also problematic

$$
\begin{array}{r}
1.2345 \times 10^{3} \\
-\ 1.2341 \times 10^{3} \\
\hline
0.0004 \times 10^{3}
\end{array}
$$

$\leftarrow$

4.0000×10^{-1}

?

really just sorby

and floating-point addition is not associative

$$-1.5 \times 10^{38} + (1.5 \times 10^{38} + 1.0) =$$

$$-1.5 \times 10^{38} + 1.5 \times 10^{38} =$$

$$0.0$$

$$(-1.5 \times 10^{38} + 1.5 \times 10^{38}) + 1.0 =$$

$$0.0 + 1.0 =$$

$$1.0$$

To learn more:

take a course in Numerical Analysis

e.g. Math 753

For one disaster story:

google "Ariane 5"