
Subject: Please HELP!!!!

Posted by [phil](#) on Thu, 17 Aug 1995 07:00:00 GMT

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Howdy,

I have a problem that is only loosely related to IDL that I hope one of you can help me out. I want to take the bytes from a 32-bit floating point number and determine the floating point value of it. I can do this in IDL by the following:

```
IDL>a = bytarr(4)
IDL>openw,1,'temp'
IDL>writeu,1,160.0
IDL>close,1
IDL>openr,1,'temp'
IDL>readu,1,a
IDL>close,1
IDL>print,float(a,0)
160.0
IDL>print,a
67 32 0 0
```

Now, here is the problem. I'm trying to get the same answer by hand and can't seem to do it. I have been doing all sorts of iterations to get the sign, exponent and mantissa for this and nothing seems to work. I know this is simple, but I just seem to be missing something. Could one of you people out there humble me and show me what I am doing wrong.

TIA,

Phil

--

/***** *****/

Phil Williams

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/***** *****/

Subject: Re: Please HELP!!!!

Posted by [Mike Mathews](#) on Tue, 22 Aug 1995 07:00:00 GMT

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phil@peace.med.ohio-state.edu (Phil) wrote:

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> doing wrong.

>

Try the following for the 32bits

s eeeeeeeee ffffffffffffffffffff

msb lsb msb lsb

l/msb is least/most significant bit

if $0 < e < 255$ then $v = (-1)^s * [2^{(e-127)}] * (1.f)$

if $e = 0$ and $f \neq 0$ then $v = (-1)^s * [2^{(-126)}] * (0.f)$

if $e = 0$ and $f = 0$ then $v = (-1)^s * 0$

if $e = 255$ and $f = 0$ then $v = (-1)^s * \text{inf}$

if $e = 255$ and $f \neq 0$ then $v = \text{NaN (not a number)}$

I haven't check your numbers but I hope this helps

Mike

----- mailto:fskmjm@pukfsk.puk.ac.za -----

Subject: Re: Please HELP!!!!

Posted by [pjclinch](#) on Wed, 23 Aug 1995 07:00:00 GMT

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Phil (phil@peace.med.ohio-state.edu) wrote:

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: and can't seem to do it. I have been doing all sorts of iterations
: to get the sign, exponent and mantissa for this and nothing seems to
: work. I know this is simple, but I just seem to be missing something.
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: doing wrong.

First of all, the format will depend on your system. VAXen use a
unique floating point format, I think, but other than that it's probably
IEEE 753-1985, which is the main standard.

format for a 32 bit float is:

bit 31: sign bit, 1 -> negative, 0 -> positive
bits 30-23: exponent
bits 22-0: significand

the problem interpreting these is usually in the significand, which is,
not very intuitively at first sight, a binary fraction greater or equal
to 1 and less than 2. I think (but can't be totally sure offhand) that
all the significand bits set at 0 is equivalent to an actual value of 1,
while all set at 1 is not quite 2, with fractional points in between.

the other fun bit is the exponent, which you get by subtracting a bias
value of 127. This allows you to get negative exponents, so an actual
bit value of 130 in bits 30->23 would mean an exponent of 3 for the
actual number represented.

Have fun...,
Pete.

--

Peter Clinch

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