

Floating

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Look up floating in Wiktionary, the free dictionary. Floating may refer to: a type of dental work performed on horse teeth use of an isolation tank the

Floating may refer to:

a type of dental work performed on horse teeth

use of an isolation tank

the guitar-playing technique where chords are sustained rather than scratched

Floating (play), by Hugh Hughes

Floating (psychological phenomenon), slipping into altered states

Floating exchange rate, a market-valued currency

Floating voltage, and floating ground, a voltage or ground in an electric circuit that is not connected to the Earth or another reference voltage

Floating point, a representation in computing of rational numbers most commonly associated with the IEEE 754 standard

Floating (film), a 1997 American drama film

Floating-point arithmetic

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In computing, floating-point arithmetic (FP) is arithmetic on subsets of real numbers formed by a significand (a signed sequence of a fixed number of digits in some base) multiplied by an integer power of that base.

Numbers of this form are called floating-point numbers.

For example, the number 2469/200 is a floating-point number in base ten with five digits:

2469

/

200

=

12.345

=

12345

?

significand

×

10

?

base

?

3

?

exponent

$$\{ \displaystyle 2469/200 = 12.345 = \underbrace{12345}_{\text{significand}} \times \underbrace{10}_{\text{base}} \overbrace{\{\}^{-3}}^{\text{exponent}} \}$$

However, $7716/625 = 12.3456$ is not a floating-point number in base ten with five digits—it needs six digits.

The nearest floating-point number with only five digits is 12.346.

And $1/3 = 0.3333\dots$ is not a floating-point number in base ten with any finite number of digits.

In practice, most floating-point systems use base two, though base ten (decimal floating point) is also common.

Floating-point arithmetic operations, such as addition and division, approximate the corresponding real number arithmetic operations by rounding any result that is not a floating-point number itself to a nearby floating-point number.

For example, in a floating-point arithmetic with five base-ten digits, the sum $12.345 + 1.0001 = 13.3451$ might be rounded to 13.345.

The term floating point refers to the fact that the number's radix point can "float" anywhere to the left, right, or between the significant digits of the number. This position is indicated by the exponent, so floating point can be considered a form of scientific notation.

A floating-point system can be used to represent, with a fixed number of digits, numbers of very different orders of magnitude — such as the number of meters between galaxies or between protons in an atom. For this reason, floating-point arithmetic is often used to allow very small and very large real numbers that require fast processing times. The result of this dynamic range is that the numbers that can be represented are not uniformly spaced; the difference between two consecutive representable numbers varies with their exponent.

Over the years, a variety of floating-point representations have been used in computers. In 1985, the IEEE 754 Standard for Floating-Point Arithmetic was established, and since the 1990s, the most commonly encountered representations are those defined by the IEEE.

The speed of floating-point operations, commonly measured in terms of FLOPS, is an important characteristic of a computer system, especially for applications that involve intensive mathematical calculations.

Floating-point numbers can be computed using software implementations (softfloat) or hardware implementations (hardfloat). Floating-point units (FPUs, colloquially math coprocessors) are specially designed to carry out operations on floating-point numbers and are part of most computer systems. When FPUs are not available, software implementations can be used instead.

Floating city

Floating city may refer to: Aberdeen floating village, Hong Kong Floating cities and islands in fiction, the use of artificial floating cities as a speculative

Floating city may refer to:

Floating point operations per second

Floating point operations per second (FLOPS, flops or flop/s) is a measure of computer performance in computing, useful in fields of scientific computations

Floating point operations per second (FLOPS, flops or flop/s) is a measure of computer performance in computing, useful in fields of scientific computations that require floating-point calculations.

For such cases, it is a more accurate measure than instructions per second.

Hexadecimal floating point

Hexadecimal floating point may refer to: IBM hexadecimal floating point in the IBM System 360 and 370 series of computers and others since 1964 Hexadecimal

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Hexadecimal floating-point arithmetic in the Illinois ILLIAC III computer in 1966

Hexadecimal floating-point arithmetic in the SDS Sigma 7 computer in 1966

Hexadecimal floating-point arithmetic in the SDS Sigma 5 computer in 1967

Hexadecimal floating-point arithmetic in the Xerox Sigma 9 computer in 1970

Hexadecimal floating-point arithmetic in the Interdata 8/32 computer in the 1970s

Hexadecimal floating-point arithmetic in the Manchester MU5 computer in 1972

Hexadecimal floating-point arithmetic in the Data General Eclipse S/200 computer in ca. 1974

Hexadecimal floating-point arithmetic in the Gould Pownode 9080 computer in the 1980s

Hexadecimal floating-point arithmetic in the HEP computer in 1982

Hexadecimal floating-point arithmetic in the SEL System 85 computer

Hexadecimal floating-point arithmetic in the SEL System 86 computer

The IEEE Standard for Floating-Point Arithmetic (IEEE 754) is a technical standard for floating-point arithmetic originally established in 1985 by the

The IEEE Standard for Floating-Point Arithmetic (IEEE 754) is a technical standard for floating-point arithmetic originally established in 1985 by the Institute of Electrical and Electronics Engineers (IEEE). The standard addressed many problems found in the diverse floating-point implementations that made them difficult to use reliably and portably. Many hardware floating-point units use the IEEE 754 standard.

The standard defines:

arithmetic formats: sets of binary and decimal floating-point data, which consist of finite numbers (including signed zeros and subnormal numbers), infinities, and special "not a number" values (NaNs)

interchange formats: encodings (bit strings) that may be used to exchange floating-point data in an efficient and compact form

rounding rules: properties to be satisfied when rounding numbers during arithmetic and conversions

operations: arithmetic and other operations (such as trigonometric functions) on arithmetic formats

exception handling: indications of exceptional conditions (such as division by zero, overflow, etc.)

IEEE 754-2008, published in August 2008, includes nearly all of the original IEEE 754-1985 standard, plus the IEEE 854-1987 (Radix-Independent Floating-Point Arithmetic) standard. The current version, IEEE 754-2019, was published in July 2019. It is a minor revision of the previous version, incorporating mainly clarifications, defect fixes and new recommended operations.

Dry dock

First World War monitor HMS M33. Possibly the earliest description of a floating dock comes from a small Italian book printed in Venice in 1560, called

A dry dock (sometimes drydock or dry-dock) is a narrow basin or vessel that can be flooded to allow a load to be floated in, then drained to allow that load to come to rest on a dry platform. Dry docks are used for the construction, maintenance, and repair of ships, boats, and other watercraft.

Floating canvas

In tailoring, a floating canvas is a fabric panel sewn inside the front of a suit jacket or coat. The floating canvas adds structure to the front panel

In tailoring, a floating canvas is a fabric panel sewn inside the front of a suit jacket or coat. The floating canvas adds structure to the front panel of a jacket, and ensures that the jacket drapes properly and maintains its shape over time. It is traditionally made from horsehair, woven together with wool, cotton, linen, or synthetic fibers. The horsehair is used on the weft, and the other fabric on the warp. The floating canvas is loosely handstitched in place between the outer jacket fabric and the inner lining. The stitch used to secure floating canvas is called a pad stitch.

A full canvas is a floating canvas that lies along the entire front of the jacket, from the shoulder seam and lapel to the bottom hem.

A half canvas is a floating canvas that reaches from the shoulder seam and lapel to halfway down the chest. A half canvas is often supplemented with fusible interfacing that provides structure to the remainder of the

jacket front. Fusible (or glued) interlinings are considered to be of lower quality than their canvassed counterparts, since the interlining can separate from the main fabric, causing unsightly bubbling.

Floating bridge

Floating bridge may refer to: Pontoon bridge Submerged floating tunnel Vlotbrug, a design of retractable pontoon bridge used in the Dutch province of

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Double-precision floating-point format

Double-precision floating-point format (sometimes called FP64 or float64) is a floating-point number format, usually occupying 64 bits in computer memory;

Double-precision floating-point format (sometimes called FP64 or float64) is a floating-point number format, usually occupying 64 bits in computer memory; it represents a wide range of numeric values by using a floating radix point.

Double precision may be chosen when the range or precision of single precision would be insufficient.

In the IEEE 754 standard, the 64-bit base-2 format is officially referred to as binary64; it was called double in IEEE 754-1985. IEEE 754 specifies additional floating-point formats, including 32-bit base-2 single precision and, more recently, base-10 representations (decimal floating point).

One of the first programming languages to provide floating-point data types was Fortran. Before the widespread adoption of IEEE 754-1985, the representation and properties of floating-point data types depended on the computer manufacturer and computer model, and upon decisions made by programming-language implementers. E.g., GW-BASIC's double-precision data type was the 64-bit MBF floating-point format.

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