

## 1.4 DATA TYPES &amp; STRUCTURES · 1.4.1 · A-LEVEL

## Floating point — Mark scheme

30 marks · spec 1.4.1(g)(h) · 8-bit mantissa, 4-bit exponent, two's complement

**AO key:** AO1 = knowledge · AO2 = application. Award method marks for correct working even where a slip gives a wrong final value (follow-through). Do not award the same point twice.

| Q    | ANSWER                                                                        | AO  | MARKS |
|------|-------------------------------------------------------------------------------|-----|-------|
| 1(a) | value = mantissa $\times 2^{\text{exponent}}$ . (1)                           | AO1 | 1     |
| 1(b) | The mantissa. (1)                                                             | AO1 | 1     |
| 1(c) | The exponent. (1)                                                             | AO1 | 1     |
| 1(d) | It is taken to be immediately after the (sign) first bit of the mantissa. (1) | AO1 | 1     |

| Q    | ANSWER                                                                                                | AO  | MARKS |
|------|-------------------------------------------------------------------------------------------------------|-----|-------|
| 2(a) | Exponent 0010 = +2; move point right 2 $\rightarrow$ 011.00000 (1); = 3 (or 3.0) (1). (2)             | AO2 | 2     |
| 2(b) | Exponent 0011 = +3; 0101.1000 (1); = 5.5 (1). (2)                                                     | AO2 | 2     |
| 2(c) | Mantissa negative (two's complement); move point right 2 $\rightarrow$ 101.10000 (1); = -2.5 (1). (2) | AO2 | 2     |

| Q    | ANSWER                                                                                                                                                        | AO  | MARKS |
|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|
| 3(a) | 6.5 = 110.1 (1); move point 3 left, exponent = 3 (1); = mantissa 0.1101000 exp 0011 (1). (3)                                                                  | AO2 | 3     |
| 3(b) | Find two's complement for -6.5 / mantissa must start 1.0 (1); exponent = 3 (1); = mantissa 1.0011000 exp 0011 (1). (Check: $-0.8125 \times 2^3 = -6.5$ .) (3) | AO2 | 3     |

| Q    | ANSWER                                                                                                                                                                                                                      | AO  | MARKS |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|
| 4(a) | It gives the maximum precision for the given number of mantissa bits (1); by removing leading bits that carry no information / using the bits for significant digits (also gives a single standard representation) (1). (2) | AO1 | 2     |
| 4(b) | Shift mantissa left 2 (first bit after point becomes 1), reduce exponent by 2 (1); = mantissa 0.1101000 exp 0010 (1). (Both equal 3.25.) (2)                                                                                | AO2 | 2     |
| 4(c) | Greater precision (numbers can be represented more accurately). (1)                                                                                                                                                         | AO1 | 1     |

| Q    | ANSWER                                                                                                                                                                                                                                                                                                                                                                                                                    | AO  | MARKS |
|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|
| 5(a) | <p>A = 2.5, B = 1.5 (sum should be 4.0). Mark the method:</p> <ul style="list-style-type: none"> <li>raise B to exponent 0010: mantissa 0.0110000 exp 0010 (1)</li> <li>add mantissas: 0.1010000 + 0.0110000 = 1.0000000 (1)</li> <li>recognise mantissa overflow into the sign bit (1)</li> <li>renormalise: shift right 1, exponent → 0011 (1)</li> <li>answer: mantissa 0.1000000 exp 0011 (= 4.0) (1). (5)</li> </ul> | AO2 | 5     |
| 5(b) | Adding the mantissas overflowed into the sign bit, so the result was not in normalised form. (1)                                                                                                                                                                                                                                                                                                                          | AO2 | 1     |

| Q    | ANSWER                                                                                                           | AO  | MARKS |
|------|------------------------------------------------------------------------------------------------------------------|-----|-------|
| 6(a) | Most negative mantissa 1.0000000 (= -1) with largest exponent 0111 (= 7) (1);<br>$-1 \times 2^7 = -128$ (1). (2) | AO2 | 2     |
| 6(b) | When a number is too small (close to zero) to be represented in the available bits. (1)                          | AO1 | 1     |

Total for paper: 30 marks