

13.3.1 The mantissa-exponent trade-off, normalisation, and overflow and underflow

Name: _____ Class: _____ Date: _____ **Total: 26 marks**

KEY WORDS mantissa 尾数 • exponent 指数 • floating-point 浮点数 • overflow 溢出
• underflow 下溢

Objective

Build the skills to answer the **floating-point** 浮点数 questions that sheet 13.3 does not reach. That sheet describes the format, converts both ways and normalises. Two things the syllabus names never appear in it: the effect of **changing the allocation of bits** between mantissa and exponent, and **overflow** 溢出 and **underflow** 下溢. The words allocation, range, overflow and underflow occur in it zero times each.

You must be able to:

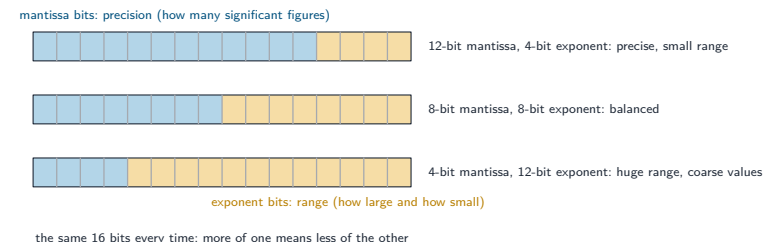
- understand the effects of changing the allocation of bits to **mantissa** 尾数 and **exponent** 指数 in a floating-point representation
- normalise a floating-point number, and give the **reasons** for normalisation
- understand how **overflow** and **underflow** can occur
- understand that a binary representation is only an approximation, and that this gives rise to **rounding errors** 舍入误差

1 Worked examples

Study these first. Each one shows a **method** that a question later on this sheet needs.

Throughout, a number is stored as an 8-bit two's-complement **mantissa** with the binary point immediately after its sign bit, and an 8-bit two's-complement **exponent**.

- Mantissa bits buy precision; exponent bits buy range



The total number of bits is fixed, so the two can only grow at each other's expense. That single fact answers the whole question:

- more mantissa bits** – more significant figures, so greater **precision** and smaller rounding errors; but fewer exponent bits, so a **smaller range** of magnitudes.
- more exponent bits** – a **larger range**, both larger and smaller magnitudes representable; but fewer mantissa bits, so **less precision**, and the values are more coarsely spaced.

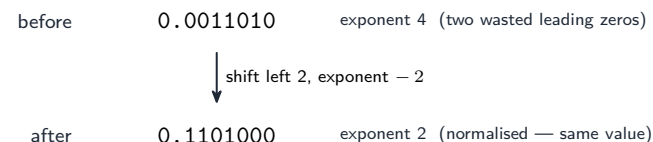
A three-mark answer names **both effects** and **both directions**. “More mantissa is more accurate” is one mark of three.

Worked example. In a 10-bit mantissa, 6-bit exponent format, state the largest positive number.

The largest mantissa is $0111111111 = 1 - 2^{-9}$, just under 1, and the largest exponent is $011111 = 31$. So the largest value is just under 2^{31} .

The smallest positive **normalised** number takes the smallest normalised mantissa, $0100000000 = 0.5$, with the most negative exponent, $100000 = -32$: $0.5 \times 2^{-32} = 2^{-33}$.

■ Normalisation, and why it exists



A **normalised** mantissa starts 01 for a positive number and 10 for a negative one: the first bit after the sign must be the **opposite** of the sign bit.

To normalise: shift the mantissa **left** until that holds, and **decrease** the exponent by one for every place shifted. The value is unchanged, because each left shift doubles the mantissa and each decrement of the exponent halves the result.

Worked example. Normalise mantissa 00011000 with exponent 00000101.

The mantissa is +0.1875 and the exponent is 5, so the value is $0.1875 \times 32 = 6$.

Two left shifts give $01100000 = 0.75$, and the exponent falls by 2 to 3. Check: $0.75 \times 8 = 6$. Same number.

The **reasons** for normalising, and a question asking for them wants the reason, not the rule:

- it gives the **greatest possible precision** for the bits available, because no mantissa bit is wasted holding a leading zero that carries no information;
- it makes the representation **unique**, so one value has exactly one stored form, which lets two numbers be compared directly.

■ **Overflow and underflow both come from the exponent**

- **Overflow:** the result of a calculation is **larger than the largest** value the format can hold; the exponent would need to be bigger than its bits allow.
- **Underflow:** the result is a non-zero value **smaller than the smallest** the format can hold, too close to zero for the exponent to express, so it is stored as **zero**.
- Both are limits of the **exponent's** range, not the mantissa's. Blaming the mantissa, or defining overflow as “too many digits”, is the answer the mark scheme is looking out for.
- Widening the exponent postpones both, at the cost of precision – which is the trade-off above, seen from the other side.

■ **Why a binary representation is only an approximation**

A denary fraction is exact in binary only when its denominator is a power of 2. 0.5, 0.25 and 0.75 are exact; 0.1 is the recurring binary fraction $0.000110011\dots$, which has to be cut off wherever the mantissa ends.

- **rounding errors** then accumulate over many operations, which is why $0.1 + 0.2$ is not exactly 0.3;
- so a real value is never tested with $=$. Test that the **difference** from the expected value is smaller than a small tolerance. A modulus function is **not** on the 9618 insert, so a question that needs one defines it; without one, test both directions, IF $X - 0.3 < 0.000001$ AND $0.3 - X < 0.000001$ THEN;
- subtracting two nearly equal values leaves a result made almost entirely of error.
- Where exactness is required – currency, above all – use **fixed-point** 定点 or **BCD** instead.

2 Practice

Now use the methods above.

2.1 State what a **normalised** mantissa looks like for a positive number and for a negative number. [2]

2.2 A number is stored with mantissa 01100000 and exponent 00000010.

Calculate its denary value. [2]

2.3 State **one** reason why floating-point numbers are normalised. [1]

2.4 State what is meant by **overflow** and by **underflow**. [2]

2.5 State which part of a floating-point number, the mantissa or the exponent, determines the **range** of values that can be stored. [1]

3 Exam-style questions

3.1 A system uses a fixed total of 16 bits for each floating-point number.

Describe the effect on the numbers that can be stored of **increasing** the number of bits allocated to the mantissa and reducing the number allocated to the exponent. [3]

3.2 A number is stored with mantissa 00011000 and exponent 00000101.

(a) Calculate its denary value. [2]

(b) Write the number in **normalised** form, giving the new mantissa and the new exponent. [3]

(c) Show that your normalised form has the same value. [1]

3.3 Explain why **overflow** and **underflow** are caused by the **exponent** rather than by the mantissa. [3]

3.4 A program adds 0.1 to 0.2 and tests whether the result is equal to 0.3. The test fails.

(a) Explain why. [2]

(b) State how the test should be written instead. [1]

3.5 A banking system stores currency amounts. Explain why floating-point representation is **not** suitable, and state what should be used instead. [3]
