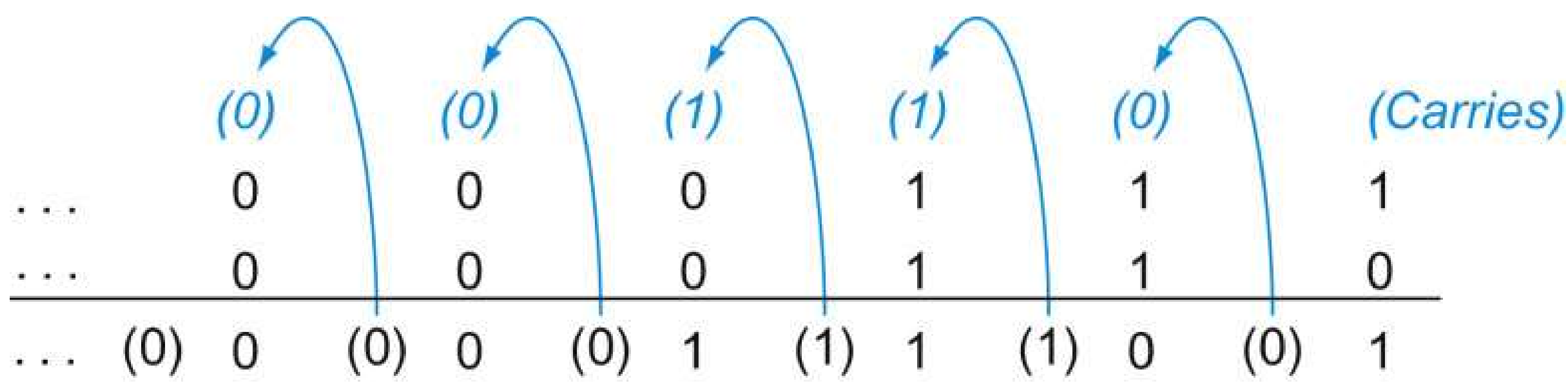
Lecture 9: Addition, Multiplication & Division

- Today's topics:

  - Addition
  - Multiplication
  - Division

Addition and Subtraction

- Addition is similar to decimal arithmetic
- For subtraction, simply add the negative number – hence, subtract A-B involves negating B's bits, adding 1 and A



Source: H&P textbook

Overflows

- For an unsigned number, overflow happens when the last carry (1) cannot be accommodated

- For a signed number, overflow happens when the most significant bit is not the same as every bit to its left
  - when the sum of two positive numbers is a negative result
  - when the sum of two negative numbers is a positive result
  - The sum of a positive and negative number will never overflow

- MIPS allows addu and subu instructions that work with unsigned integers and never flag an overflow – to detect the overflow, other instructions will have to be executed

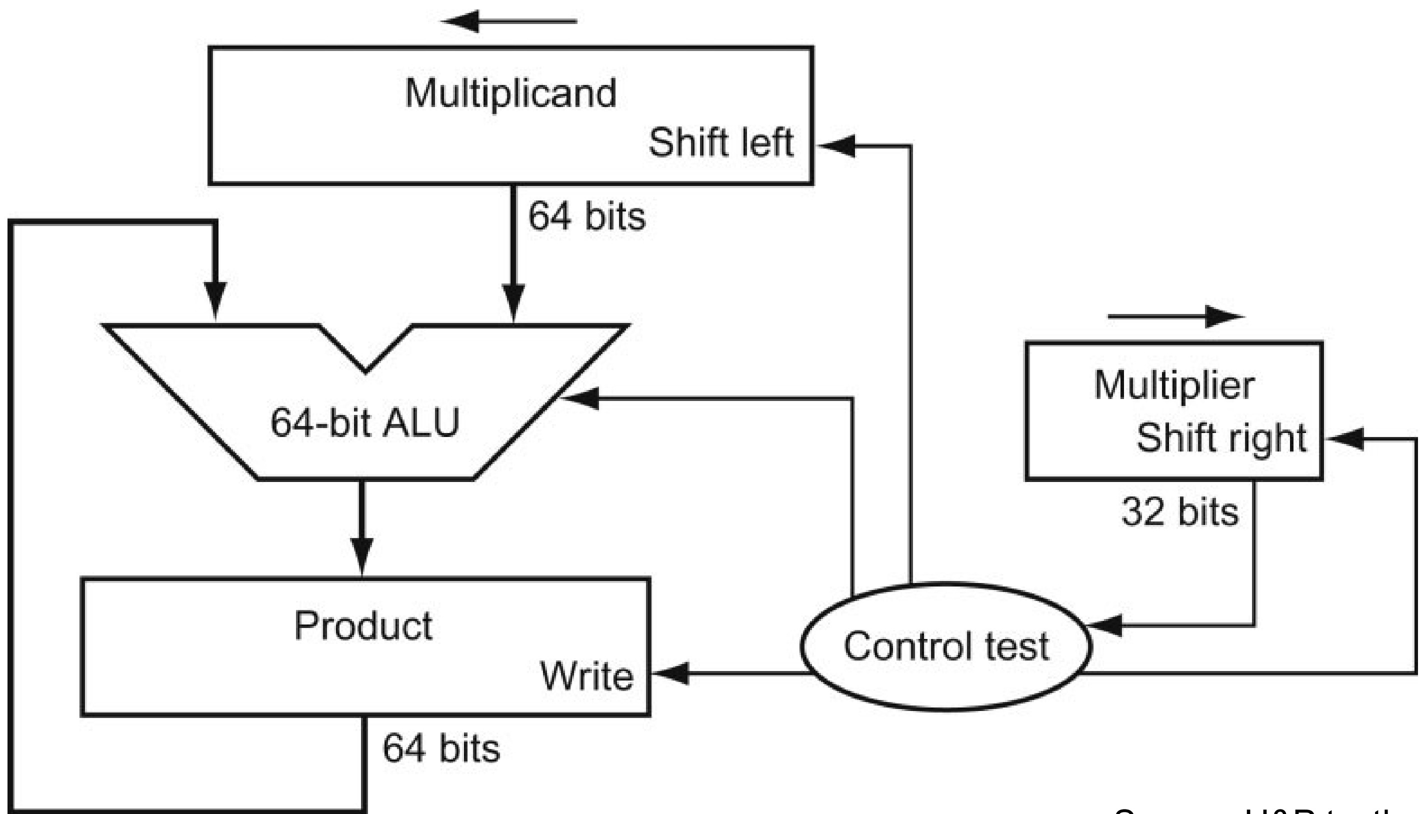
Multiplication Example

```
Multiplicand               1000ten
Multiplier            x    1001ten
                      ---------------
                           1000
                          0000
                         0000
                        1000
                      ----------------
Product                 1001000ten
```

In every step

- multiplicand is shifted
- next bit of multiplier is examined (also a shifting step)
- if this bit is 1, shifted multiplicand is added to the product

HW Algorithm 1

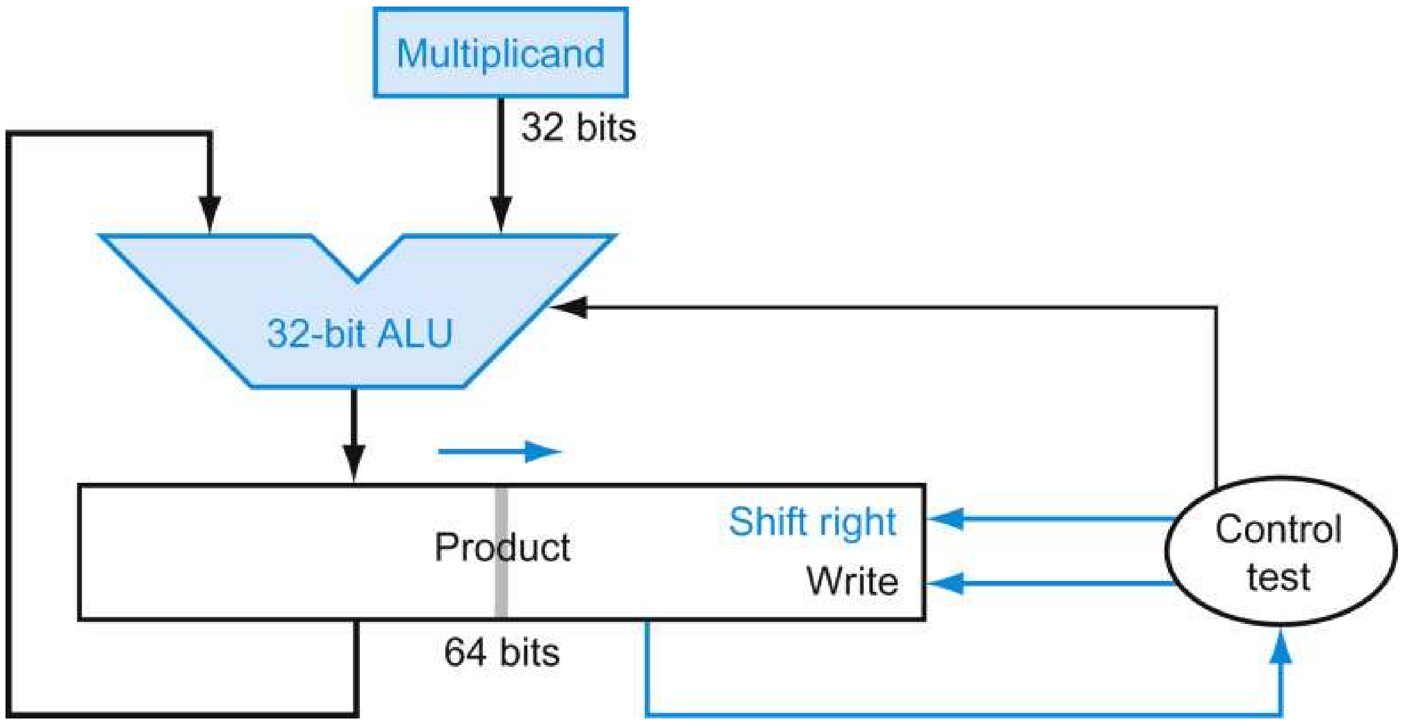


Source: H&P textbook

In every step

- multiplicand is shifted
- next bit of multiplier is examined (also a shifting step)
- if this bit is 1, shifted multiplicand is added to the product

HW Algorithm 2



Source: H&P textbook

- 32-bit ALU and multiplicand is untouched
- the sum keeps shifting right
- at every step, number of bits in product + multiplier = 64, hence, they share a single 64-bit register

Notes

- The previous algorithm also works for signed numbers (negative numbers in 2's complement form)

- We can also convert negative numbers to positive, multiply the magnitudes, and convert to negative if signs disagree

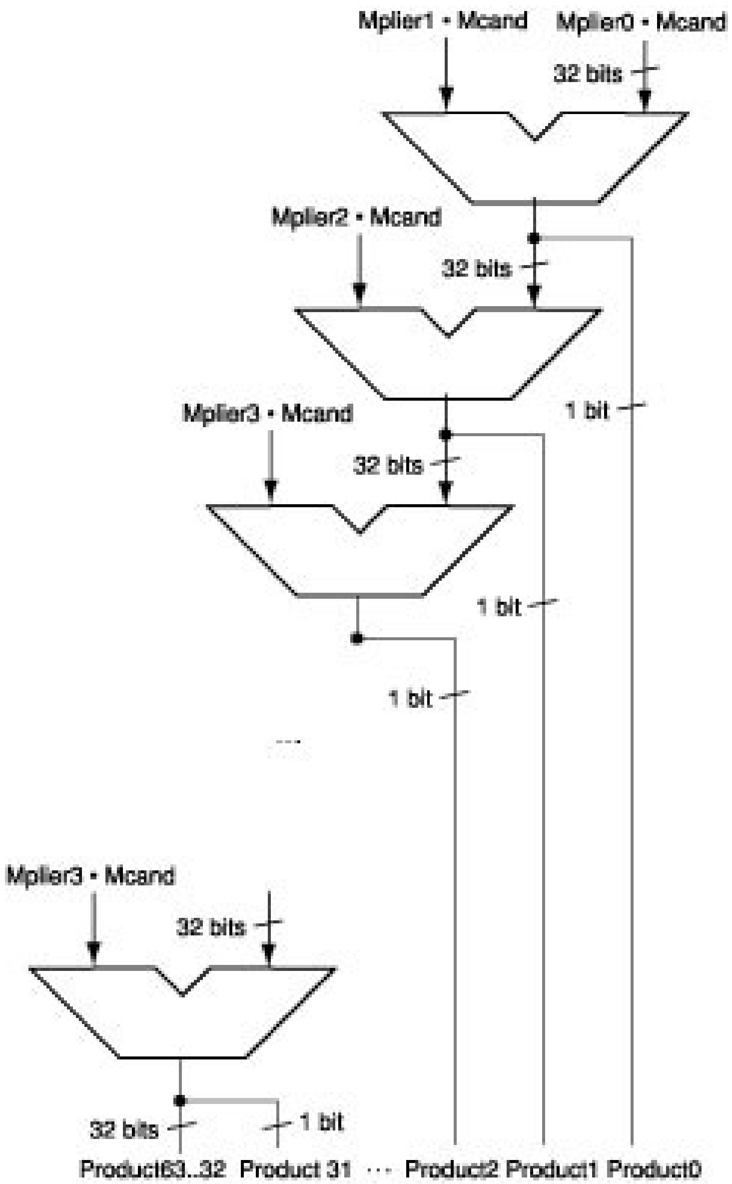
- The product of two 32-bit numbers can be a 64-bit number
  -- hence, in MIPS, the product is saved in two 32-bit registers

MIPS Instructions

mult	$s2, $s3	computes the product and stores it in two "internal" registers that can be referred to as hi and lo
mfhi	$s0	moves the value in hi into $s0
mflo	$s1	moves the value in lo into $s1

Similarly for multu

Fast Algorithm



Source: H&P textbook

- The previous algorithm requires a clock to ensure that the earlier addition has completed before shifting

- This algorithm can quickly set up most inputs – it then has to wait for the result of each add to propagate down – faster because no clock is involved

  -- Note: high transistor cost

Division

```
                               1001ten          Quotient
                          ________________
Divisor     1000ten      |    1001010ten       Dividend
                            -1000
                                10
                                101
                                1010
                               -1000
                                   10ten        Remainder
```

At every step,

- shift divisor right and compare it with current dividend
- if divisor is larger, shift 0 as the next bit of the quotient
- if divisor is smaller, subtract to get new dividend and shift 1 as the next bit of the quotient

Division

		1001_{ten}	Quotient
Divisor	1000_{ten}	$\vert$ 1001010_{ten}	Dividend

0001001010	0001001010	0000001010	0000001010
100000000000 →	0001000000 →	0000100000 →	0000001000
Quo: 0	000001	0000010	000001001

At every step,

- shift divisor right and compare it with current dividend
- if divisor is larger, shift 0 as the next bit of the quotient
- if divisor is smaller, subtract to get new dividend and shift 1 as the next bit of the quotient

Divide Example

- Divide 7_{ten} ($0000\ 0111_{two}$) by 2_{ten} (0010_{two})

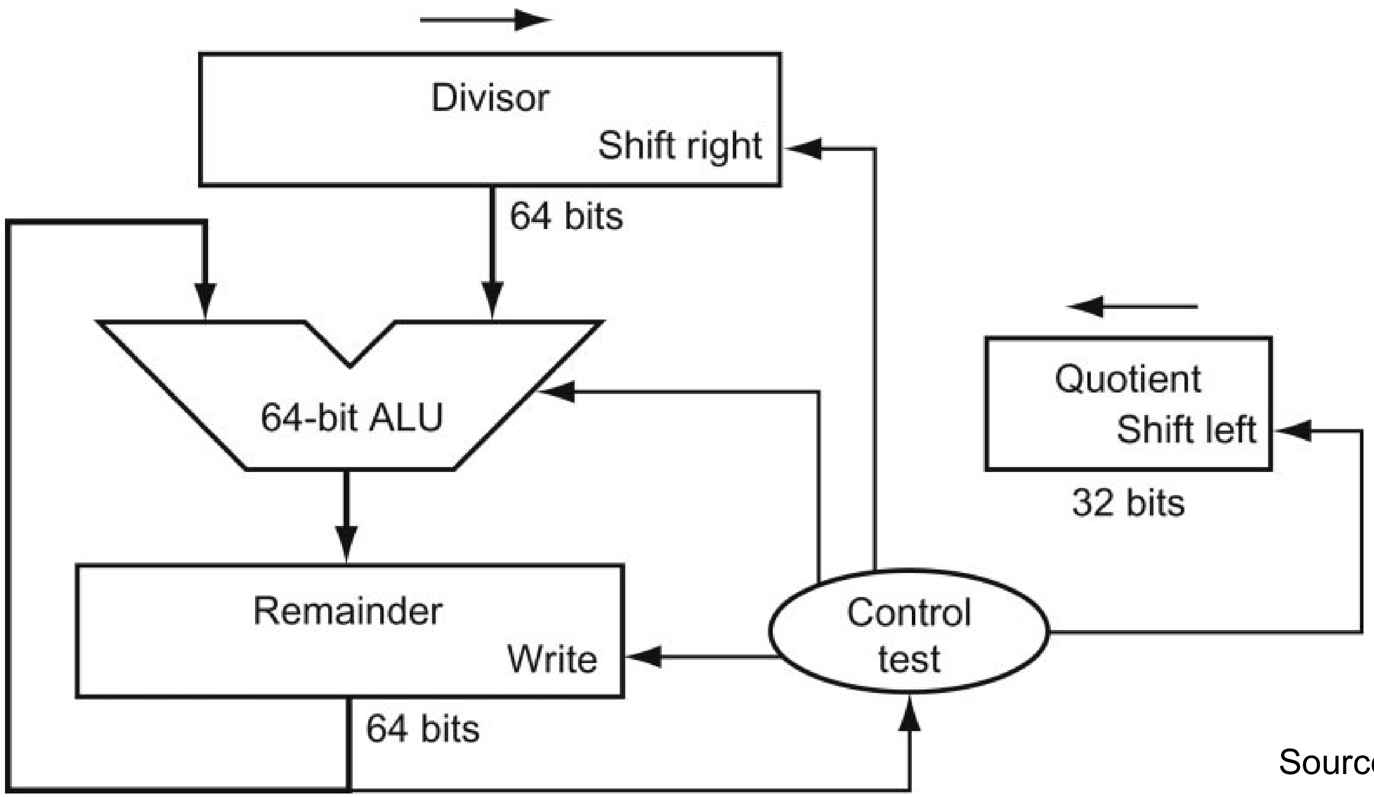
Iter	Step	Quot	Divisor	Remainder
0	Initial values			
1				
2				
3				
4				
5				

Divide Example

- Divide 7_{ten} ($0000\ 0111_{two}$) by 2_{ten} (0010_{two})

Iter	Step	Quot	Divisor	Remainder
0	Initial values	0000	0010 0000	0000 0111
1	Rem = Rem – Div	0000	0010 0000	1110 0111
	Rem < 0 ➔ +Div, shift 0 into Q	0000	0010 0000	0000 0111
	Shift Div right	0000	0001 0000	0000 0111
2	Same steps as 1	0000	0001 0000	1111 0111
		0000	0001 0000	0000 0111
		0000	0000 1000	0000 0111
3	Same steps as 1	0000	0000 0100	0000 0111
4	Rem = Rem – Div	0000	0000 0100	0000 0011
	Rem >= 0 ➔ shift 1 into Q	0001	0000 0100	0000 0011
	Shift Div right	0001	0000 0010	0000 0011
5	Same steps as 4	0011	0000 0001	0000 0001

Hardware for Division

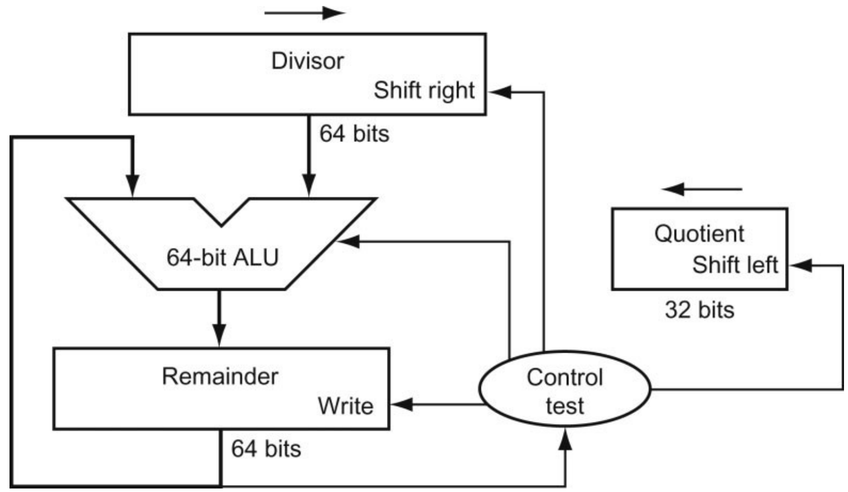


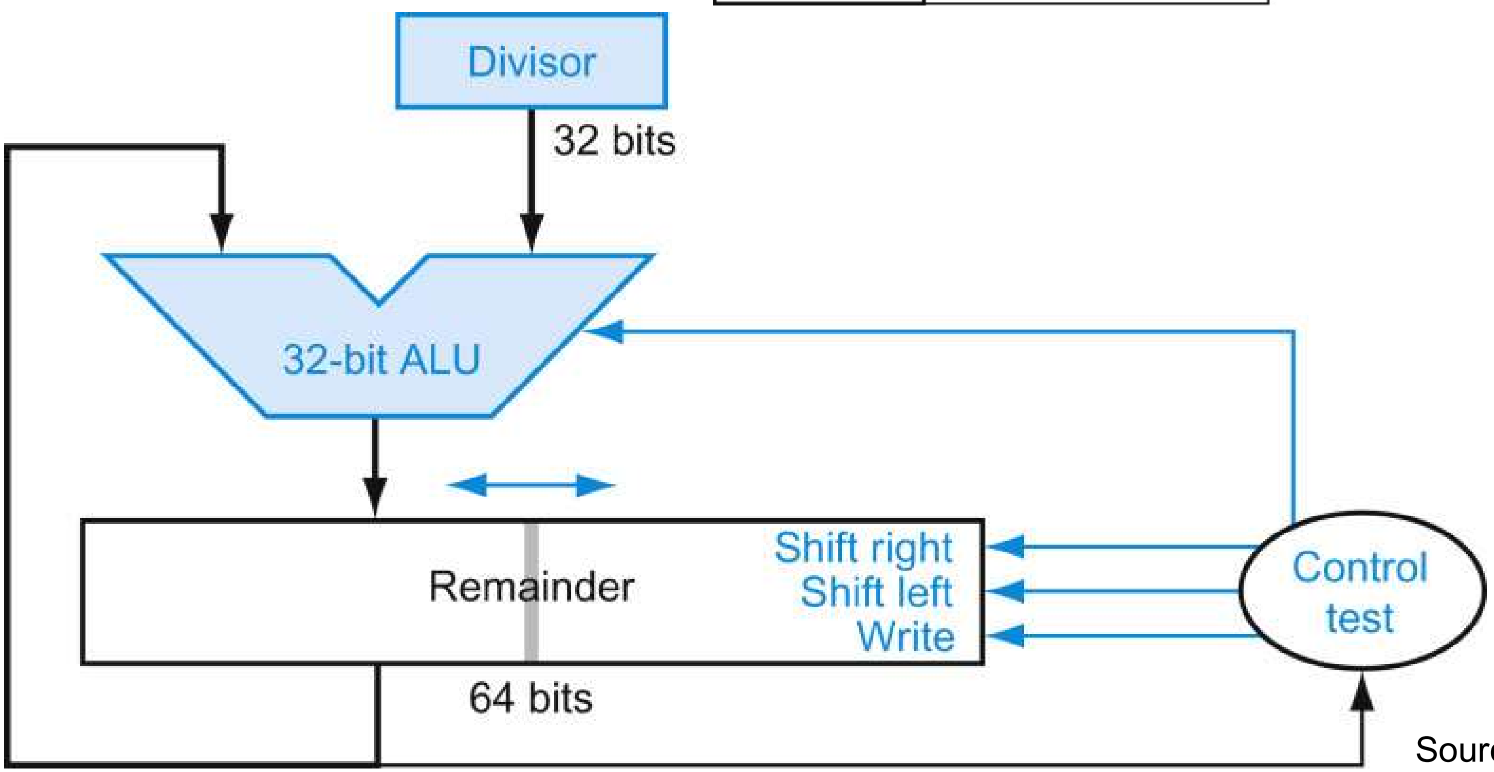
Source: H&P textbook

A comparison requires a subtract; the sign of the result is examined;
if the result is negative, the divisor must be added back

Similar to multiply, results are placed in Hi (remainder) and Lo (quotient)

Efficient Division





Source: H&P textbook

Divisions involving Negatives

- Simplest solution: convert to positive and adjust sign later
- Note that multiple solutions exist for the equation:
  Dividend = Quotient x Divisor + Remainder

+7 div +2	Quo =	Rem =
-7 div +2	Quo =	Rem =
+7 div -2	Quo =	Rem =
-7 div -2	Quo =	Rem =

Divisions involving Negatives

- Simplest solution: convert to positive and adjust sign later
- Note that multiple solutions exist for the equation:
  Dividend = Quotient x Divisor + Remainder

+7 div +2	Quo = +3	Rem = +1
-7 div +2	Quo = -3	Rem = -1
+7 div -2	Quo = -3	Rem = +1
-7 div -2	Quo = +3	Rem = -1

Convention: Dividend and remainder have the same sign
Quotient is negative if signs disagree
These rules fulfil the equation above

Take Homes

- Grade school algorithms are commonly used – the algorithms are even easier in binary (mult by 1 and 0)
- They can be implemented in hardware with shifts, add, sub, checks
- To improve efficiency, look for ineffectuals – are only some bits changing in every step – allows us to use narrow adders and registers – allows us to pack more operands in one register
- Can also improve speed by throwing more transistors and parallel computations at the problem