Topics to be covered from Chapter-7

Lecture -27: Figure 7.2, 7.3

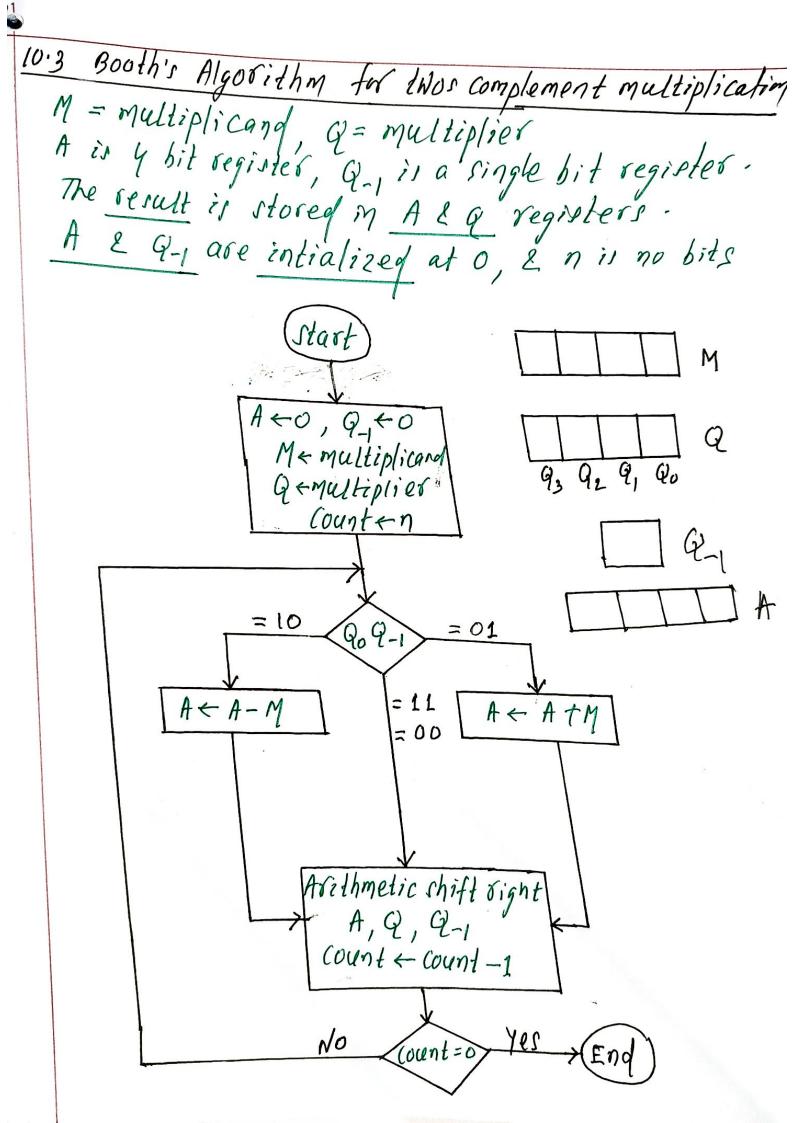
Lecture-29 & 30:Table 7.1, Figure 7.4, 7.8, 7.9,7.10

Lecture-31 (OPTIONAL): Figure 7.12, 7.14, 7.15

Topics to be covered from Chapter-10

- 1. Disadvantages of multiplication of unsigned binary integers
- Twos complement Multiplication (Booth's algorithm) (Figure 10.12, Figure
- Multiplication of following numbers using 4-bit binary integers and Booth's a. 7x3
 - b. 7x(-3)
 - c. (-7)x(3)
 - 4. Floating point Representation (Figure 10.18 only)
- 5. IEEE standard for binary floating-point Representation (Figure 10.21 (a), Figure 10.21(b) only)
- 6. Express the following numbers in IEEE 32-bit floating-point format(page number 370)
 - a. -1.5
 - , b 0.384
 - c. -1/32 = -0:03/
- 7. The following numbers use the IEEE 32-bit floating-point format. What is the equivalent decimal value? (page number 370)

 - b. 0 <u>01111110</u> 10100000000000000000000



Q.1 Multiplication of (7X3) using 4-bit brang integers based on the Booth's algorithm.

Solution M= 7 = 0111, -M= 1000 M = 7 = 0111, -M = 1000 Q = 3 = 0011 1001

ACA-M A 0 9-1 M 0000 0000 0011 Initial Value 0 0111 tloop 1001 0011 A+A-M 0 1001 0111 ist 1100 1001 1 shift Cycle 0111 ALATM 1110 1110 and Shift 0100 1 0111 cycle to111 1010 5 ALATM 0100 0111 1 314 shift 0010 1010 0 0111 cycle shift 914 0101 0 0111 0001 cycle

The result is A Q = (0001010) = (21),

Q.2 Multiplay xx(-3), using Booth's algorithy M = 7 = 0111, $-M = \frac{1000}{1001}$ $Q = -3 = \frac{1100}{1101}$

| | | | (V) | M | | |
|---------------|-----------|------|-----|----------|-----------------|---------|
| | 1 | Q | 9-1 | | trilical wal. | |
| A CA-M | 1 0000 | 1101 | 0 | 0111 | Initial value | 1 |
| 20000 | 71001 | 1101 | 0 | 0111 | A < A-M | 1st |
| T100 | <u> </u> | 1110 | - | 0111 | shift | cycle |
| 100 14 A+M | 1100 | 1110 | 1 | 0111 | A < A+M | Tanl |
| 11-00 | 1 | 1111 | 0 | 0111 | shift | ayou |
| 70,01 | 10001 | 1111 | 0 | 0111 | A + A-M | 73.7 |
| ALATI | 4 17 1010 | 0111 | 4 | 0111 | shrff | Cycle |
| 1001 | 1101 | | 1 | | shift | 711 |
| कार | 1110 | 1011 | 1 | pill | 3.1.11 | ayou |
| | | | | The repu | It N AN - 11101 | 011 = - |

and Multiplication of (-7 x 3), using 4-bit integers byed on the Booth's algorithm; $50/nfm \rightarrow M = -7 = \frac{1000}{t}$ Q = 3 = 0011 $\Rightarrow -M = 7 = 0111$

| | - | A | | | | | |
|---|-------|---------|------|-----|-------------|---------------|--------------|
| | - A-M | 0000 | 9 | Q-1 | M | | |
| | 0000 | 70111 | 0011 | 0 | 1001 | Initial Value | |
| | 0111 | , , , (| 0011 | 0 | 1001 | A < A-M | 1st |
| | | 0011 | 1001 | 1 | 1001 | shift | cycle |
| A | -A+M | 0001 | 1100 | 1 | 1001 | shift | 2nd |
| + | 1001 | 1010 | 1100 | L | 1001 | ACTTM | 201 |
| | 1010 | 1101 | 0110 | 0 | 1001 | shift | gove |
| | | 1110 | 1011 | 0 | 1001 | Shift | qth cycl- |
| | | | | • | | + | 70000 |

The regult of AQ = (110 1011) = (-21)



10.4 Floating point representation >

Fig 10.18(a) shows a 32-bit floating point format.

> The left most bit is sign bit, 0=positive, 1= negative.

The exponent value is stored in next 8-bit. The bias of this 8-bit field is $(2^{k-1})=(2^{s-1})=(2^{s-1})=(2^{s-1})$ = (2^{s-1}) where k is no of bits in single exponent.

> The Fmal portion of this tormat is significand. et M 23 bits.

- 1 bit - 8- bits Biasederponent significand

sign of Significand

(9) Format

011110000110000000011111 1111 1111 0000 0000 1111000 0000 1001

(b) example.

Fig 10.18 Typical 32-bit Floating point Forut.

IEEE Standard for binary Floating-point

The EEEE 754 format have 3-basic binary
format of length 32,64 & 128 bits with
exponents of 8,11, & 15 bits, respectively.

| lbit. | 8-bits | 23-5175 |
|-------|-----------------|-------------|
| sign | Biared exponent | significand |

(a) 32 - format

| 1 5:4 | 11-bits | 52 - 5it 1 |
|-------|-----------------|-------------|
| Sign | Biased exponent | Significand |

(b) 69-forgat

| 1 67 | 15 - bits | 112-5:15 |
|----------|----------------|--------------|
| Sign | bired exponent | significard. |
| <u> </u> | 0 | |

(c) 128- Format

Fry 10.2/ IEEE 754 Forget

Q.6 Fmd IEEE32bit floating point of -1.5 Start with positive versing of -1-5: [-1.5]= 1.5 Tot And the bring no of (1.5)10? $\frac{2}{2} \xrightarrow{0} \xrightarrow{0}$ For (1) = (1) 2 Then (0.5) = (0.10)2 ·5 X2 +1·0 +1 1 NON (1.5) = (1.1000 0000 0000 0000 000)2 Normalization of binary number: I shift the decimal point to the right or left, so that only one non zero digit renams to the left of it. - Hence Normalized bonary representation of (1000 0000 0000 0000 X 2° Hence, sign: 1 (a negative nomber)
Exponent (unadjusted): 0 Significand (not normalized): 1.1000 0000 0000 0000

Exponent (a of where) = $0 + (x^{k+1}) = 0 + (x^k+1) = (6+1x+1)_0$ = $(1x+1)_0$ $(1x+1) = (0111111)_2$ $2 = (1x+1)_1$ $2 = (3x+1)_1$ $2 = (3x+1)_2$ $2 = (3x+1)_2$ 2 =

(molving:

Sign(! bit) = 1 (a negative no)

Exponent (8 bits) = 0111 1111

Exponent (8 bits) = 100 0000 0000 0000 0000

Signifi-Conf (23 bit) = 100 0000 0000 0000 0000

1. IEEE 32 bit floating point M

1. IEEE 32 bit floating point M

1. OIII 1111-100 0000 0000 0000 0000 0000

```
Qit Find the EEEE 32 bit floating point of 0.384
       To find the brany no of (0.384),0
       (0),0 = (0),_
 (-384) = (0110 0010 0100 1101 1101 00101)2
        ·384 X2 = 0,768 > 0
        · 768 x2 = 1.536 -> 1
        ·536x2 = (·072 7 1
        1672×2 = 0.144 -> 0
        149×2 = 0.288 70
       1281×2 = 0.576 +0
       1576 X2 = (152 7 1
       · (52 x 2 = 0 · 304 + 0
       1304 X2 = 0.608 > 0
      ,608 ×2 = 1,216 → 1
       " 216 x2 = 0.432 + 0
       1432 x2 = 0.864 + 0
       ·864×2 = 1.728 -> 1
      728×2 = 1.456 + 1
       · 456 ×2 = 0.912 + 0
       r9/2×2 = 1.824 → 1
       1824×2= 0.648 + 0
       1648×2 = 1.296 + 1
```

~296×2 = 0.592 -> 0

$$.592x2 = 1.184 \rightarrow 1$$

$$.184x2 = 0.368 \rightarrow 0$$

$$.368x2 = 0.736 \rightarrow 0$$

$$.736x2 = 1.772 \rightarrow 1$$

$$.972x2 = 0.999 \rightarrow 0$$

$$.999x2 = 1.888 \rightarrow 1$$

(... 6.384) = (0.0110 0010 0100 1101 1101 0010 1)2

1.888 -> 1

Normalization of brady no:

-> shift the decimal point to the right or left, so that only one non-zero digit regard

+ Normalized program no: 1.1000 1001 0011 0111 0100 10/X2-2

Sign: 0 (puriting no)

Exponent (madjusted) = -2

Significan (not Normalized) = 1.1000 100/001/01/10/00 10/

Exponent (adjusted) = -2+127 = (125)10

NON (125)10 = (011/ 1101)

(7)

Normalized significant. Significan (not normalised) = -1-1000 100/ 00/1 0/11 0100 10/ Significan (normalized) = 1000 100/ 0011 0111 0100 10/ Conclusion: Sign = 0 Exponent = 0111 1101 Significard = 1000 100/ 001/ 011/ 0100 10/ .. IEEE 32 bit floating point of 0-0111 1101-1000 1001 0011 0111 0100 101

Q.8 Fond the IEEE 32 Sit foating point of -1/32 Solution - = -0.031 Find the equivant decimal value? Soluting -> -> The lot bit indecates sign, 1= negative, 0= Sign bit = 1 -> The next 8-bits contain the exponent. exponent = 1000 0011 + last 23 bit contain the significand. + The exponent (1000 0011) = 1x2 +1x2 +1x2 = 128+2+1=(131),0 + Adjusted exponent: 131-127=4 > Significand: (110 0000 0000 0000 0000 0000) = 1x2+1x2-2+0x2,2 +---= 0.5+0.25 = (0.75)10

The floating point decimal value:

(-1) significand) $\times 2^{\text{edjusted exponent}}$ $= (-1)^{1} \times (1 + \text{significand}) \times 2^{\text{edjusted exponent}}$ $= (-1)^{1} \times (1 + 0.75) \times 2^{\text{t}}$ $= -1.75 \times 2^{\text{t}} = -28.0$

i. The equivalent decimal value or -28.0,0

2.9 IEEE 32 bit floating point number Fmd the equivalent decimal value? Solution > > Sign hit = 0 -> The expunent = (0111 1110) = 0x2+1x2+1x2+1x2+1x2+ +1x23+1x27 1x2+0x20 =64+32+16 +8+4+2+0=(126)p esta Color - Adjusted exponent = 126-127 -significard: $(1010000000000000000000000)_2 = 1x2^1 + 1x2^3 = 0.5 + 0.128$ = (0.625),0 The floatry point decronel value; adjusted exponent (1) sign x (1+ sign heart) x 2 (4)° × (1+0.625) × 2=1.625×0.5 :. The equivalent derimal value of 0.8125,0