

Computer Architecture

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Lectures adopted from

- Computer Organization and Design: The Hardware/Software Interface, 5th edition, David A. Patterson, John L. Hennessy, MK pub., 2014
 - Chapter 3: Arithmetic for Computers



COMPUTER ORGANIZATION AND DESIGN



The Hardware/Software Interface

Chapter 3

Arithmetic for Computers



Arithmetic for Computers

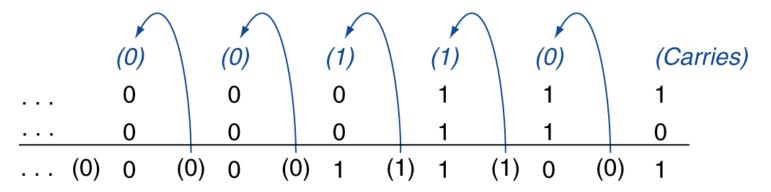
- Operations on integers
 - Addition and subtraction
 - Multiplication and division
 - Dealing with overflow
- Floating-point real numbers
 - Representation and operations





Integer Addition

Example: 7 + 6



- Overflow if result out of range
 - Adding +ve and –ve operands, no overflow
 - Adding two +ve operands
 - Overflow if result sign is 1
 - Adding two –ve operands
 - Overflow if result sign is 0



Integer Subtraction

- Add negation of second operand
- Example: 7 6 = 7 + (-6)

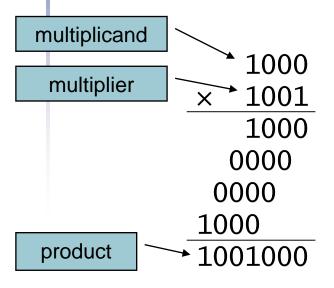
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+7: 0000 0000 ... 0000 0111
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- +1: 0000 0000 ... 0000 0001
- Overflow if result out of range
 - Subtracting two +ve or two -ve operands, no overflow
 - Subtracting +ve from –ve operand
 - Overflow if result sign is 0
 - Subtracting –ve from +ve operand
 - Overflow if result sign is 1

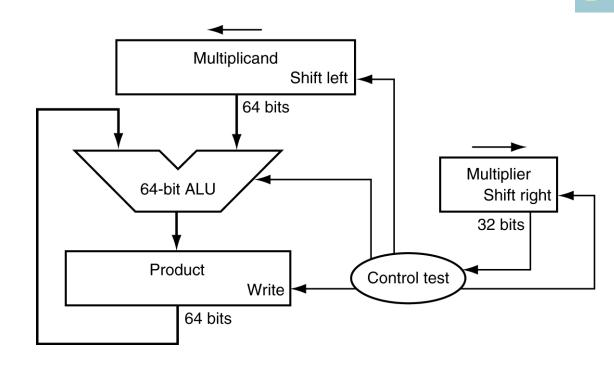


Multiplication

Start with long-multiplication approach

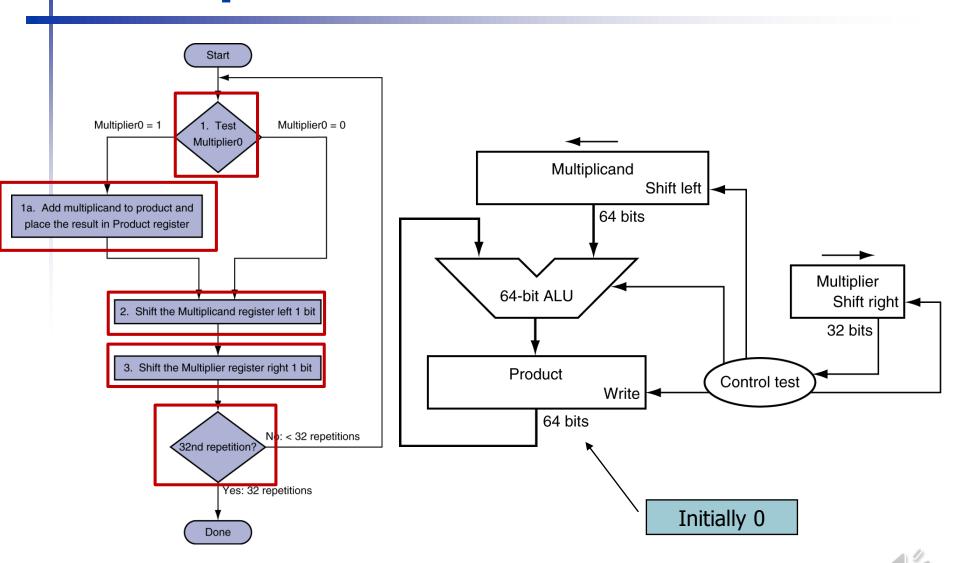


Length of product is the sum of operand lengths





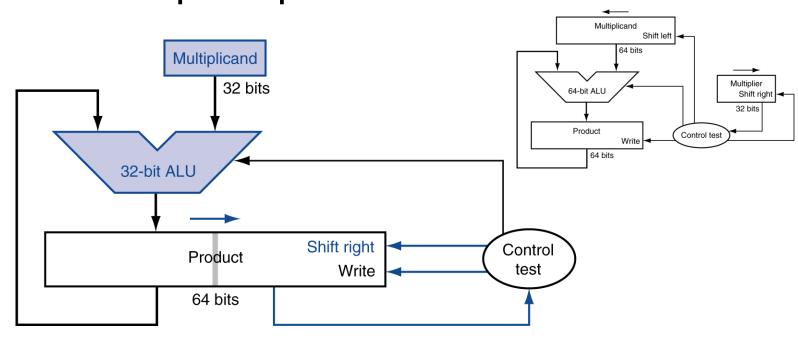
Multiplication Hardware





Optimized Multiplier

Perform steps in parallel: add/shift

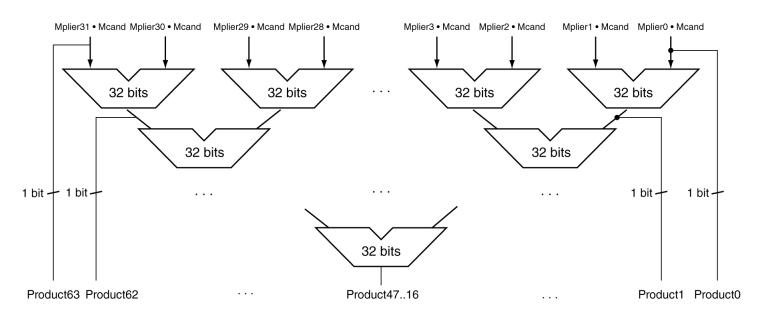


- One cycle per partial-product addition
 - That's ok, if frequency of multiplications is low



Faster Multiplier

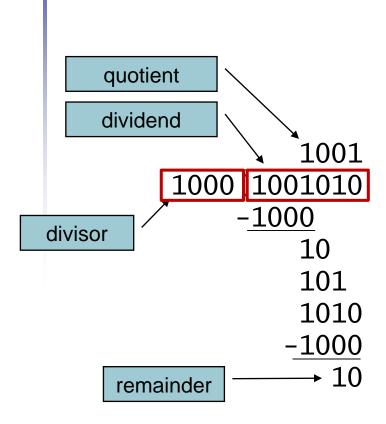
- Uses multiple adders
 - Cost/performance tradeoff



- Can be pipelined
 - Several multiplication performed in parallel



Division

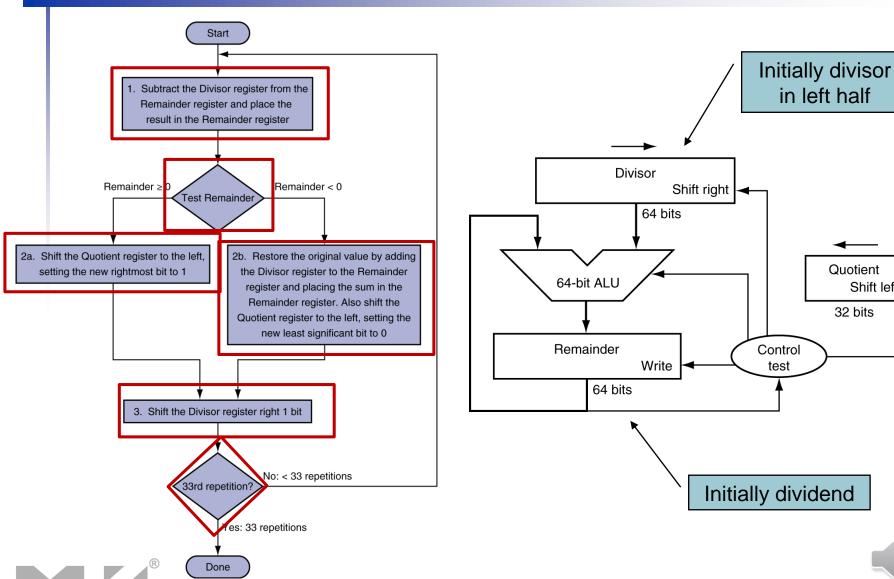


n-bit operands yield *n*-bit quotient and remainder

- Check for 0 divisor
- Long division approach
 - If divisor ≤ dividend bits
 - 1 bit in quotient, subtract
 - Otherwise
 - 0 bit in quotient, bring down next dividend bit
- Restoring division
 - Do the subtract, and if remainder goes < 0, add divisor back
- Signed division
 - Divide using absolute values
 - Adjust sign of quotient and remainder as required



Division Hardware

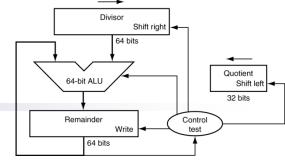


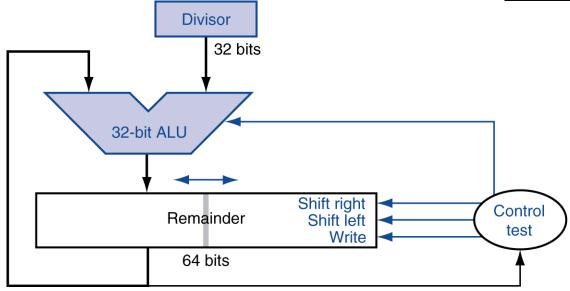
Quotient

32 bits

Shift left

Optimized Divider





- One cycle per partial-remainder subtraction
- Looks a lot like a multiplier!
 - Same hardware can be used for both

