



Expt: Study and program to carry save multiplication

Carry-save Addition:

Consider adding six set of numbers (4 bits each in the example).

The numbers are 1001, 0110, 1111, 0111, 1010, 0110 (all +ve).
 One way is to add them pair wise, getting three results, and then adding them again.

$$\begin{array}{r}
 1001 \\
 0110 \\
 0111 \\
 \hline
 1011 \\
 1010 \\
 1000 \\
 10001 \\
 110101
 \end{array}$$

Other method is add them three at a time by saving carry.

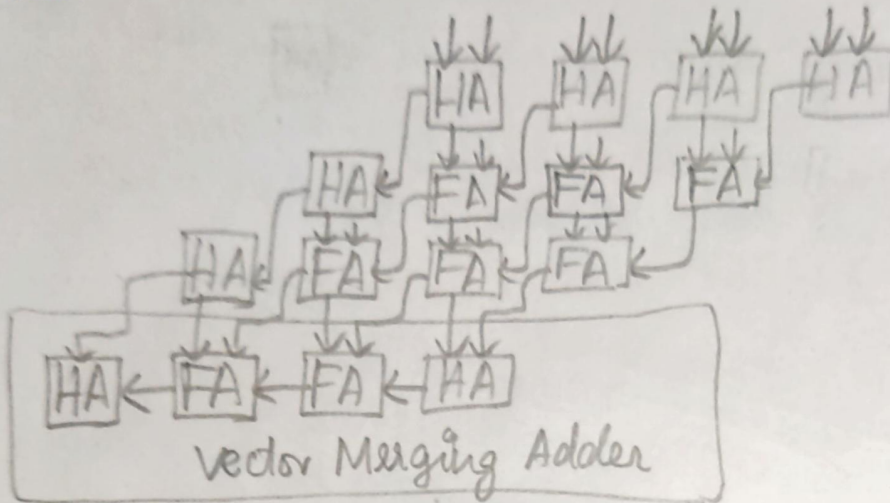
$$\begin{array}{r}
 1001 \\
 0110 \\
 1111 \\
 00000 \\
 11110 \\
 0111 \\
 0110 \\
 0101 \\
 010101 \\
 010100 \\
 001100 \\
 001101 \\
 101000 \\
 \hline
 001101 \\
 101000 \\
 110101 \\
 \hline
 \text{SUM} \\
 \text{CARRY}
 \end{array}$$

* Carry-save Multiplication:

- n -bit carry-save adder take 2FA time for any n .
- for $n \times n$ bit multiplication, n or $n/2$ (for 2-bit at time of Booth's encoding) partial product can be generated.
- for n partial product, $n/3$ n -bit carry-save adders can be used.
- This yields $2n/3$ partial results.
- Repeat this operation, until only two partial results are remaining / left.
- Add them using an appropriate size adder to obtain in bit result.
- For $n=32$, you need 80 carry-save adders in eight stages taking $8T$ where T is time for one-bit full adder.



◦ then, you need one carry-propagate (or) carry-look-ahead adder.



Result:

Thus the study of carry-look-ahead adder has been done and components has be realised.



Expt: Program Involving Arithmetic Instruction on 16-bit data subtraction

* Aim:

To implement assembly language program for subtraction of two 16 bit numbers.

* Apparatus: TASM Software, P.C.

* Program:

```
DATA SEGMENT
N1 DW 4444H
N2 DW 2121H
RES DW ?
DATA ENDS
```

```
CODE SEGMENT
ASSUME CS: CODE, DS: DATA
START: MOV AX, DATA
MOV DS, AX
MOV AX, N1
MOV BX, N2
SUB AX, BX
MOV RES, AX
INT 21H
CODE ENDS
END START
```

* Result:

AX = 2323h


```

cs:0000 BBAD4B      MOV     ax,4B4D
cs:0003 8EDB        MOV     ds,ax
cs:0005 A10000        MOV     ax,[0000]
cs:0008 8B1E0200      MOV     bx,[0002]
cs:000C 2BC3         SUB     ax,bx
cs:000E A30400        MOV     [0004],ax
cs:0011▶CD21        INT     21
cs:0013 0000        ADD     [bx+si],al
cs:0015 0000        ADD     [bx+si],al
cs:0017 0000        ADD     [bx+si],al
cs:0019 0000        ADD     [bx+si],al
cs:001B 0000        ADD     [bx+si],al
cs:001D 0000        ADD     [bx+si],al

```

```

ax 2323    c=0
bx 2121    z=0
cx 0000    s=0
dx 0000    o=0
si 0000    p=0
di 0000    a=0
bp 0000    i=1
sp 0000    d=0
ds 4B4D
es 4B9D
ss 4BAC
cs 4BAE
ip 0011

```

```

es:0000 CD 20 FF 9F 00 EA FF FF = f 0
es:0008 AD DE E0 01 C5 15 AA 01 i |x|S-0
es:0010 C5 15 89 02 20 10 92 01 |Se0 ▶A0
es:0018 01 03 01 00 02 FF FF FF 0000

```

```

ss:0002 6474
ss:0000▶0000

```