Algorithm 1 A Basic Multiplication Algorithm Based on Classic Decimal Multiplication

```
for i = 0; i < 32; i++ do

if multiplier_0 == 1 then

product \leftarrow product + multiplicand

end if

multiplicand \leftarrow multiplicand << 1

multiplier \leftarrow multiplier >> 1

end for
```

Algorithm 2 An Improved Algorithm that Adds to the Left Half of the 64-bit Product Register and Shifts into Place on the Right Half so that a 32-bit ALU Can be Used

```
for i = 0; i < 32; i++ do

if multiplier_0 == 1 then

product_{63:32} \leftarrow product_{63:32} + multiplicand

end if

product \leftarrow product >> 1

multiplier \leftarrow multiplier >> 1

end for
```

Algorithm 3 A Further Improved Algorithm that Utilizes the Unused Right Half of the 64-bit Product Register (which will be shifted out of the register) as the Multiplier (eliminating a register)

```
product31: 0 \leftarrow multiplier
\mathbf{for}\ i = 0;\ i < 32;\ i++\ \mathbf{do}
\mathbf{if}\ product0 == 1\ \mathbf{then}
product_{63:32} \leftarrow product_{63:32} + multiplicand
\mathbf{end}\ \mathbf{if}
product \leftarrow product >> 1
\mathbf{end}\ \mathbf{for}
```

Algorithm 4 A Binary Integer Division Algorithm

```
for i=0;\ i<33;\ i++ do remainder \leftarrow remainder - divisor if remainder \geq 0 then quotient \leftarrow quotient << 1 quotient_0 \leftarrow 1 else remainder \leftarrow remainder + divisor quotient \leftarrow quotient << 1 quotient_0 \leftarrow 0 end if divisor \leftarrow divisor >> 1 end for
```

Algorithm 5 An Improved Binary Integer Division Algorithm Using a 32-bit ALU and that Uses the Unused Left Half of the Remainder as the Dividend

```
\begin{array}{l} remainder_{63:32} \leftarrow dividend \\ remainder \leftarrow remainder << 1 \\ \textbf{for } i=0; \ i<32; \ i++ \ \textbf{do} \\ remainder_{63:32} \leftarrow remainder_{63:32} - divisor \\ \textbf{if } remainder \geq 0 \ \textbf{then} \\ remainder \leftarrow remainder << 1 \\ remainder_0 \leftarrow 1 \\ \textbf{else} \\ remainder_{63:32} \leftarrow remainder_{63:32} + divisor \\ remainder \leftarrow remainder << 1 \\ remainder_0 \leftarrow 0 \\ \textbf{end if} \\ remainder_{63:32} \leftarrow remainder_{63:32} >> 1 \\ \textbf{end for} \end{array}
```