Computer Organization and Architecture

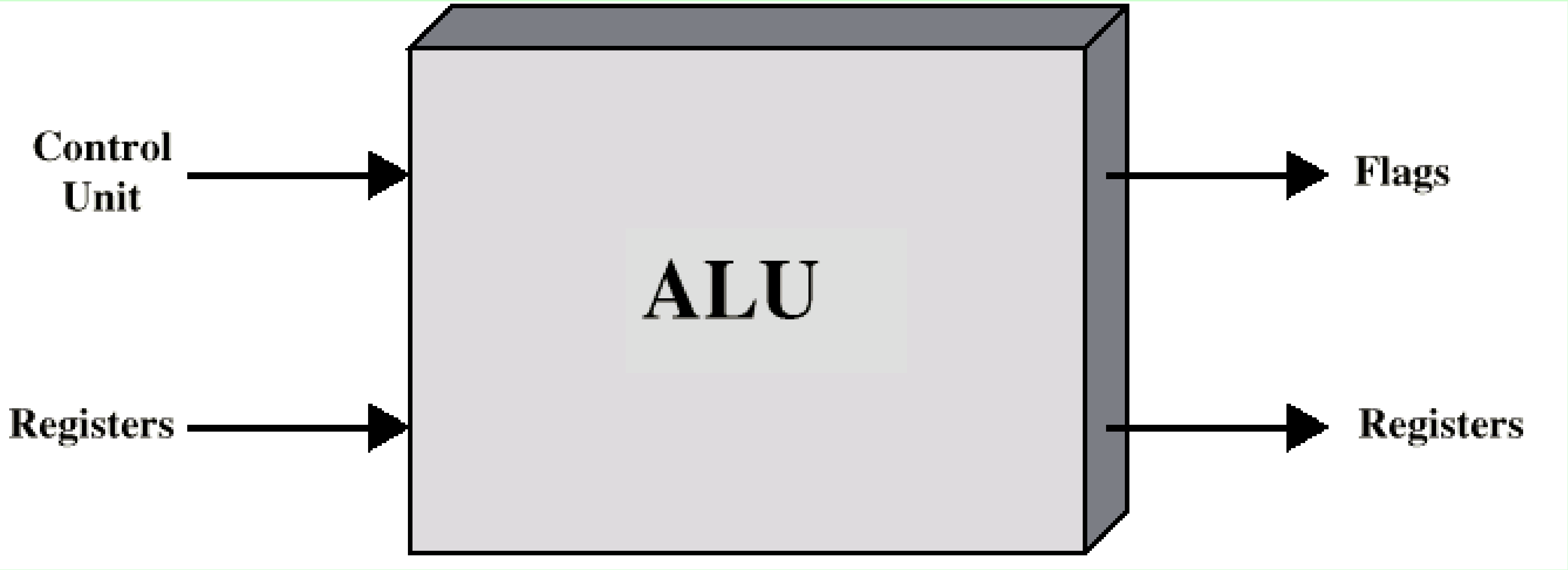
Chapter 6

Computer Arithmetic

Arithmetic & Logic Unit

- Does the calculations
- Everything else in the computer is there to service this unit
- Handles integers
- May handle floating point (real) numbers
- May be separate FPU (maths co-processor)
- May be on chip separate FPU (486DX +)

ALU Inputs and Outputs



Integer Representation

- Only have 0 & 1 to represent everything
- Positive numbers stored in binary
  - e.g. 41=00101001
- No minus sign
- No period
- Sign-Magnitude
- Two’s compliment

Sign-Magnitude

- Left most bit is sign bit
- 0 means positive
- 1 means negative
- +18 = 00010010
- -18 = 10010010
- Problems
  - Need to consider both sign and magnitude in arithmetic
  - Two representations of zero (+0 and -0)

Two's Compliment

- +3 = 00000011
- +2 = 00000010
- +1 = 00000001
- +0 = 00000000
- -1 = 11111111
- -2 = 11111110
- -3 = 11111101

Benefits

- One representation of zero
- Arithmetic works easily (see later)
- Negating is fairly easy
  - 3 = 00000011
  - Boolean complement gives 11111100
  - Add 1 to LSB 11111101

Negation Special Case 1

- 0 = 00000000
- Bitwise not 11111111
- Add 1 to LSB +1
- Result 1 00000000
- Overflow is ignored, so:
- - 0 = 0 √

Negation Special Case 2

- -128 = 10000000
- bitwise not 01111111
- Add 1 to LSB +1
- Result 10000000
- So:
- -(-128) = -128 X
- Monitor MSB (sign bit)
- It should change during negation

Range of Numbers

- 8 bit 2s compliment
  - +127 = 01111111 = 2^7 -1
  - -128 = 10000000 = -2^7
- 16 bit 2s compliment
  - +32767 = 011111111 11111111 = 2^{15} - 1
  - -32768 = 100000000 00000000 = -2^{15}

Conversion Between Lengths

- Positive number pack with leading zeros
- +18 = 00010010
- +18 = 00000000 00010010
- Negative numbers pack with leading ones
- -18 = 10010010
- -18 = 11111111 10010010
- i.e. pack with MSB (sign bit)

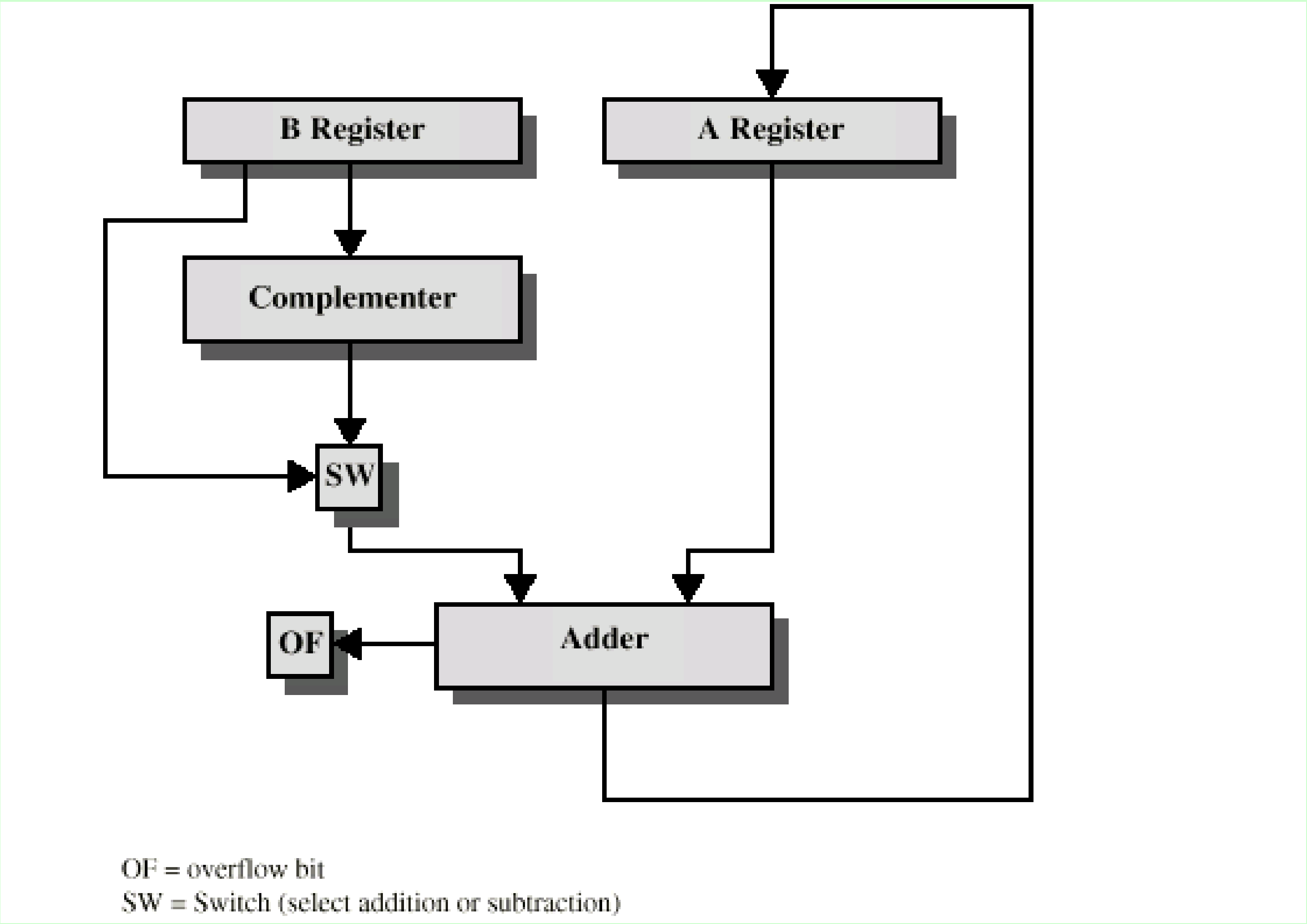
Addition and Subtraction

- Normal binary addition
- Monitor sign bit for overflow

- Take twos compliment of substahend and add to minuend
  - i.e. a - b = a + (-b)

- So we only need addition and complement circuits

Hardware for Addition and Subtraction



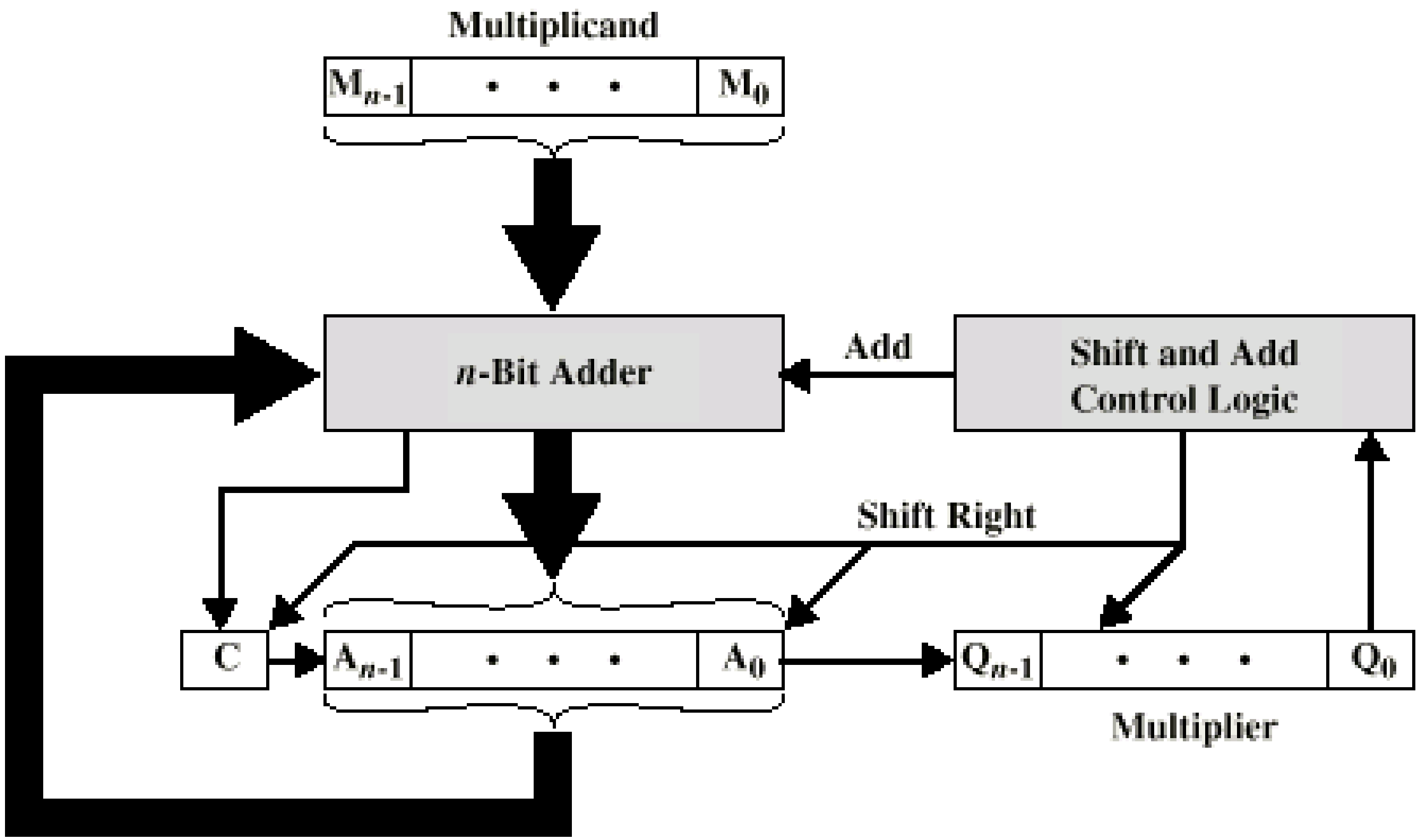
Multiplication

- Complex
- Work out partial product for each digit
- Take care with place value (column)
- Add partial products

Multiplication Example

- 1011 Multiplicand (11 dec)
- x 1101 Multiplier (13 dec)
- 1011 Partial products
- 0000 Note: if multiplier bit is 1 copy
- 1011 multiplicand (place value)
- 1011 otherwise zero
- 10001111 Product (143 dec)
- Note: need double length result

Unsigned Binary Multiplication

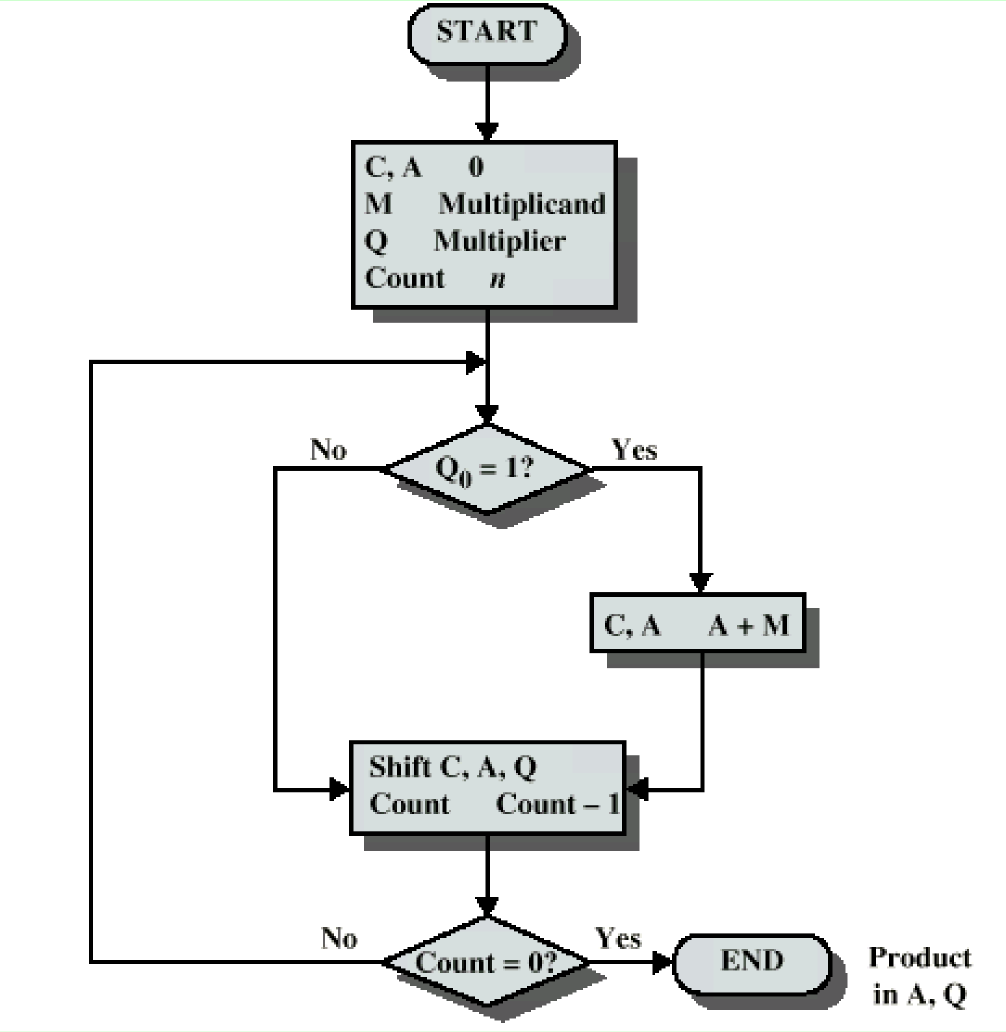


(a) Block Diagram

Execution of Example

C	A	Q	M		
0	0000	1101	1011	Initial Values	
0	1011	1101	1011	Add	First Cycle
0	0101	1110	1011	Shift	
0	0010	1111	1011	Shift	Second Cycle
0	1101	1111	1011	Add	Third Cycle
0	0110	1111	1011	Shift	
1	0001	1111	1011	Add	Fourth Cycle
0	1000	1111	1011	Shift	

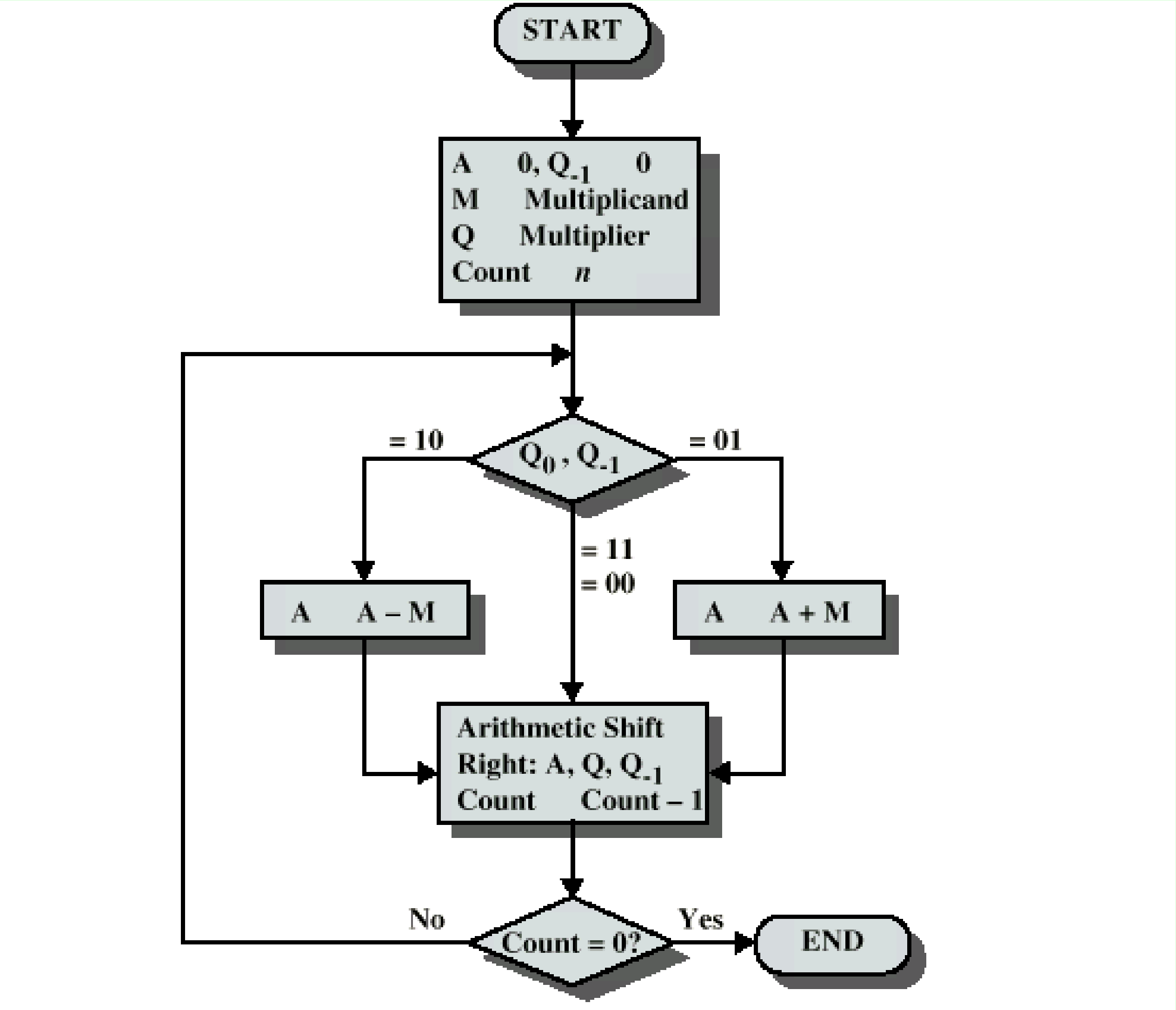
Flowchart for Unsigned Binary Multiplication



Multiplying Negative Numbers

- This does not work!
- Solution 1
  - Convert to positive if required
  - Multiply as above
  - If signs were different, negate answer
- Solution 2
  - Booth’s algorithm

Booth's Algorithm



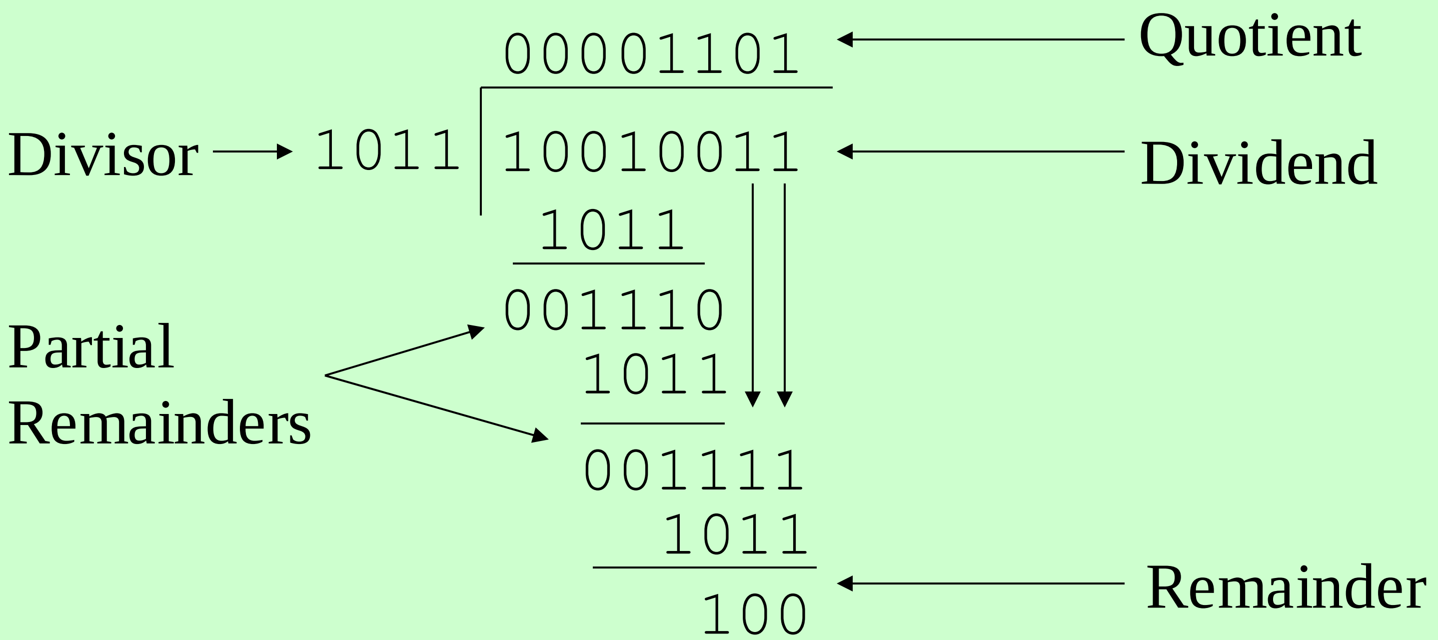
Example of Booth's Algorithm

A	Q	Q_{-1}	M		
0000	0011	0	0111	Initial Values	
1001	0011	0	0111	A A − M	First Cycle
1100	1001	1	0111	Shift	
1110	0100	1	0111	Shift	Second Cycle
0101	0100	1	0111	A A + M	Third Cycle
0010	1010	0	0111	Shift	
0001	0101	0	0111	Shift	Fourth Cycle

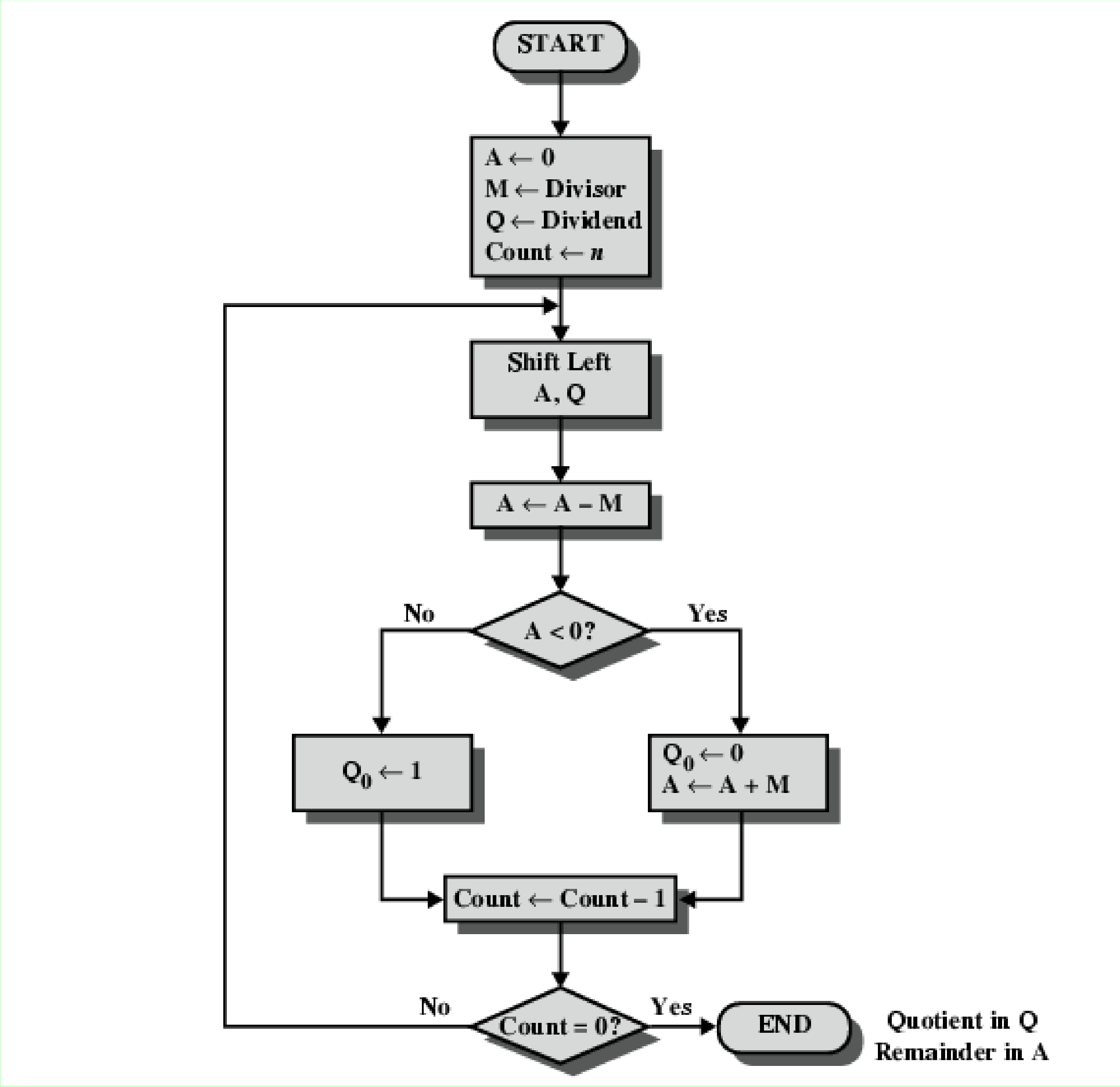
Division

- More complex than multiplication
- Negative numbers are really bad!
- Based on long division

Division of Unsigned Binary Integers



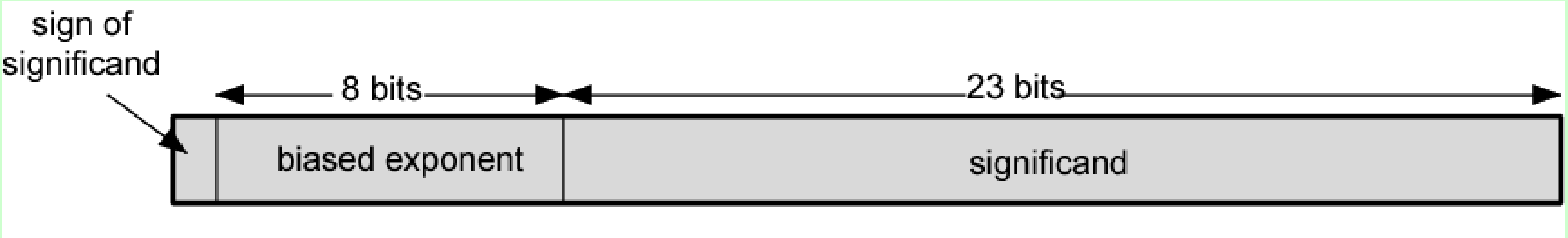
Flowchart for Unsigned Binary Division



Real Numbers

- Numbers with fractions
- Could be done in pure binary
  - 1001.1010 = $2^4 + 2^0 + 2^{-1} + 2^{-3}$ =9.625
- Where is the binary point?
- Fixed?
  - Very limited
- Moving?
  - How do you show where it is?

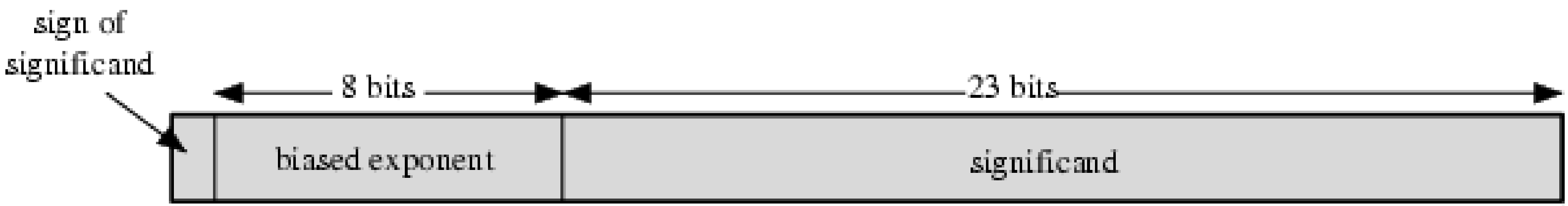
Floating Point



(a) Format

- +/- .significand x $2^{exponent}$
- Misnomer
- Point is actually fixed between sign bit and body of mantissa
- Exponent indicates place value (point position)

Floating Point Examples



(a) Format

$$1.1010001 \times 2^{10100} = 0\ 10010011\ 10100010000000000000000 = 1.638125 \times 2^{20}$$
$$-1.1010001 \times 2^{10100} = 1\ 10010011\ 10100010000000000000000 = -1.638125 \times 2^{20}$$
$$1.1010001 \times 2^{-10100} = 0\ 01101011\ 10100010000000000000000 = 1.638125 \times 2^{-20}$$
$$-1.1010001 \times 2^{-10100} = 1\ 01101011\ 10100010000000000000000 = -1.638125 \times 2^{-20}$$

(b) Examples

Signs for Floating Point

- Mantissa is stored in 2s compliment
- Exponent is in excess or biased notation
  - e.g. Excess (bias) 128 means
  - 8 bit exponent field
  - Pure value range 0-255
  - Subtract 128 to get correct value
  - Range -128 to +127

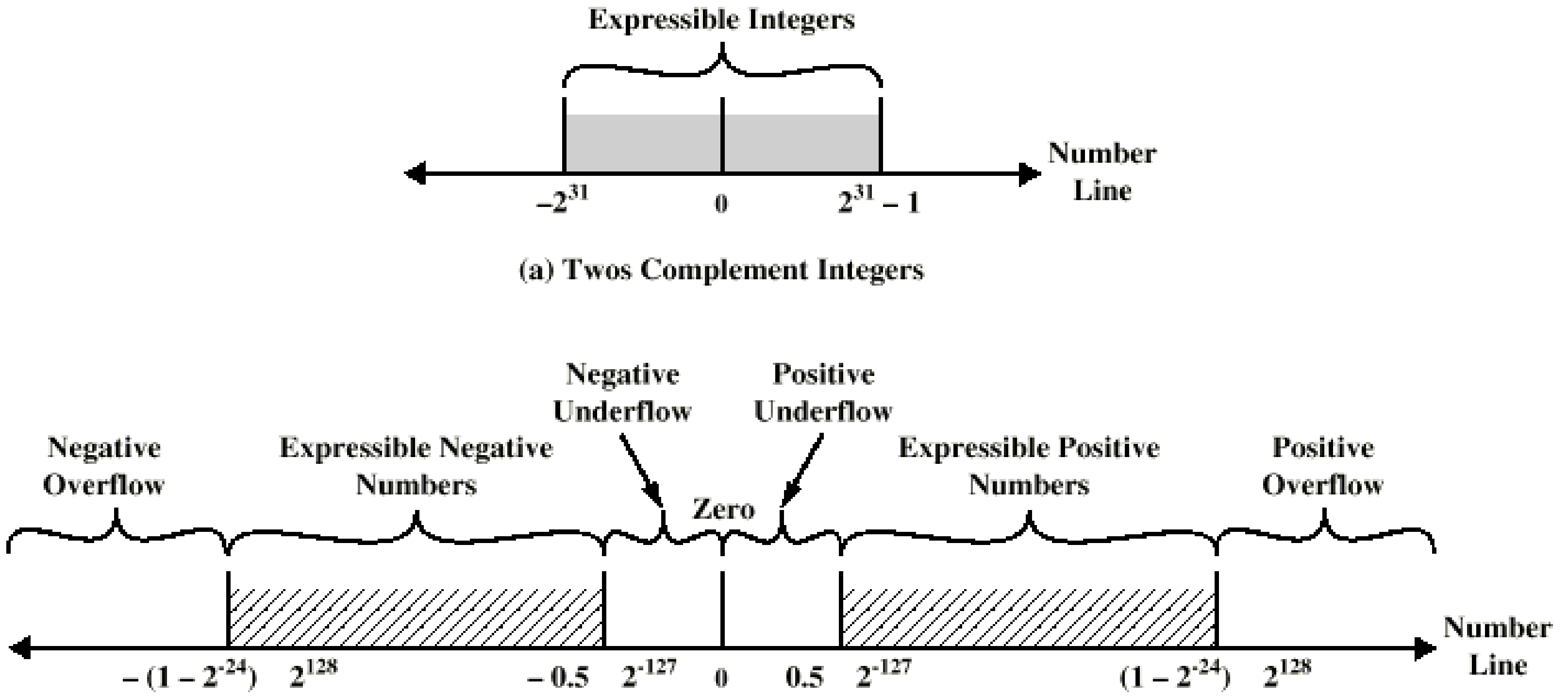
Normalization

- FP numbers are usually normalized
- i.e. exponent is adjusted so that leading bit (MSB) of mantissa is 1
- Since it is always 1 there is no need to store it
- (c.f. Scientific notation where numbers are normalized to give a single digit before the decimal point
- e.g. 3.123×10^3)

FP Ranges

- For a 32 bit number
  - 8 bit exponent
  - +/- $2^{256} \approx 1.5 \times 10^{77}$
- Accuracy
  - The effect of changing lsb of mantissa
  - 23 bit mantissa $2^{-23} \approx 1.2 \times 10^{-7}$
  - About 6 decimal places

Expressible Numbers



(a) Twos Complement Integers

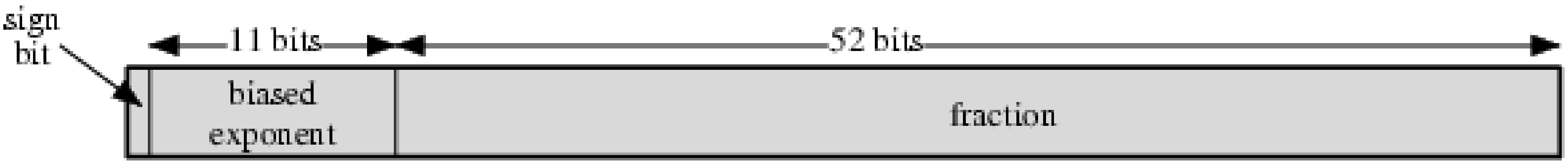
(b) Floating-Point Numbers

IEEE 754

- Standard for floating point storage
- 32 and 64 bit standards
- 8 and 11 bit exponent respectively
- Extended formats (both mantissa and exponent) for intermediate results

IEEE 754 Formats

(a) Single format

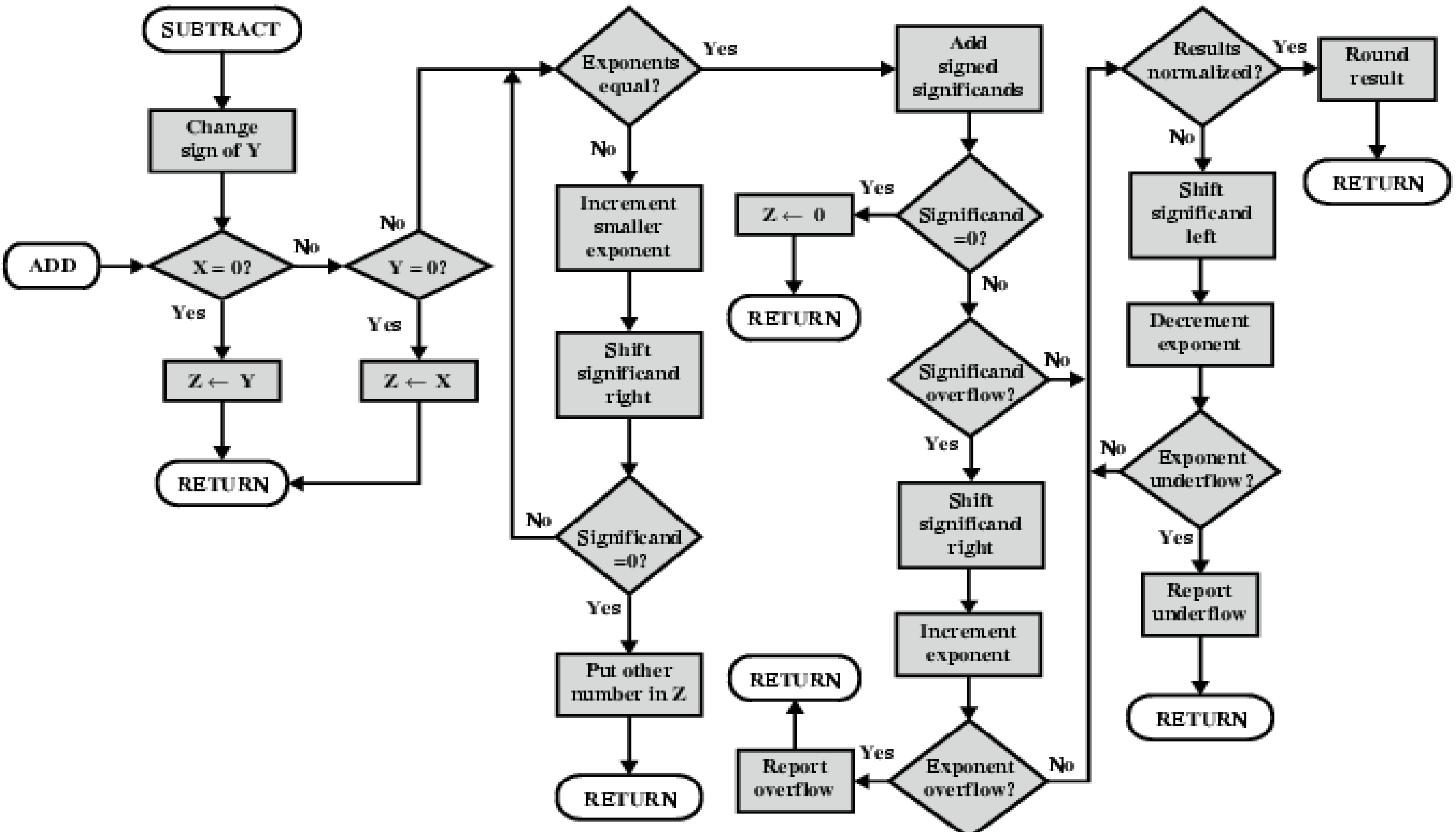


(b) Double format

FP Arithmetic +/-

- Check for zeros
- Align significands (adjusting exponents)
- Add or subtract significands
- Normalize result

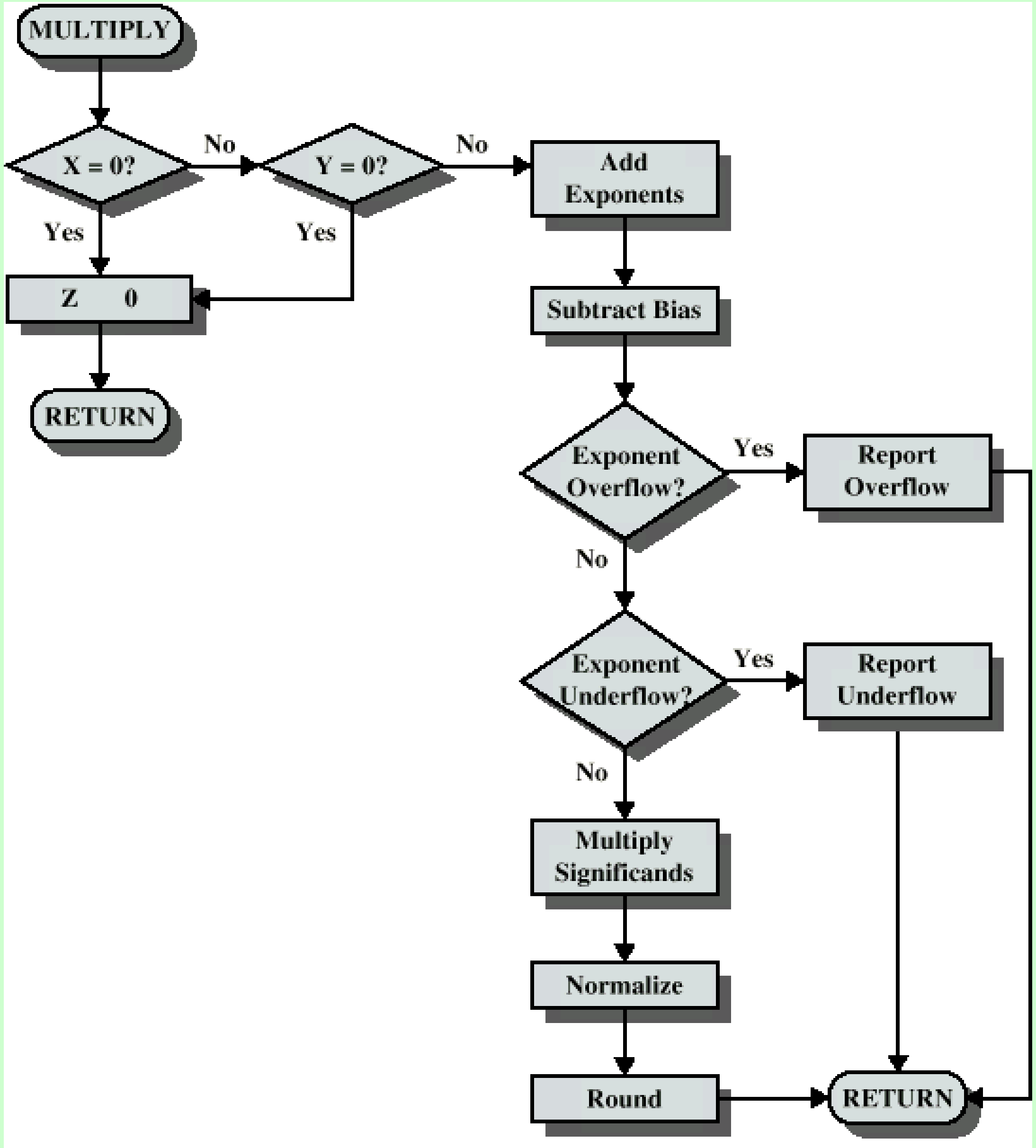
FP Addition & Subtraction Flowchart



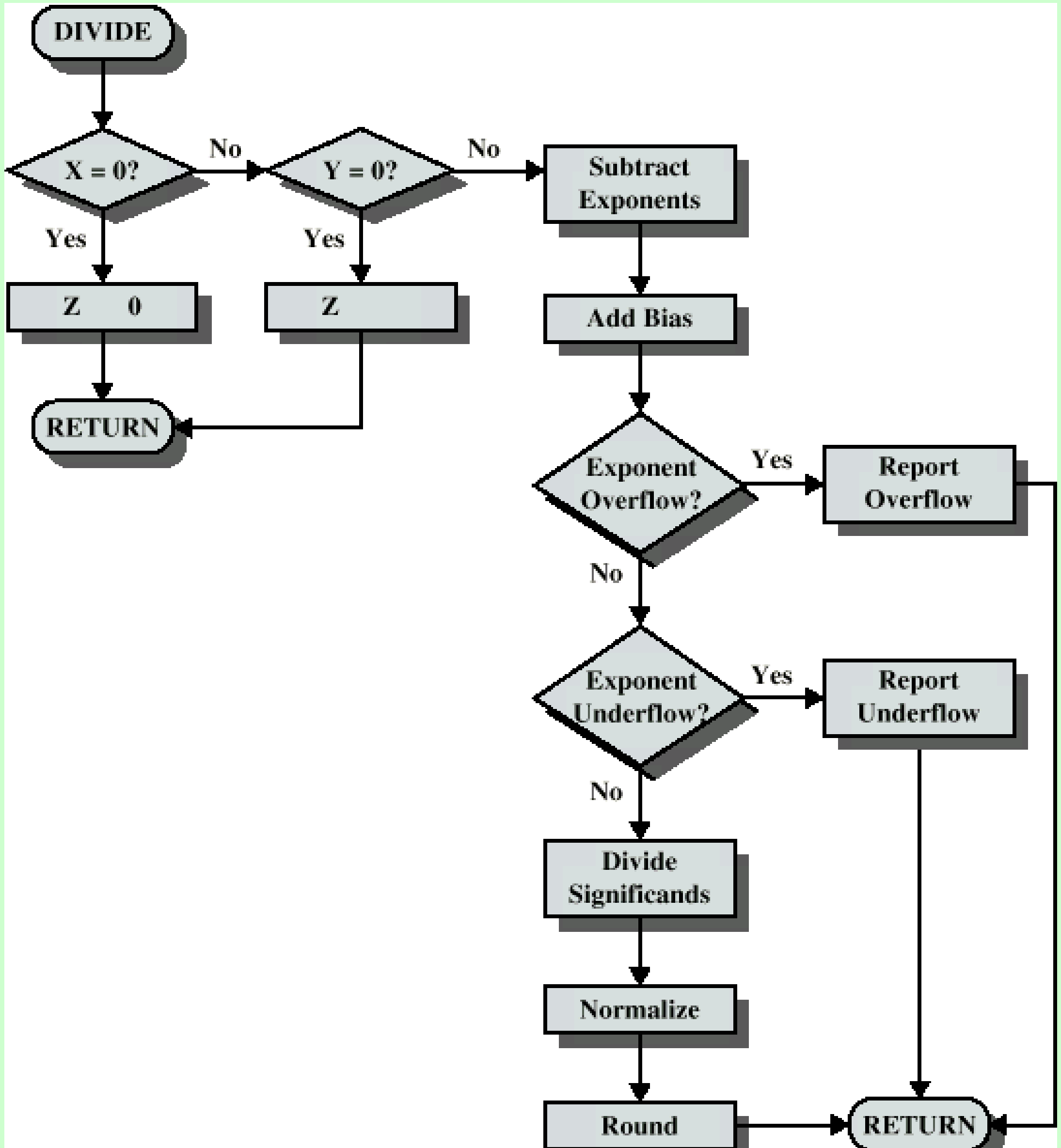
FP Arithmetic x/÷

- Check for zero
- Add/subtract exponents
- Multiply/divide significands (watch sign)
- Normalize
- Round
- All intermediate results should be in double length storage

Floating Point Multiplication



Floating Point Division



Required Reading

- Stallings Chapter 9
- IEEE 754 on IEEE Web site