

# COMSM1302

## Overview of Computer Architecture

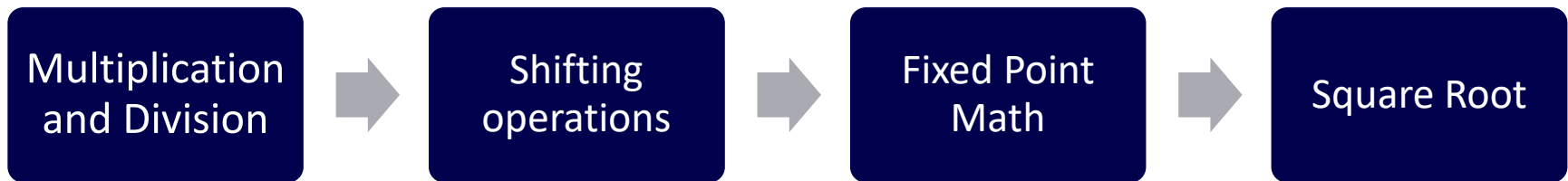
### Lecture 13

### Advanced Math Operations

# In the previous lecture

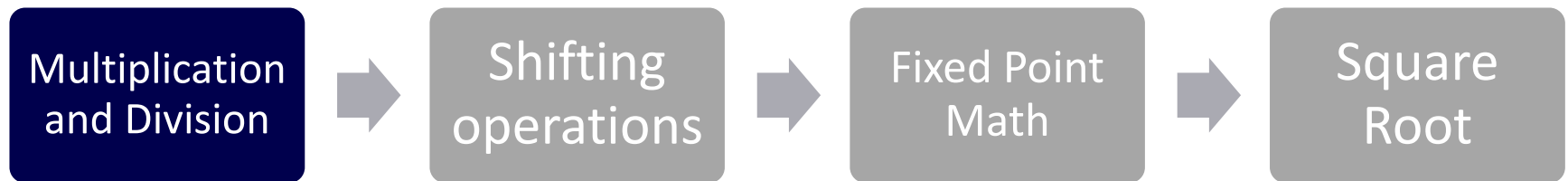
- General introduction to ARM architecture.
- Conditional code flags and conditional execution.
- Data processing instructions
  - Arithmetic and logical operations.
  - Comparisons (no results - just set condition codes)
  - Data movement between registers.
- Branching instructions.

# In this lecture



- At the end of this lecture:
  - Solve problems that require multiplication and division.
  - Use shifting operations to do efficient calculations.
  - Use fixed point math to do accurate calculations.

# Advance Math Operations



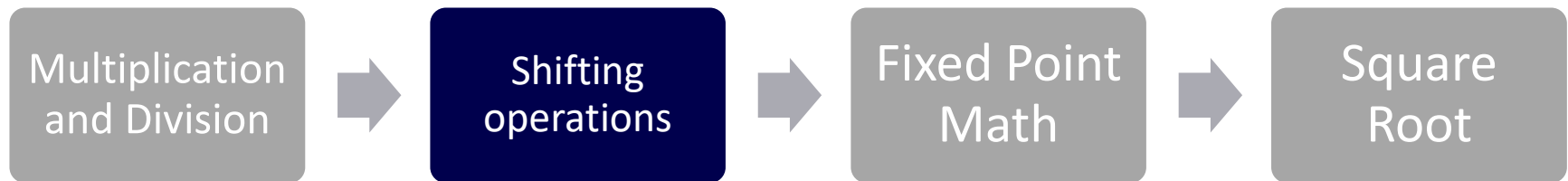
# Multiplication Instructions

- Multiply
  - `MUL{cond}{S} Rd, Rm, Rs`
  - $Rd = Rm * Rs$
- Multiply Accumulate
  - Does addition for free
  - `MLA{cond}{S} Rd, Rm, Rs, Rn`
  - $Rd = (Rm * Rs) + Rn$

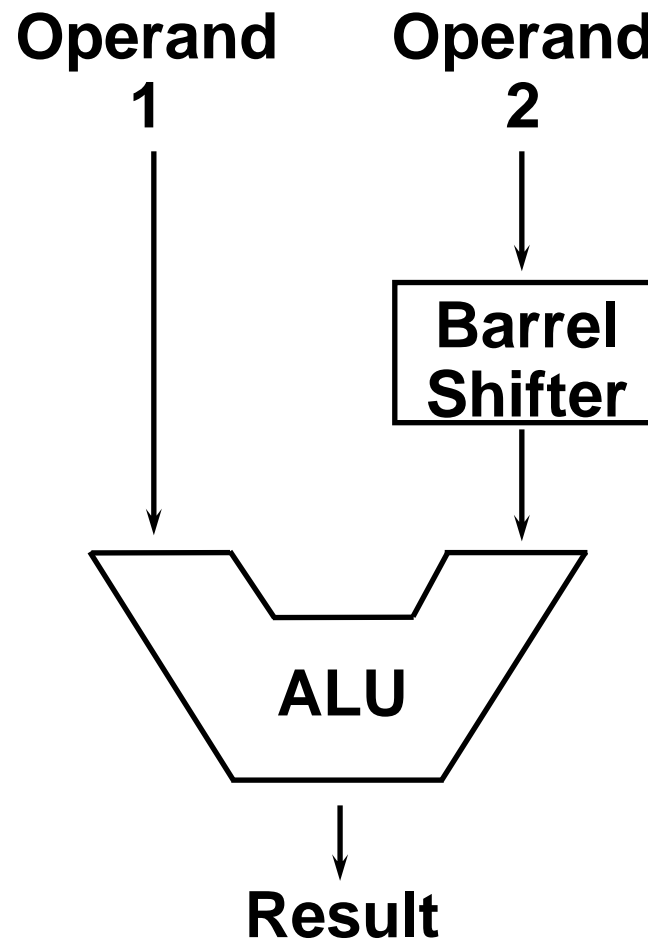
# Division Instructions

- Unsigned integer division
  - $\text{UDIV}\{\text{cond}\} \text{ Rd, Rm, Rs} \quad ; \text{ Rd} = \text{Rm} / \text{Rs}$
- Signed integer division
  - $\text{SDIV}\{\text{cond}\} \text{ Rd, Rm, Rs} \quad ; \text{ Rd} = \text{Rm} / \text{Rs}$

# Advance Math Operations



# The Barrel Shifter





# 🔥 Barrel Shifter – Logical Left Shift

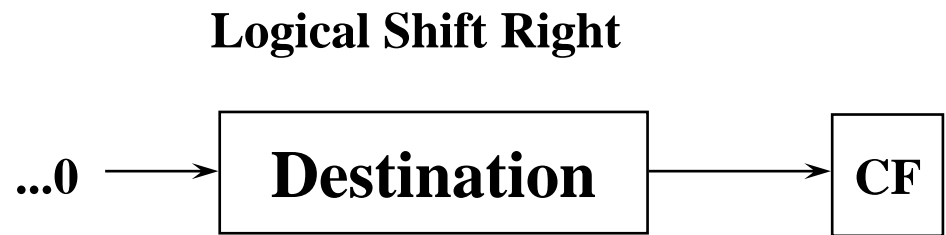
- Shifts left by the specified amount (multiplies by powers of two) e.g.
  - `LSL{cond}{S} Rd, Rm, Rs`
  - `LSL{cond}{S} Rd, Rm, #sh`
  - `MOV r1, r0, LSL #1`
  - `LSL r1, r0, #1`

**Logical Shift Left (LSL)**



# 🔥 Barrel Shifter – Logical Right Shift

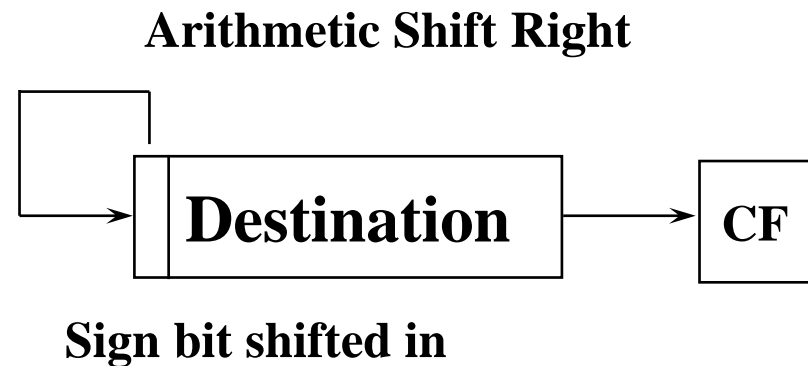
- Shifts right by the specified amount (divides by powers of two) e.g.
  - `LSR{cond}{S} Rd, Rm, Rs`
  - `LSR{cond}{S} Rd, Rm, #sh`
  - `MOV r1, r0, LSR #1`
  - `LSR r1, r0, #1`



# 🔥 Barrel Shifter – Arithmetic Right Shift

- Shifts right (divides by powers of two) and preserves the sign bit, for 2's complement operations.

- `ASR{cond}{S} Rd, Rm, Rs`
- `ASR{cond}{S} Rd, Rm, #sh`
- `MOV r1, r0, ASR #1`
- `ASR r1, r0, #1`



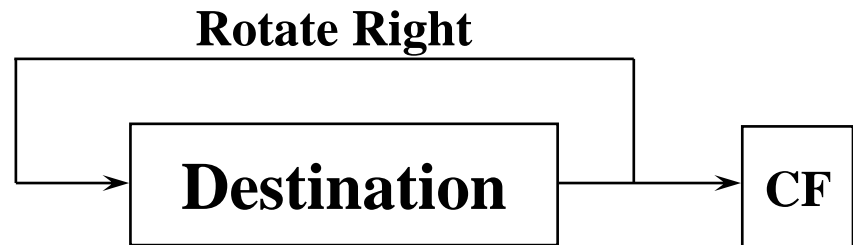
# Barrel Shifter – Shift Operations

- Logical Shift Left: LSL
- Logical Shift Right: LSR
- Arithmetic Shift Right: ASR
  
- Why do not we have Arithmetic Shift Left (ARL) ?

# 🔥 Barrel Shifter - Rotations

## Rotate Right (ROR)

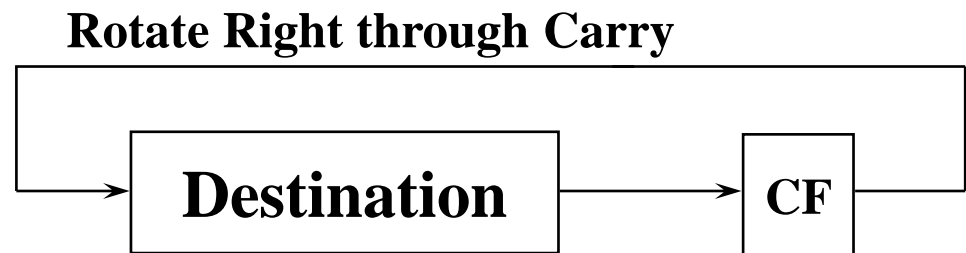
- Similar to an ASR but the bits wrap around as they leave the LSB and appear as the MSB.
  - `ROR{cond}{S} Rd, Rm, Rs`
  - `ROR{cond}{S} Rd, Rm, #sh`
  - `MOV r1, r0, ROR #1`
  - `ROR r1, r0, #1`



# 🔥 Barrel Shifter - Rotations

## Rotate Right Extended (RRX) by one bit.

- This operation uses the CPSR C flag as a 33rd bit.
  - `RRX{cond}{S} Rd, Rm`
  - `MOV r1, r0, RRX`
  - `RRX r1, r0`



# Using a Shifted Register

- Multiplications by a constant equal to a  $((\text{power of } 2) \pm 1)$  can be done in one cycle.

- Example:  $r0 = r1 * 5$   
 $= r1 + (r1 * 4)$

ADD r0, r1, r1, LSL #2

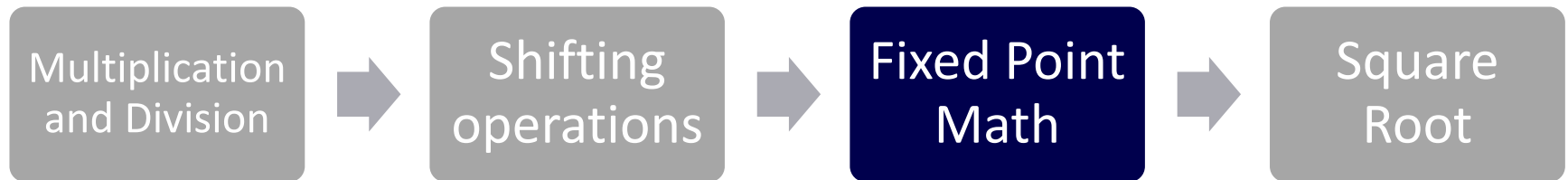
# 🔥 Using a Shifted Register -2

- Example:  $r2 = r3 * 105$   
 $= r3 * 15 * 7$   
 $= r3 * (16 - 1) * (8 - 1)$

```
RSB r2, r3, r3, LSL #4    ; r2 = r3 * 15
RSB r2, r2, r2, LSL #3    ; r2 = r2 * 7
```



# Advance Math Operations



# Fixed Point Math

- We will use first 8 bits for the fraction and the last 24 bits for the integer part.
- What is r0 value that represent the value 1.5

## Fixed point

Choose the location of the point carefully, considering

- What **range** do you need?
  - from *<smallest number>* to *<largest number>*
- What **precision** do you need?
  - What is the required distance between *successive numbers*?

$2^3$	$2^2$	$2^1$	$2^0$	$2^{-1}$	$2^{-2}$	$2^{-3}$	$2^{-4}$	
8	4	2	1	0.5	0.25	0.125	0.0625	Base 10
0	0	0	0	1	0	1	1	0.6875
1	0	0	0	1	0	0	0	8.5



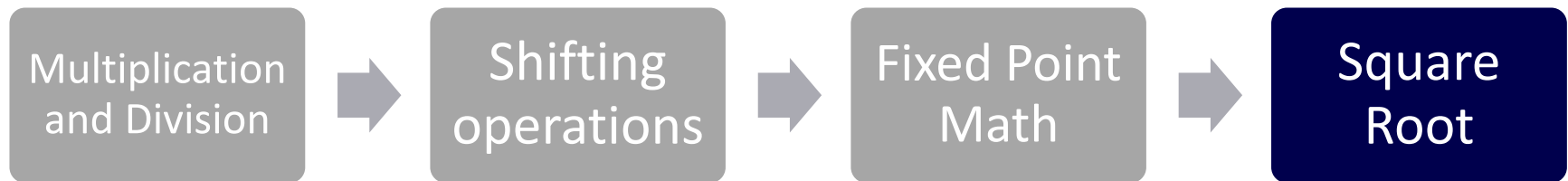
# Multiplication with Fixed Point Math

- Multiplication of two fixed point registers cause lose in integer precision.
  - $@24.8 * @24.8 = @16.16$

# Division with Fixed Point Math

- Division of two fixed point registers cause loss in fractional precision.
  - @16.16 / @24.8 = @16.8

# Advance Math Operations



# Square Root Algorithm -1/3

- Newton-Raphson's Method (Numerical).
- $y_{n+1} = \left( y_n + \frac{w}{y_n} \right) * 1/2$

n	w	$y_n$	$\frac{w}{y_n}$	$\left( y_n + \frac{w}{y_n} \right)$	$\left( y_n + \frac{w}{y_n} \right) * 1/2$
0	4	4	1	5	2.5
1	4				
2	4				

# Square Root Algorithm -2/3

- Newton-Raphson's Method (Numerical).
- $y_{n+1} = \left( y_n + \frac{w}{y_n} \right) * 1/2$

n	w	$y_n$	$\frac{w}{y_n}$	$\left( y_n + \frac{w}{y_n} \right)$	$\left( y_n + \frac{w}{y_n} \right) * 1/2$
0	4	4	1	5	2.5
1	4	2.5	1.6	4.1	2.05
2	4				

# Square Root Algorithm -3/3

- Newton-Raphson's Method (Numerical).
- $y_{n+1} = \left( y_n + \frac{w}{y_n} \right) * 1/2$

n	w	$y_n$	$\frac{w}{y_n}$	$\left( y_n + \frac{w}{y_n} \right)$	$\left( y_n + \frac{w}{y_n} \right) * 1/2$
0	4	4	1	5	2.5
1	4	2.5	1.6	4.1	2.05
2	4	2.05	1.951	4.001	2.0006



# Square Root Code -1/4



n	w	$y_n$	$\frac{w}{y_n}$	$\left(y_n + \frac{w}{y_n}\right)$	$\left(y_n + \frac{w}{y_n}\right) * 1/2$
0	4	4	1	5	2.5
1	4	2.5	1.6	4.1	2.05
2	4	2.05	1.951	4.001	2.0006

# Square Root Code -2/4

```
MOV r0,#4
MOV r1,r0
_loop:
UDIV r2,r0,r1
ADD r3,r1,r2
MOV r4,r3, lsr #1
MOV r1,r4
B _loop
```

n	w	$y_n$	$\frac{w}{y_n}$	$\left(y_n + \frac{w}{y_n}\right)$	$\left(y_n + \frac{w}{y_n}\right) * 1/2$
0	4	4	1	5	2.5
1	4	2.5	1.6	4.1	2.05
2	4	2.05	1.951	4.001	2.0006

# Square Root Code -3/4



```
MOV r0,#4
MOV r1,r0
_loop:
UDIV r2,r0,r1
ADD r3,r1,r2
MOV r4,r3, lsr #1
SUB r5,r1,r4
CMP r5,0.001
BLT _end
MOV r1,r4
B _loop
_end: b _end
```

n	w	$y_n$	$\frac{w}{y_n}$	$\left(y_n + \frac{w}{y_n}\right)$	$\left(y_n + \frac{w}{y_n}\right) * 1/2$
0	4	4	1	5	2.5
1	4	2.5	1.6	4.1	2.05
2	4	2.05	1.951	4.001	2.0006

# Square Root Code -4/4



```
MOV r0,#4                                B _loop
MOV r1,r0                                _end: b _end
MOV r0,r0,ls1 #16 @16.16
MOV r1,r1,ls1 #8 @24.8
_loop:
UDIV r2,r0,r1 @16.8
ADD r3,r1,r2 @24.8
MOV r4,r3, lsr #1 @24.8
SUB r5,r1,r4 @24.8
CMP r5,#1 @24.8
BLT _end
MOV r1,r4 @24.8
```

n	w	$y_n$	$\frac{w}{y_n}$	$\left(y_n + \frac{w}{y_n}\right)$	$\left(y_n + \frac{w}{y_n}\right) * 1/2$
0	4	4	1	5	2.5
1	4	2.5	1.6	4.1	2.05
2	4	2.05	1.951	4.001	2.0006



# Summary

1. Multiplication and division instructions.
2. Shifting operations.
3. Fixed point math.
4. Example: Newton and Raphson's method