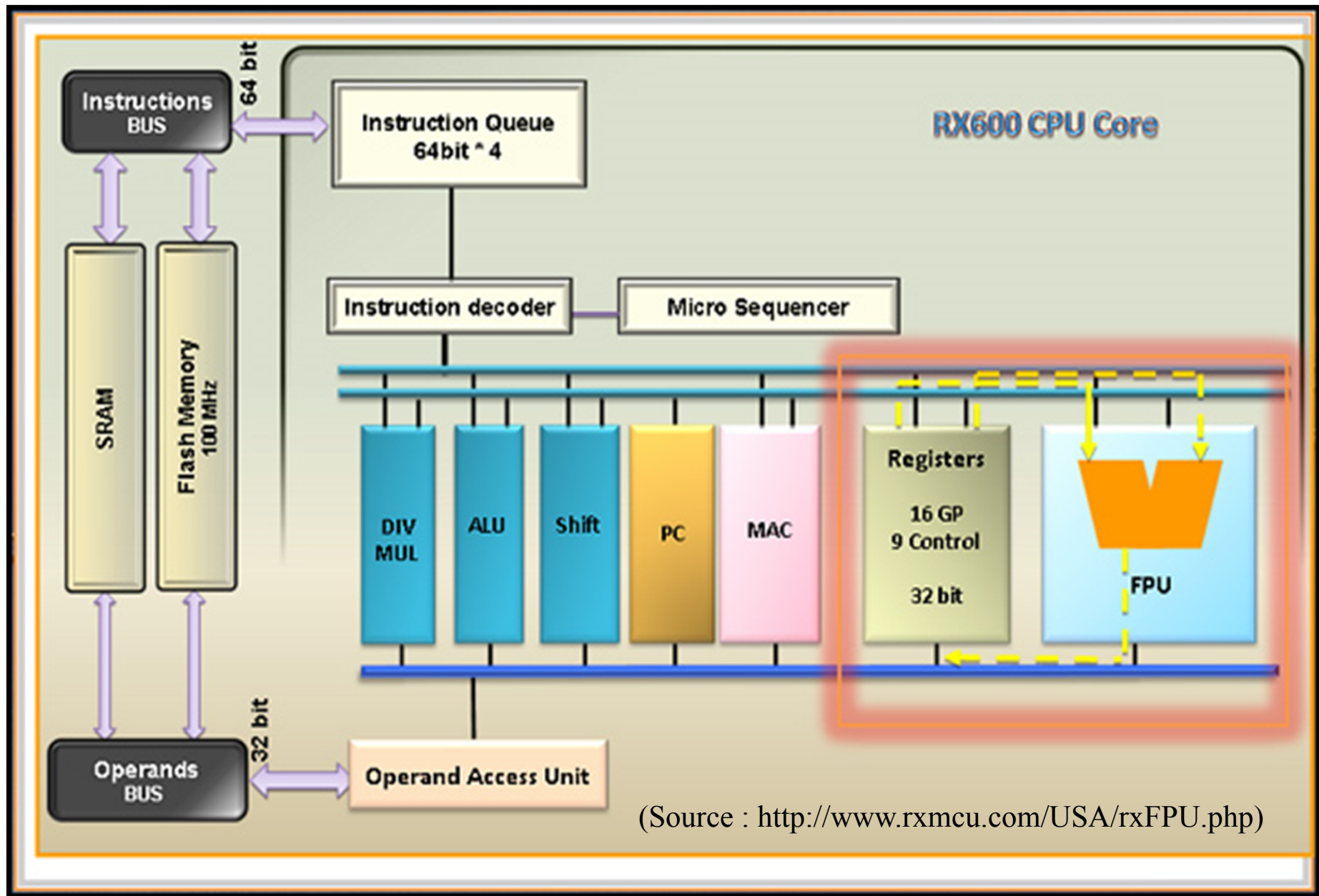


Computer Arithmetic (I)

- Number Systems
- 2s Complement
- Integer Multiplication
- Serial Multiplier



Positional Number Systems

The base, or radix of a number system defines the range of possible values that a digit may have: 0 – 9 for decimal; 0 – 1 for binary; 0 – F for hexadecimal.

257_{10}	radix-10 or decimal code
11011_2	radix-2 or binary code
$3C5B_{16}$	radix-16 or hexadecimal code

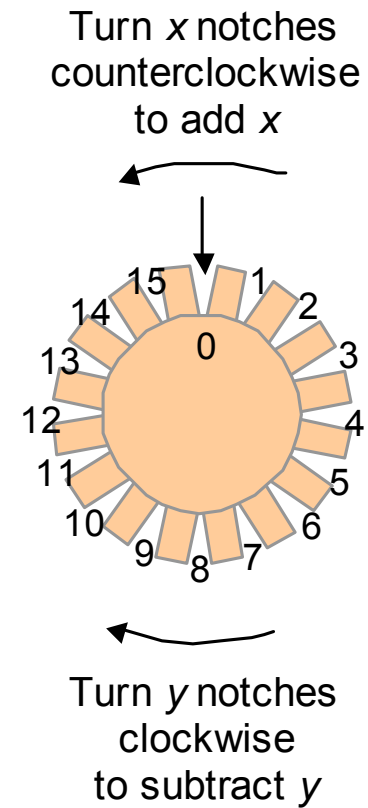
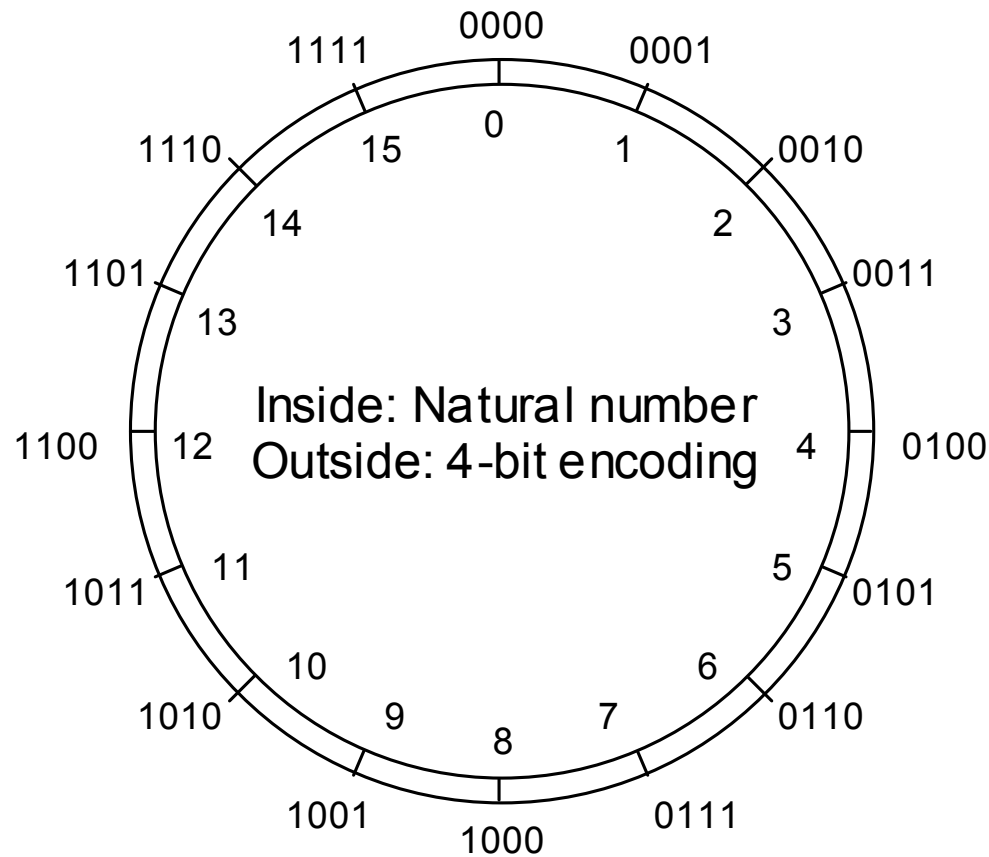
A symbol represents the quantity and its position represents the weighting.

$$\begin{aligned} 541.25_{10} &= (5 \times 10^2) + (4 \times 10^1) + (1 \times 10^0) + (2 \times 10^{-1}) + (5 \times 10^{-2}) \\ &= (541.25)_{10} \end{aligned}$$

$$\begin{aligned} 1110.11_2 &= (1 \times 2^3) + (1 \times 2^2) + (1 \times 2^1) + (0 \times 2^0) + (1 \times 2^{-1}) + (1 \times 2^{-2}) \\ &= 8 + 4 + 2 + 0 + 0.5 + 0.25 = 14.75 \end{aligned}$$

$$\begin{aligned} 4B_{16} &= (4 \times 16^1) + (11 \times 16^0) \\ &= 64 + 11 = 75 \end{aligned}$$

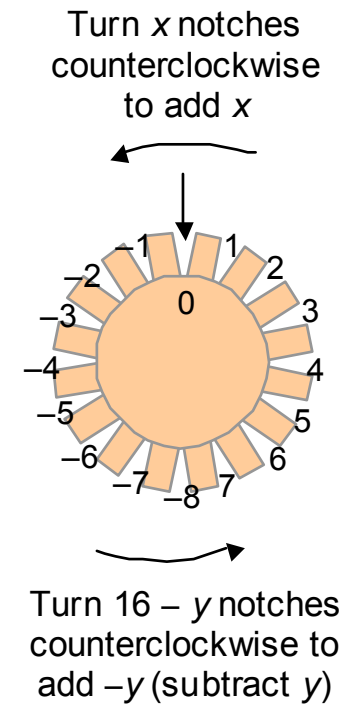
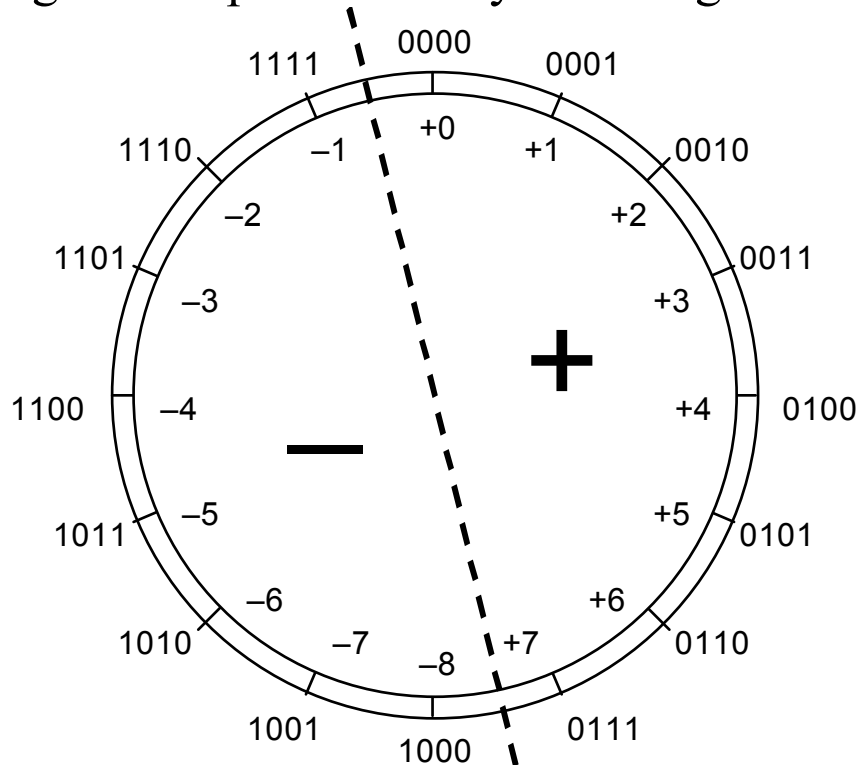
Schematic representation of 4-bit code for unsigned integers in 0 - 15.



Two's-Complement Representation

With k bits, numbers in the range $[-2^{k-1}, 2^{k-1} - 1]$ represented.

Negation is performed by inverting all bits and adding 1.



Schematic representation of 4-bit 2's-complement code for integers in $[-8, +7]$.

Two's-Complement Representation

With k bits, numbers in the range $[-2^{k-1}, 2^{k-1} - 1]$ represented.

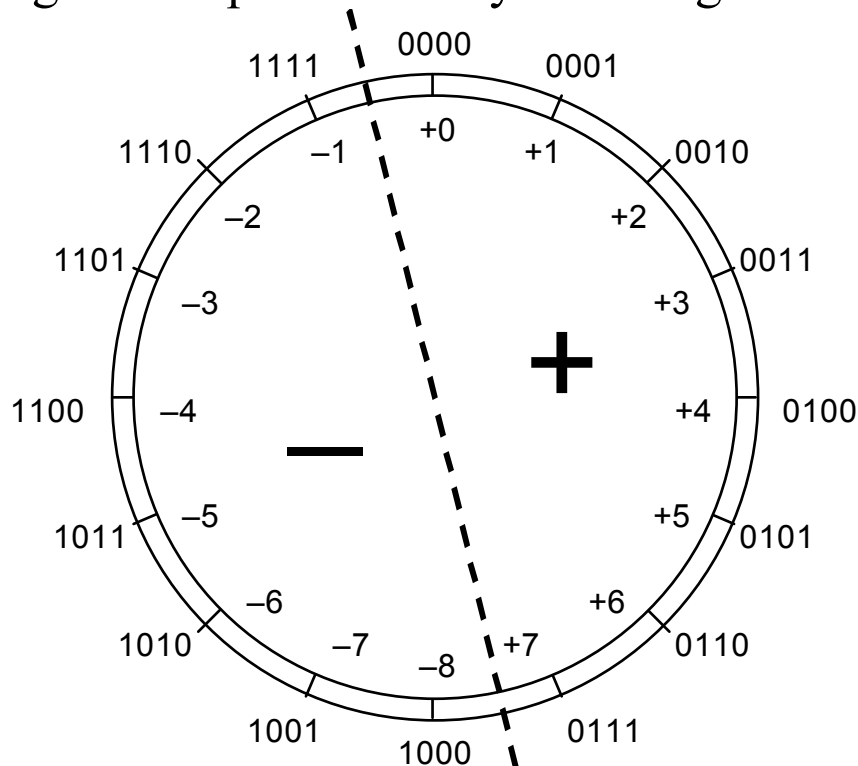
Negation is performed by inverting all bits and adding 1.

$$2 - 4 = -2$$

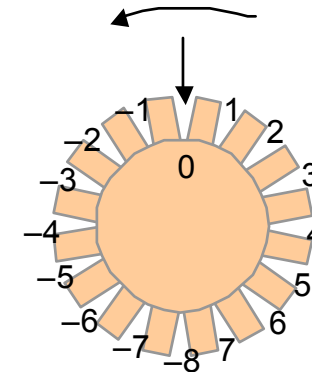
$$2 + (-4) = -2$$

$$2 + (16 - 4)$$

$$2 + 12 = -2$$



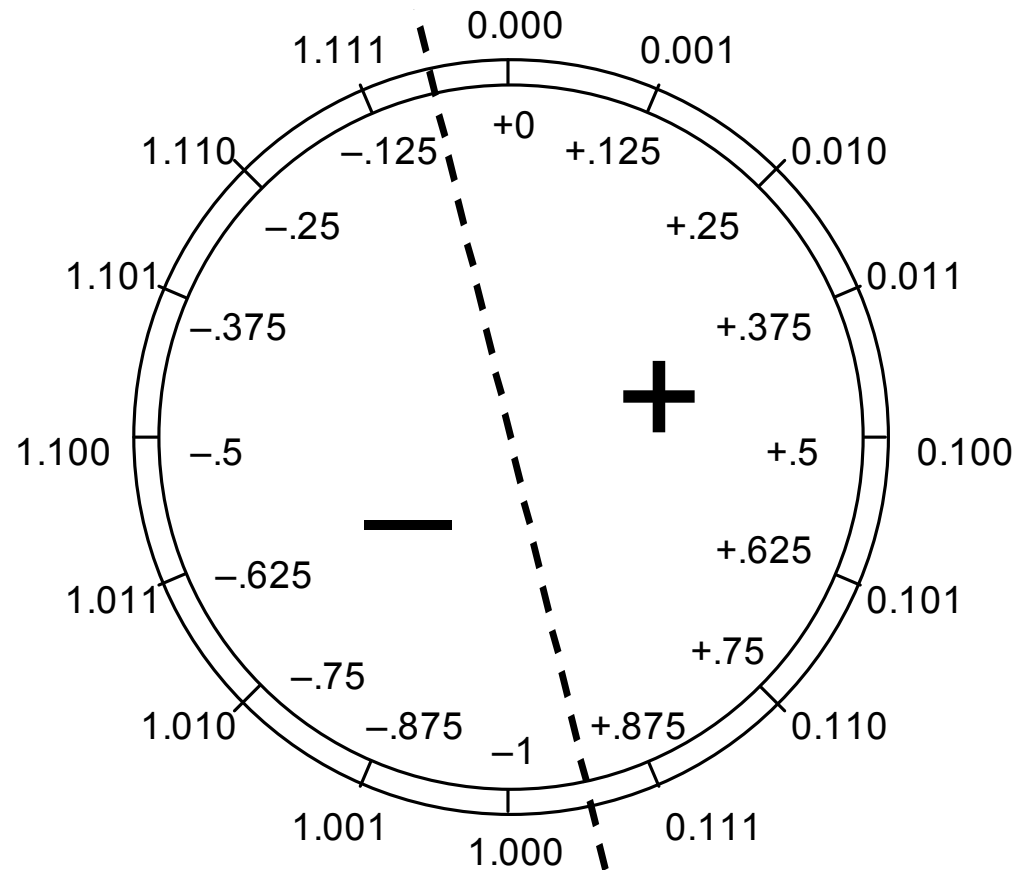
Turn x notches
counterclockwise
to add x



Turn $16 - y$ notches
counterclockwise to
add $-y$ (subtract y)

Schematic representation of 4-bit 2's-complement code for integers in $[-8, +7]$.

Fixed-Point 2's-Complement Numbers



Schematic representation of 4-bit 2's-complement encoding for (1 + 3)-bit fixed-point numbers in the range $[-1, +7/8]$.

What is multiplication ?

$$\begin{array}{r} 13 \\ \times 11 \\ \hline 143 \end{array}$$

Solution 1: repeated addition

$$\begin{array}{r} 13 \\ 13 \\ 13 \\ 13 \\ 13 \\ 13 \\ 13 \\ 13 \\ 13 \\ + 13 \\ \hline 143 \end{array}$$

Solution 2:
form partial
products

$$11 = 10 + 1$$

$$\begin{array}{r} 1 \times 13 = 13 \\ 10 \times 13 = 130 \\ \hline 143 \end{array}$$

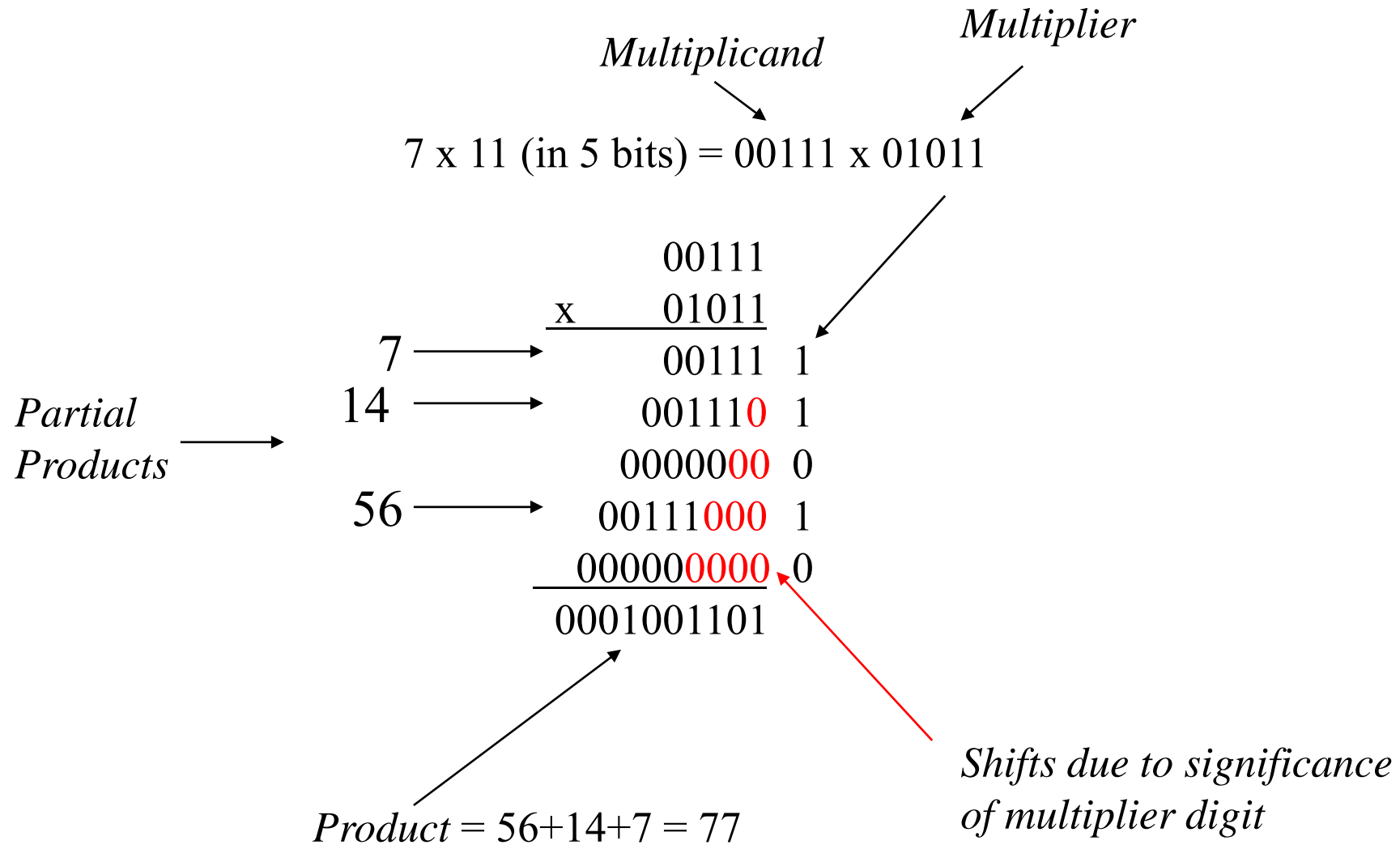
Decimal example:

$$\begin{array}{rclcl} 3 \times 456 \times 10^0 & = & 1368 \times 10^0 & = & \begin{array}{r} 456 \\ \times 123 \\ \hline 1368 \end{array} \\ 2 \times 456 \times 10^1 & = & 912 \times 10^{\color{red}1} & = & + \quad 912\color{red}0 \\ 1 \times 456 \times 10^2 & = & 456 \times 10^{\color{red}2} & = & + \quad 456\color{red}00 \\ & & & & \hline & & & & 56088 \end{array}$$

Binary example:

		1101	←	13
		× 1011	←	11
		<hr/>		
$1 \times 1 \times 13 = 13$	→	1101		
$1 \times 2 \times 13 = 26$	→	11010		
$0 \times 4 \times 13 = 0$	→	000000		
$1 \times 8 \times 13 = 104$	→	1101000		
		<hr/>		
		143		
		10001111	←	143

Base 2 is similar to base 10 except you only multiply by 1 or 0 - hence easier



We can define a function $bit_i()$ which returns the value of the i^{th} bit (LSB is $i=0$) of an N bit number.

In this case we can write the product as:

$$pr = \sum_{i=0}^{N-1} bit_i(mr) \cdot md \cdot 2^i$$

$mr = \text{multiplier}$, $md = \text{multiplicand}$, $pr = \text{product}$

Note: multiplying an M and N bit number yields an $M+N$ bit product

Fractional Multiplication

The size of a number depends on the positioning of the binary point (base 2 equivalent of the decimal point) in the same way as with base 10 numbers.

e.g. $abcd.efgh$ is equivalent to:

$$a \times 2^3 + b \times 2^2 + c \times 2^1 + d \times 2^0 + e \times 2^{-1} + f \times 2^{-2} + g \times 2^{-3} + h \times 2^{-4}$$

To multiply fractions:

- ignore the binary point
- multiply the two numbers
- add up the number of fractional digits and position the binary point this number of digits from the least significant end of the product

e.g. $3.5 \times 2.75 = 9.625$

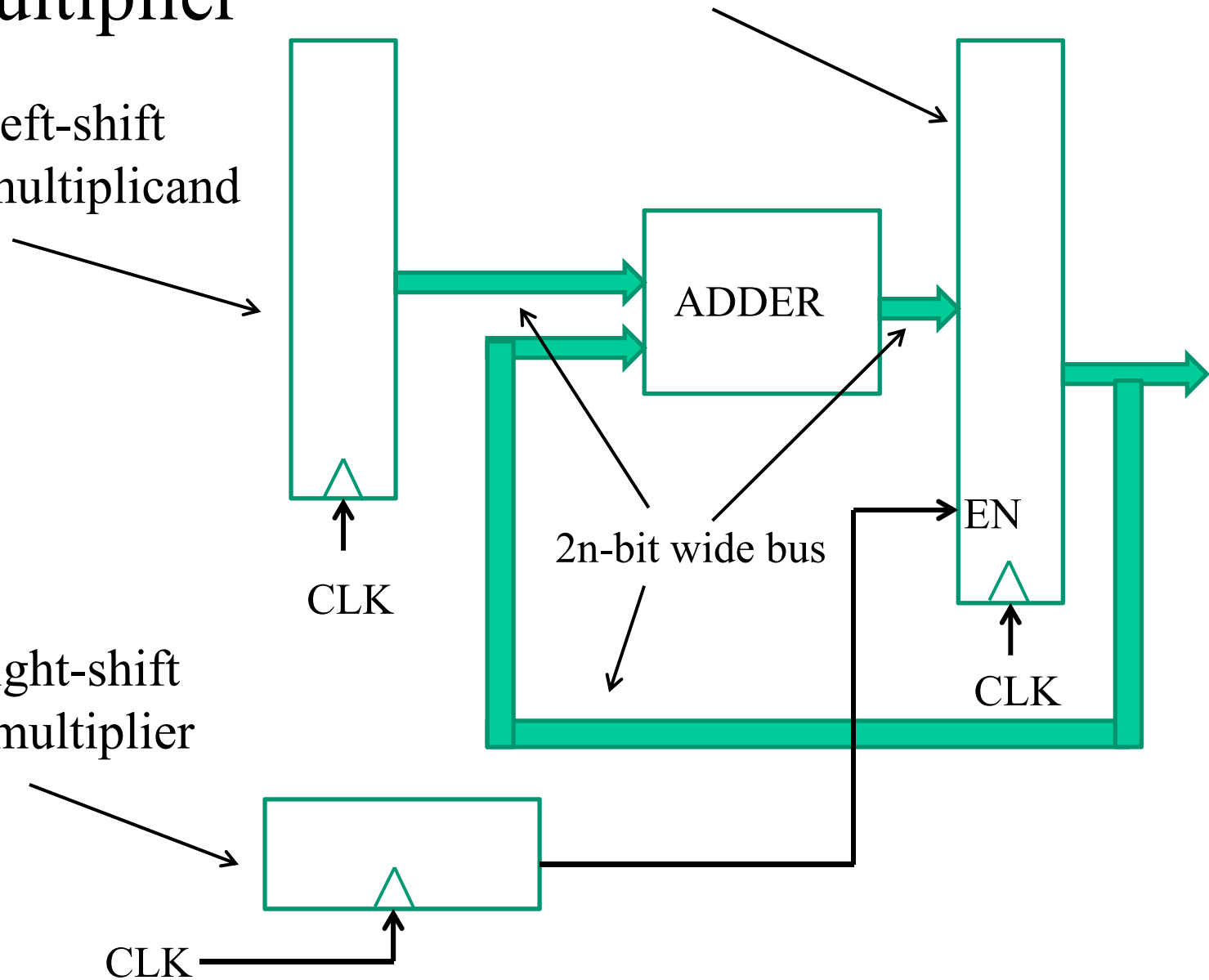
$$0011.1 \times 010.11 = 01001.101 = 9.625 (77 / 8)$$

Serial Multiplier

2n-bit wide left-shift register for multiplicand

2n-bit wide product register

n-bit wide right-shift register for multiplier



Operation

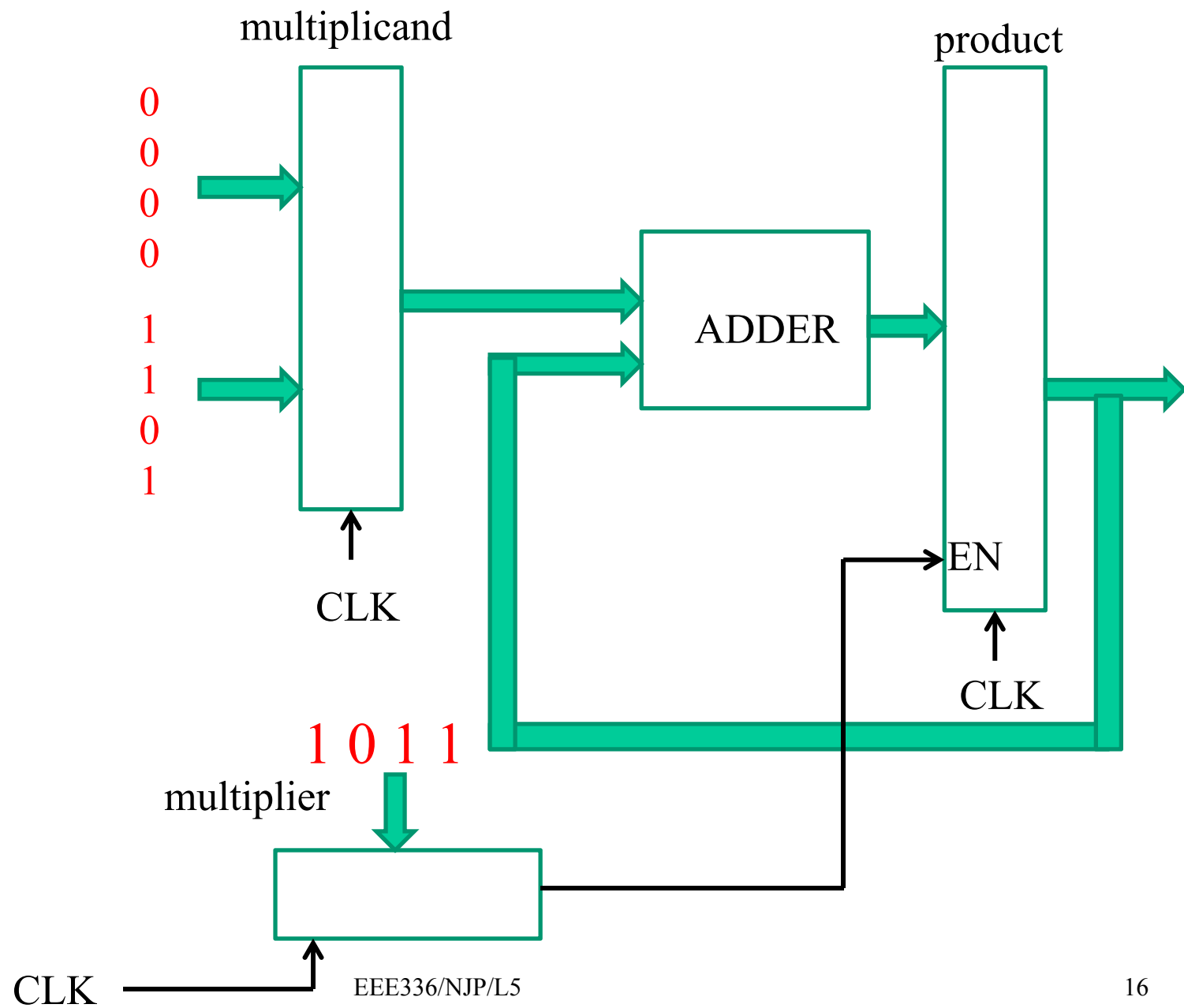
At the start of the process, we load the n -bit multiplicand into the bottom end of a $2n$ -bit left-shift shift register and load 0's into the top n bits. When a shift takes place, a 0 will be input to the LSB position.

Load the multiplier into a n -bit right shift register.

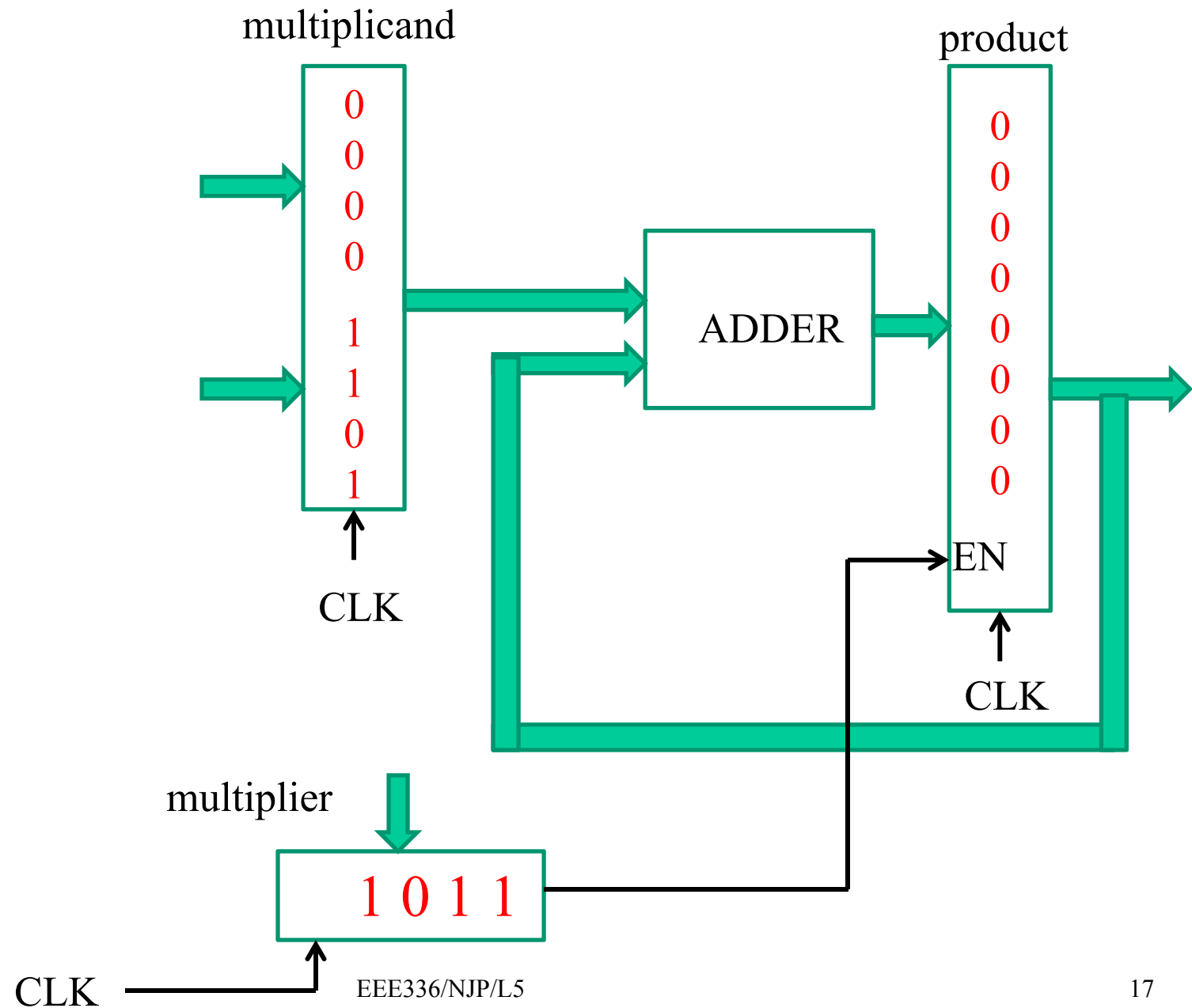
Load 0's into the $2n$ -bit wide product register.

Takes n clock cycles for an n -bit multiplier.

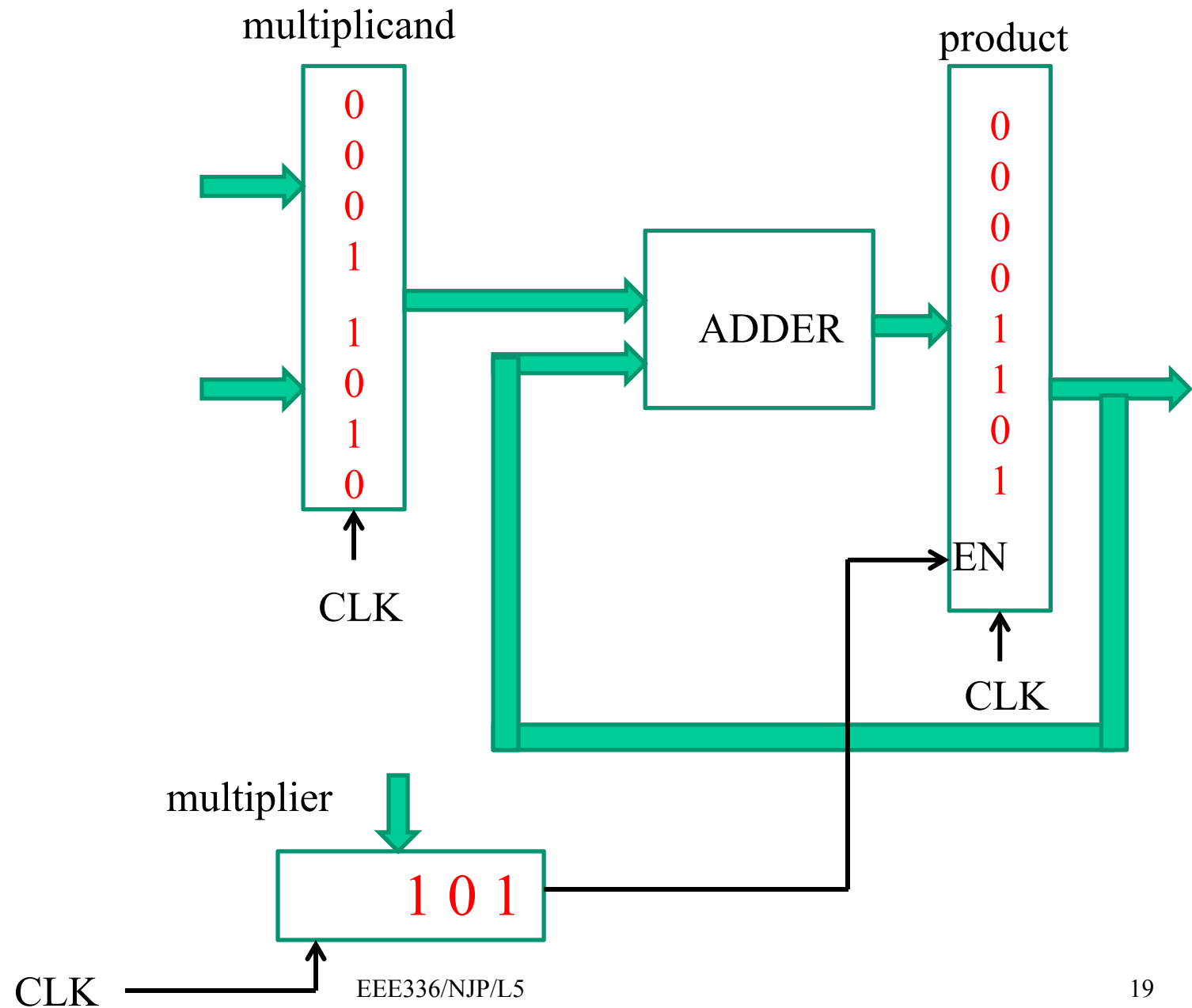
$$\begin{array}{r}
 1101 \\
 \times 1011 \\
 \hline
 1101 \\
 11010 \\
 000000 \\
 \hline
 1101000 \\
 10001111
 \end{array}$$



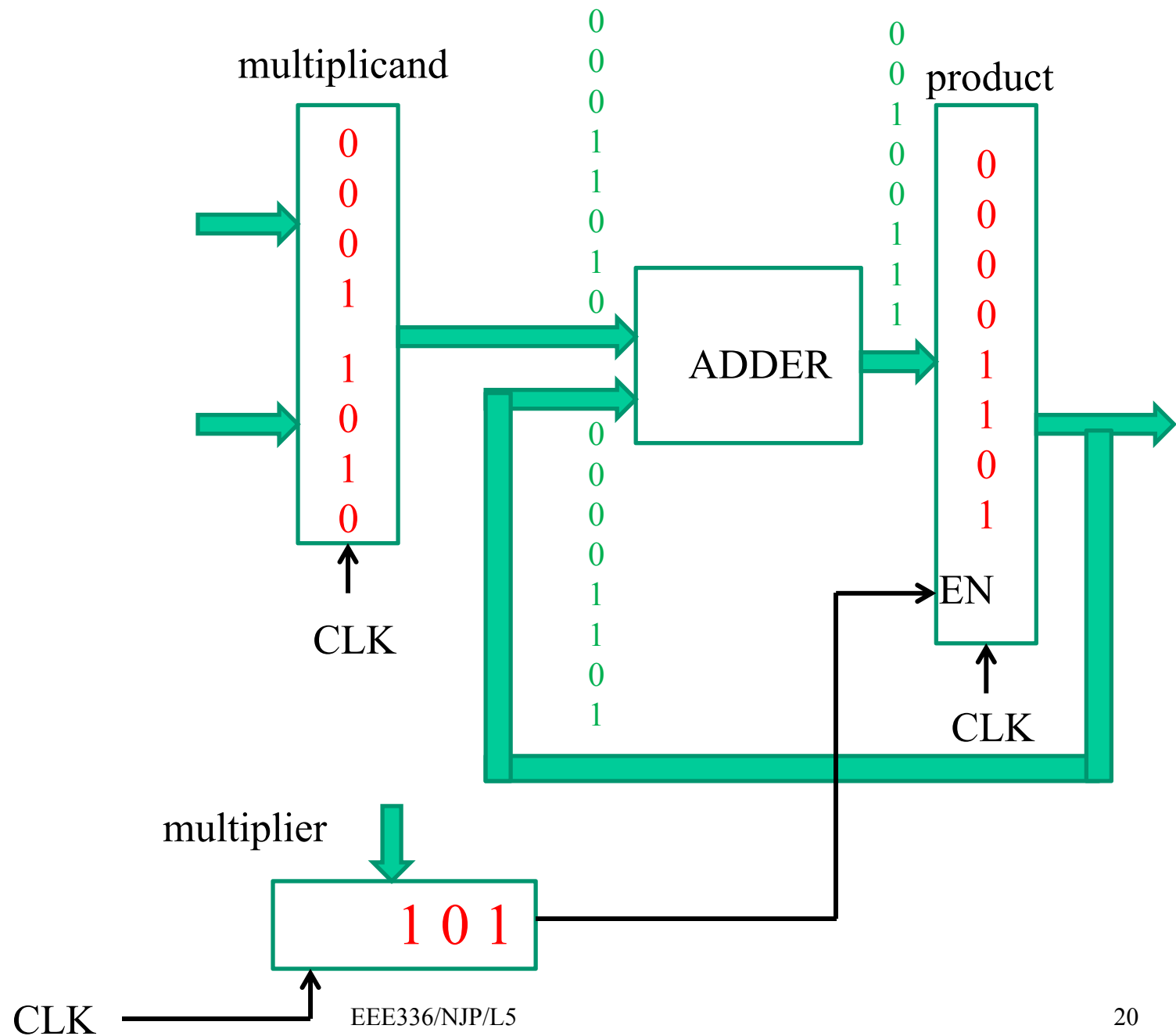
$$\begin{array}{r}
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 \times 1011 \\
 \hline
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 11010 \\
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 \end{array}$$



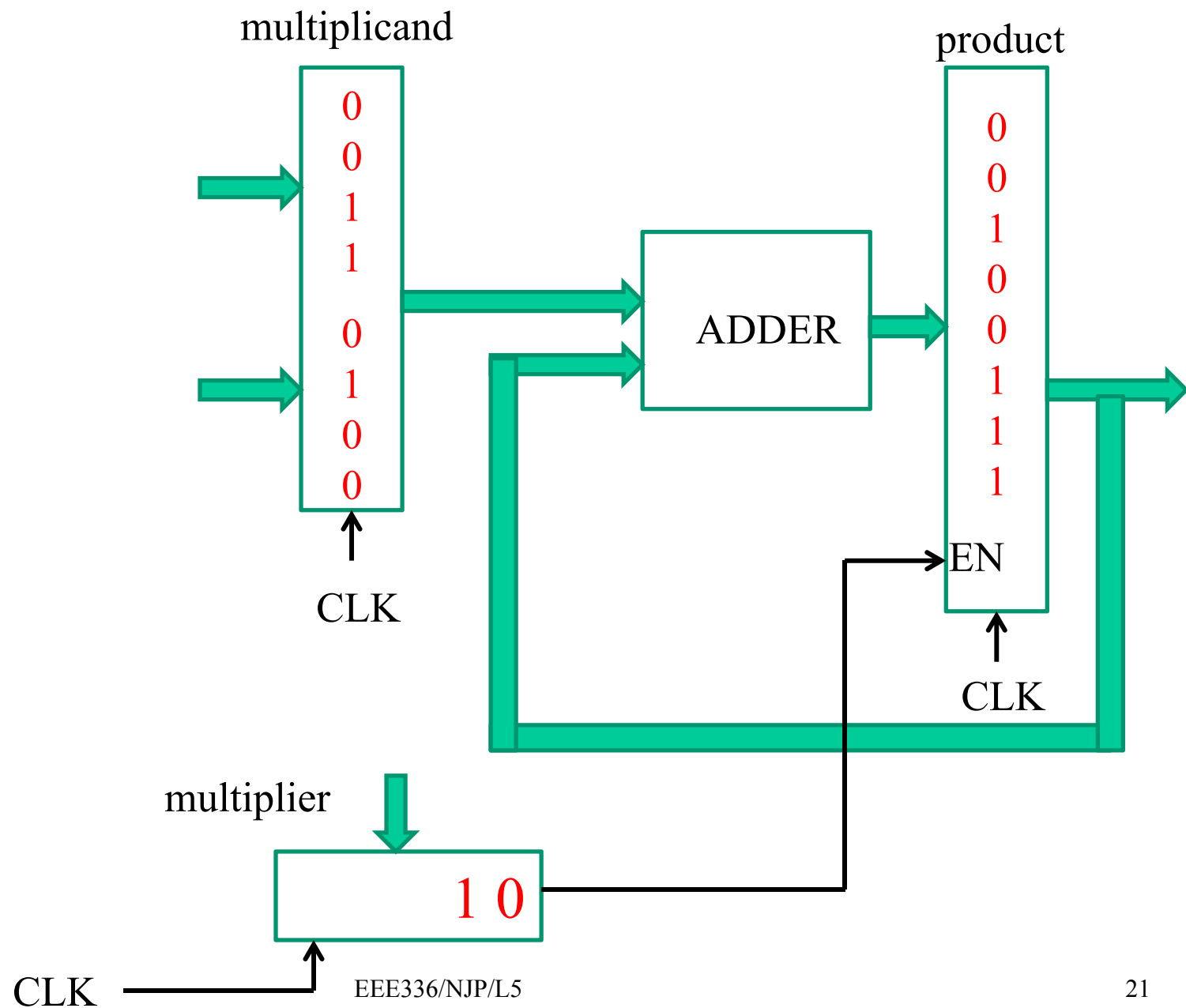
$$\begin{array}{r}
 1101 \\
 \times 1011 \\
 \hline
 1101 \\
 11010 \\
 000000 \\
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 \hline
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 \end{array}$$



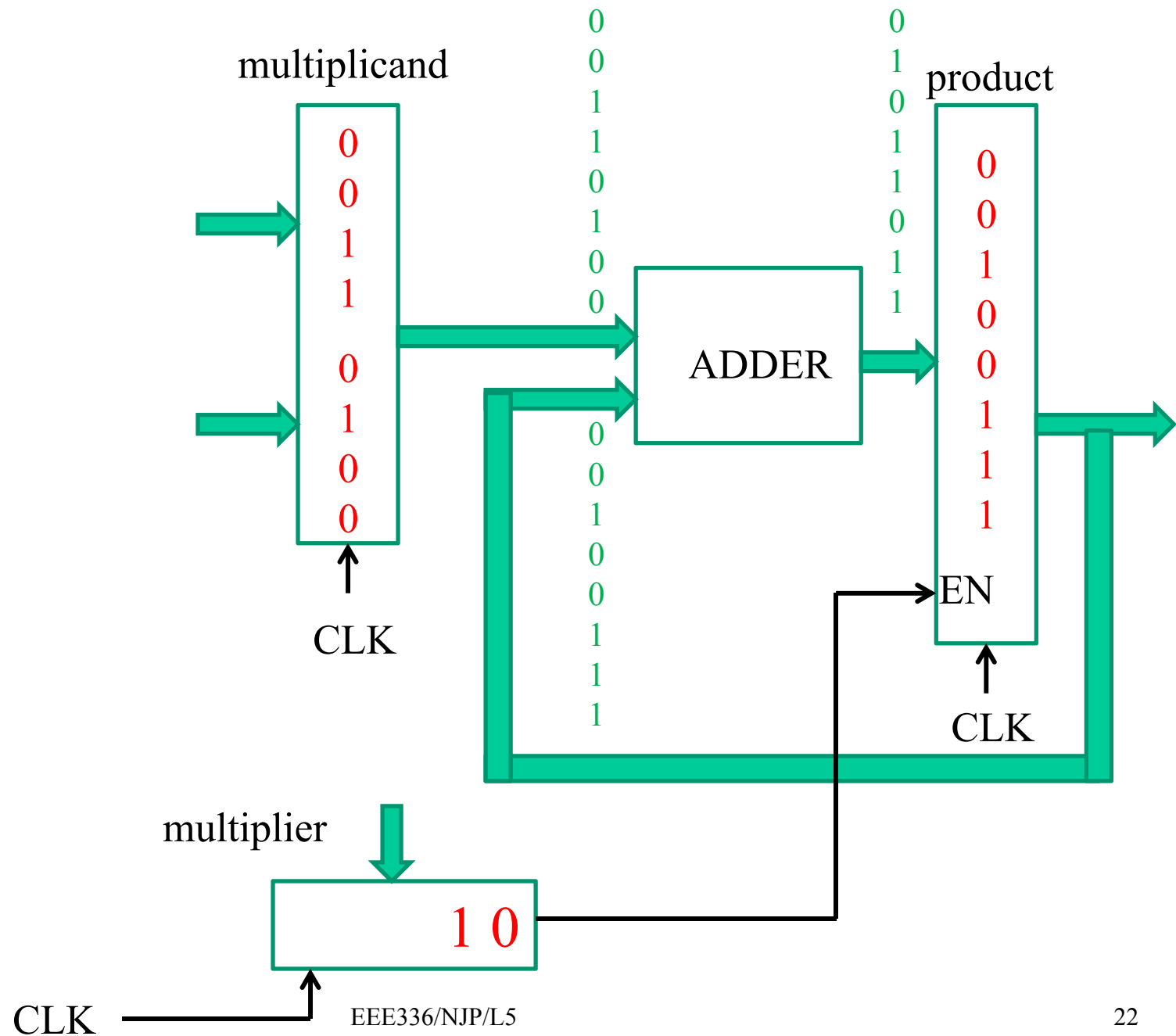
$$\begin{array}{r}
 1101 \\
 \times 1011 \\
 \hline
 1101 \\
 11010 \\
 000000 \\
 1101000 \\
 \hline
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 \end{array}$$



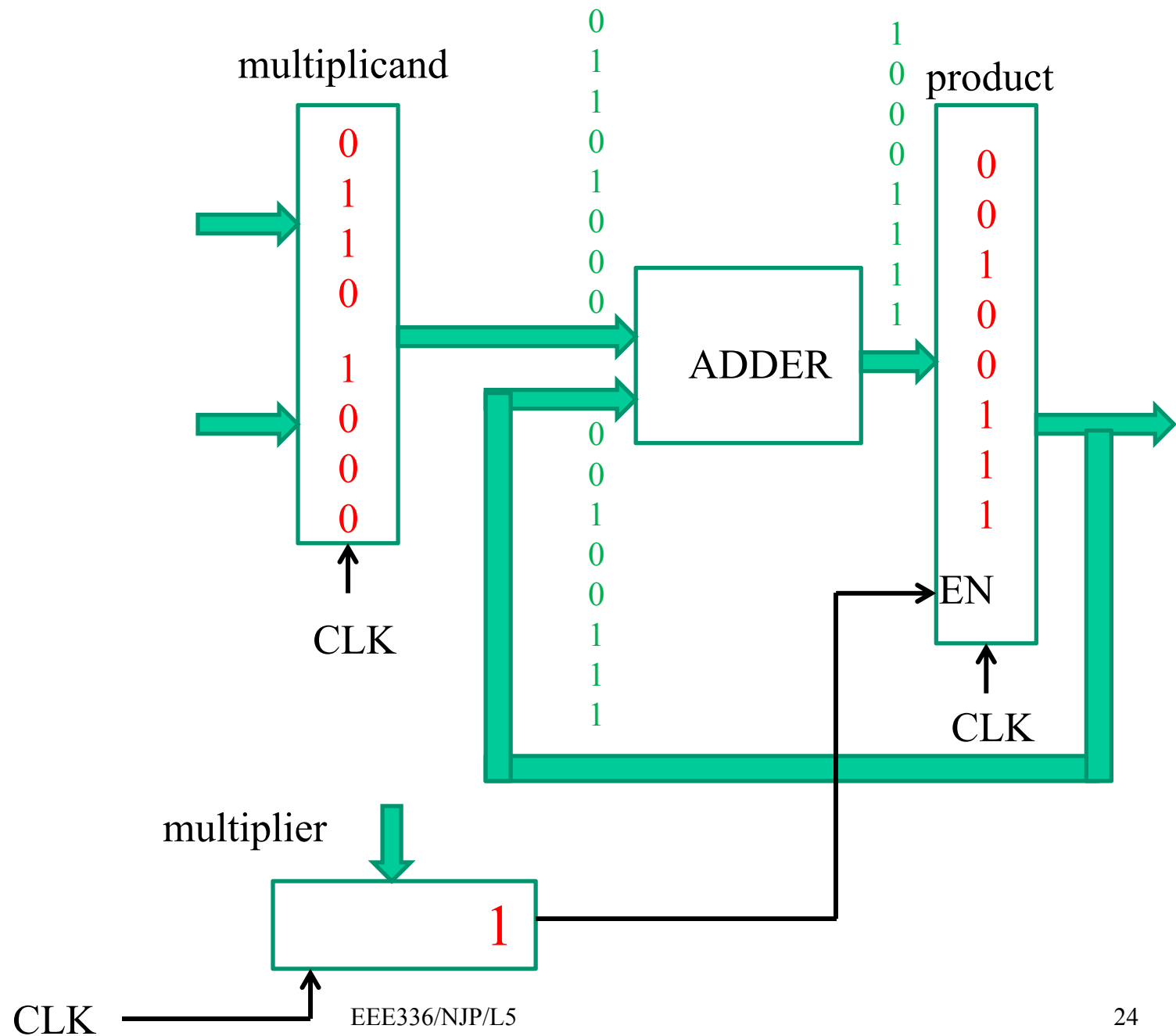
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