

# **COA**

## **Division Algorithm**

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# Restoring Division

## Algorithm

### Division of unsigned integers

Division is more complex operation than multiplication.

We know:

If Dividend = D

Divisor = V

Quotient = Q

& Remainder = R

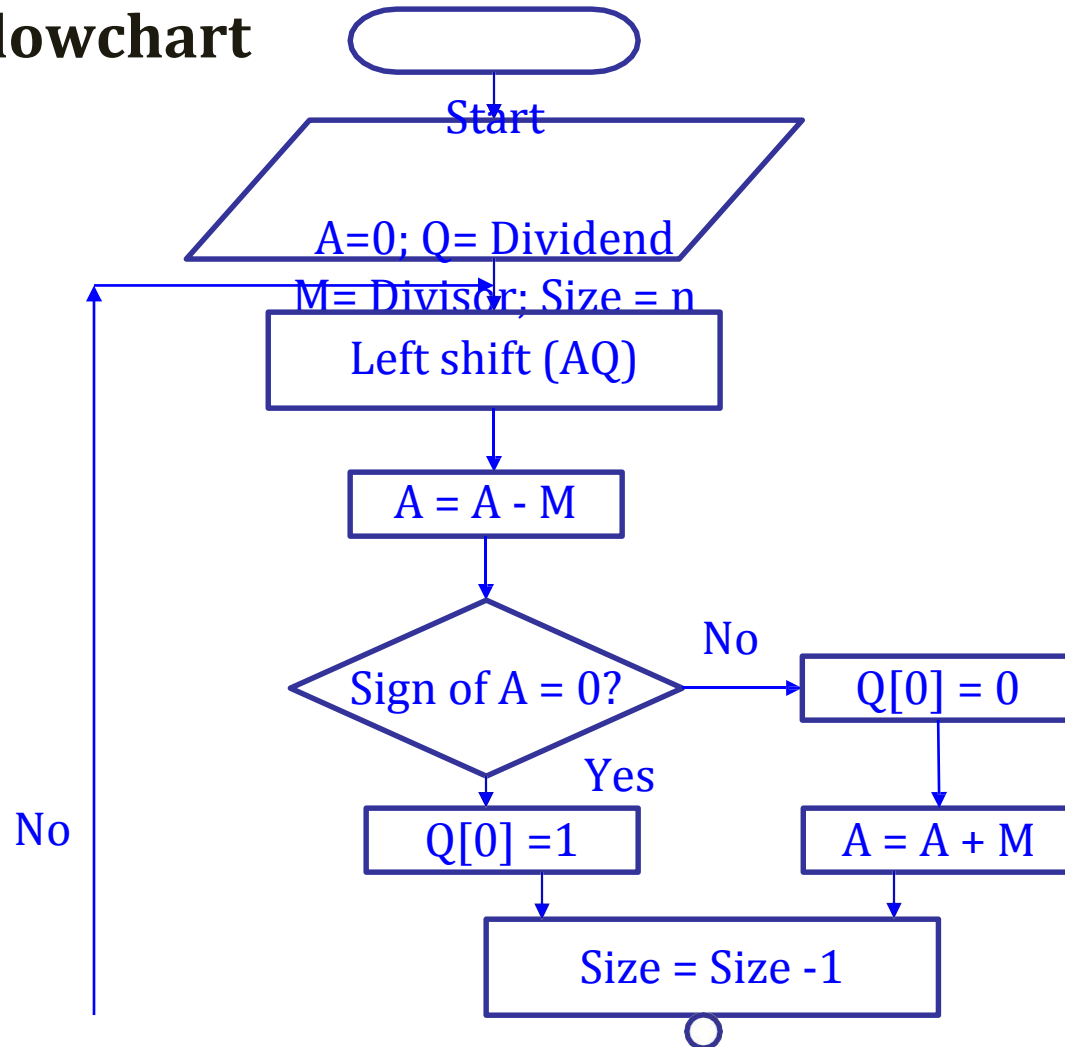
Then,  $D = QV + R$  where  $0 \leq R \leq V$

In case of Restoring Division method, three n bit registers: A, M, & Q are used

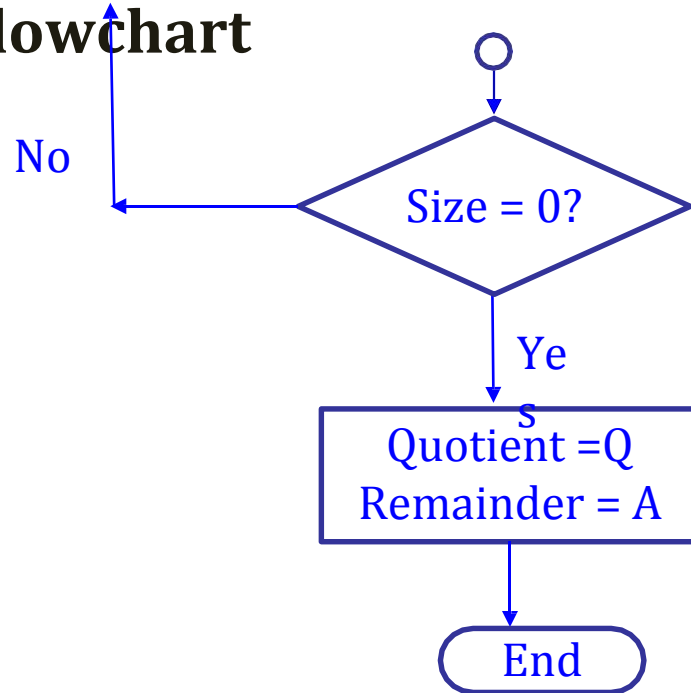
for dividing two n bit numbers. Here, M = Holding the Divisor

When the algorithm terminates, register A contains the remainder and Q register holds the quotient result.

# Restoring Division Algorithm Flowchart



## Restoring Division Algorithm Flowchart



# Restoring Division Algorithm

## Example

Let us consider, Dividend Q = 7 =

0111

Divisor M = 3 = 0011

<u>Initial Configuration:</u>	<u>M</u>	<u>A</u>	<u>Q</u>	<u>Size</u>
	00011	00000	0111	4
<b><u>Step 1:</u></b>				
LS (AQ)	00011	00000	111	
A=A-M	00011	11101	111	
As Sign of A = -ve				
Set Q[0] = 0				
& Restore A	00011	00000	1110	3
<b><u>Step 2:</u></b>				
LS (AQ)	00011	00001	110	
A=A-M	00011	11110	110	
As Sign of A = -ve				
Set Q[0] = 0				
& Restore A	00011	00001	1100	2

## Restoring Division Algorithm

### Example:

Previous Configuration:	M	A	Q	Size
	00011	00001	1100	2
<b>Step 3:</b>				
LS (AQ)	00011	00011	100	
A=A-M	00011	00000	100	
As Sign of A = +ve				
Set Q[0] = 1	00011	00000	1001	1
<b>Step 4:</b>				
LS (AQ)	00011	00001	001	
A=A-M	00011	11110	001	
As Sign of A = -ve				
Set Q[0] = 0				
& Restore A	00011	00001	0010	0

Therefore, Quotient Q = 0010 = 2

& Remainder A = 00001 = 1

## Non Restoring Division

### Algorithm

In case of Restoring Division method, some extra additions are required to restore the number, when A is -ve. Proper restructuring of the Restoring Division algorithm can eliminate that restoration step. This is known as Non restoring Division algorithm.

The three steps of Restoring Division algorithm were:

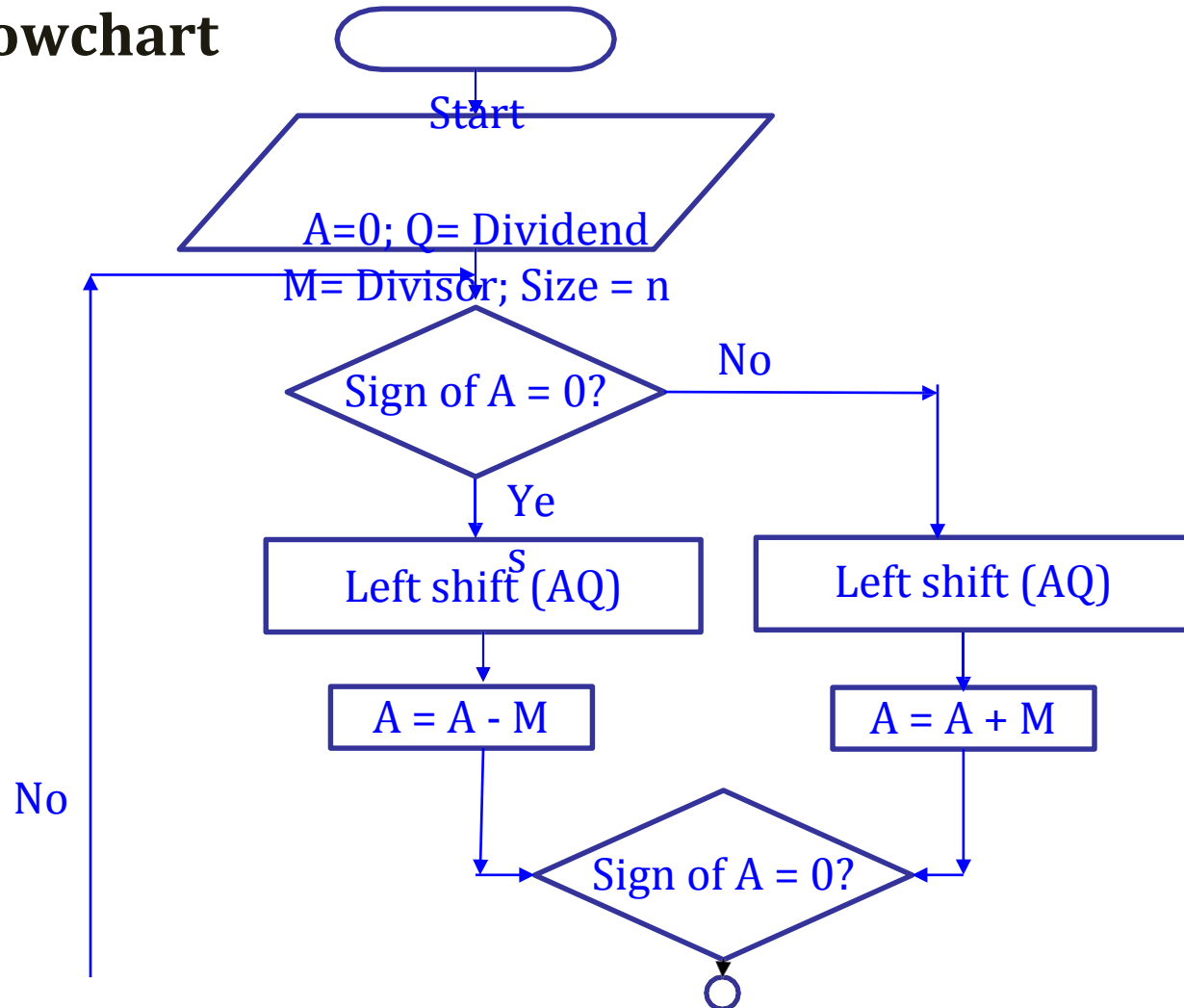
- 1. Shift content of AQ register pair to the left one position.**
- 2.  $A = A - M$**
- 3. If the sign of A is +ve after step 2, set  $Q[0] = 1$ ; otherwise set  $Q[0] = 0$  and restore A.**

Now, if step 3 is performed first and then step 1 followed by step 2, we may get two cases:

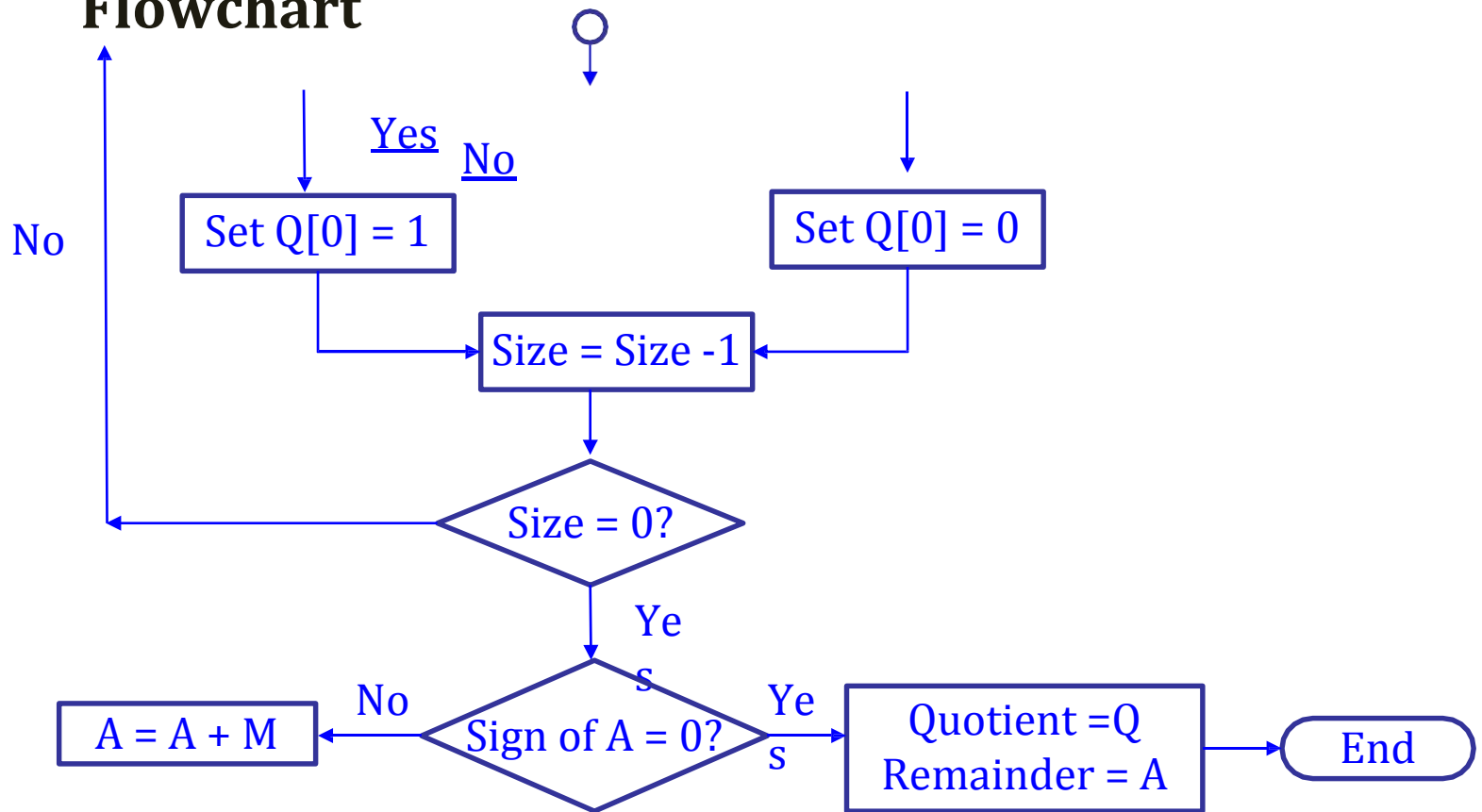
1. If A is +ve, shifting A register to the left one position  $\equiv 2A - M$
2. When A is -ve, first restore A by adding the content of M and then shift A to the left one position. After that A will be subtracted from;  
i.e.  $\equiv 2A + M$



# Non Restoring Division Algorithm Flowchart



## Restoring Division Algorithm Flowchart



# Non Restoring Division Algorithm

## Example

Let us consider, Dividend Q = 7 =

0111 Divisor M = 3 = 0011

Initial Configuration:	M	A	Q	Size
	00011	00000	0111	4

### Step 1:

As Sign of A = +ve

Left Shift (AQ)	00011	00000	111
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A = A - M	00011	11101	111
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As Sign of A = -ve

Set Q[0] = 0	00011	11101	1110	3
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### Step 2:

As Sign of A = -ve

Left Shift (AQ)	00011	11011	110
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A = A + M	00011	11110	110
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As Sign of A = -ve

Set Q[0] = 0	00011	11110	1100	2
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# Non Restoring Division Algorithm

## Example

				Size
<b>Previous Configuration:</b>	<b>M</b>	<b>A</b>	<b>Q</b>	2
<b><u>Step 3:</u></b>		00011	11110 1100	
As Sign of A = -ve				
Left Shift (AQ)		00011	11101 100	—
A = A + M		00011	00000 100	—
As Sign of A = +ve				
Set Q[0] = 1		00011	00000 1001	1
<b><u>Step 4:</u></b>				
As Sign of A = +ve				
Left Shift (AQ)		00011	00001 001	
A = A - M		00011	11110 001	
As Sign of A = -ve				
Set Q[0] = 0		00011	11110 0010	0
Therefore, Quotient Q = 0010 = 2				
& Remainder A = 00001 = 1 (A = A + M)				