

Lecture 4

Multiplication and division

Computing platforms

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Multiplication by adding

- $A * B$

$P = 0$

While $B > 0$ do

$P += A$

$B--$

Wend

- For 8-bit values, 256 additions in worst case
- For 64-bit values on modern CPU, won't finish in your lifetime

Let's consider special cases

- $A * 2 = A + A = \text{lshift}(A, 1)$
- $A * 2^N = \text{while } N \rightarrow 0 \text{ do } P += A \text{ wend} = \text{lshift}(A, N)$
- $A * (2^N + 2^M) = A * 2^N + A * 2^M$
- If we represent arbitrary number as sum of $2^N \dots$

Algorithm of multiplication

- Any number has the binary representation
- $B = \text{Sum}(b[N] * 2^N)$, where $b[N]$ - Nth bit of binary representation
- $P = A * B = \text{Sum}(A * b[N] * 2^N)$
- So, the algorithm

$N = 0$

$P = 0$

While $N < \text{bits}(B)$ do

$P += A * b[N]$

$A = \text{lshift}(A, 1)$

Wend

Let's try to visualize it

Note that 4-bit*4bit
yields 8-bit result

$$\begin{array}{r} 1101 \\ 1110 \\ \hline 00000000 \\ 00011010 \\ 00110100 \\ 01101000 \\ \hline 10110110 \end{array}$$

Looks familiar?

$$\begin{array}{r} 1\ 1\ 0\ 1 \\ 1\ 1\ 1\ 0 \\ \hline 0\ 0\ 0\ 0 \\ 1\ 1\ 0\ 1 \\ 1\ 1\ 0\ 1 \\ 1\ 1\ 0\ 1 \\ \hline 1\ 0\ 1\ 1\ 0\ 1\ 1\ 0 \end{array}$$

How to implement this in CdM-8?

- $b[N]$ can be calculated as series of right shifts
- Shr instruction shifts the register and moves lowest bit to C
- We do not need to count to 8
- The loop can stop when $reg == 0$ (Z flag is set)
- But how to calculate 16-bit P and 16-bit $A * 2^N$?
- They need 2 registers each, and we have only four registers.

Let's go in other direction

N=7

P=0

While True do

 P+=A*b[N]

 if N==0 break

 P=rshift(P,1)

 N--

Wend

- Now we need a register to store N
- Or we can unroll the loop (there are only 8 iterations after all)

Demonstration in CocolDE

- <http://ccfit.nsu.ru/~fat/Platforms/mult.asm>
- 8-bit unsigned multiplication with 16-bit results using only registers (no memory access)

What about signed multiplication?

$$\begin{array}{r} 1\ 1\ 0\ 1 \\ \times 1\ 1\ 1\ 0 \\ \hline 0\ 0\ 0\ 0 \\ 1\ 1\ 0\ 1 \\ 1\ 1\ 0\ 1 \\ 1\ 1\ 0\ 1 \\ \hline 1\ 0\ 1\ 1\ 0\ 1\ 1\ 0 \end{array}$$

If we treat 1101 and 1110 as two-complement signed numbers, the result is wrong.

You do not even need to convert to decimal.

The operands are both negative, but the result is positive!

Proper way of two-complement signed multiplication

Sign-extend both numbers
before the multiplication

Actually, this is a disadvantage
of two-complement presentation

With sign-magnitude, you just
multiply unsigned and xor sign bits

$$\begin{array}{r} 1\ 1\ 1\ 1\ 1\ 1\ 0\ 1 \\ \times 1\ 1\ 1\ 1\ 1\ 1\ 1\ 0 \\ \hline 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ 1\ 1\ 1\ 1\ 1\ 0\ 1\ 0 \\ 1\ 1\ 1\ 1\ 0\ 1\ 0\ 0 \\ 1\ 1\ 1\ 0\ 1\ 0\ 0\ 0 \\ 1\ 1\ 0\ 1\ 0\ 0\ 0\ 0 \\ 1\ 0\ 1\ 0\ 0\ 0\ 0\ 0 \\ 0\ 1\ 0\ 0\ 0\ 0\ 0\ 0 \\ 1\ 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \hline 0\ 0\ 0\ 0\ 0\ 1\ 1\ 0 \end{array}$$

Division

- the dividend is the number to be divided
- the divisor is the number the dividend is divided by
- the quotient is the main result of division,
- a remainder, which is the quantity left over, i.e. the difference between the dividend and product of the quotient and the divisor.

Exact definition of quotient

- a quotient, which is the whole number of times the divisor 'goes into' the dividend.
- In other words, the quotient is the maximum integer that if multiplied by the divisor gives the result not exceeding the dividend.

Let's try to divide 11(dec) to 3(dec)

- $11 \div 3 = 3 \text{ rem } 2$
- $11(\text{dec}) = 1011$
- $3 = 0011$

STAGE 1:

$$\begin{array}{r} 1 \\ 11 \overline{) 1011} \\ \underline{- 11} \\ 10 \end{array}$$

STAGE 2:

$$\begin{array}{r} 1 \\ 11 \overline{) 1011} \\ \underline{- 11} \\ 101 \end{array}$$

STAGE 3:

$$\begin{array}{r} 11 \\ 11 \overline{) 1011} \\ \underline{- 11} \\ 101 \\ \underline{- 11} \\ 10 \end{array}$$