

In 3.18, "Assume both inputs are unsigned 6-bit integers" should be "Assume both inputs are unsigned 8-bit integers"

3.9 [10] <§3.2> Assume 151 and 214 are signed 8-bit decimal integers stored in two's complement format. Calculate $151 + 214$ using saturating arithmetic. The result should be written in decimal. Show your work.

$$\begin{array}{rcl}
 (151)_{10} & = & (10010111)_2 \rightarrow (01101001)_2 = -105 \\
 (214)_{10} & = & (11010110)_2 \rightarrow (00101010)_2 = -42 \\
 151 + 214 & = & \begin{array}{r} 01101001 \\ 00101010 \\ \hline 10010011 = (-147)_{10} \end{array}
 \end{array}$$

$\begin{array}{r} 151 \\ 214 \\ \hline 10010111 \\ 11010110 \\ \hline 01101101 \end{array}$

because of saturating arithmetic, the result is (-128)

$$10010011$$

3.10 [10] <§3.2> Assume 151 and 214 are signed 8-bit decimal integers stored in two's complement format. Calculate $151 - 214$ using saturating arithmetic. The result should be written in decimal. Show your work.

$$\begin{array}{rcl}
 (151)_{10} & = & (10010111)_2 \rightarrow (01101001)_2 \\
 (214)_{10} & = & (11010110)_2 \rightarrow (00101010)_2 \\
 151 - 214 & = & \begin{array}{r} 01101001 \\ 00101010 \\ \hline 00111111 = 63_{10} < 128 \end{array}
 \end{array}$$

$\begin{array}{r} 10010111 \\ 00101010 \\ \hline 11000001 \end{array}$

So the result is 63.

3.11 [10] <§3.2> Assume 151 and 214 are unsigned 8-bit integers. Calculate $151 + 214$ using saturating arithmetic. The result should be written in decimal. Show your work.

$$(151)_{10} = (10010111)_2$$

$$(214)_{10} = (11010110)_2$$

$$151 + 214 = 10010111$$

$$\begin{array}{r} 11010110 \\ \hline (10110101)_2 > (255)_{10} \end{array}$$

since we use saturating arithmetic, so the result is $(255)_{10}$.

3.13 [20] <§3.3> Using a table similar to that shown in Figure 3.6, calculate the product of the hexadecimal unsigned 8-bit integers 62 and 12 using the hardware described in Figure 3.5. You should show the contents of each register on each step.

$$(62)_{16} = (0110\ 0010)_2$$

$$(12)_{16} = (0001\ 0010)_2$$

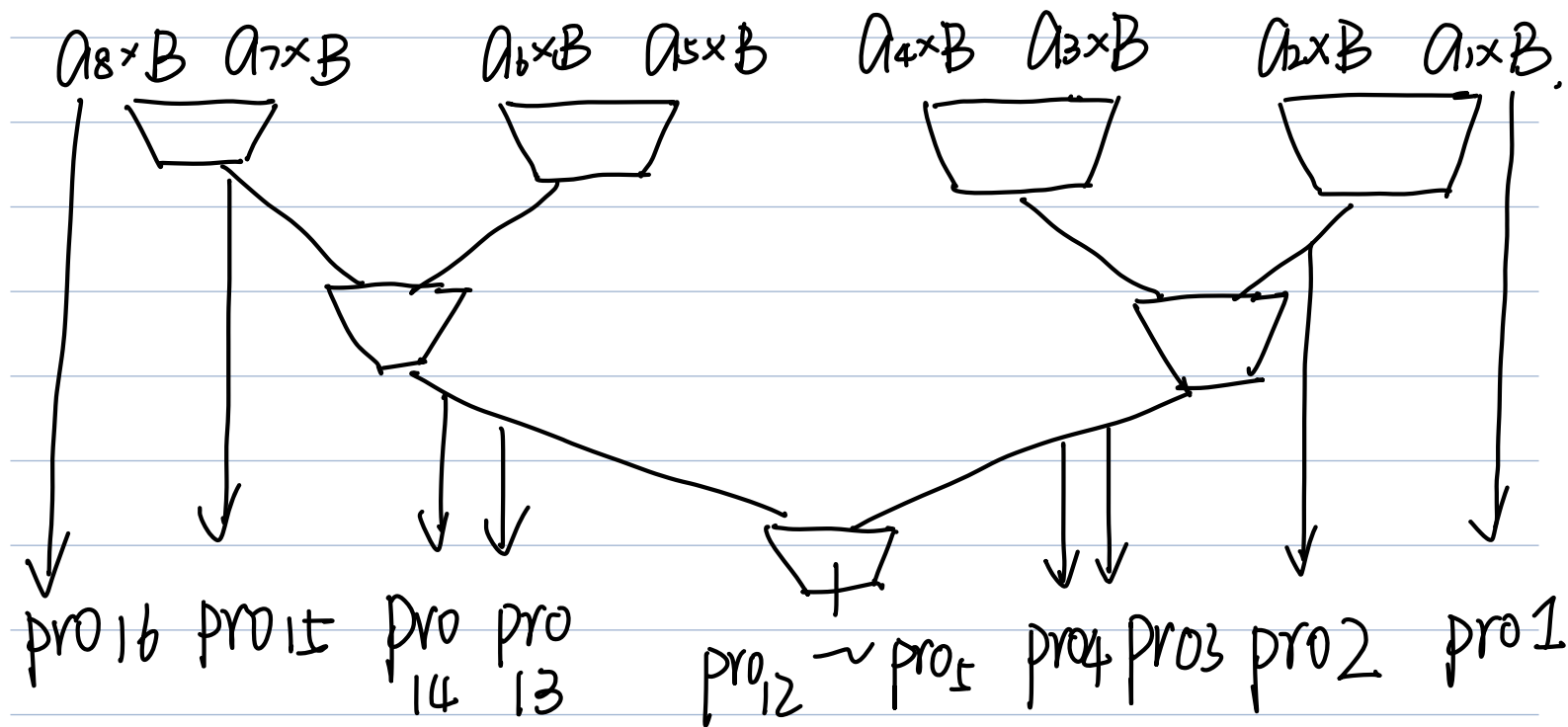
content of register

Iteration	Step	product (15 bits)	multiplier
0	initial	00000000 0110 0010 _Δ	0001 0010
1	0: no operation shift pro right	00000000 0 0110001 _Δ	0001 0010
2	1: add multiplicand to left bit of product shift pro right	0001 0010 0 0110001 0000 1001 00 011000 _Δ	0001 0010 0001 0010
3	0: no operation shift pro right	0000 1001 00 0110 _Δ	0001 0010 0001 0010
4	0: no operation shift pro right	0000 0100 100 011 _Δ	0001 0010 0001 0010
5	0: no operation shift pro right	0000 0001 000 01 _Δ	0001 0010 0001 0010
6	1: add shift pro right	0001 0011 00100 01 0001 0011 0010 01	0001 0010 0001 0010

7	1: add	00011011100100 0	000 00 0
	shift pro right	000011011100100 0	000 00 0
8	0: no operation		000 00 0
	shift pro right	0000011011100 00	000 00 0

So the result is $\rightarrow (06E4)_{16}$.

3.16 [20] <§3.3> Calculate the time necessary to perform a multiply using the approach given in Figure 3.7 if an integer is 8 bits wide and an adder takes 4 time units.



So the time necessary is 12 time units.

3.18 [20] <§3.4> Using a table similar to that shown in Figure 3.10, calculate 74 divided by 21 using the hardware described in Figure 3.8. You should show the contents of each register on each step. Assume both inputs are unsigned 8-bit integers.

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$$(74)_{10} = (000|0|0)_2 \quad (21)_{10} = (000|0|0)_2$$

contents of register

Iteration	Step	quotient	Divisor	Remainder
0	initial values	0000 0000	000 0 0 00000000	00000000 0 00 0 0
1	1: Rem = Rem - Div	0000 0000	000 0 0 00000000	00000000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
2	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
3	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
4	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
5	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
6	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
7	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem < 0, + Div, sll Q, Q ₀ = 0	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	shift Divisor right	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
8	Rem = Rem - Div	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0
	Rem > 0 sll Q Q ₀ = 1	0000 0000	000 0 0 00000000	0000 0000 0 00 0 0

	shift Divisor right	0000 0001	0000 0000 0001 0/0	0000 0000 0000 0000
9	Rem \neq Div	0000 0001	0000 0000 0001 0/0	0000 0000 0001 0011
	Rem > 0 sll Q Q ₀ = 1	0000 0011	0000 0000 0001 0/0	0000 0000 0001 0011
	shift Divisor right	0000 0011	0000 0000 0001 0/0	0000 0000 0001 0011

So the quotient is $(11)_2$ and the remainder is $(1011)_2$.