

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| s | e | e | e | e | m | m | m | m | m |
|---|---|---|---|---|---|---|---|---|---|

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| s | e | e | e | e | m | m | m | m | m |
|---|---|---|---|---|---|---|---|---|---|

- STEP 1

unpack operands

| | | | | | | | | | | |
|---|---|---|---|---|----|---|---|---|---|---|
| s | e | e | e | e | 1. | m | m | m | m | m |
|---|---|---|---|---|----|---|---|---|---|---|

| | | | | | | | | | | |
|---|---|---|---|---|----|---|---|---|---|---|
| s | e | e | e | e | 1. | m | m | m | m | m |
|---|---|---|---|---|----|---|---|---|---|---|

- STEP 2

$$d = X_E - Y_E$$

if $d < 0 \rightarrow \text{SWAP } X \leftrightarrow Y$

$$Z_E = X_E$$

- STEP 3

$\text{sign}(X) \neq \text{sign}(Y) \rightarrow Y_{M_{C2}}$

- STEP 4

Align Y_M : $RSH \gg |d|$

if $Y_{M_{C2}}$ in step 3 \rightarrow introduce 1's

else \rightarrow introduce 0's

preserve g, r, s

- STEP 5

$$Z_M = X_M + Y_{M_{al}}$$

$\text{sign}(X) = \text{sign}(Y) \rightarrow$ preserve $Cout$ if gen.

$\text{sign}(X) \neq \text{sign}(Y) \rightarrow \begin{cases} Cout \rightarrow Z_{M_{C2}} \text{ COMP} \\ Cout \rightarrow \text{discard} \end{cases}$

- STEP 6

determine $Z_{M_{norm}}$ \rightarrow update Z_E

$RSH \ll$ until $Z_M = 1.zzzz$

- STEP 7

calculate R, S : $Z_M = 1.zzzz_{-m}|RS$

- STEP 9

| SWAP (STEP 2) | COMP (STEP 5) | SIGN |
|---------------|---------------|---|
| YES | | <i>$\text{sign}(Z) = \text{sign}(Y)$ before swap</i> |
| NO | YES | <i>$\text{sign}(Z) = \text{sign}(Y)$</i> |
| NO | NO | <i>$\text{sign}(Z) = \text{sign}(X)$</i> |

- STEP 8

| ROUNDING MODE | +Z | -Z |
|-------------------|---|---|
| to 0 | — | — |
| towards $-\infty$ | — | <i>if R or $S \rightarrow Z_{M_{norm}} - 1$</i> |
| towards $+\infty$ | <i>if R or $S \rightarrow Z_{M_{norm}} + 1$</i> | — |
| to nearest even | <i>if R and $(S \text{ or } z_{-m}) \rightarrow Z_{M_{norm}} + 1$</i> | <i>if R and $(S \text{ or } z_{-m}) \rightarrow Z_{M_{norm}} - 1$</i> |