Vidyavardhini's College of Engineering and Technology

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Experiment No. 7
Implement Booth's algorithm using c-programming
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Aim: To implement Booth's algorithm using c-programming.
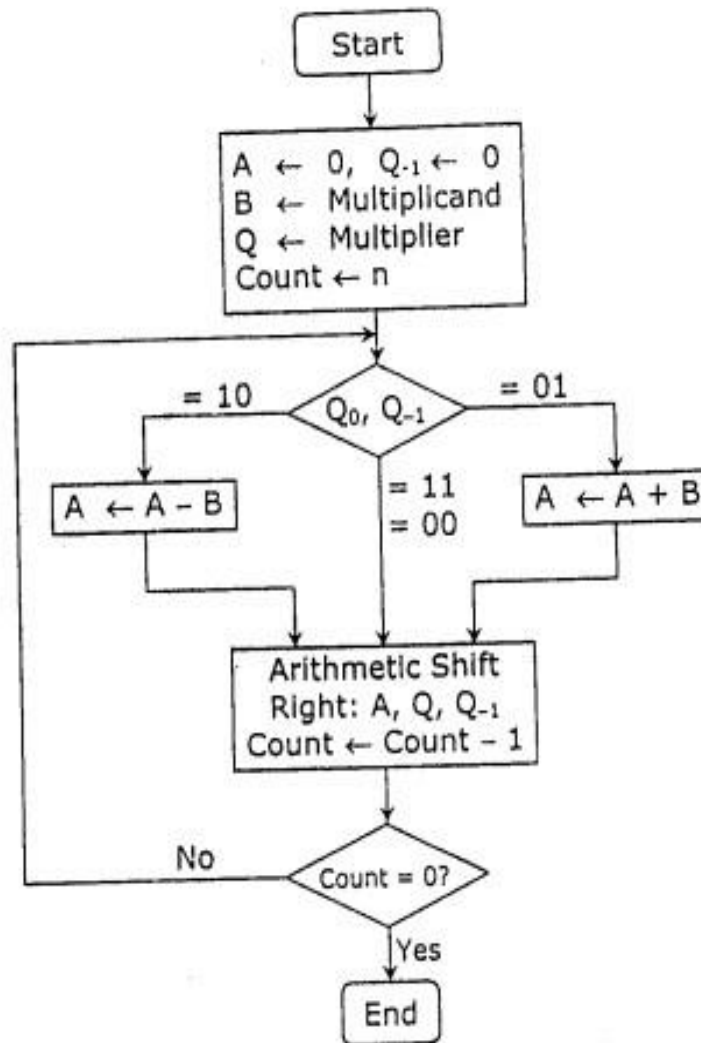
Objective -
1. To understand the working of Booths algorithm.
2. To understand how to implement Booth's algorithm using c-programming.

Theory:

Booth's algorithm is a multiplication algorithm that multiplies two signed binary numbers in 2's complement notation. Booth used desk calculators that were faster at shifting than adding and created the algorithm to increase their speed.

The algorithm works as per the following conditions :

1. If Q_n and Q_{-1} are same i.e. 00 or 11 perform arithmetic shift by 1 bit.

2. If $Q_n Q_{-1}$ = 10 do A= A - B and perform arithmetic shift by 1 bit.

3. If $Q_n Q_{-1}$ = 01 do A= A + B and perform arithmetic shift by 1 bit.

```
                        ┌─────────┐
                        │  Start  │
                        └────┬────┘
                             │
              ┌──────────────▼──────────────┐
              │ A ← 0,  Q₋₁ ← 0             │
              │ B ← Multiplicand            │
              │ Q ← Multiplier              │
              │ Count ← n                   │
              └──────────────┬──────────────┘
```

Flowchart (Booth's Multiplication Algorithm):

- Start
- $A \leftarrow 0,\ Q_{-1} \leftarrow 0$
  $B \leftarrow$ Multiplicand
  $Q \leftarrow$ Multiplier
  Count $\leftarrow n$
- Decision: Q_0, Q_{-1}
  - $= 10$ → $A \leftarrow A - B$
  - $= 01$ → $A \leftarrow A + B$
  - $= 11$ or $= 00$
- Arithmetic Shift Right: A, Q, Q_{-1}
  Count $\leftarrow$ Count $- 1$
- Decision: Count $= 0$?
  - No → loop back
  - Yes → End

Multiplicand (B) ← 0 1 0 1 (5),									Multiplier (Q) ← 0 1 0 0 (4)		
Steps	A				Q				Q_{-1}	Operation	
	0	0	0	0	0	1	0	0	0	Initial	
Step 1 :	0	0	0	0	0	0	1	0	0	Shift right	
Step 2 :	0	0	0	0	0	0	0	1	0	Shift right	
Step 3 :	1	0	1	1	0	0	0	1	0	A ← A – B	
	1	1	0	1	1	0	0	0	1	Shift right	
Step 4 :	0	0	1	0	1	0	0	0	1	A ← A + B	
	0	0	0	1	0	1	0	0	0	Shift right	
Result	0 0 0 1 0 1 0 0 = +20										

Program:

```c
# include <math.h>  int a = 0,b = 0, c = 0, a1 = 0, b1 = 0, com[5] = { 1, 0, 0, 0, 0};  int anum[5] =
{0}, anumcp[5] = {0}, bnum[5] = {0};  int acomp[5] = {0}, bcomp[5] = {0}, pro[5] = {0}, res[5]
= {0};

void binary(){  a1 =
    fabs(a);  b1 = fabs(b);
    int r, r2, i, temp;  for
    (i = 0; i < 5; i++){  r
    = a1 % 2;  a1 = a1 /
    2;  r2 = b1 % 2;  b1 =
    b1 / 2;  anum[i] = r;
    anumcp[i] = r;
    bnum[i] = r2;  if(r2
    == 0){
            bcomp[i] = 1;
        }
        if(r == 0){
            acomp[i] =1;
        }
    }

  c = 0;  for ( i = 0; i < 5; i++){
  res[i] = com[i]+ bcomp[i] + c;
  if(res[i] >= 2){  c = 1;
        } else
      c = 0;
        res[i] = res[i] % 2;
    }
  for (i = 4; i >= 0; i--){
    bcomp[i] = res[i];
  }

  if (a < 0){
    c = 0;
    for (i = 4; i >= 0; i--){
        res[i] = 0;
    }
    for ( i = 0; i < 5; i++){  res[i] =
        com[i] + acomp[i] + c;  if
        (res[i] >= 2){
            c = 1;
```

```c
        }
        else
            c = 0;
        res[i] = res[i]%2;
    }
    for (i = 4; i >= 0; i--){
        anum[i] = res[i];
        anumcp[i] = res[i];
    }


  }
  if(b < 0){
    for (i = 0; i < 5; i++){
        temp = bnum[i];
        bnum[i] = bcomp[i];
        bcomp[i] = temp;
    }
  }
}
void add(int num[]){  int i;  c = 0;
  for ( i = 0; i < 5; i++){  res[i] =
  pro[i] + num[i] + c;  if (res[i]
  >= 2){
            c = 1;
        }
        else{  c
            = 0;
        }
        res[i] = res[i]%2;
    }
    for (i = 4; i >= 0; i--){
        pro[i] = res[i];
        printf("%d",pro[i]);
    }
  printf(":");  for (i = 4; i >= 0;
  i--){  printf("%d",
  anumcp[i]);
    }
}
void arshift(){
```

```c
  int temp = pro[4], temp2 = pro[0], i;
  for (i = 1; i < 5  ; i++){
     pro[i-1] = pro[i];
  }
  pro[4] = temp;  for (i
  = 1; i < 5  ; i++){
     anumcp[i-1] = anumcp[i];
  }
  anumcp[4] = temp2;
  printf("\nAR-SHIFT: ");
  for (i = 4; i >= 0; i--){
  printf("%d",pro[i]);
  }
  printf(":");  for(i =
  4; i >= 0; i--){
     printf("%d", anumcp[i]);
  }
}

void main(){
 int i, q = 0;
  printf("\t\tBOOTH'S MULTIPLICATION ALGORITHM");
  printf("\nEnter two numbers to multiply: ");
 printf("\nBoth must be less than 16");
 //simulating for two numbers each below 16
 do{
     printf("\nEnter A: ");
     scanf("%d",&a);
     printf("Enter B: ");
     scanf("%d", &b); }while(a
     >=16 || b >=16);

  printf("\nExpected product = %d", a *
  b);  binary();  printf("\n\nBinary
  Equivalents are: ");  printf("\nA = ");  for
  (i = 4; i >= 0; i--){
     printf("%d", anum[i]);
  }
  printf("\nB = ");  for
  (i = 4; i >= 0; i--){
     printf("%d", bnum[i]);
```

```c
  }
  printf("\nB'+ 1 = ");
  for (i = 4; i >= 0; i--){
     printf("%d", bcomp[i]);
  }
  printf("\n\n");  for (i
  = 0;i < 5; i++){  if
  (anum[i] == q){
        printf("\n--
        >");  arshift();
        q = anum[i];
      }
      else if(anum[i] == 1 && q == 0){
        printf("\n-->");
        printf("\nSUB B: ");
        add(bcomp);
        arshift();  q
        = anum[i];
      }
      else{
        printf("\n-->");
        printf("\nADD B: ");
        add(bnum);
        arshift();  q
        = anum[i];
      }
   }
  printf("\nProduct is = ");
  for (i = 4; i >= 0; i--){
     printf("%d", pro[i]);
  }
  for (i = 4; i >= 0; i--){
     printf("%d", anumcp[i]);
  }
}
}
```

Output:
BOOTH'S MULTIPLICATION ALGORITHM
Enter two numbers to multiply:
Both must be less than 16
Enter A: 10

Enter B: 2 Expected
product = 20

Binary Equivalents are:
A = 01010
B = 00010
B'+ 1 = 11110

-->
AR-SHIFT: 00000:00101
-->
SUB B: 11110:00101
AR-SHIFT: 11111:00010
-->
ADD B: 00001:00010
AR-SHIFT: 00000:10001
-->
SUB B: 11110:10001
AR-SHIFT: 11111:01000
-->
ADD B: 00001:01000
AR-SHIFT: 00000:10100
Product is = 000001010

Conclusion -
In conclusion, the Booth algorithm is a helpful technique for binary multiplication of signed integers in the 2's complement representation. Compared to conventional multiplication techniques, the process just requires shifting and either adding or removing the multiplicand based on the multiplier bit *value*. We have supplied a bitwise operation-based implementation of Booth's method in C along with a practical application