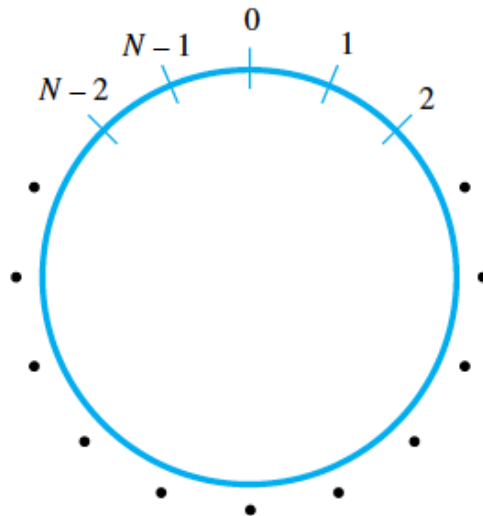


We will review the algorithms that the ALU must implement

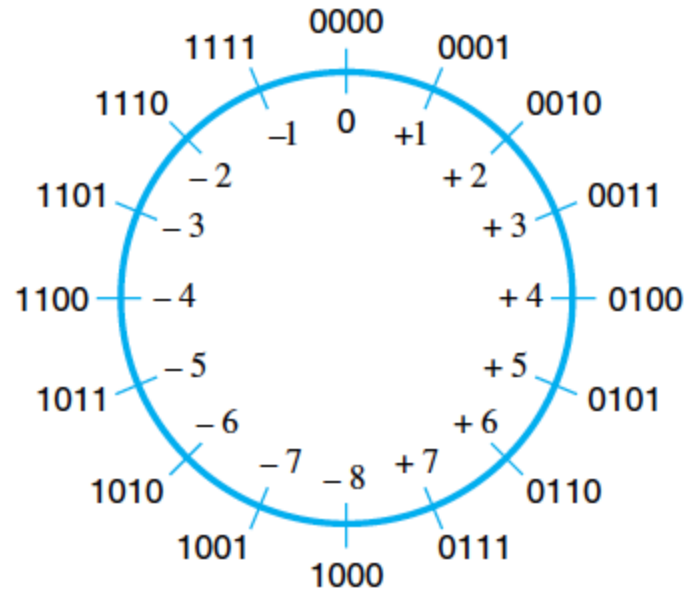
- Addition & subtraction
- Multiplication & division

We will also show why two's complement is preferred



An incremented unsigned integer rolls over from the max value back to 0. (modulo N)

Stepping counter-clockwise
from 0 goes to -1



Stepping clockwise from 0 goes
to +1

In this 4-bit system there are 16
possible values (modulus=16)

To add M to a value, perform M clockwise steps

To subtract M from a value, perform M counter-clockwise steps
this is equivalent to $16-M$ clockwise steps
the same as adding the two's complement of $-M$

Using hex makes dealing with more bits easier

Each hex digit (0,...,9,A,B,C,D,E,F) corresponds to a group of 4 bits

Example: assume 16-bit numbers:

$$\begin{array}{r} -9 \\ +22 \\ \hline 13 \end{array} \quad \longrightarrow \quad \begin{array}{r} 0xFFF7 \\ +0x0016 \\ \hline 0x000D \end{array}$$

$$\text{modulus} = 2^{16} = 65536 = 0x10000$$

$$-9 \text{ in two's complement} = 65536 - 9 = 65527 = 0xFFF7$$

$$\begin{array}{r} 350 \\ +922 \\ \hline 1272 \end{array} \quad \longrightarrow \quad \begin{array}{r} 0x015E \\ +0x039A \\ \hline 0x04F8 \end{array}$$

In two's complement addition:

- add the two bit patterns

- ignore any carry out of the leftmost bit


Subtract by adding the two's complement of the subtrahend

Only negative values need to be complemented

Two's complement is preferred over one's complement

- One's complement has both +0 and -0

- One's complement addition requires an end-around carry

- 9		0xFFF6	modulus-1 = $2^{16} - 1 = 65535 = 0xFFFF$
+22		+0x0016	
<u>13</u>		0x000C	

The carry must be added into the result to obtain $0x000C + 1 = 0x000D = 13$

Using sign and magnitude representation complicates arithmetic
extra operations are required (sign checking & absolute value)

For addition or subtraction:

- check the signs of the two numbers

- if they differ, subtract the smaller number from the larger

- use the sign of the larger as the sign for the result

For multiplication or division:

- check the signs of the two numbers

- if they differ, the result is negative

- compute using the absolute values of the two numbers

So two's complement representation and arithmetic is preferred