

Russian Peasant Multiplication:

Russian Peasant Multiplication, also known as Ancient Egyptian Multiplication, is a multiplication algorithm that dates to ancient times. It's a way to multiply numbers using the process of halving and doubling without the use of a multiplication operator.

Formula:

Let n and m be 2 numbers to be multiplied.

Then,

if n is even

$$nm = (n/2) \cdot (2m)$$

if n is odd

$$nm = (n-1)/2 \cdot (2m) + m$$

if $n=1$

$$1 \cdot m = m$$

Algorithm:

ALGORITHM RussianPeasantMul(n, m)

```
int res = 0;
while (n != 1)
  if (n%2 != 0)
    res = res + m;
  n = n/2;
  m = 2*m;
```

```
return res;
```

RISC-V Code:

Russian Peasant Multiplication in RISC-V Assembly Language

.data

Initialize the data section with the two numbers to be multiplied

num1: .word 13

num2: .word 7

result: .word 0

.text

Program starts at the .text section

la x1, result

Load the first number into register t0

lw t0, num1

Load the second number into register t1

lw t1, num2

Initialize the result to 0

li t2, 0

loop:

Check if the first number is odd

andi t3, t0, 1

beq t3, x0, skip_add

If the first number is odd, add the second number to the result

add t2, t2, t1

skip_add:

Right-shift the first number (divide by 2)

srli t0, t0, 1

Left-shift the second number (multiply by 2)

slli t1, t1, 1

```
# Check if the first number is not zero, if yes, repeat the loop
bnez t0, loop
```

```
# Store the final result in the result variable
sw t2, 0(x1)
```

```
nop
```

Output:

Expected results:

$135 \times 243 = 32805$

$135 \times (-897) = -121095$

Obtained results:

Memory viewer					
Address	Word	Byte 0	Byte 1	Byte 2	Byte 3
0x10000008	32805	37	128	0	0
0x10000004	243	243	0	0	0
0x10000000	135	135	0	0	0

Execution info	
Cycles:	53
Instrs. retired:	53
CPI:	1
IPC:	1
Clock rate:	9.17 Hz

Memory viewer

Address	Word	Byte 0	Byte 1	Byte 2	Byte 3
0x10000008	-121095	249	38	254	255
0x10000004	-897	127	252	255	255
0x10000000	135	135	0	0	0

Execution info

Cycles: 53

Instrs. retired: 53

CPI: 1

IPC: 1

Clock rate: 9.26 Hz