

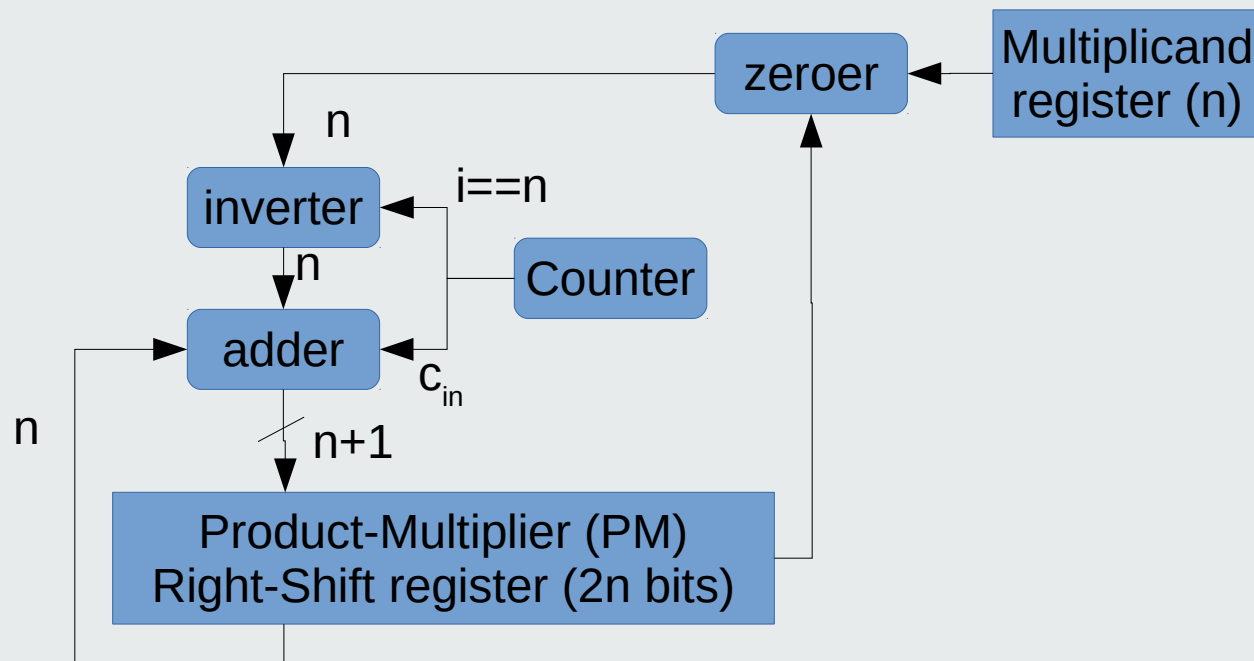
# Computer Electronics

## Lecture 19: Add-Shift Multiplier, Divider and Shifter Circuits

# Add-shift multiply: fundamentals

- Use accumulator register
- Successively add and shift the partial products
- Multiplication ready after N partial products are accumulated
- One accumulation per clock cycle

# Add-shift signed multiply: circuit



# Add-shift signed multiply: example

$$M = -7_{10} = 1001, \quad m = 2_{10} = 0010$$

$$M * m = -14_{10} = 11110010$$

Clock cycle	Product /multiplier reg	Comments
0	0000 <b>0010</b>	Initial: P=0, m=0010
1	00000 <b>001</b>	Nop, SRA
2	110010 <b>00</b>	Add M, SRA
3	1110010 <b>0</b>	Nop, SRA
4	11110010	Subtract M, SRA

# Division algorithm

		1	4		0	3
-	0	3			0	4
		1	4			
	-	1	2			
		0	2			

**Dividend:** 14 or 1110

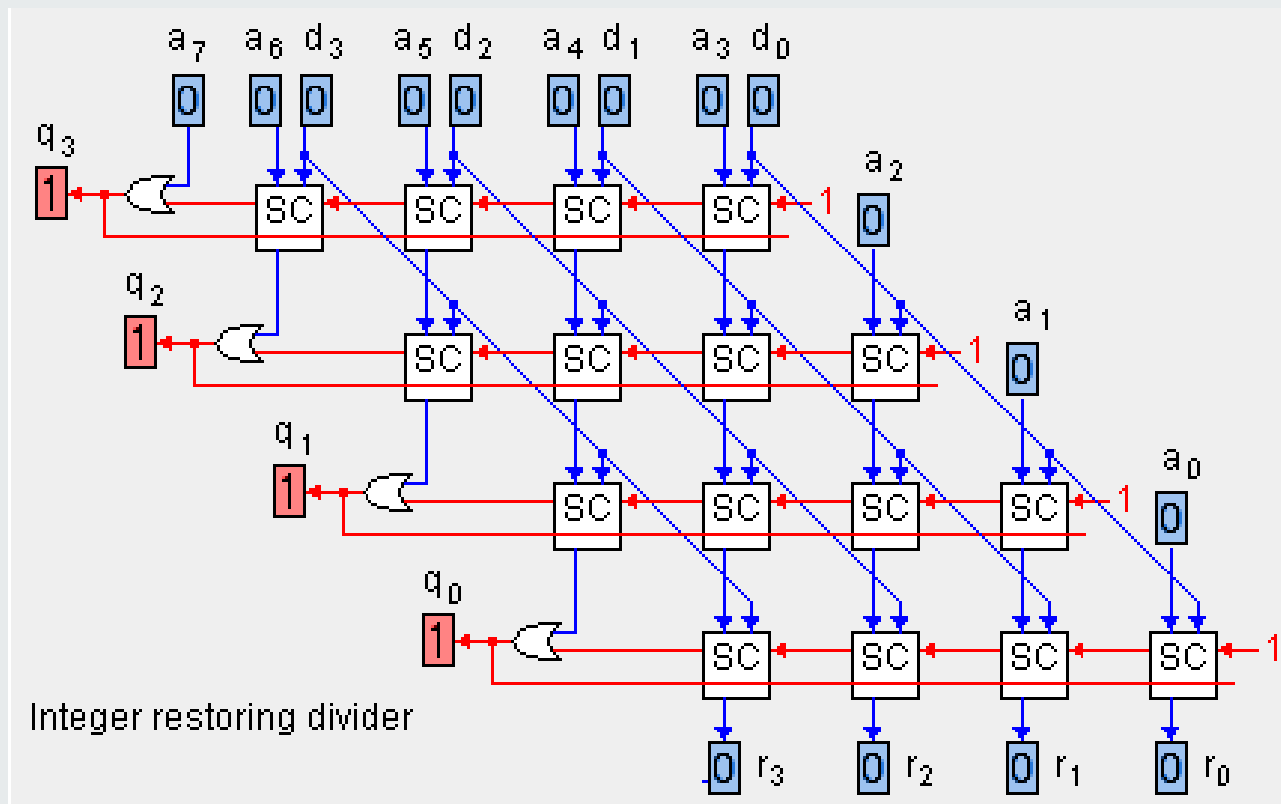
**Divisor:** 3 or 11

**Quotient:** 4 or 100

**Remainder:** 2 or 10

				1	1	1	0		0	0	1	1
-	0	0	1	1					0	1	0	0
			0	0	1	1						
	-	0	0	1	1							
			0	0	0	1						
		-	0	0	1	1						
				0	0	1	0					
			-	0	0	1	1					
				0	0	1	0					

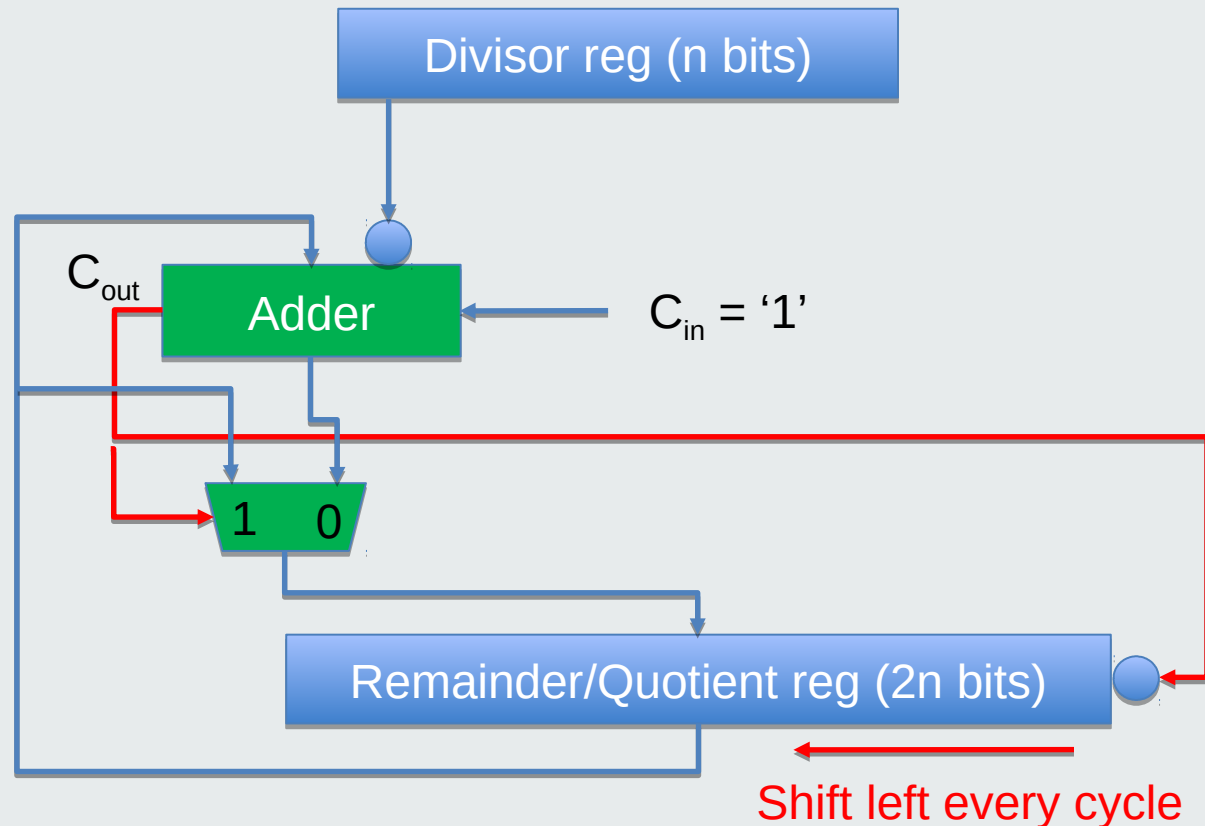
# Matrix divider



## Subtract-shift divider: fundamentals

- Very similar to add-shift multiply
  - Same circuit with few additions does both
- Successively subtract divisor from current remainder and shift left
- Division ready after N subtractions are accumulated
- One accumulation per clock cycle

# Subtract-shift divider: circuit





# Subtract-shift divide: example

Clock cycle	Remainder/quotient reg	Comments
0	0000 <u>1</u> 110	Initial: r=0000, D=1110
1	000 <u>1</u> 110 <b>0</b>	No Sub, SL, q3=0
2	0000 <u>1</u> 0 <b>01</b>	Sub d, SL, q2=1
3	000 <u>1</u> 0 <b>010</b>	No Sub, SL, q1=0
4	0010 <b>0100</b>	No Sub, SL, q0=0

**D=14, d=3      D=1110, d=0011**

**D/d = q =4, D%d = r = 2,    **q=0100**, r=0010**

# Bit shifting

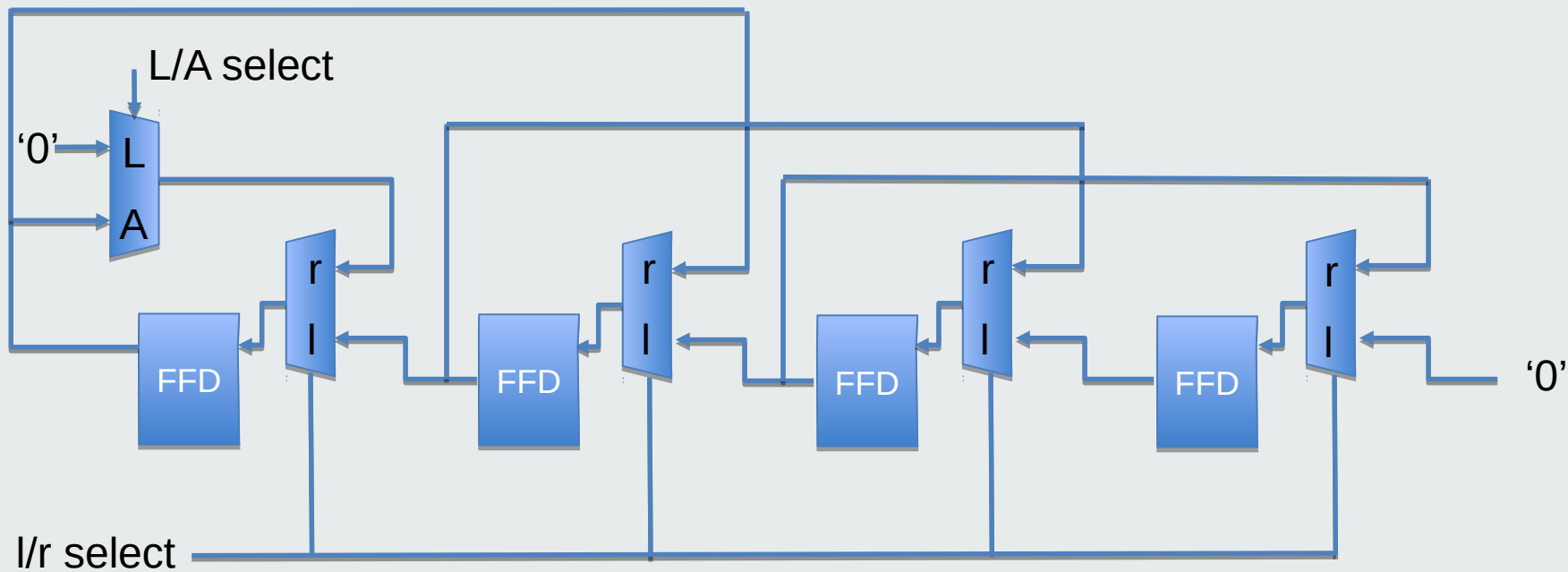
- Left or right bit shifting is a useful operation
- 1-bit shifting can be accomplished with a shift register
- N-bit shifting is accomplished with a barrel shifter circuit

# Single bit shifting

## Legend

l/r: left/right

L/A: logical/arithmetic



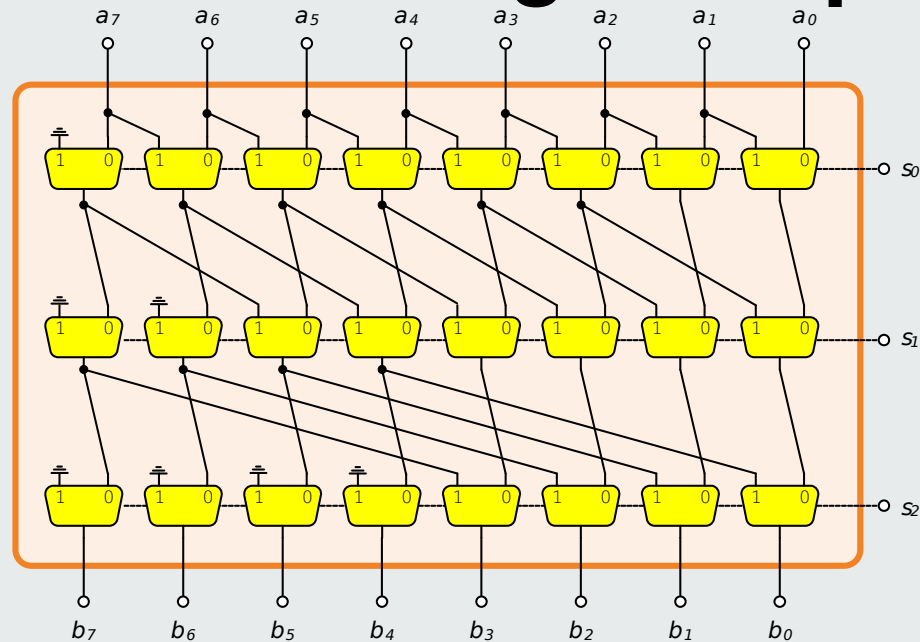
## Shifting types (1-bit displace)

- Left:  $b_0 \leq 0$ ,  $b_i \leq b_{i-1}$
- Left circular:  $b_0 \leq b_{n-1}$ ,  $b_i \leq b_{i-1}$
- Right logical:  $b_{n-1} \leq 0$ ,  $b_{i-1} \leq b_i$
- Right Arithmetic:  $b_{n-2} \leq b_{n-1}$ ,  $b_{i-1} \leq b_i$
- Right circular:  $b_{n-1} \leq b_0$ ,  $b_{i-1} \leq b_i$

## Barrel shifting ( $d$ -bit displacement)

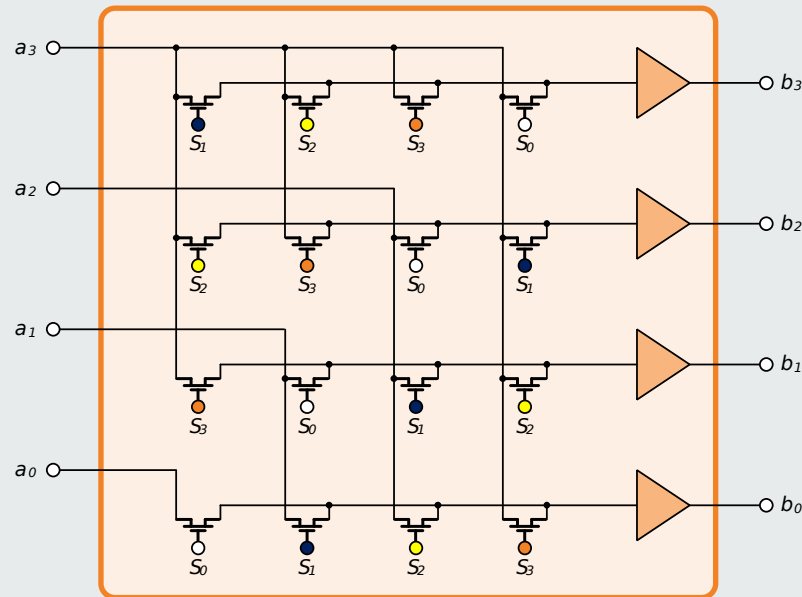
- Displace by  $d$  bits left or right
- Circular or not
- Arithmetic or logical if right shift

# Barrel shifter using multiplexers



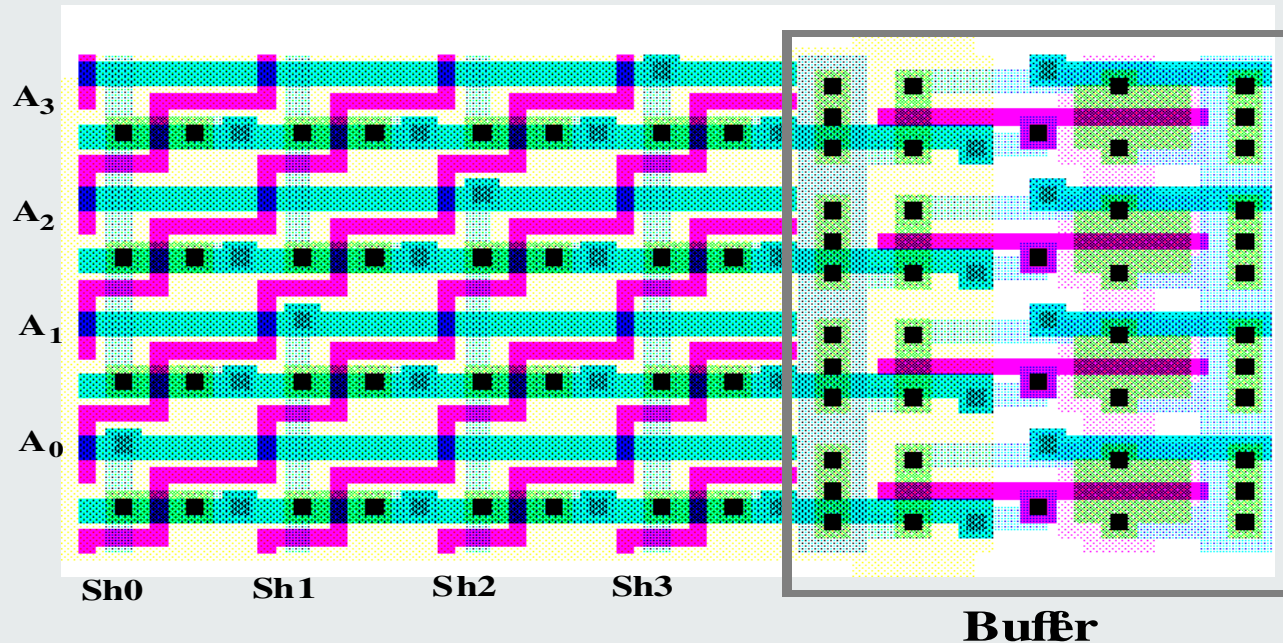
- Spatial complexity  $O(N \cdot \log N)$
- Right logical

# Barrel shifter using transistor matrix



- Spatial complexity  $O(N^2)$
- Right arithmetic

# Transistor matrix BS – layout



- Most space taken by interconnects rather than transistors