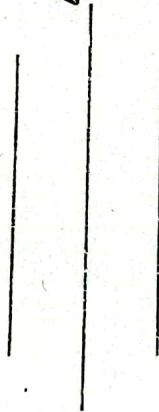


TRIBHUVAN UNIVERSITY
INSTITUTE OF ENGINEERING
PULCHOWK CAMPUS

A LAB REPORT
ON

Division of two unsigned integers
by restoring methods



Lab No: 5
Experiments Date:
Submission Date:

Submitted By:
Name: Nabin Khanal
Group: (076 BCT 036)
Roll No: Group B

Submitted To:
Department of
Electronics and
Computer
Engineering

TITLE: DIVISION OF TWO UNSIGNED INTEGER BINARY NUMBERS

OBJECTIVE:

To implement non-restoring division algorithm in digital computer.

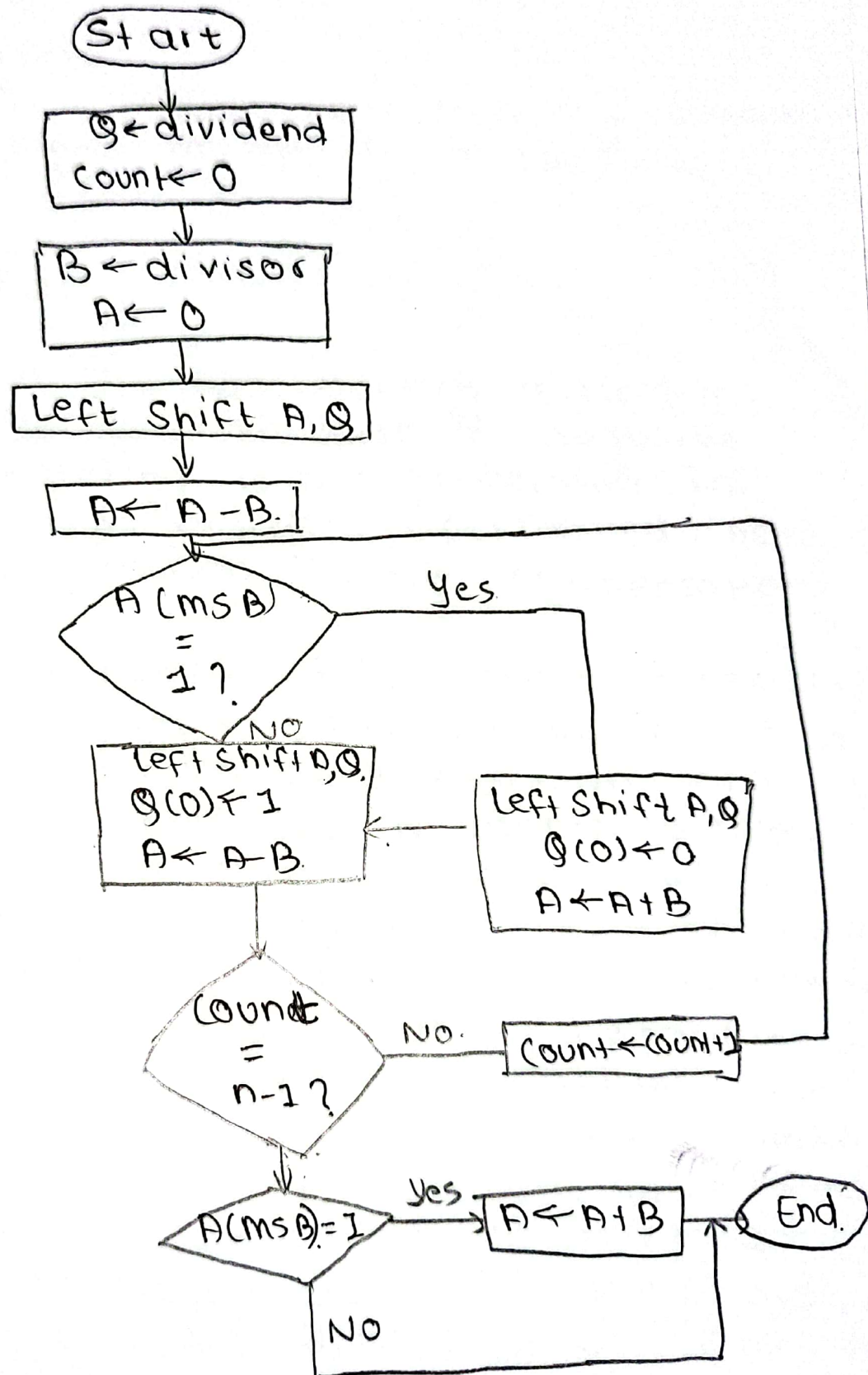
THEORY:

In the non-restoring algorithm, if the result of $A - m$ is negative, the restoring is not performed. In next step addition is performed instead of subtraction for the compensation.

Let the number of bits stored in register Q is n . Register AQ is now shifted to the left with zero insertion into Q LSB. Initialize the counter to zero value. And divisor is subtracted by adding 2's complement value. If $A_{msb} = 1$, set Q_{lsb} with value 0 then increment the counter by value 1. The partial remainder is shifted to the left and then B is added to the partial remainder. If $A_{msb} = 0$, set Q_{lsb} with value 1 and then increment counter value by 1. Process is repeated until $count = n - 1$, i.e. all quotient bits are formed. If the last bit of the quotient is 0, the partial remainder must be restored to obtain final correct answer.

The flow chart for non restoring division can be drawn as:

ER



Example:

~~8~~ 7103.

-3 → 1101

	A	Q	M.
Initially	0000	0111	0011
Shift	0000	111-	
Subtract	1101		
	1101	1110	
Shift	1011	110-	
Add	0011		
	1110	1100	
Shift	1101	100-	
Add	0011		
	0000	1001	
Shift	0001	001-	
Subtract	1101		
	1110		
Restore	0001	0010	

∴ Quotient: 0010 (2)
Remainder: 0001 (1)

Source Code:

```
from difference import subtract
from sum import add
```

```
def shift (A,Q)
    return A[1:] + Q[0], Q[1:] + '1'
```

```
def divide (dividend, divisor, n):
    should-add = False
    A = "".zfill(n)
    Q = dividend
    m = divisor
```

```
    for i in range(n):
        A, Q = shift(A, Q)
        if (should-add):
            A = add(A, m, n)
            if (len(A) > n):
                A = A[1:]
            etc
        else:
            A = subtract(A, m, n)

        if (A[0] == '1'):
            Q = Q[:len(Q)-1] + '0'
            should-add = True
        else:
            Q = Q[:len(Q)-1] + '1'
            should-add = False

    return Q, A
```



```

def main():
    n = int(input("Enter the no of bits: "))

    n1 = input("Enter the first number: ")
    n2 = input("Enter the second number: ")

    n1 = n1.zfill(n)
    n2 = n2.zfill(n)

    print(divide(n1, n2, n))

```

main()

Output:

Enter the number of bits: 4
 Enter the first number: 0111
 Enter the second number: 0011

 ('0010', '00011')

DISCUSSION AND CONCLUSION

Non Restoring is fast compared to restoring algorithm because it contains at max ~~only~~ one restoration. But it only works for signed numbers. For ~~a~~ for signed numbers restoring algorithm must be applied.

In this way we implemented and executed the non restoring algorithm for integer division of binary numbers.