

# 68000 Binary Coded Decimal (BCD) Arithmetic

- **Binary Coded Decimal (BCD)** is a way to store decimal numbers in binary. This number representation uses 4 bits to store each digit from 0 to 9. For example:

$$1999_{10} = 0001\ 1001\ 1001\ 1001 \text{ in BCD}$$

- BCD wastes storage space since 4 bits are used to store 10 combinations rather than the maximum possible 16.
- BCD is often used in business applications and calculators.
- The 68000 instruction set includes three instructions that offer some support for BCD arithmetic:
  - **ABCD**    Add BCD with extend
  - **SBCD**    Subtract BCD with extend
  - **NBCD**    Negate BCD
- BCD instructions use and affect the X-bit because they are intended to be used in chained calculations where arithmetic is done on strings of BCD digits.
  - For addition: the X-bit records the carry
  - For subtraction: the X-bit records the borrow

# ABCD

## Add Decimal with Extend (M68000 Family)

# ABCD

**Operation:** Source10 + Destination10 + X → Destination

**Assembler Syntax:** ABCD Dy,Dx  
ABCD – (Ay), – (Ax)

**Attributes:** Size = (Byte)

**Description:** Adds the source operand to the destination operand along with the extend bit, and stores the result in the destination location. The addition is performed using binary-coded decimal arithmetic. The operands, which are packed binary-coded decimal numbers, can be addressed in two different ways:

1. Data Register to Data Register: The operands are contained in the data registers specified in the instruction.
2. Memory to Memory: The operands are addressed with the predecrement addressing mode using the address registers specified in the instruction.

This operation is a byte operation only.

**ABCD**

## Add Decimal with Extend (M68000 Family)

**ABCD**

### Condition Codes:

X	N	Z	V	C
.	U	.	U	.

X — Set the same as the carry bit.

N — Undefined.

Z — Cleared if the result is nonzero; unchanged otherwise.

V — Undefined.

C — Set if a decimal carry was generated; cleared otherwise.

### NOTE

Normally, the Z condition code bit is set via programming before the start of an operation. This allows successful tests for zero results upon completion of multiple-precision operations.

# Effect of ABCD

## When $X = 0$ initially

# ABCD D0,D1

## Add D0 to D1 with the X-bit

# Before

Diagram illustrating the bit values for the 3-bit register:

Bit	Value
7	0
4	4
3	6

The register is divided into two sections:

- D0** (bits 4 and 3): 4, 6
- D1** (bits 7 and 6): 2, 8

The **X-bit** is 0.

## After

<b>7</b>	<b>4</b>	<b>D1</b>
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**X N Z V C**

			0		0		0
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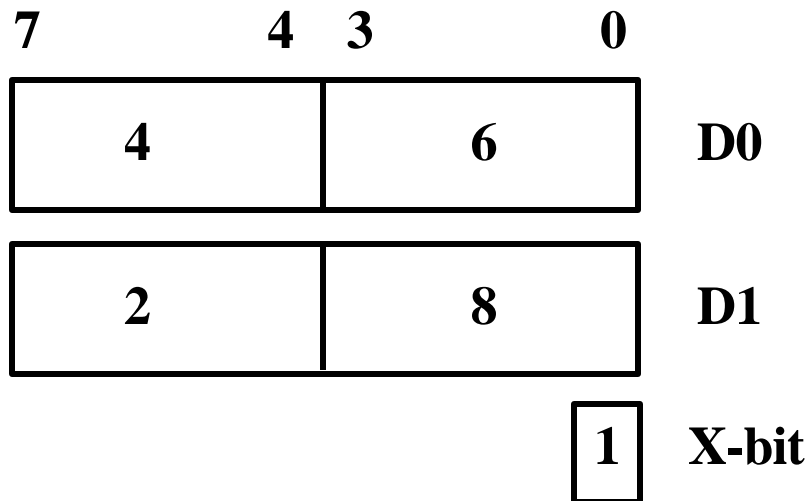
# Effect of ABCD

When  $X = 1$  initially

ABCD D0,D1

Add D0 to D1 with the X-bit

Before



After



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# SBCD

## Subtract Decimal with Extend (M68000 Family)

# SBCD

**Operation:** Destination10 – Source10 – X → Destination

**Assembler Syntax:** SBCD Dx,Dy  
SBCD – (Ax), – (Ay)

**Attributes:** Size = (Byte)

**Description:** Subtracts the source operand and the extend bit from the destination operand and stores the result in the destination location. The subtraction is performed using binary-coded decimal arithmetic; the operands are packed binary-coded decimal numbers. The instruction has two modes:

1. Data register to data register—the data registers specified in the instruction contain the operands.
2. Memory to memory—the address registers specified in the instruction access the operands from memory using the predecrement addressing mode.

This operation is a byte operation only.



# SBCD

## Subtract Decimal with Extend (M68000 Family)

# SBCD

### Condition Codes:

X	N	Z	V	C
*	U	*	U	*

X — Set the same as the carry bit.

N — Undefined.

Z — Cleared if the result is nonzero; unchanged otherwise.

V — Undefined.

C — Set if a borrow (decimal) is generated; cleared otherwise.

### NOTE

Normally the Z condition code bit is set via programming before the start of an operation. This allows successful tests for zero results upon completion of multiple-precision operations.

# Effect of SBCD

When  $X = 0$  initially

SBCD D1,D0

Subtract D1 from D0 with the X-bit

Before

7	4	3	0	
4		6		D0
2		8		D1
			0	X-bit

After

7	4	3	0	
1		8		D0

X N Z V C

			0		0		0
--	--	--	---	--	---	--	---

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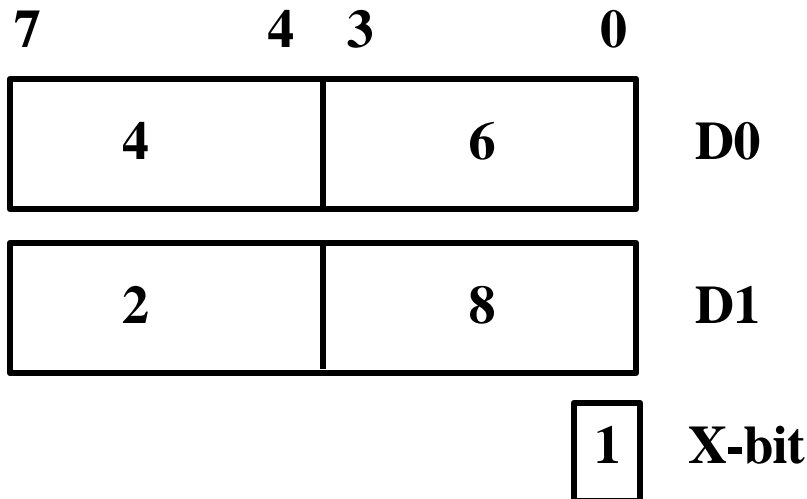
# Effect of SBCD

When  $X = 1$  initially

SBCD D1,D0

Subtract D1 from D0 with the X-bit

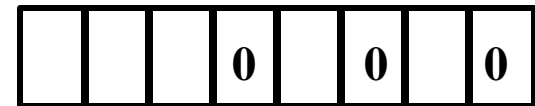
Before



After



X N Z V C



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# NBCD

## Negate Decimal with Extend (M68000 Family)

# NBCD

**Operation:**  $0 - \text{Destination}_{10} - X \rightarrow \text{Destination}$

**Assembler  
Syntax:** NBCD < ea >

**Attributes:** Size = (Byte)

**Description:** Subtracts the destination operand and the extend bit from zero. The operation is performed using binary-coded decimal arithmetic. The packed binary-coded decimal result is saved in the destination location. This instruction produces the tens complement of the destination if the extend bit is zero or the nines complement if the extend bit is one. This is a byte operation only.

### Condition Codes:

X	N	Z	V	C
*	U	*	U	*

X — Set the same as the carry bit.

N — Undefined.

Z — Cleared if the result is nonzero; unchanged otherwise.

V — Undefined.

C — Set if a decimal borrow occurs; cleared otherwise.

# Effect of NBCD

When  $X = 0$  initially

NBCD D0

Subtract D0 from 0 with the X-bit

Before

7	4	3	0
0	0		

2	8
---	---

D0

0
---

X-bit

After

7	2
---	---

D0

X N Z V C

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

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# Effect of NBCD

When  $X = 1$  initially

NBCD D0

Subtract D0 from 0 with the X-bit

Before

7	4	3	0
0		0	

2	8
---	---

D0

1

X-bit

After

7	1
---	---

D0

X N Z V C

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

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# BCD Addition Example

- Two BCD strings each with 12 BCD digits (six bytes) and stored in memory starting at locations: String1, String2, are to be added together with the result to be stored in memory starting at String2

	<b>ORG</b>	<b>\$1000</b>	
<b>ADDBCD</b>	<b>MOVE.W</b>	<b>#5,D0</b>	Loop counter, six bytes to be added
	<b>ANDI</b>	<b>#\$EF,CCR</b>	Clear X-bit in CCR
	<b>LEA</b>	<b>String1+6,A0</b>	A0 points at end of source string +1
	<b>LEA</b>	<b>String2+6,A1</b>	A0 points at end of destination string +1
<b>LOOP</b>	<b>ABCD</b>	<b>-(A0),-(A1)</b>	Add pair of digits with carry-in
	<b>DBRA</b>	<b>D0,LOOP</b>	Repeat until 12 digits are added
	<b>RTS</b>		
	<b>.</b>		
	<b>.</b>		
<b>String1</b>	<b>DS.B</b>	<b>6</b>	
<b>String2</b>	<b>DS.B</b>	<b>6</b>	

DBRA used here because it does not affect the X-bit needed in BCD arithmetic

# BCD Subtraction Example

- Two BCD strings with 12 BCD digits (six bytes) each are stored in memory starting at locations String1, String2.
- String1 is to be subtracted from String 2 with the result to be stored in memory starting at String2

	<b>ORG</b>	<b>\$1000</b>	
<b>SUBBCD</b>	<b>MOVE.W</b>	<b>#5,D0</b>	<b>Loop counter, six bytes to be added</b>
	<b>ANDI</b>	<b>#\$EF,CCR</b>	<b>Clear X-bit in CCR</b>
	<b>LEA</b>	<b>String1+6,A0</b>	<b>A0 points at end of source string +1</b>
	<b>LEA</b>	<b>String2+6,A1</b>	<b>A0 points at end of destination string +1</b>
<b>LOOP</b>	<b>SBCD</b>	<b>-(A0),-(A1)</b>	<b>Subtract pair of digits with borrow</b>
	<b>DBRA</b>	<b>D0,LOOP</b>	<b>Repeat until 12 digits are added</b>
	<b>RTS</b>		
	<b>.</b>		
	<b>.</b>		
<b>String1</b>	<b>DS.B</b>	<b>6</b>	
<b>String2</b>	<b>DS.B</b>	<b>6</b>	



# 68000 Multiple-Precision Arithmetic

- For numerical values, *precision* refers to the number of significant digits in the numerical value.
  - If more precision is needed in a numerical value, more significant digits must be used to yield a more precise result.
- The maximum single-precision operand length supported by the 68000 is 32 bits. Thus, values with greater length cannot be handled as a single arithmetic operand by the CPU.
- To extend the precision, several 32-bit operands can be used and considered mathematically as a single value.
- The 68000 offers three special instructions to facilitate addition, subtraction, and negation of multiple-precision integers:

- **ADDX**    **ADD** with **eXtend**
- **SUBX**    **SUB**tract with **eXtend**
- **NEGX**   **NEG**ate with **eXtend**

# ADDX

Add Extended  
(M68000 Family)

# ADDX

**Operation:** Source + Destination + X → Destination

**Assembler Syntax:** ADDX Dy,Dx  
ADDX – (Ay), – (Ax)

**Attributes:** Size = (Byte, Word, Long)

**Description:** Adds the source operand and the extend bit to the destination operand and stores the result in the destination location.

**Condition Codes:**

X	N	Z	V	C
.	.	.	.	.

- X — Set the same as the carry bit.
- N — Set if the result is negative; cleared otherwise.
- Z — Cleared if the result is nonzero; unchanged otherwise.
- V — Set if an overflow occurs; cleared otherwise.
- C — Set if a carry is generated; cleared otherwise.

# SUBX

## Subtract with Extend (M68000 Family)

# SUBX

**Operation:** Destination – Source – X → Destination

**Assembler Syntax:** SUBX Dx,Dy  
SUBX – (Ax), – (Ay)

**Attributes:** Size = (Byte, Word, Long)

**Description:** Subtracts the source operand and the extend bit from the destination operand and stores the result in the destination

### Condition Codes:

X	N	Z	V	C
*	*	*	*	*

- X — Set to the value of the carry bit.
- N — Set if the result is negative; cleared otherwise.
- Z — Cleared if the result is nonzero; unchanged otherwise.
- V — Set if an overflow occurs; cleared otherwise.
- C — Set if a borrow occurs; cleared otherwise.

# NEGX

## Negate with Extend (M68000 Family)

# NEGX

**Operation:** 0 – Destination – X → Destination

**Assembler Syntax:** NEGX < ea >

**Attributes:** Size = (Byte, Word, Long)

**Description:** Subtracts the destination operand and the extend bit from zero. Stores the result in the destination location. The size of the operation is specified as byte, word, or long.

### Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.  
N — Set if the result is negative; cleared otherwise.  
Z — Cleared if the result is nonzero; unchanged otherwise.  
V — Set if an overflow occurs; cleared otherwise.  
C — Set if a borrow occurs; cleared otherwise.

# Multiple-Precision Addition Example

- Two unsigned binary numbers each with 128 bits (16 bytes) and stored in memory starting at locations Num1, Num2 are to be added together with the result to be stored in memory starting at Num2

	ORG	\$1000	
MPADD	MOVE.W	#3,D0	Four long words to be added
	ANDI	#\$EF,CCR	Clear X-bit in CCR
	LEA	Num1,A0	A0 points at start of source
	ADDA	#16,A0	A0 points to end of source + 1
	LEA	Num2,A1	A1 points at start of destination
	ADDA	#16,A1	A1 points to end of destination + 1
LOOP	ADDX.L	-(A0),-(A1)	Add pair of long words with carry-in
	DBRA	D0,LOOP	Repeat until 4 long words are added
	RTS		
	.		
	.		
Num1	DS.L	4	
Num2	DS.L	4	

DBRA is used here because it does not affect the X-bit needed in multiple-precision arithmetic

# Multiple-Precision Subtraction Example

- Two unsigned binary numbers each with 128 bits (16 bytes) and stored in memory starting at locations Num1, Num2
- Num1 to be subtracted from Num2 with the result to be stored in memory starting at Num2

	<b>ORG</b>	<b>\$1000</b>	
<b>MPADD</b>	<b>MOVE.W</b>	<b>#3,D0</b>	Four long words to be added
	<b>ANDI</b>	<b>#\$EF,CCR</b>	Clear X-bit in CCR
	<b>LEA</b>	<b>Num1,A0</b>	A0 points at start of source
	<b>ADDA</b>	<b>#16,A0</b>	A0 points to end of source + 1
	<b>LEA</b>	<b>Num2,A1</b>	A1 points at start of destination
	<b>ADDA</b>	<b>#16,A1</b>	A1 points to end of destination + 1
<b>LOOP</b>	<b>SUBX.L</b>	<b>-(A0),-(A1)</b>	Subtract pair of long words with borrow
	<b>DBRA</b>	<b>D0,LOOP</b>	Repeat until 4 long words are subtracted
	<b>RTS</b>		
	<b>.</b>		
	<b>.</b>		
<b>Num1</b>	<b>DS.L</b>	<b>4</b>	
<b>Num2</b>	<b>DS.L</b>	<b>4</b>	

DBRA is used here because it does not affect the X-bit needed in multiple-precision arithmetic