

| Experiment No. 8 |
|---|
| Implement Restoring algorithm using c-programming |
| Name: Nitish Jha |
| Roll Number: 18 |
| Date of Performance: |
| Date of Submission: |

Aim: To implement Restoring division algorithm using c-programming.

Objective -

- 1. To understand the working of Restoring division algorithm.
- 2. To understand how to implement Restoring division algorithm using c-programming.

Theory:

- 1) The divisor is placed in M register, the dividend placed in Q register.
- 2) At every step, the A and Q registers together are shifted to the left by 1-bit
- 3) M is subtracted from A to determine whether A divides the partial remainder. If it does, then Q0 set to 1-bit. Otherwise, Q0 gets a 0 bit and M must be added back to A to restore the previous value.

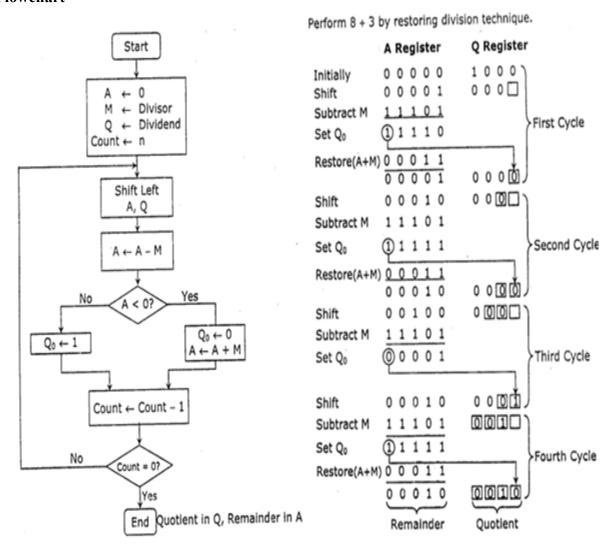


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4) The count is then decremented and the process continues for n steps. At the end, the quotient is in the Q register and the remainder is in the A register.

Flowchart



```
Program-
#include <stdio.h>
#include <stdlib.h>

int dec_bin(int, int []);
int twos(int [], int []);
int left(int [], int []);
int add(int [], int []);
```



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```
int main()
  int a, b, m[4]=\{0,0,0,0\}, q[4]=\{0,0,0,0\}, acc[4]=\{0,0,0,0\}, m2[4], i, n=4;
  printf("Enter the Dividend: ");
  scanf("%d", &a);
  printf("Enter the Divisor: ");
  scanf("%d", &b);
  dec bin(a, q);
  dec bin(b, m);
  twos(m, m2);
  printf("\nA\tQ\tComments\n");
  for(i=3; i>=0; i--)
    printf("%d", acc[i]);
  printf("\t");
  for(i=3; i>=0; i--)
    printf("%d", q[i]);
  printf("\tStart\n");
  while(n>0)
    left(acc, q);
    for(i=3; i>=0; i--)
       printf("%d", acc[i]);
    printf("\t");
    for(i=3; i>=1; i--)
       printf("%d", q[i]);
    printf("_\tLeft Shift A,Q\n");
    add(acc, m2);
    for(i=3; i>=0; i--)
       printf("%d", acc[i]);
```



```
printf("\t");
  for(i=3; i>=1; i--)
     printf("%d", q[i]);
  printf(" \tA=A-M\n");
  if(acc[3]==0)
  {
     q[0]=1;
     for(i=3; i>=0; i--)
       printf("%d", acc[i]);
     printf("\t");
     for(i=3; i>=0; i--)
       printf("%d", q[i]);
     printf("\tQo=1\n");
  }
  else
     q[0]=0;
     add(acc, m);
     for(i=3; i>=0; i--)
       printf("%d", acc[i]);
     printf("\t");
     for(i=3; i>=0; i--)
       printf("%d", q[i]);
     printf("\tQo=0; A=A+M\n");
  n--;
printf("\nQuotient = ");
for(i=3; i>=0; i--)
```



```
printf("%d", q[i]);
  printf("\tRemainder = ");
  for(i=3; i>=0; i--)
       printf("%d", acc[i]);
  printf("\n");
  return 0;
}
int dec bin(int d, int m[])
  int b=0, i=0;
  for(i=0; i<4; i++)
    m[i]=d%2;
    d=d/2;
  }
  return 0;
}
int twos(int m[], int m2[])
  int i, m1[4];
  for(i=0; i<4; i++)
    if(m[i]==0)
       m1[i]=1;
     else
       m1[i]=0;
  for(i=0; i<4; i++)
```



```
m2[i]=m1[i];
  if(m2[0]==0)
    m2[0]=1;
  else
    m2[0]=0;
    if(m2[1]==0)
       m2[1]=1;
    else
       m2[1]=0;
      if(m2[2]==0)
         m2[2]=1;
       }
       else
         m2[2]=0;
         if(m2[3]==0)
          m2[3]=1;
         else
          m2[3]=0;
  return 0;
int left(int acc[], int q[])
```



```
for(i=3; i>0; i--)
    acc[i]=acc[i-1];
  acc[0]=q[3];
  for(i=3; i>0; i--)
     q[i]=q[i-1];
}
int add(int acc[], int m[])
 int i, carry=0;
 for(i=0; i<4; i++)
  if(acc[i]+m[i]+carry==0)
   acc[i]=0;
   carry=0;
  else if(acc[i]+m[i]+carry==1)
   acc[i]=1;
   carry=0;
  else if(acc[i]+m[i]+carry==2)
   acc[i]=0;
   carry=1;
  else if(acc[i]+m[i]+carry==3)
   acc[i]=1;
   carry=1;
 return 0;
```



Output -

Enter the Dividend: 12 Enter the Divisor: 2 Comments Q 0000 1100 Start 0001 100_ Left Shift A,Q 1111 $100 \quad A=A-M$ 0001 1000 Qo=0; A=A+M 0011 000 Left Shift A,Q 0001 $000 \quad A=A-M$ 0001 $0001 Q_0=1$ 0010 001 Left Shift A,Q 001 A=A-M 0000 0000 $0011 \quad Q_0=1$

0000 011_ Left Shift A,Q

1110 011_ A=A-M

0000 0110 Qo=0; A=A+M

Quotient = 0110 Remainder = 0000

Conclusion -

The Restoring Division Algorithm is a method for performing binary division that doesn't involve restoring steps when a subtraction results in a negative remainder. Instead, it adjusts the divisor and keeps track of a quotient bit, making it efficient for hardware implementations and digital systems. The Restoring Division Algorithm is often used in digital systems and microprocessors for performing binary division efficiently. Its non-restoring nature minimizes the number of subtraction operations and makes it suitable for hardware implementation.

