

Question 1:

We are given the task to take an input x which is of 32 bits (4 bytes), and compute the value of $y = x/255$, without using any multiplier or division unit. The circuit would comprise of only an 8-bit subtractor and shifters as the main data-path elements.

We are using the approach that follows the given hint that is $y = 256y - x$.

Now let's break down 32-bit y as $y_3 y_2 y_1 y_0$ each 8 bits long and similarly for x as $x_3 x_2 x_1 x_0$. Implementing $256y$ as an 8-bit left shift of y we can see that

$$\begin{array}{rcccccc}
 y & & & & & & \\
 & & y_3 & y_2 & y_1 & y_0 & \\
 \\
 256y & & y_3 & y_2 & y_1 & y_0 & z \\
 x & & x_3 & x_2 & x_1 & x_0 & \\
 (-) & & & & & & \\
 & & y_3 & y_2 & y_1 & y_0 &
 \end{array}$$

The logic is that when we shift y by 8 bits to the left then we get the least significant 8 bits to be zero, those are represented by z in the schematic and then using the approach we can just get y_0 to be $z - x_0$ and then use the borrow out if any for the calculation of y_1 using $y_0 - x_1$ -borrow of the previous stage and continue this until we calculate the value for y_3 .

Point to note : Using this logic we would give correct outputs for the multiples of 255 and if we don't give a multiple the output might not be as desired as then doing a bit shift might just lead to loss in data that could have been used otherwise.

To implement this we have designed a finite state machine whose working is as follows :

- S0: The start state. Goes to s1 when rst1 is set.
- S1: Reads in the x value into the X register.
- S2: Initialises the x_3, x_2, x_1, x_0 to 0,0,X[15:8],X[7:0] and y_0, y_1, y_2, y_3 bytes to 0,0,0,0 respectively.

- S3: Assigns the difference of zero and x0 to y0.
- S4: Assigns the difference of y0 and x1 to y1.
- S5: Assigns the difference of y1 and x2 to y2.
- S6: Assigns the difference of y2 and x3 to y3.
- S7: Writes {y1,y0} to y. If rst2 is set, we go back to the starting state.

The circuit diagram for the Divby255 module is given here :-

