

Experiment No. 9
Implement Non-Restoring algorithm using c-programming
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**Aim -** To implement Non-Restoring division algorithm using c-programming.

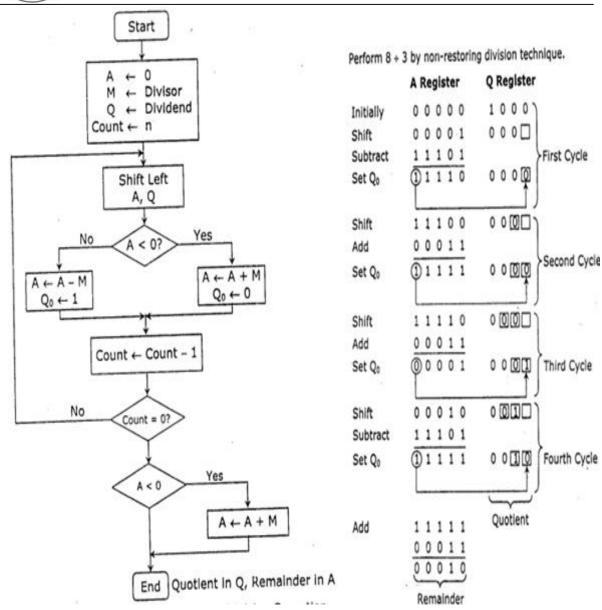
### **Objective** -

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

### Theory:

In each cycle content of the register, A is first shifted and then the divisor is added or subtracted with the content of register A depending upon the sign of A. In this, there is no need of restoring, but if the remainder is negative then there is a need of restoring the remainder. This is the faster algorithm of division.







## Vidyavardhini's College of Engineering and Technology

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```
Program -
#include <stdio.h>
#include <stdlib.h>
int dec bin(int, int []);
int twos(int [], int []);
int left(int [], int []);
int add(int [], int []);
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]);
```

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```
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++)
```

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```
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[])
{
  int i;
  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;
```

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```
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: 10
Enter the Divisor: 2
A
     O
           Comments
0000 1010 Start
0001 010_ Left Shift A,Q
1111 010 A=A-M
0001 0100 Qo=0; A=A+M
0010 100 Left Shift A,Q
0000
    100 \quad A=A-M
0000 1001 Qo=1
0001 001 Left Shift A,Q
1111 001 A=A-M
0001 0010 Qo=0; A=A+M
0010 010 Left Shift A,Q
0000 010 A=A-M
0000 0101 Qo=1
```

**Quotient = 0101** 

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Remainder = 0000



#### **Conclusion -**

Implementing the Non-Restoring division algorithm in C programming is a challenging yet rewarding task. This algorithm allows for efficient and high-speed division operations, making it a valuable addition to numerical computing. By understanding the intricacies of this algorithm and writing efficient C code to execute it, we can harness its benefits for various applications. The journey of mastering this algorithm is a step towards becoming a proficient programmer in the realm of computer science and mathematics.