3.1 Introduction

Computer words are composed of bits; thus, words can be represented as binary numbers. Chapter 2 shows that integers can be represented either in decimal or binary form, but what about the other numbers that commonly occur? For example:

- What about fractions and other real numbers?
- What happens if an operation creates a number bigger than can be represented?
- And underlying these questions is a mystery: How does hardware really multiply or divide numbers?

The goal of this chapter is to unravel these mysteries including representation of real numbers, arithmetic algorithms, hardware that follows these algorithms, and the implications of all this for instruction sets. These insights may explain quirks that you have already encountered with computers. Moreover, we show how to use this knowledge to make arithmetic-intensive programs go much faster.

3.2 Addition and Subtraction

Subtraction: Addition's Tricky Pal

No. 10, Top Ten Courses for Athletes at a Football Factory, David Letterman et al., *Book of Top Ten Lists,* 1990

Addition is just what you would expect in computers. Digits are added bit by bit from right to left, with carries passed to the next digit to the left, just as you would do by hand. Subtraction uses addition: the appropriate operand is simply negated before being added.

Binary Addition and Subtraction

EXAMPLE

Let's try adding 6_{ten} to 7_{ten} in binary and then subtracting 6_{ten} from 7_{ten} in binary.

$$\begin{array}{ll} & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0111_{two} = 7_{ten} \\ + & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0110_{two} = 6_{ten} \\ \hline = & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 1101_{two} = 13_{ten} \end{array}$$

The 4 bits to the right have all the action; Figure 3.1 shows the sums and carries. The carries are shown in parentheses, with the arrows showing how they are passed.

ANSWER

Subtracting 6_{ten} from 7_{ten} can be done directly:

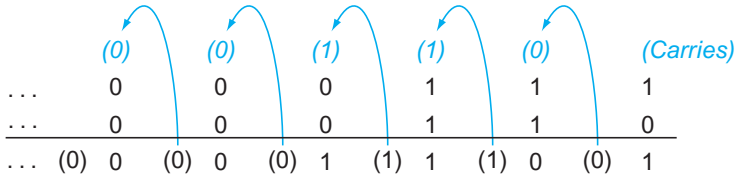


FIGURE 3.1 Binary addition, showing carries from right to left. The rightmost bit adds 1 to 0, resulting in the sum of this bit being 1 and the carry out from this bit being 0. Hence, the operation for the second digit to the right is 0 + 1 + 1. This generates a 0 for this sum bit and a carry out of 1. The third digit is the sum of 1 + 1 + 1, resulting in a carry out of 1 and a sum bit of 1. The fourth bit is 1 + 0 + 0, yielding a 1 sum and no carry.

$$\begin{array}{ll} & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0111_{two} = 7_{ten} \\ - & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0110_{two} = 6_{ten} \\ \hline = & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0001_{two} = 1_{ten} \end{array}$$

or via addition using the two's complement representation of −6:

$$\begin{array}{ll} & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0111_{two} = 7_{ten} \\ + & 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1010_{two} = -6_{ten} \\ \hline = & 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0001_{two} = 1_{ten} \end{array}$$

Recall that overflow occurs when the result from an operation cannot be represented with the available hardware, in this case a 32-bit word. When can overflow occur in addition? When adding operands with different signs, overflow cannot occur. The reason is the sum must be no larger than one of the operands. For example, $-10 + 4 = -6$. Since the operands fit in 32 bits and the sum is no larger than an operand, the sum must fit in 32 bits as well. Therefore, no overflow can occur when adding positive and negative operands.

There are similar restrictions to the occurrence of overflow during subtract, but it's just the opposite principle: when the signs of the operands are the *same*, overflow cannot occur. To see this, remember that $c - a = c + (-a)$ because we subtract by negating the second operand and then add. Therefore, when we subtract operands of the same sign we end up by *adding* operands of *different* signs. From the prior paragraph, we know that overflow cannot occur in this case either.

Knowing when overflow cannot occur in addition and subtraction is all well and good, but how do we detect it when it *does* occur? Clearly, adding or subtracting two 32-bit numbers can yield a result that needs 33 bits to be fully expressed.

The lack of a 33rd bit means that when overflow occurs, the sign bit is set with the *value* of the result instead of the proper sign of the result. Since we need just one extra bit, only the sign bit can be wrong. Hence, overflow occurs when adding two positive numbers and the sum is negative, or vice versa. This spurious sum means a carry out occurred into the sign bit.

Overflow occurs in subtraction when we subtract a negative number from a positive number and get a negative result, or when we subtract a positive number from a negative number and get a positive result. Such a ridiculous result means a borrow occurred from the sign bit. Figure 3.2 shows the combination of operations, operands, and results that indicate an overflow.

Operation	Operand A	Operand B	Result indicating overflow
$A + B$	≥ 0	≥ 0	< 0
$A + B$	< 0	< 0	≥ 0
$A - B$	≥ 0	< 0	< 0
$A - B$	< 0	≥ 0	≥ 0

FIGURE 3.2 Overflow conditions for addition and subtraction.

We have just seen how to detect overflow for two's complement numbers in a computer. What about overflow with unsigned integers? Unsigned integers are commonly used for memory addresses where overflows are ignored.

The computer designer must therefore provide a way to ignore overflow in some cases and to recognize it in others. The MIPS solution is to have two kinds of arithmetic instructions to recognize the two choices:

- Add (`add`), add immediate (`addi`), and subtract (`sub`) cause exceptions on overflow.
- Add unsigned (`addu`), add immediate unsigned (`addiu`), and subtract unsigned (`subu`) do *not* cause exceptions on overflow.

Because C ignores overflows, the MIPS C compilers will always generate the unsigned versions of the arithmetic instructions `addu`, `addiu`, and `subu`, no matter what the type of the variables. The MIPS Fortran compilers, however, pick the appropriate arithmetic instructions, depending on the type of the operands.

Appendix B describes the hardware that performs addition and subtraction, which is called an **Arithmetic Logic Unit** or **ALU**.

Arithmetic Logic Unit (ALU) Hardware that performs addition, subtraction, and usually logical operations such as AND and OR.

Elaboration: A constant source of confusion for `addiu` is its name and what happens to its immediate field. The u stands for unsigned, which means addition cannot cause an overflow exception. However, the 16-bit immediate field is sign extended to 32 bits, just like `addi`, `slti`, and `sltiu`. Thus, the immediate field is signed, even if the operation is "unsigned."

Hardware/ Software Interface

The computer designer must decide how to handle arithmetic overflows. Although some languages like C and Java ignore integer overflow, languages like Ada and Fortran require that the program be notified. The programmer or the programming environment must then decide what to do when overflow occurs.

MIPS detects overflow with an **exception**, also called an **interrupt** on many computers. An exception or interrupt is essentially an unscheduled procedure call. The address of the instruction that overflowed is saved in a register, and the computer jumps to a predefined address to invoke the appropriate routine for that exception. The interrupted address is saved so that in some situations the program can continue after corrective code is executed. (Section 4.9 covers exceptions in

exception Also called **interrupt** on many computers. An unscheduled event that disrupts program execution; used to detect overflow.

more detail; Chapter 5 describes other situations where exceptions and interrupts occur.)

interrupt An exception that comes from outside of the processor. (Some architectures use the term *interrupt* for all exceptions.)

MIPS includes a register called the *exception program counter* (EPC) to contain the address of the instruction that caused the exception. The instruction *move from system control* (`mfc0`) is used to copy EPC into a general-purpose register so that MIPS software has the option of returning to the offending instruction via a jump register instruction.

Summary

A major point of this section is that, independent of the representation, the finite word size of computers means that arithmetic operations can create results that are too large to fit in this fixed word size. It's easy to detect overflow in unsigned numbers, although these are almost always ignored because programs don't want to detect overflow for address arithmetic, the most common use of natural numbers. Two's complement presents a greater challenge, yet some software systems require detection of overflow, so today all computers have a way to detect it.

Check Yourself

Some programming languages allow two's complement integer arithmetic on variables declared byte and half, whereas MIPS only has integer arithmetic operations on full words. As we recall from Chapter 2, MIPS does have data transfer operations for bytes and halfwords. What MIPS instructions should be generated for byte and halfword arithmetic operations?

1. Load with `lbu`, `lhu`; arithmetic with `add`, `sub`, `mult`, `div`; then store using `sb`, `sh`.
2. Load with `lb`, `lh`; arithmetic with `add`, `sub`, `mult`, `div`; then store using `sb`, `sh`.
3. Load with `lb`, `lh`; arithmetic with `add`, `sub`, `mult`, `div`, using `AND` to mask result to 8 or 16 bits after each operation; then store using `sb`, `sh`.

Elaboration: One feature not generally found in general-purpose microprocessors is *saturating* operations. Saturation means that when a calculation overflows, the result is set to the largest positive number or most negative number, rather than a modulo calculation as in two's complement arithmetic. Saturation is likely what you want for media operations. For example, the volume knob on a radio set would be frustrating if, as you turned it, the volume would get continuously louder for a while and then immediately very soft. A knob with saturation would stop at the highest volume no matter how far you turned it. Multimedia extensions to standard instruction sets often offer saturating arithmetic.

Elaboration: MIPS can trap on overflow, but unlike many other computers, there is no conditional branch to test overflow. A sequence of MIPS instructions can discover

overflow. For signed addition, the sequence is the following (see the *Elaboration* on page 89 in Chapter 2 for a description of the `xor` instruction):

```
addu $t0, $t1, $t2 # $t0 = sum, but don't trap
xor  $t3, $t1, $t2 # Check if signs differ
slt  $t3, $t3, $zero # $t3 = 1 if signs differ
bne  $t3, $zero, No_overflow # $t1, $t2 signs ≠,
                             # so no overflow
xor $t3, $t0, $t1 # signs =; sign of sum match too?
                  # $t3 negative if sum sign different
slt $t3, $t3, $zero # $t3 = 1 if sum sign different
bne $t3, $zero, Overflow # All 3 signs ≠; goto overflow
```

For unsigned addition (`$t0 = $t1 + $t2`), the test is

```
addu $t0, $t1, $t2      # $t0 = sum
nor $t3, $t1, $zero     # $t3 = NOT $t1
                        # (2's comp - 1: 2^32 - $t1 - 1)
sltu $t3, $t3, $t2      # (2^32 - $t1 - 1) < $t2
                        # ⇒ 2^32 - 1 < $t1 + $t2
bne $t3,$zero,Overflow # if(2^32-1<$t1+$t2) goto overflow
```

Elaboration: In the preceding text, we said that you copy EPC into a register via `mfc0` and then return to the interrupted code via jump register. This directive leads to an interesting question: since you must first transfer EPC to a register to use with jump register, how can jump register return to the interrupted code *and* restore the original values of *all* registers? Either you restore the old registers first, thereby destroying your return address from EPC, which you placed in a register for use in jump register, or you restore all registers but the one with the return address so that you can jump—meaning an exception would result in changing that one register at any time during program execution! Neither option is satisfactory.

To rescue the hardware from this dilemma, MIPS programmers agreed to reserve registers `$k0` and `$k1` for the operating system; these registers are *not* restored on exceptions. Just as the MIPS compilers avoid using register `$at` so that the assembler can use it as a temporary register (see *Hardware/Software Interface* in Section 2.10), compilers also abstain from using registers `$k0` and `$k1` to make them available for the operating system. Exception routines place the return address in one of these registers and then use jump register to restore the instruction address.

Elaboration: The speed of addition is increased by determining the carry in to the high-order bits sooner. There are a variety of schemes to anticipate the carry so that the worst-case scenario is a function of the $\log_2$ of the number of bits in the adder. These anticipatory signals are faster because they go through fewer gates in sequence, but it takes many more gates to anticipate the proper carry. The most popular is *carry lookahead*, which Section B.6 in **Appendix B** describes.

3.3 Multiplication

Multiplication is vexation, Division is as bad; The rule of three doth puzzle me, And practice drives me mad.

Anonymous, Elizabethan manuscript, 1570

Now that we have completed the explanation of addition and subtraction, we are ready to build the more vexing operation of multiplication.

First, let's review the multiplication of decimal numbers in longhand to remind ourselves of the steps of multiplication and the names of the operands. For reasons that will become clear shortly, we limit this decimal example to using only the digits 0 and 1. Multiplying 1000_{ten} by 1001_{ten}:

```
Multiplicand      1000ten
Multiplier    x   1001ten
               ---------
                  1000
                 0000
                0000
               1000
               ---------
Product       1001000ten
```

The first operand is called the *multiplicand* and the second the *multiplier*. The final result is called the *product*. As you may recall, the algorithm learned in grammar school is to take the digits of the multiplier one at a time from right to left, multiplying the multiplicand by the single digit of the multiplier, and shifting the intermediate product one digit to the left of the earlier intermediate products.

The first observation is that the number of digits in the product is considerably larger than the number in either the multiplicand or the multiplier. In fact, if we ignore the sign bits, the length of the multiplication of an n-bit multiplicand and an m-bit multiplier is a product that is $n + m$ bits long. That is, $n + m$ bits are required to represent all possible products. Hence, like add, multiply must cope with overflow because we frequently want a 32-bit product as the result of multiplying two 32-bit numbers.

In this example, we restricted the decimal digits to 0 and 1. With only two choices, each step of the multiplication is simple:

1. Just place a copy of the multiplicand (1 × multiplicand) in the proper place if the multiplier digit is a 1, or
2. Place 0 (0 × multiplicand) in the proper place if the digit is 0.

Although the decimal example above happens to use only 0 and 1, multiplication of binary numbers must always use 0 and 1, and thus always offers only these two choices.

Now that we have reviewed the basics of multiplication, the traditional next step is to provide the highly optimized multiply hardware. We break with tradition in the belief that you will gain a better understanding by seeing the evolution of the multiply hardware and algorithm through multiple generations. For now, let's assume that we are multiplying only positive numbers.

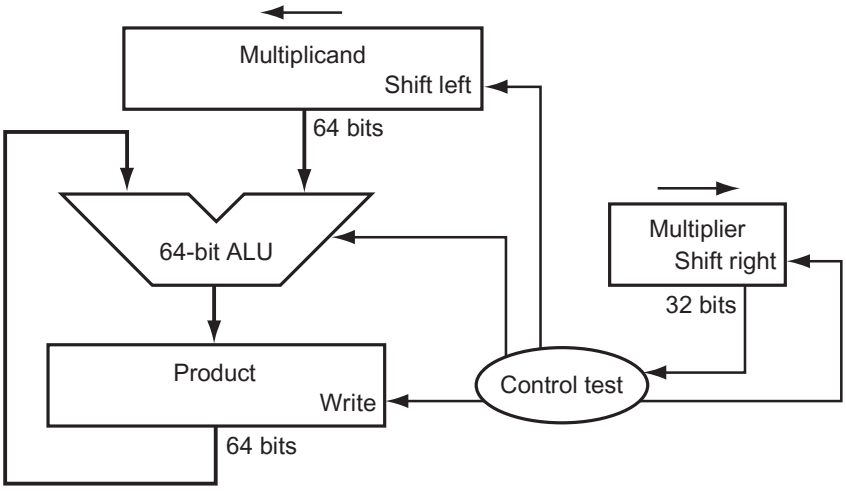


FIGURE 3.3 First version of the multiplication hardware. The Multiplicand register, ALU, and Product register are all 64 bits wide, with only the Multiplier register containing 32 bits. (Appendix B describes ALUs.) The 32-bit multiplicand starts in the right half of the Multiplicand register and is shifted left 1 bit on each step. The multiplier is shifted in the opposite direction at each step. The algorithm starts with the product initialized to 0. Control decides when to shift the Multiplicand and Multiplier registers and when to write new values into the Product register.

Sequential Version of the Multiplication Algorithm and Hardware

This design mimics the algorithm we learned in grammar school; Figure 3.3 shows the hardware. We have drawn the hardware so that data flows from top to bottom to resemble more closely the paper-and-pencil method.

Let's assume that the multiplier is in the 32-bit Multiplier register and that the 64-bit Product register is initialized to 0. From the paper-and-pencil example above, it's clear that we will need to move the multiplicand left one digit each step, as it may be added to the intermediate products. Over 32 steps, a 32-bit multiplicand would move 32 bits to the left. Hence, we need a 64-bit Multiplicand register, initialized with the 32-bit multiplicand in the right half and zero in the left half. This register is then shifted left 1 bit each step to align the multiplicand with the sum being accumulated in the 64-bit Product register.

Figure 3.4 shows the three basic steps needed for each bit. The least significant bit of the multiplier (Multiplier0) determines whether the multiplicand is added to the Product register. The left shift in step 2 has the effect of moving the intermediate operands to the left, just as when multiplying with paper and pencil. The shift right in step 3 gives us the next bit of the multiplier to examine in the following iteration. These three steps are repeated 32 times to obtain the product. If each step took a clock cycle, this algorithm would require almost 100 clock cycles to multiply two 32-bit numbers. The relative importance of arithmetic operations like multiply varies with the program, but addition and subtraction may be anywhere from 5 to 100 times more popular than multiply. Accordingly, in many applications, multiply can take multiple clock cycles without significantly affecting performance. Yet Amdahl's Law (see Section 1.10) reminds us that even a moderate frequency for a slow operation can limit performance.

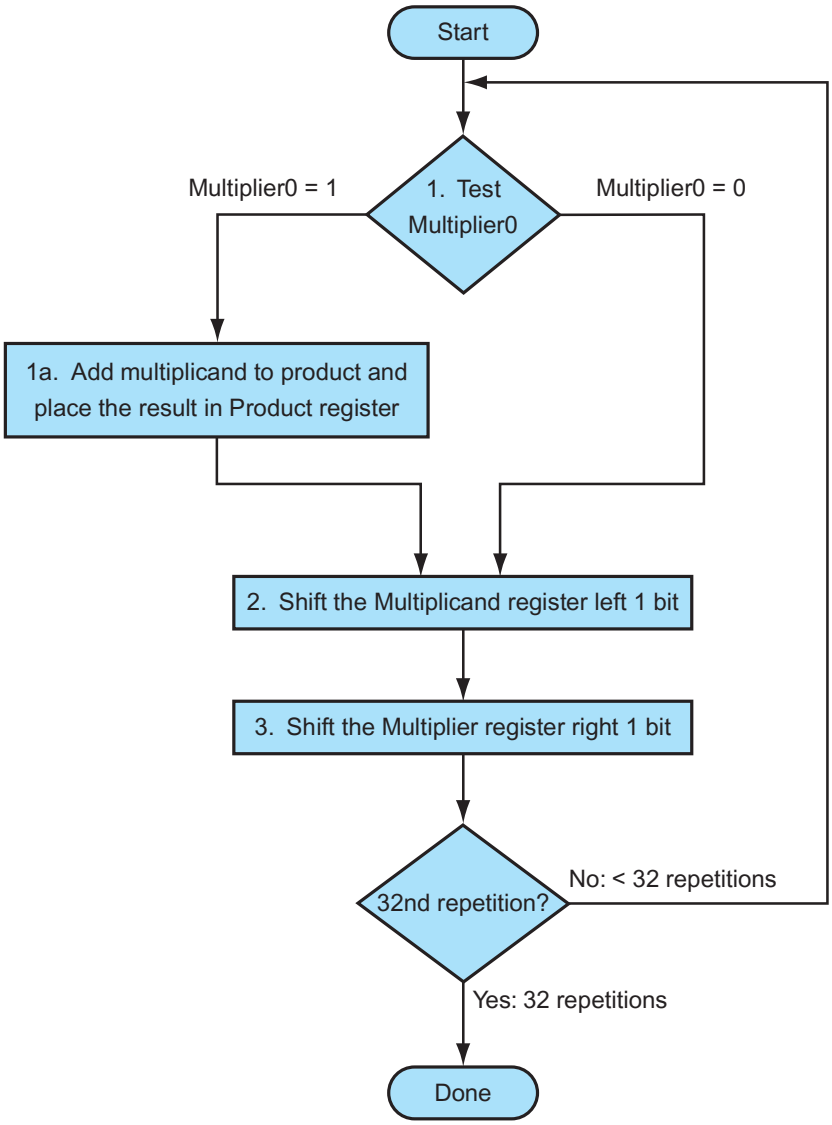


FIGURE 3.4 The first multiplication algorithm, using the hardware shown in Figure 3.3. If the least significant bit of the multiplier is 1, add the multiplicand to the product. If not, go to the next step. Shift the multiplicand left and the multiplier right in the next two steps. These three steps are repeated 32 times.

This algorithm and hardware are easily refined to take 1 clock cycle per step. The speed-up comes from performing the operations in parallel: the multiplier and multiplicand are shifted while the multiplicand is added to the product if the multiplier bit is a 1. The hardware just has to ensure that it tests the right bit of the multiplier and gets the preshifted version of the multiplicand. The hardware is usually further optimized to halve the width of the adder and registers by noticing where there are unused portions of registers and adders. Figure 3.5 shows the revised hardware.

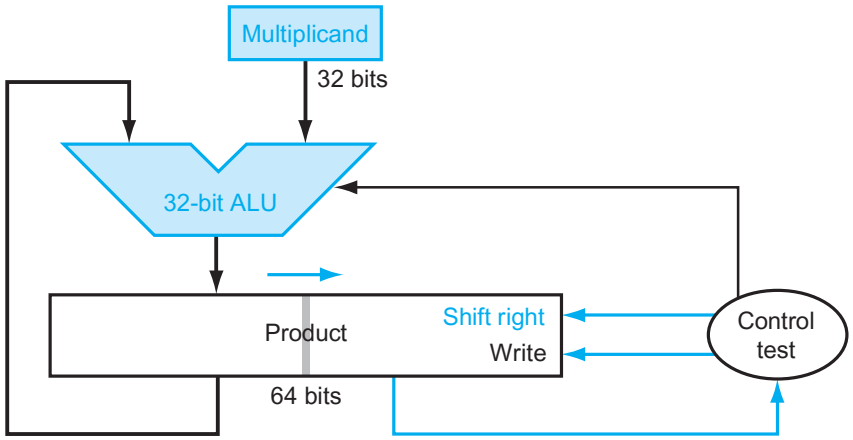


FIGURE 3.5 Refined version of the multiplication hardware. Compare with the first version in Figure 3.3. The Multiplicand register, ALU, and Multiplier register are all 32 bits wide, with only the Product register left at 64 bits. Now the product is shifted right. The separate Multiplier register also disappeared. The multiplier is placed instead in the right half of the Product register. These changes are highlighted in color. (The Product register should really be 65 bits to hold the carry out of the adder, but it's shown here as 64 bits to highlight the evolution from Figure 3.3.)

Hardware/ Software Interface

Replacing arithmetic by shifts can also occur when multiplying by constants. Some compilers replace multiplies by short constants with a series of shifts and adds. Because one bit to the left represents a number twice as large in base 2, shifting the bits left has the same effect as multiplying by a power of 2. As mentioned in Chapter 2, almost every compiler will perform the strength reduction optimization of substituting a left shift for a multiply by a power of 2.

EXAMPLE

A Multiply Algorithm

Using 4-bit numbers to save space, multiply $2_{ten} \times 3_{ten}$, or $0010_{two} \times 0011_{two}$.

ANSWER

Figure 3.6 shows the value of each register for each of the steps labeled according to Figure 3.4, with the final value of $0000\ 0110_{two}$ or 6_{ten}. Color is used to indicate the register values that change on that step, and the bit circled is the one examined to determine the operation of the next step.

Iteration	Step	Multiplier	Multiplicand	Product
0	Initial values	0011	0000 0010	0000 0000
1	1a: 1 ⟹ Prod = Prod + Mcand	0011	0000 0010	0000 0010
	2: Shift left Multiplicand	0011	0000 0100	0000 0010
	3: Shift right Multiplier	0001	0000 0100	0000 0010
2	1a: 1 ⟹ Prod = Prod + Mcand	0001	0000 0100	0000 0110
	2: Shift left Multiplicand	0001	0000 1000	0000 0110
	3: Shift right Multiplier	0000	0000 1000	0000 0110
3	1: 0 ⟹ No operation	0000	0000 1000	0000 0110
	2: Shift left Multiplicand	0000	0001 0000	0000 0110
	3: Shift right Multiplier	0000	0001 0000	0000 0110
4	1: 0 ⟹ No operation	0000	0001 0000	0000 0110
	2: Shift left Multiplicand	0000	0010 0000	0000 0110
	3: Shift right Multiplier	0000	0010 0000	0000 0110

FIGURE 3.6 Multiply example using algorithm in Figure 3.4. The bit examined to determine the next step is circled in color.

Signed Multiplication

So far, we have dealt with positive numbers. The easiest way to understand how to deal with signed numbers is to first convert the multiplier and multiplicand to positive numbers and then remember the original signs. The algorithms should then be run for 31 iterations, leaving the signs out of the calculation. As we learned in grammar school, we need negate the product only if the original signs disagree.

It turns out that the last algorithm will work for signed numbers, provided that we remember that we are dealing with numbers that have infinite digits, and we are only representing them with 32 bits. Hence, the shifting steps would need to extend the sign of the product for signed numbers. When the algorithm completes, the lower word would have the 32-bit product.

Faster Multiplication

Moore's Law has provided so much more in resources that hardware designers can now build much faster multiplication hardware. Whether the multiplicand is to be added or not is known at the beginning of the multiplication by looking at each of the 32 multiplier bits. Faster multiplications are possible by essentially providing one 32-bit adder for each bit of the multiplier: one input is the multiplicand ANDed with a multiplier bit, and the other is the output of a prior adder.

A straightforward approach would be to connect the outputs of adders on the right to the inputs of adders on the left, making a stack of adders 32 high. An alternative way to organize these 32 additions is in a parallel tree, as Figure 3.7 shows. Instead of waiting for 32 add times, we wait just the $\log_2(32)$ or five 32-bit add times.

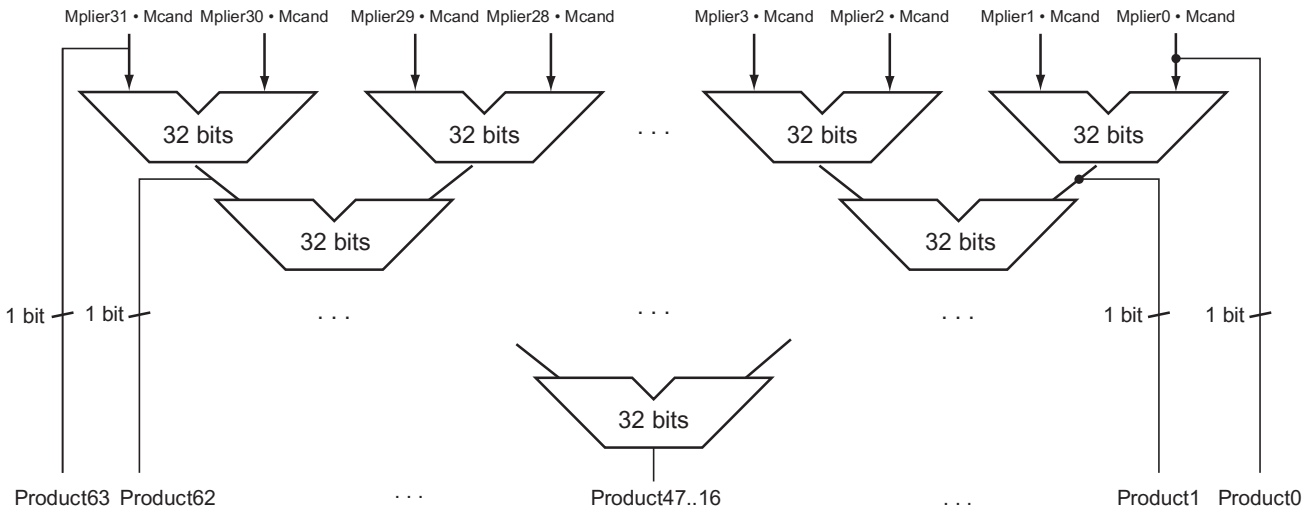
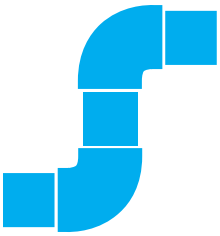


FIGURE 3.7 Fast multiplication hardware. Rather than use a single 32-bit adder 31 times, this hardware "unrolls the loop" to use 31 adders and then organizes them to minimize delay.



In fact, multiply can go even faster than five add times because of the use of *carry save adders* (see Section B.6 in Appendix B) and because it is easy to **pipeline** such a design to be able to support many multiplies simultaneously (see Chapter 4).

Multiply in MIPS

MIPS provides a separate pair of 32-bit registers to contain the 64-bit product, called *Hi* and *Lo*. To produce a properly signed or unsigned product, MIPS has two instructions: multiply (`mult`) and multiply unsigned (`multu`). To fetch the integer 32-bit product, the programmer uses *move from lo* (`mflo`). The MIPS assembler generates a pseudoinstruction for multiply that specifies three general-purpose registers, generating `mflo` and `mfhi` instructions to place the product into registers.

Summary

Multiplication hardware simply shifts and add, as derived from the paper-and-pencil method learned in grammar school. Compilers even use shift instructions for multiplications by powers of 2. With much more hardware we can do the adds in **parallel**, and do them much faster.

Hardware/ Software Interface

Both MIPS multiply instructions ignore overflow, so it is up to the software to check to see if the product is too big to fit in 32 bits. There is no overflow if Hi is 0 for `multu` or the replicated sign of Lo for `mult`. The instruction *move from hi* (`mfhi`) can be used to transfer Hi to a general-purpose register to test for overflow.