

Booth's Algorithm

* If we want to Multiply two Integer values so the system apply some kinds of algorithm is called booth's algorithm.

* Accumulator :- always initialize by zeroes

Multiplicand :- Multiply with [M]

Multiplier :- Multiply by [Q]

Q-1 :- Always initialized by zero

Ex 1:- Multiplying 2 +ve Integers using Booth's Algorithm
7 x 3

Sol

$$\begin{array}{r} 7 \times 3 \\ M \quad Q \end{array}$$

$$M = 0111 \text{ and } -M = 1001$$

$$Q = 0011$$

If 0 → 1 Sub
1 → 0 Add
0 → 0 } No change
0 → 1 } No change

	Acc	Q	Q-1	M	Operation
	0000	0011	0	0111	Sub
					+ 0000
					+ 1001
					<hr/> 1001
①					
R.S	1001	0011			
	1100	1001	1		
					<hr/>
②					Right shift
R.S	1110	0100	1		
					<hr/>
③					Add
R.S	0101	0100			+ 1110
	0010	1010	0		+ 0011
					<hr/> 0101
4 Pos	0001	0101	0		

* we have to stop our process when we complete
are 4 steps

No. of bits = No. of Steps

∴ 00010101 = 21 A

Ex $\frac{6 \times 3}{M \quad Q}$ registered into 4 bit

M = 0101

Q = 0011

-M = 1011

	Acc	Q	Q+1	M	Operations
①	0000	0011	0	0101	sub
R.S	1011 1100	0011 1001			$\begin{array}{r} 0000 \\ + 1011 \\ \hline 1011 \end{array}$

②	R.S	1110	1100	1	only shift
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③	0011	1100		Add
R.S	0001	1110	0	$\begin{array}{r} 1110 \\ + 0101 \\ \hline 0011 \end{array}$

R.S	0000	1111	0
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Wrong one

Ex $\frac{-7}{M} \times \frac{3}{Q}$ register into 5 bits

$M = (-7) \rightarrow 0111 \rightarrow 1001 \rightarrow 011$

$Q = 3 \rightarrow 0011 \rightarrow$

$-M = 0111$

Acc into 5 bits

$-M = 00111$ and $M = 11001$

$Q = 00011$

	Acc	Q	Q-1	M	operation
①	00000	00011	0	11001	sub
					$\begin{array}{r} 00000 \\ + 00111 \\ \hline 00111 \end{array}$
R.S	00011	00011			
	00011	10001	1		
②	00001	11000	1		Only Right shift
R.S					
③	11000	11000			Add
R.S	11101	01100	0		$\begin{array}{r} 00001 \\ + 11001 \\ \hline 11010 \end{array}$
④	11110	10110	0		Right shift only
R.S					
⑤	11111	01011	0		Right shift only
R.S					

As it is 111101011 we have to take its 2's comp

$\therefore 0000010101 = -21$

Ques Solve -7×-3 in 4 bits booth's algorithm

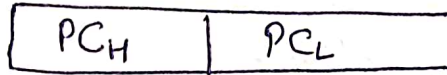
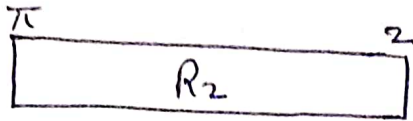
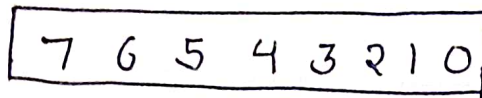
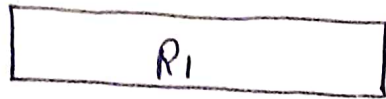
Sol $\frac{-7}{\downarrow M} \times \frac{-3}{\downarrow Q}$ $M = (-7) = 0111 \rightarrow 1001$
 $Q = (-3) \rightarrow 0011 \rightarrow 1101$
 $-M = 0111$

	Acc	Q	Q-1	M	Operation
①	0000	1101	0	1001	Sub
R.S	0111	1101			0000
	0011	1110	1		+0111
					0111
②	1100	1110			Add
R.S	1110	0111	0		0011
					+1001
					1100
③	0010	0111			Sub
R.S	0010	1011	1		1110
					+0111
					0101
④	0001	0101	1		Right shift only

$\therefore 00010101 \rightarrow +21$ Ans

* We don't have to take 2's complement

Register Transfer

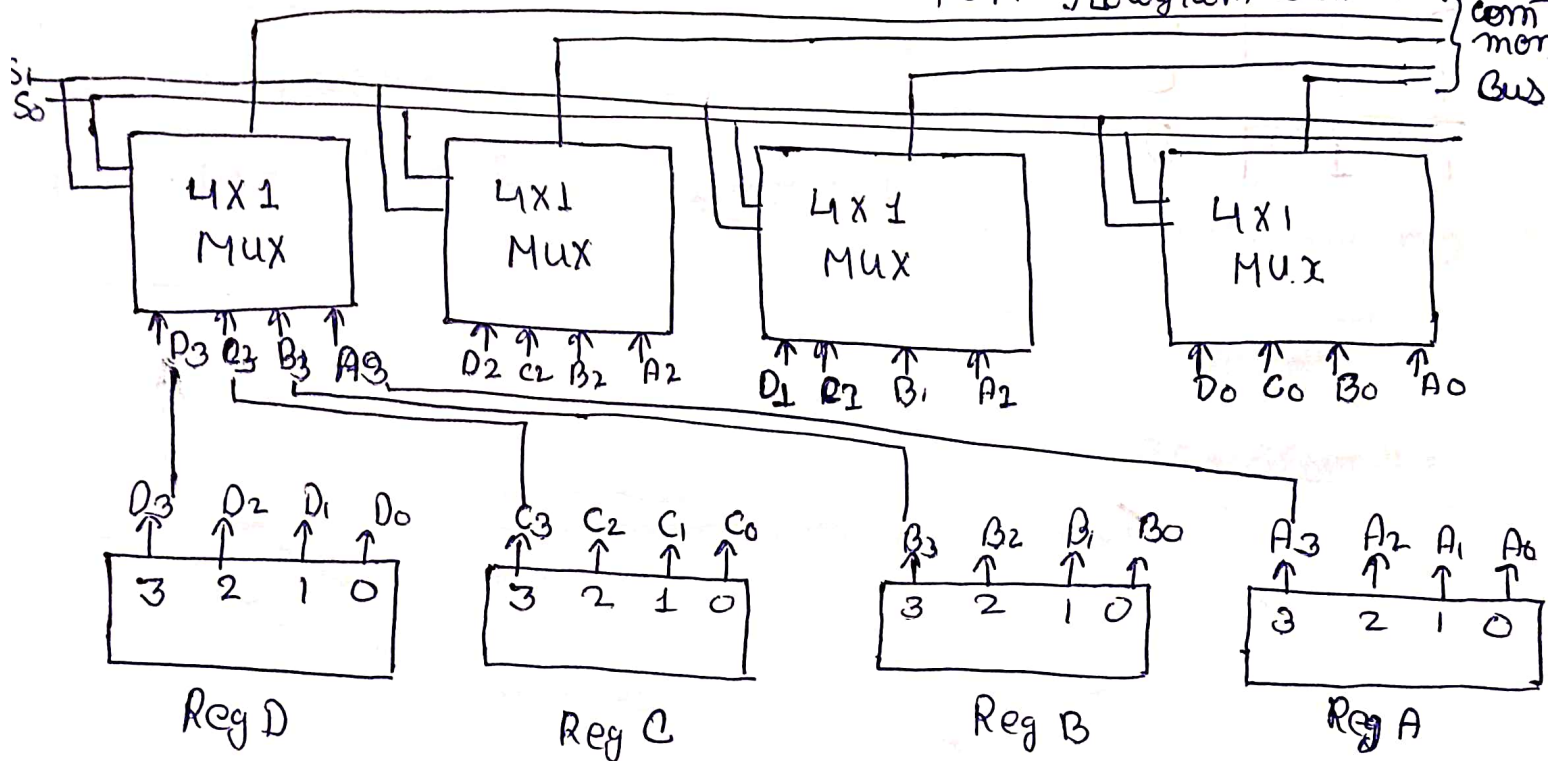


If $(P=1)$ then $R_2 \leftarrow R_1$

$P: R_2 \leftarrow R_1$

$T = R_2 - R_1, R_1 \leftarrow R_2$

MAR [Memory Address Register]
 GPR [General Purpose Register]
 IPR [Instruction Pointer Register]
 PCR [Program Counter Register]



* Processors have some memory

* PCR \rightarrow Holds the Address of next memory location.

* Program Run as

Fetch
 \downarrow
 Decode
 \downarrow
 Execute

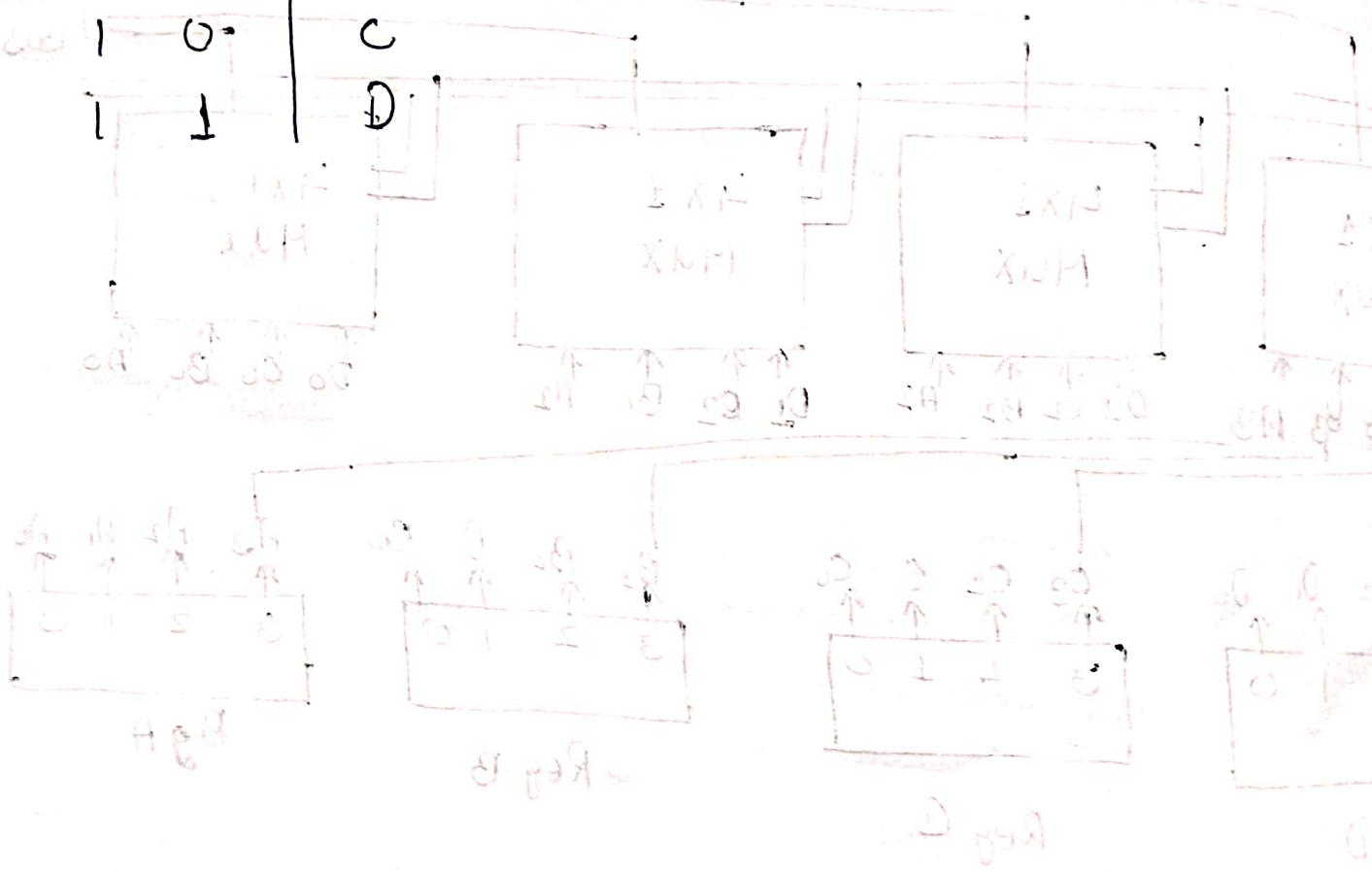
* GPR →

$PC_H \rightarrow PC$ for upper half bit

$PC_L \rightarrow PC$ for lower half bit

R

S_0	S_1	Register
0	0	A
0	1	B
1	0	C
1	1	D

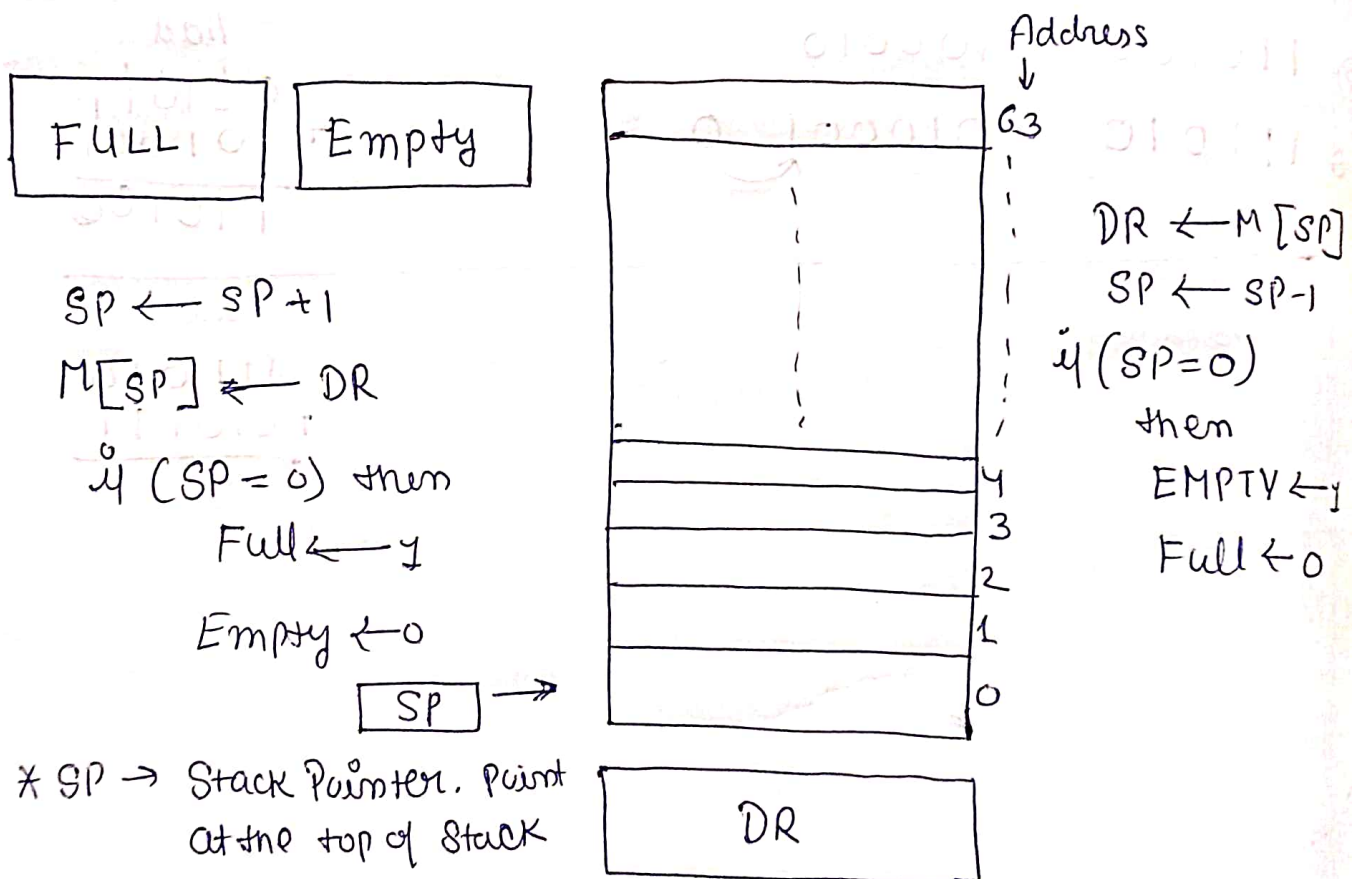


How to design any Circuits using MUX

* These are functionally complete.

* If we create any MUX using AND, OR, NOT gate using 4×1 / 2×1 then we can design any circuit

Register Stack Organisation



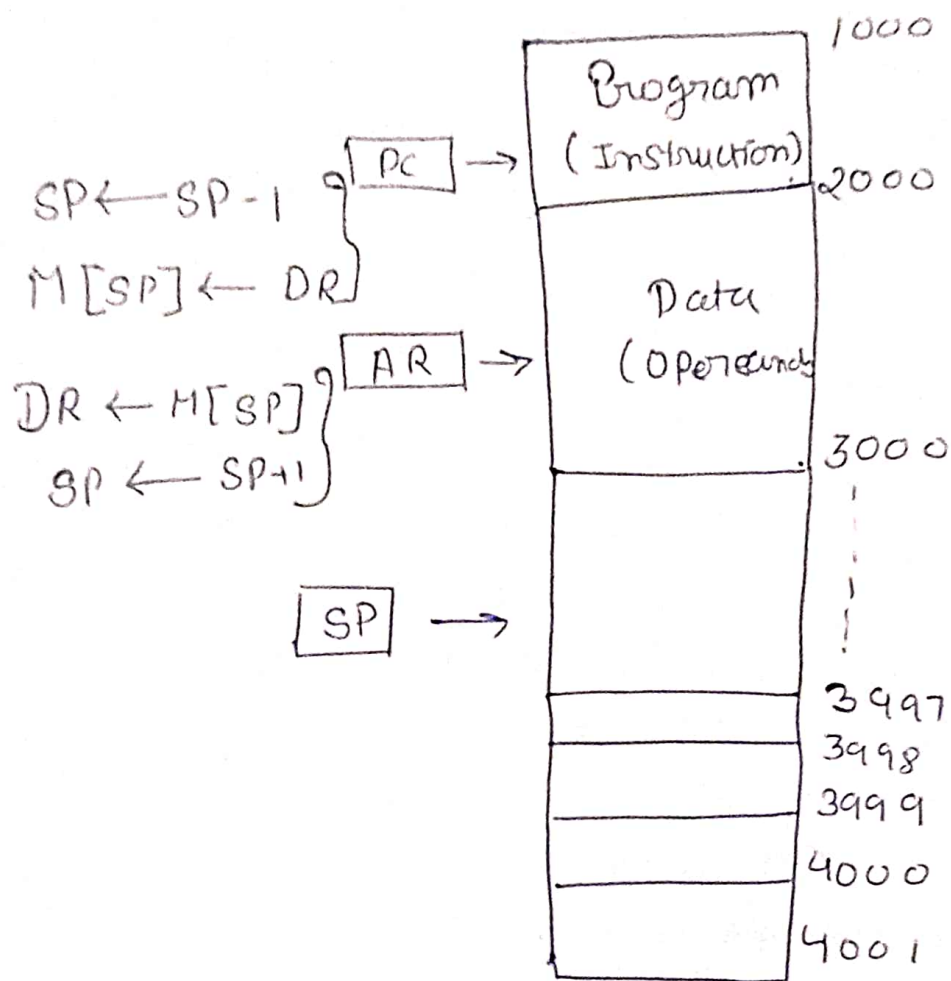
* $SP \rightarrow$ Stack Pointer. Point at the top of stack

* Push \rightarrow Insert the data

* Pop \rightarrow delete and return data

* Full \rightarrow [Stack memory is full] Full $\rightarrow 1$ [

Memory Stick Organisation



PC \rightarrow Hold the address of next Instruction

AR → " " " " Data.

GP \rightarrow Hold the address of stack address