7 | Integer Multiplication and Division

Multiplication

How can we multiply whole numbers? Well, what is multiplication? It's repeated addition. Think of how it was conceptualized in elementary school: 2 * 3 = 3 + 3 = 6.

How large can the result of a multiply be given two whole numbers?

- In decimal, if we have 3 digit numbers multiplied together (ex. 999 * 999 = 998001), we can have at most 6 as a result.
- When multiplying two *n*-bit numbers, the result could require 2*n* bits (two 8-bit words multiplied = two 16-bit words)

Function to perform multiplication using repeated addition:

```
## Pre:
              $40 and $41 store the numbers to be multiplied
##
              $a0 is not negative
##
              Both numbers fit in a half word (16 bits)
##
## Post:
         $v0 contains the product
            $a0 is 0
##
mult:
       addi
             $sp, $sp, -4
              $ra, O($sp)
                                   # save return address
       li 
             $v0, 0
                                    # product
# multiplier, $a0 is used as a counter
# using $v0 as an accumulator (result store-r)
lp mult:
             $aO, O, done_mult # finished? ($aO == 0?)
             $v0, $v0, $a1
       add
                                   # add multiplicand to product
       addi
             $aO, $aO, -1
                                   # decrement counter
              lp mult
                                    # jump to beginning again
done mult:
              $ra, O($sp)
       lw
             $sp, $sp, 4
       add
                                  # get the return address from stack
              $ra
       jr
```

A faster way to multiply whole numbers, use shift and add (imagine using powers of 2). For example, 200x = 128x + 64x + 8x for any value of x. There are 2 additions and 3 shifts instead of doing 200 additions.

Also see binary multiplication (right); notice how it shifts to the left each time and see the diagonals. See below for how this would work.

```
############# Begin mult function
### Multiply two whole numbers using
     a shift-and-add algorithm
### Pre: The values to be multiplied are in registers
        $a0 and $a1
### Pre: $a0 is not negative
### Return product in $v0
mult:
     addi
               $sp, $sp, -4
               $ra, 0($sp)
     SW
               $v0, 0
                                      # Accumulator for product
     li
lp_mult:
     ble
               $a0, $0, done_mult
     andi
               $t0, $a0, 1
                                      # Test low order bit
               $t0, $0, even_mult
     beq
     add
               $v0, $v0, $a1
                                      # Add in multiplicand
even_mult:
               $a1, $a1, 1
                                      # Shift multiplicand
      sll
                                      # Shift multiplier
     srl
               $a0, $a0, 1
               lp_mult
                                      # Repeat the loop
      j
done_mult:
     lw
               $ra, 0($sp)
                                      # return to calling function
     addi
               $sp, $sp, 4
     jr
               $ra
######################### End function mult
```

MIPS multiply instruction uses two extra 32-bit registers, hi and lo, which are separate from the 32 that we've already seen. Those two together form a 64-bit register pair (think high-order and low-order 32 bits for each).

Format: mult rs, rt # [Hi, Lo] $\leftarrow rs * rt$

<u>How to obtain the results of mult?</u> We can move the Hi value into some CPU register, and the same way with the low:

```
Format: mfhi $rd # $rd ← Hi
Format: mflo $rd # $rd ← Lo
```

Example: Find the area of a rectangle, given the lengths of its sides.

```
.text
################################# Begin function: area
## Find the area of a rectangle.
##
## Pre:
              $a0 and $a1 store the length and width, in inches
               $a0 and $a1 both fit in a half word, 0x0000ffff
##
##
## Post:
              $v0 contains the number of square inches in the result
area:
       addi $sp, $sp, -4
              $ra, O($sp)
       sw
                                     # save return address
       mult $a0, $a1
                                     # lo = len + width
       mflo
              $ <del>v</del>0
                                      # result
               $ra, O($sp)
       lw
               $sp, $sp, 4
                                 # get return address from stack
       add
       jr
               $ra
############################### End function
```

Division

Division is repeated subtraction (for strictly whole numbers). For example, 17 / 5 = 17 - 5 = 12 - 5 = 7 - 5 = 2. We subtracted 5 from 17 three times, making 3 the quotient. What about the remainder? It's what we're left with after pulling out 5 as many times as we can. It's 2 here.

- → What does this tell us? *Division of whole numbers has 2 results*.
- → We will not be able to do this with negative numbers since the modular operation messes up afterwards, so we'll avoid this. (Repeated subtraction in book.)

There is a faster way to divide whole numbers; shift and subtract (shown below):

```
.text
############## Begin div function
```

```
### Perform division using shift and suubtract algorithm
### The dividend is in register $a0
### The divisor is in register $a1
### The quotient is left in $v0
### The remainder is left in $v1
### Pre: The divisor is positive
### Pre
         The dividend is not negative
### Author: sdb
div:
               $sp, $sp, -4
      addi
               $ra, 0($sp)
      SW
               $v0, 0
      li
                                        # quotient
      li
               $v1, 0
                                        # remainder
               $t0, 32
                                        # loop counter
      li
lp_div:
               $t0, $0, done_div
      beq
               $v0, $v0, 1
                                        # shift quotient
      sll
               $v1, $v1, 1
                                        # shift remainder, dividend
      sll
               $a0, $0, notNeg_div
      bge
               $v1, $v1, 1
      addi
notNeg_div:
               $a0, $a0, 1
                                        # shift dividend
      sll
               $v1, $a1, noSubtr_div # subtract?
      blt
      sub
               $v1, $v1, $a1
               $v0, $v0, 1
      addi
noSubtr_div:
      addi
               $t0, $t0, -1
               lp_div
                                        # Repeat the loop
done_div:
      lw
               $ra, 0($sp)
                                        # return to calling function
       addi
               $sp, $sp, 4
      jr
##################### End function div
```

MIPS division instruction: The Lo stores the result, the Hi stores the remainder.

```
Format: div $rs, $rt # Lo \leftarrow $rs (dividend) / $rt (divisor) # Hi \leftarrow $rs (dividend) % $rt (divisor)
```

Example: A swimmer swims several laps in the pool. Given the number of laps, and the length of one lap, in yards, write a function to find the total distance of the swim, in whole miles and remaining yards (1,760 yards in a mile).

```
############################### Begin function: swim
## Find the swimmer's distance
##
```

```
## Pre:
            $a0 is the length of a lap, in yards
##
             $a1 is the number of laps completed
              The two arguments fit in a half word
##
## Post:
             $v0 contains the number of miles in the result
##
             $v1 contains the number of yards remaining in the resul
swim:
       addi $sp, $sp, -4
       sw
             $ra, O($sp)
                                    # save return address
       mult $a0, $a1
                                   # total yards
       mflo
            $t0
             $t1, 1760
       1i
                                    # yards per mile
       div
                                    # quotient and remainder
             $t0, $t1
       mflo $v0
                                    # quotient = miles
       mfhi
            $v1
                                    # remainder = yards
       1w
             $ra, O($sp)
       addi $sp, $sp, 4
                                   # get return address from stack
       jr
              $ra
```

########################### End function