

- The n bit +ve divisor is loaded into reg M & n bit +ve dividend is loaded in reg Q at the start of operation.
Reg A is set to 0
- Shift left both reg's
- If the sign of A is '0', subtract M from A, otherwise add M to A
- Now, if the sign of A is '0', set quotient to 1, otherwise set quotient to 0
- Steps 2,3 & 4 are repeated n times
- If the sign of A is 1, add M to A

Examples

$$\begin{array}{r}
 1\ 1\ 1\ 1\ 1 \\
 \underline{0\ 0\ 0\ 1\ 1} \\
 \text{Add } 0\ 0\ 0\ 1\ 0 \\
 \hline
 \end{array}
 \left. \vphantom{\begin{array}{r} 1\ 1\ 1\ 1\ 1 \\ \underline{0\ 0\ 0\ 1\ 1} \\ \text{Add } 0\ 0\ 0\ 1\ 0 \\ \hline \end{array}} \right\} \begin{array}{l} \text{Restore} \\ \text{remainder} \end{array}$$

Remainder

Initially	0 0 0 0 0	1 0 0 0 0	First cycle
Shift	0 0 0 0 1	0 0 0 	
Subtract	1 1 1 0 1		
Set q_0	1 1 1 1 0	0 0 0 0	
Shift	1 1 1 0 0	0 0 0 	Second cycle
Add	0 0 0 1 1		
Set q_0	1 1 1 1 1	0 0 0 0	
Shift	1 1 1 1 0	0 0 0 	Third cycle
Add	0 0 0 1 1		
Set q_0	0 0 0 0 1	0 0 0 1	
Shift	0 0 0 1 0	0 0 1 	Fourth cycle
Subtract	1 1 1 0 1		
Set q_0	1 1 1 1 1	0 0 1 0	

Quotient

A nonrestoring division example

- 00011

- 11100

- 1

- 00001

- 11101_I

- 11110

8/3(4 bit)

	A	Q
•	00000	1000

•	M 00011	
---	---------	--

SHIFT LEFT A & Q	00001	000_
------------------	-------	------

A-M	00011	
-----	-------	--

	11110	0000_
--	-------	-------

SHIFT LEFT A & Q	11100	000_
------------------	-------	------

A+M	00011	
-----	-------	--

	11111	0000
--	-------	------

SHIFT LEFT A & Q	11110	000_
------------------	-------	------

A+M	00011	
-----	-------	--

	1 00001	0001
--	---------	------

Chapter 7. Basic Processing Unit

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Overview



- Instruction Set Processor (ISP)
- Central Processing Unit (CPU)
- A typical computing task consists of a series of steps specified by a sequence of machine instructions that constitute a program.
- An instruction is executed by carrying out a sequence of more rudimentary operations.



Fundamental Concepts

- Processor fetches one instruction at a time and perform the operation specified.
- Instructions are fetched from successive memory locations until a branch or a jump instruction is encountered.
- Processor keeps track of the address of the memory location containing the next instruction to be fetched using Program Counter (PC).
- Instruction Register (IR)



Executing an Instruction

- Fetch the contents of the memory location pointed to by the PC. The contents of this location are loaded into the IR (fetch phase).

$$IR \leftarrow [[PC]]$$

- Assuming that the memory is byte addressable, increment the contents of the PC by 4 (fetch phase).

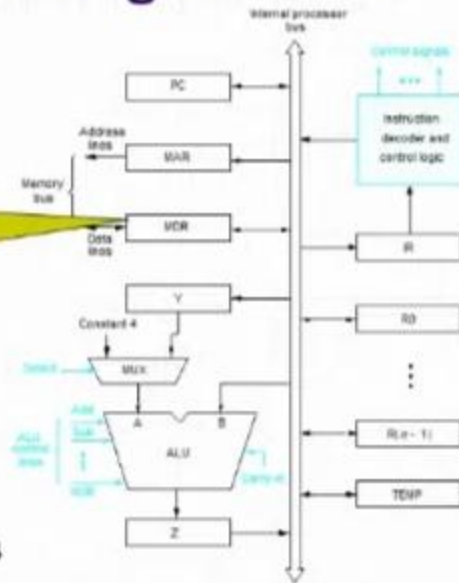
$$PC \leftarrow [PC] + 4$$

- Carry out the actions specified by the instruction in the IR (execution phase).

Processor Organization



MDR HAS
TWO INPUTS
AND TWO
OUTPUTS



Datapath

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