



# **Module 2**

## **Data Representation And Computer Arithmetic**

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# Outline:

- ❖ Fixed Point Division Operation:
  - Restoring Division
  - Non-Restoring Division

# Integer Division Operation

- ❖ Division is more complex than multiplication
- ❖ It involves repetitive shifting and addition or subtraction
- ❖ In integer division operation, a divisor M and a dividend D are given.
- ❖ We need to find quotient Q and remainder R.
- ❖ The relationship between the components is given by,

$$D=Q*M+R$$

Divisor,  $M=1001$

$$= 75$$



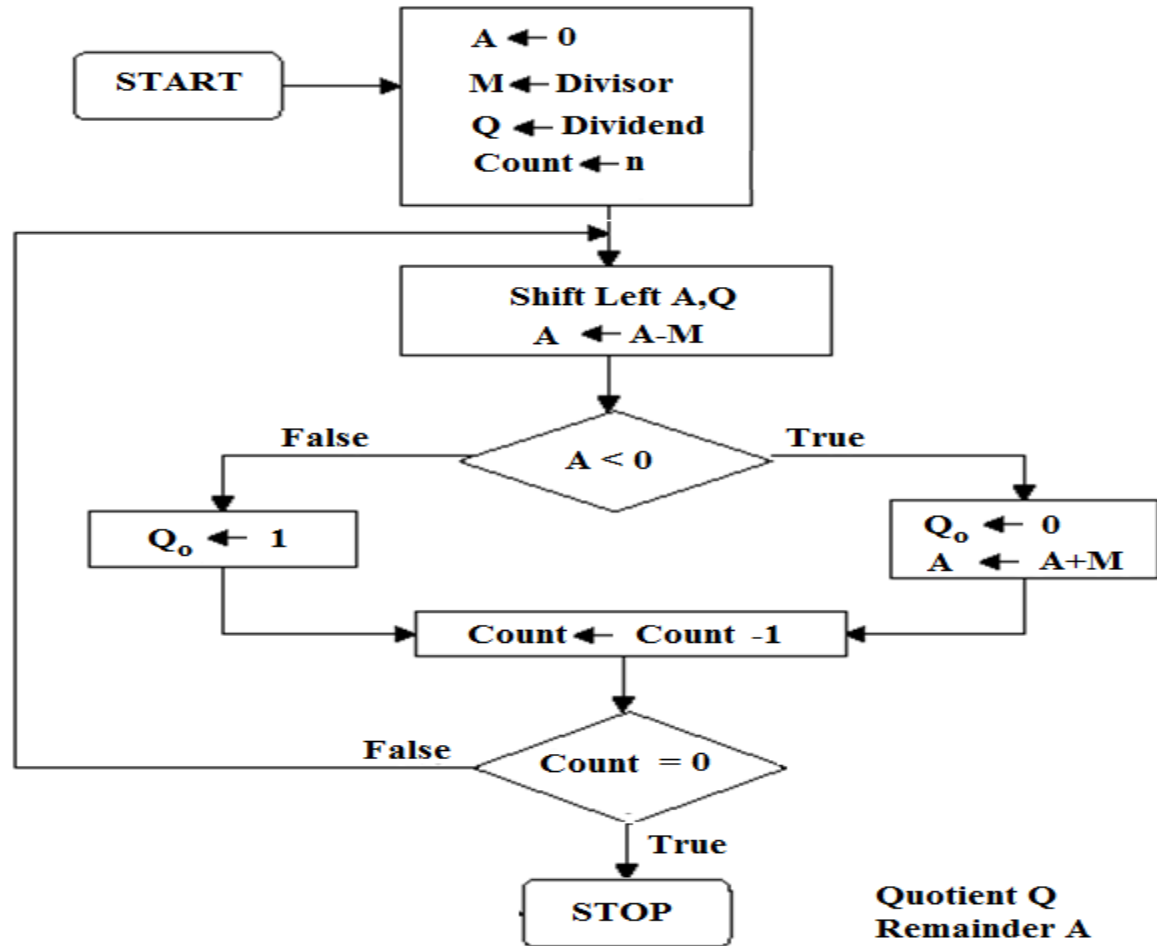
# Fixed Point Division

- ❖ Restoring Division
- ❖ Non-Restoring Division

## Restoring Division Algorithm

- ❖ Shift A and Q left by one bit binary position
- ❖ Subtract M from A, and place the answer back in A
- ❖ If the resultant A is negative, set  $Q_0$  to 0 and add M back to A (restore A); Otherwise set  $Q_0$  to 1
- ❖ Repeat the above steps for n times

# Restoring Division Flowchart



## Example $7 \div 3$

$Q=7=0111$

$M=3=0011$

**Solution:**

Quotient = 0010 = 2

Remainder = 0001 = 1

A	Q	
0000	0111	Initial Values
0000	111	Shift Left A, Q
1101		$A = A - M = \begin{array}{r} 0000 \\ 0011 \\ \hline 1101 \end{array}$ $A < 0$
0000	111	$A = A + M = \begin{array}{r} 1101 \\ 0011 \\ \hline 0000 \end{array}$ Restore A
0001	110	Shift Left A, Q
1110		$A = A - M$
0001	110	$A = A + M$
0011	100	Shift Left A, Q
0000		$A = A - M$ $A > 0$
0000	100	$Q_0 = 1$
0001	001	Shift Left A, Q
1110		$A = A - M$
0001	001	$A = A + M$
Remainder = 1		Quotient = 2



# Non-restoring Division

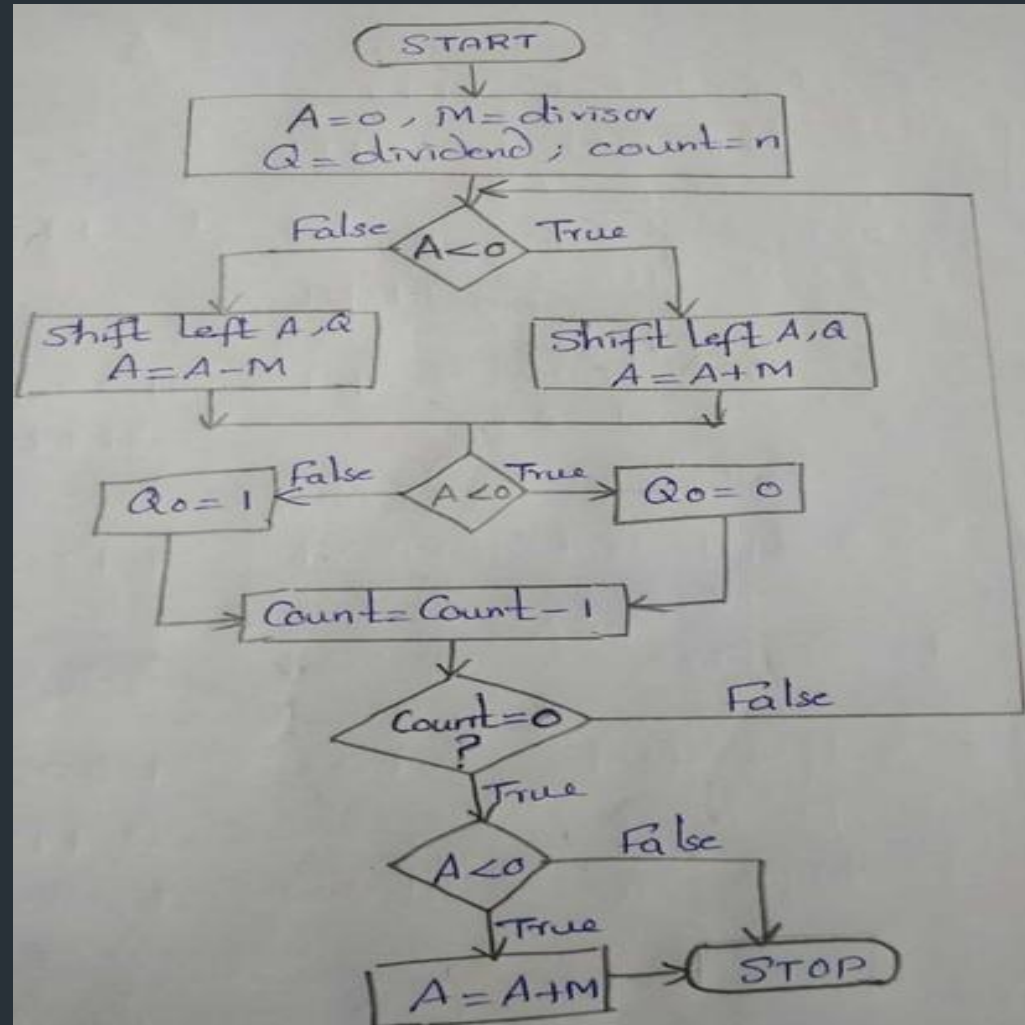


Modifying the basic division algorithm by eliminating restoring step is non-restoring division

## Algorithm

1. Start by initializing register A to 0 and repeat steps (2-4) n times
2. If A is positive,
  - 2.1 Shift A and Q left by one bit position
  - 2.2 Subtract M from A
3. If A is negative
  - 3.1 Shift A and Q left by one bit position
  - 3.2 Add M to A
4. If A is positive, set  $Q_0$  to 1, else  $Q_0$  to 0
5. If A is negative, add M to A as a final corrective step

# Non-Restoring Division Flowchart



**Example**  $7 \div 3$

Q=7=0111

M=3=0011

## Solution:

Quotient = 0010 = 2

Remainder=0001=1

A	Q	M = 0011	Initial Values
0000	0111		
0000	111 <input type="checkbox"/>		A +ve
1101	111 <input type="checkbox"/>		Shift Left A, Q
<u>1101</u>	111 <u>0</u>		A = A - M
			A -ve, Q <sub>0</sub> = 0
			$\begin{array}{r} 0000 - \\ 0011 \\ \hline 1101 \end{array}$
1011	110 <input type="checkbox"/>		A -ve
<u>1110</u>	110 <u>0</u>		Shift Left A, Q
			A = A + M
			Q <sub>0</sub> = 0
			$\begin{array}{r} 1011 + \\ 0011 \\ \hline 1110 \end{array}$
1101	100 <input type="checkbox"/>		A -ve
<u>0000</u>	100 <u>1</u>		Shift Left A, Q
			A = A + M
0001	001 <input type="checkbox"/>		A +ve
<u>1110</u>	001 <u>0</u>		Shift Left A, Q
			A = A - M
0001	001 0		
			$\begin{array}{r} 1110 \\ 0011 \\ \hline 0001 \end{array} \leftarrow$
Remainder = 1	Quotient = 2		$\begin{array}{r} 0 \\ A -ve \\ A = A + M \end{array}$

Restoring Division	Non-Restoring Division
Needs restoring of register A if resultant of subtraction is negative	Doesn't need restoring
In each cycle content of register A is first shifted left and then divisor is subtracted from it.	In each cycle content of register A is first shifted left and then divisor is added or subtracted with A depending on the sign of A
Does not need restoring of remainder	Needs restoring of remainder if it is negative
Slower algorithm	Faster than restoring method



# Booth's Algorithm

- Booth's algorithm is a multiplication algorithm that multiplies two signed binary numbers in 2's complement notation.

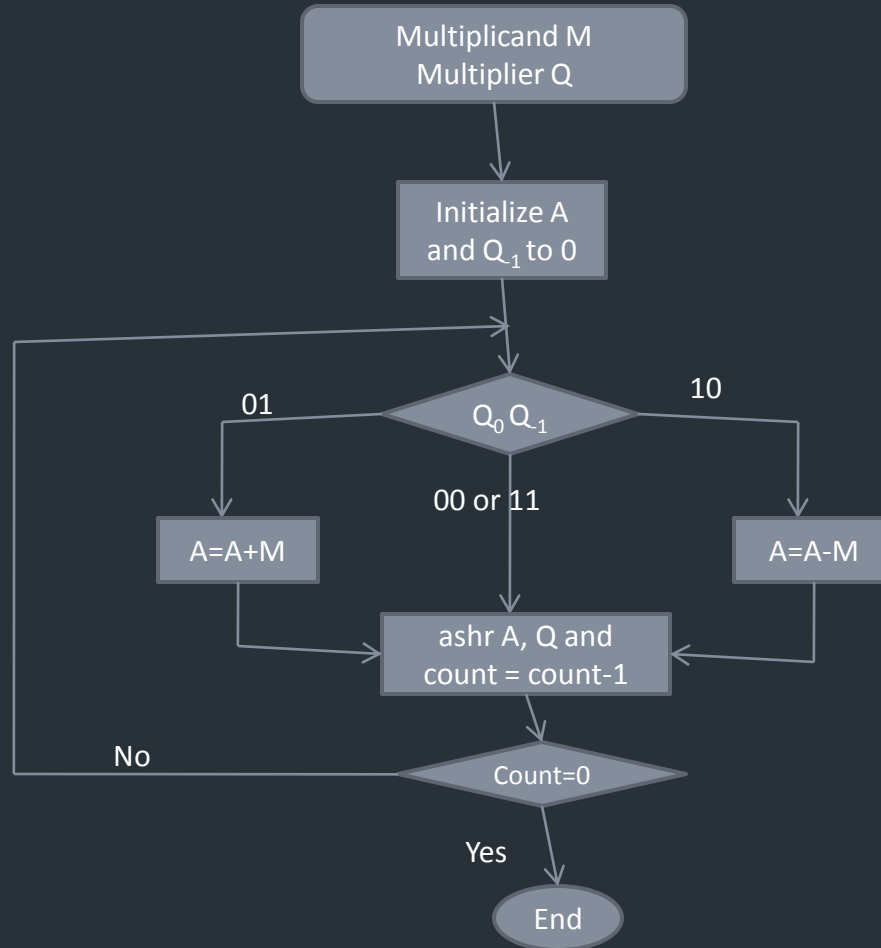
## Procedure:

1. Let  $M$  be the multiplicand and  $Q$  be the multiplier
2. Consider a 1-bit register  $Q_1$  and initialize it to 0
3. Consider a register  $A$  and initialize it to 0



# Steps for Booth's Algorithm

- If  $Q_0$  and  $Q_1$  are same i.e. 00 or 11 then perform right shift by 1 bit
- If  $Q_0$  and  $Q_1$  is 10, then perform  $A=A-M$  and perform right shift by 1 bit
- If  $Q_0$  and  $Q_1$  is 01, then perform  $A=A+M$  and perform right shift by 1 bit



Multiplication of -12 and -5 using Booth's

Multiplicand (M) = -12  $-12 \times -5 = 60$

Multiplier (Q) = -5

$M = -12 = 11100$

In 2's Complement  $\rightarrow 10100$

$\therefore M = 10100$

$M+1 = 10100 \rightarrow 01011$

$\therefore M+1 = 01100$

$Q = -5 = 1101$

In 2's Complement  $\rightarrow 11011$

$\therefore Q = 11011$

A	Q <sub>n</sub>	Q <sub>n-1</sub>	Operation	Count
00000	11011	0	Initially	
01100	11011	0	$A = A - M$	5
00110	01101	1	RS	
00011	00110	1	RS	4
10111	00110	1	$A = A + M$	3
11011	10011	0	RS	
00111	10011	0	$A = A - M$	2
00011	11001	1	RS	
00001	11100	1		1

$\therefore A \quad Q$   
00001 11100 = 60





# Modified Booth's Algorithm

Multiplication of -12 and -5 using Modified Booth's alg

-12 is Multiplicand  $\therefore M = -12$

-5 is Multiplier  $m = -5$

$M = -12 \rightarrow 11100$

In 2's Complement form  $\rightarrow 10011$

Adding extra one to make total 6 digits.  $\rightarrow 10100$

$\bar{M} + 1 = 001011$   
 $\quad \quad \quad + 1$   
 $\hline 001100$

$M = -5 \rightarrow 1101$

In 2's Complement form  $\rightarrow 1010$

Adding 2 extra 1's to make total 6 digits  $\rightarrow 111011$

Step 1: Represent Multiplier in 6-bit coded pair format  
 i.e.  $111011$   $\rightarrow$  Adding 0 before LSB of multiplier

$00 \quad 11 \quad 0 \quad 1$   
 $0 \quad -1 \quad -1$

Step 2: Multiply with Multiplicand.

001100

110000

000000

$\hline 111100$

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$(-1)(-12)(2^0) = 12$

$(-1)(-12)(2^2) = 48$

$(0)(-12)(2^4) = 0$

$\hline 60$