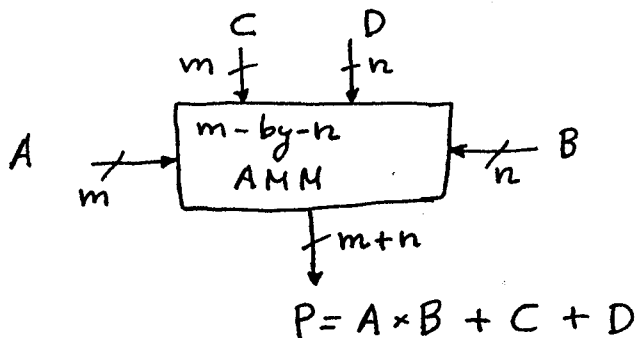


Designing unsigned multipliers using Additive Multiply Modules (AMMs).

An m -by- n Additive Multiply Module (AMM) is defined below:



The numbers A, B, C, D are unsigned

The number P should be of size $m+n$ bits.

Observe that

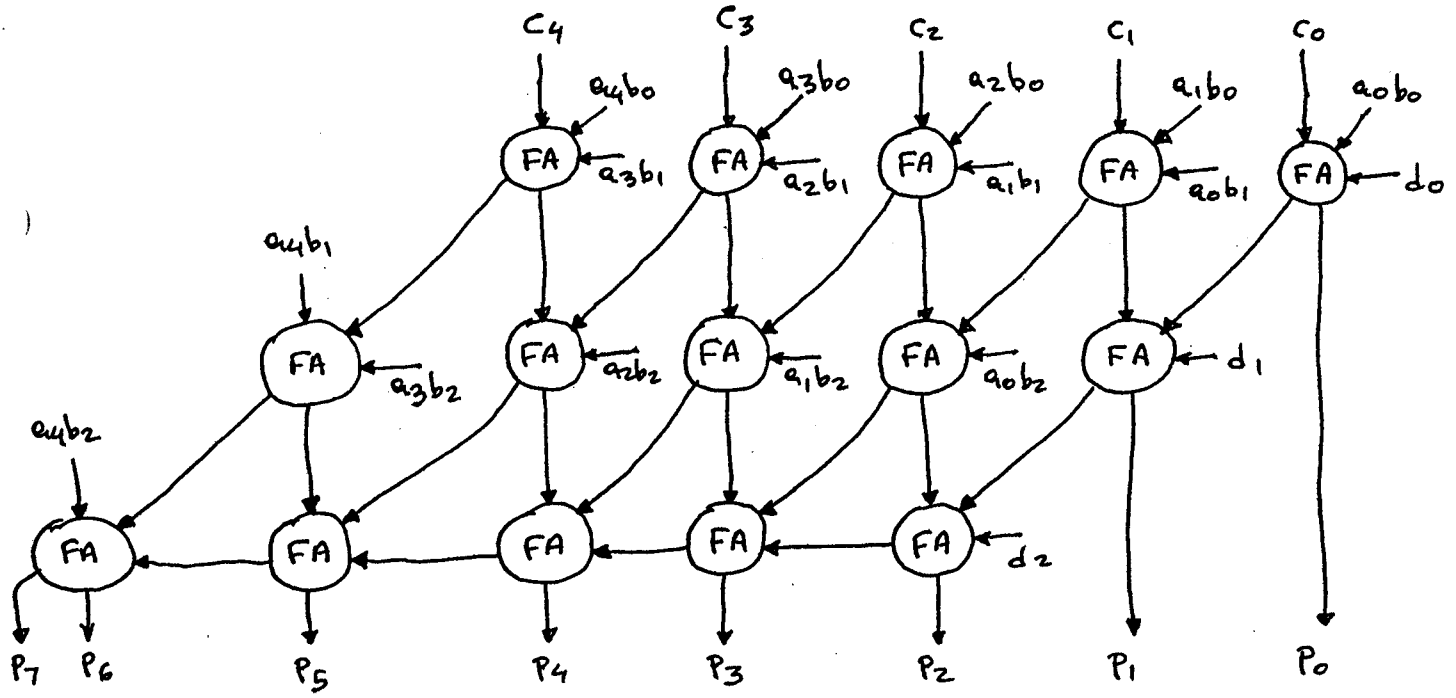
$$\begin{aligned}
 P_{\max} &= A_{\max} \times B_{\max} + C_{\max} + D_{\max} \\
 &= (2^m - 1) \times (2^n - 1) + 2^m - 1 + 2^n - 1 \\
 &= 2^{m+n} - 2^n - 2^m + 1 + 2^m - 1 + 2^n - 1 \\
 &= 2^{m+n} - 1 \quad \text{which requires } m+n \text{ bits for its} \\
 &\text{representation.}
 \end{aligned}$$

② m2

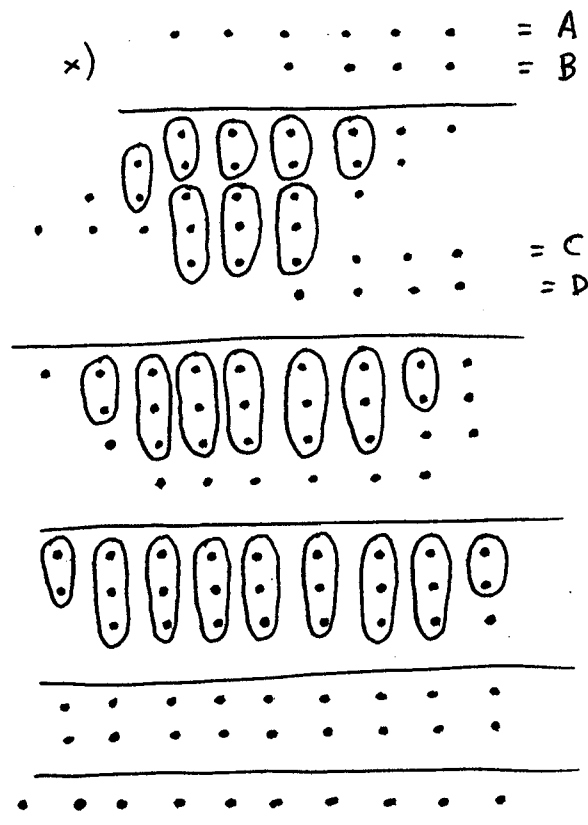
Problem : Construct a 5-by-3 AMM using a modification of the cellular array multiplier for unsigned numbers.

$$\begin{array}{r} x) \quad a_4 \ a_3 \ a_2 \ a_1 \ a_0 = A \\ \quad \quad \quad b_2 \ b_1 \ b_0 = B \\ \hline \end{array}$$

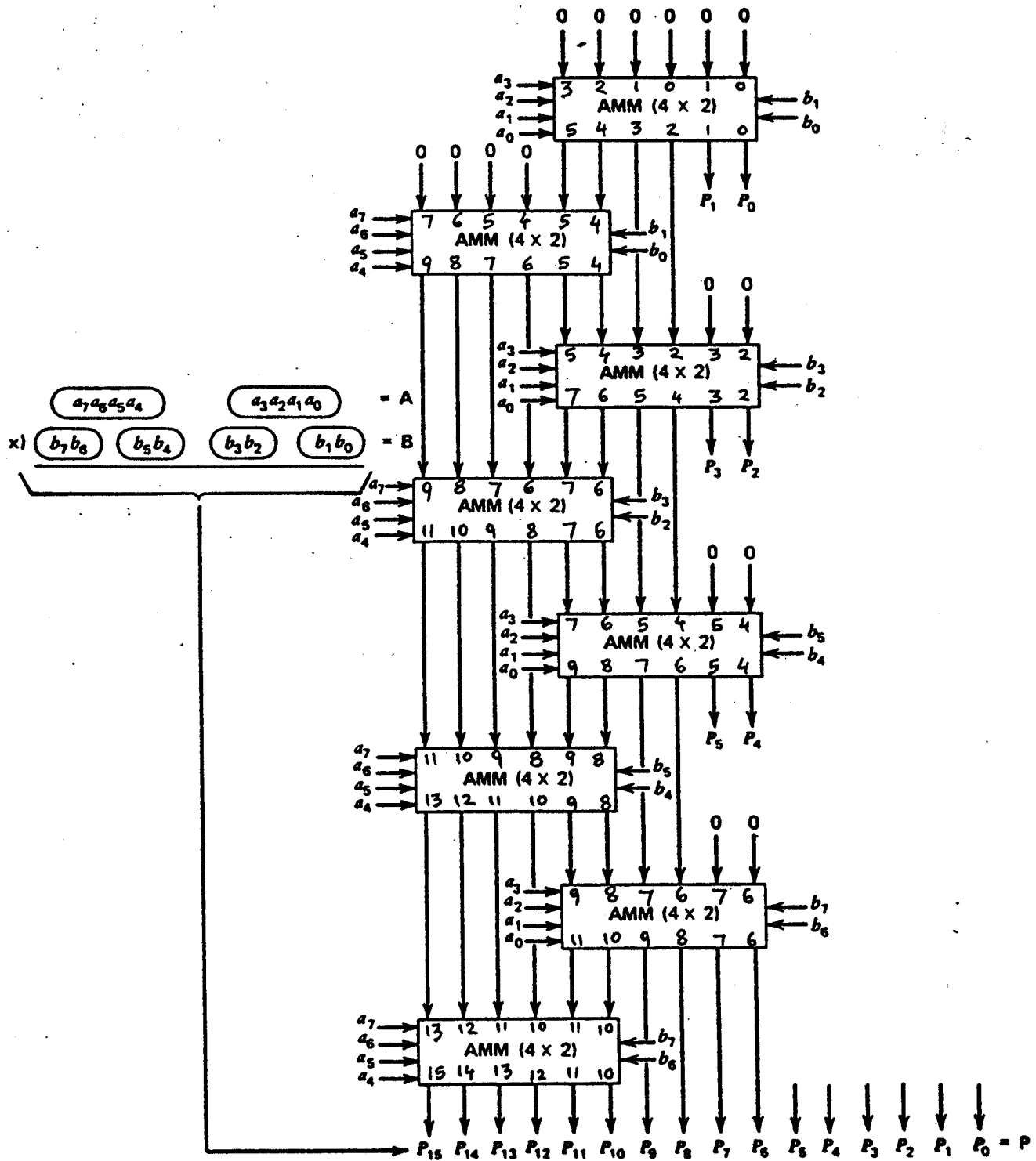
$$\begin{array}{r} \quad \quad \quad a_4 b_0 \ a_3 b_0 \ a_2 b_0 \ a_1 b_0 \ a_0 b_0 \\ \quad \quad \quad a_4 b_1 \ a_3 b_1 \ a_2 b_1 \ a_1 b_1 \ a_0 b_1 \\ +) \quad \quad \quad a_4 b_2 \ a_3 b_2 \ a_2 b_2 \ a_1 b_2 \ a_0 b_2 \\ \hline \quad \quad \quad c_4 \ c_3 \ c_2 \ c_1 \ c_0 = C \\ t) \quad \quad \quad \quad \quad \quad d_2 \ d_1 \ d_0 = D \\ \hline P_7 \ P_6 \ P_5 \ P_4 \ P_3 \ P_2 \ P_1 \ P_0 = P \end{array}$$



Problem: Construct a 6-by-4 AMM using (3,2) and (2,2) counters.



Problem: Construct an 8-by-8 unsigned multiplier using 4-by-2 AMMs. (4) m



Problem: Construct a 32-by-32 unsigned multiplier SM using 8-by-8 AMMs.

Solution

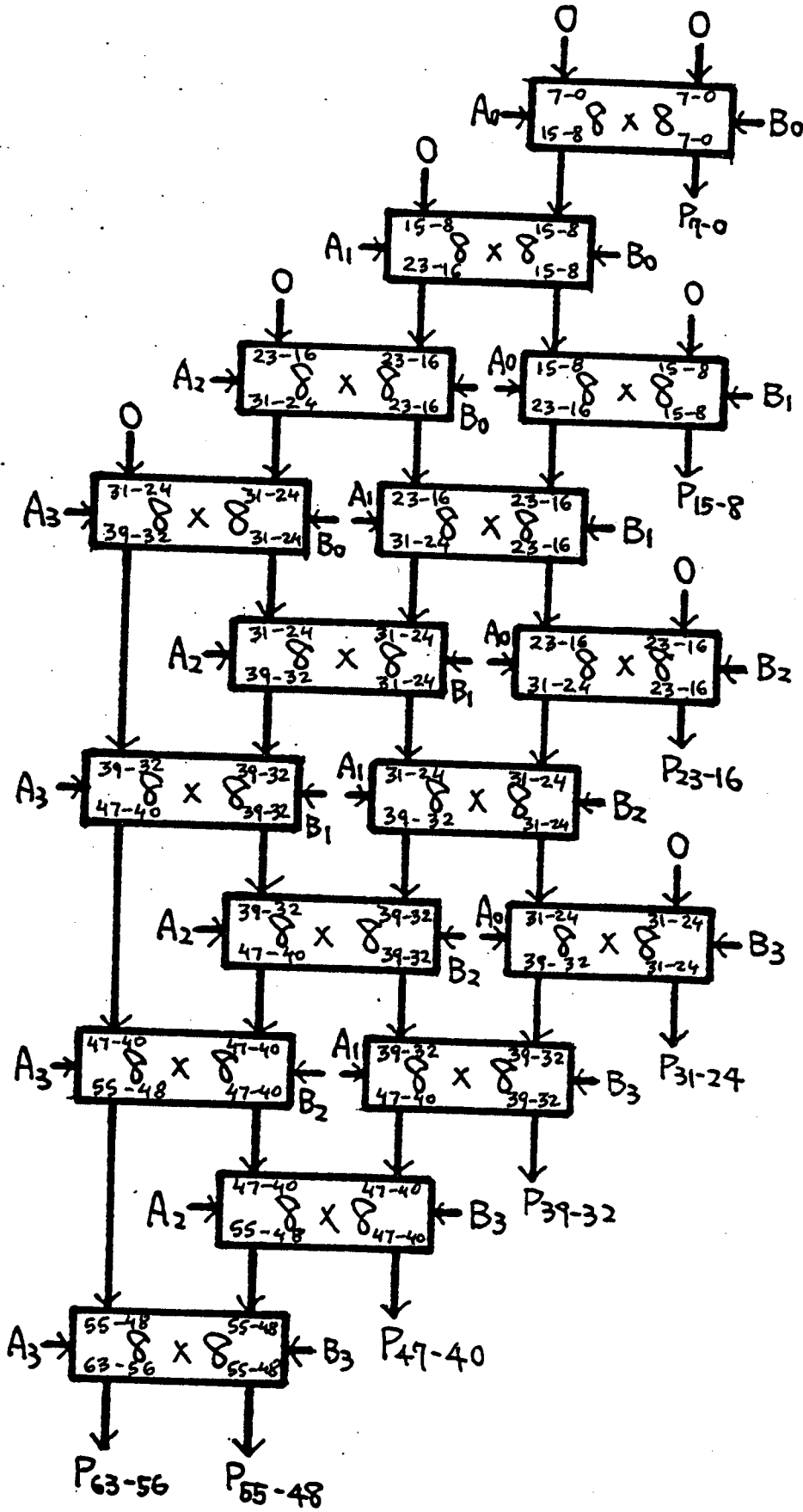
Let the two numbers to be multiplied be

$$A = \underbrace{a_{31} a_{30} \dots a_{24}}_{A_3} \underbrace{a_{23} a_{22} \dots a_{16}}_{A_2} \underbrace{a_{15} a_{14} \dots a_8}_{A_1} \underbrace{a_7 a_6 \dots a_0}_{A_0}$$

and

$$B = \underbrace{b_{31} b_{30} \dots b_{24}}_{B_3} \underbrace{b_{23} b_{22} \dots b_{16}}_{B_2} \underbrace{b_{15} b_{14} \dots b_8}_{B_1} \underbrace{b_7 b_6 \dots b_0}_{B_0}$$

The design is shown on next page.



Fixed Point Division

2n-bit integer dividend = $A = (a_{2n-1} a_{2n-2} \dots a_0)_2$

n-bit integer divisor = $B = (b_{n-1} \dots b_1 b_0)_2$

n-bit integer quotient = $Q = (q_{n-1} \dots q_1 q_0)_2$

n-bit integer remainder = $R = (r_{n-1} \dots r_1 r_0)_2$

$$A = B \times Q + R$$

$$|R| < |B|$$

- If the numbers are signed, then the remainder R has the same sign as the dividend A. The quotient Q is positive if the dividend A and divisor B are of the same sign. Otherwise Q is negative.

Division Overflow

Consider dividing a 2n-bit integer dividend A by an n-bit integer divisor B in order to obtain an n-bit quotient Q and an n-bit remainder R.

A division overflow occurs if the resulting quotient Q needs more than n bits for its representation.

②n

Statement: Consider the fixed point division of a $2n$ -bit integer unsigned dividend A by an n -bit integer unsigned divisor B which should result in an n -bit quotient Q and an n -bit remainder R . Let A_1 and A_0 be respectively the n -bit leftmost and n -bit rightmost blocks of the dividend A . Then the necessary and sufficient condition for a division overflow to occur is $A_1 \geq B$.

Proof:

The following need to be proven:

- (i) If $A_1 \geq B$ then a division overflow occurs.
- (ii) If $A_1 < B$ then division overflow does not occur.

Proof of (i):

$$A = \underbrace{a_{2n-1} a_{2n-2} \dots a_n}_{A_1} \underbrace{a_{n-1} \dots a_1 a_0}_{A_0}$$

$$\text{Thus } A = A_1 \times 2^n + A_0 \quad (1)$$

$$\text{Also } A = B \times Q + R \quad (2).$$

$$(1), (2) \Rightarrow \boxed{A_1 2^n + A_0 = B \times Q + R} \quad (3) \quad \textcircled{3}n$$

Since $A_1 \geq B$, the minimum of the left side of (3) is $(A_1 2^n + A_0)_{\min} = A_{1\min} 2^n + A_{0\min} = B \times 2^n + 0 = B \times 2^n$ or

$$\boxed{\text{min of left side of (3)} = B \times 2^n} \quad (4).$$

Assume that division overflow does not occur. Then Q is an n -bit number or $Q_{\text{maximum}} = 2^n - 1$. Therefore, the maximum of the right side of (3) is (as a function of B) $(B \times Q + R)_{\max} = B \times Q_{\max} + R_{\max} =$

$$B \times (2^n - 1) + B - 1 = B \times 2^n - B + B - 1 = B \times 2^n - 1$$

or

$$\boxed{\text{max of right side of (3)} = B \times 2^n - 1} \quad (5)$$

Equations (4), (5) imply

min. of left side of (3) $>$ max. of right side of (3)

Thus, if Q is n -bit long, the max of the right side of (3) can't even reach the min of the left side of (3). Therefore, Q must be longer than n bits which implies a division overflow.

Proof of (ii) :

(4)n

Again (1), (2) and (3) hold true. Since $A_1 < B$, the maximum of the left side of (3) is

$$\begin{aligned} (A_1 2^n + A_0)_{\max} &= A_{1\max} 2^n + A_{0\max} = (B-1) 2^n + 2^n - 1 \\ &= B 2^n - 2^n + 2^n - 1 \quad \text{or} \end{aligned}$$

$$\boxed{\text{max of left side of (3)} = B 2^n - 1} \quad (6).$$

Let's find the size of Q that can achieve the same maximum of the right side of (3). Let Q be m -bit long. Then

$Q_{\max} = 2^m - 1$ and max. of right side of (3) (as a function of B) is

$$\begin{aligned} (B \times Q + R)_{\max} &= B \times Q_{\max} + R_{\max} = B \times (2^m - 1) + B - 1 \\ &= B \times 2^m - B + B - 1 = B \times 2^m - 1 \quad \text{or} \end{aligned}$$

$$\boxed{\text{max of right side of (3)} = B 2^m - 1} \quad (7)$$

Equations (6), (7) suggest that $m = n$.

Therefore, a quotient-length of n bits is sufficient and division overflow does not occur.

⑤n

Division Techniques

Restoring division

Non restoring division

Implementations

Sequential

Combinational.

The next page shows the pencil and paper technique for performing the division which illustrates the main concept of the restoring division technique.

⑥ 12

Perform the division with dividend = $(00110100)_2 = 52$ and divisor = $(0101)_2 = 5$.

		00110100		$\overline{)0101}$	
subtract divisor	+	1011		01010	
result neg.	⊖	1110			
restore	+	0101			↳ quotient
		<u>00110</u>			
subtract	+	1011			
result positive	Ⓛ	00011			
subtract	+	1011			
result is neg	⊖	1110			
restore	+	0101			
		<u>00110</u>			
subtract	+	1011			
result is positive	Ⓛ	00010			
subtract	+	1011			
result is neg.	⊖	1101			
restore		0101			
		<u>0010</u>			
					↳ remainder

(7)n

Sequential Implementation of Restoring Division

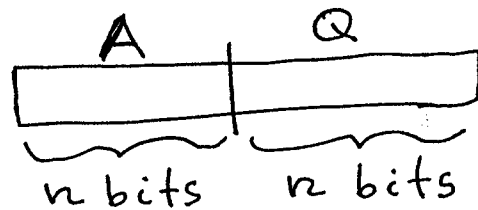
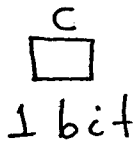
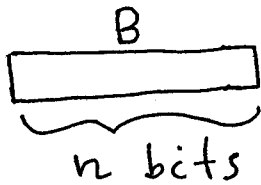
$2n$ -bit dividend = $A = (a_{2n-1} a_{2n-2} \dots a_0)_2$

n -bit divisor = $B = (b_{n-1} b_{n-2} \dots b_0)_2$

Both A and B are positive numbers

or $a_{2n-1} = b_{n-1} = 0$

The fields involved are:



The sequential restoring division algorithm follows:

- Initialization: $B \leftarrow$ divisor
 $A, Q \leftarrow$ dividend
 $C \leftarrow 0$, or 1 (it doesn't matter).

- The algorithm:

Perform n cycles as follows:

⑧_n

- ① Shift A, Q one bit to the left.
- ② Subtract B from A . Place carry out in c . If the produced difference is negative ($c=0$) then restore it (by adding the divisor B), place the restored result in field A and make the quotient bit to be 0 (zero). The quotient bit is obviously the value of c and can be stored in the rightmost position of the field Q .

Else, if the produced difference is non-negative ($c=1$), do not restore, place the difference in field A and make the quotient bit equal to 1. Again, the quotient bit is the value of c which can be stored in the rightmost location of field Q .

After n such cycles, field A contains the remainder while Q contains the quotient.

9 n

$A \cdot Q = 0000010001 (+17)$

$B = 00011 (+3)$

$\bar{B} + 1 = 11101 (-3)$

$Q = 00101 (+5)$

$R = 00010 (+2)$

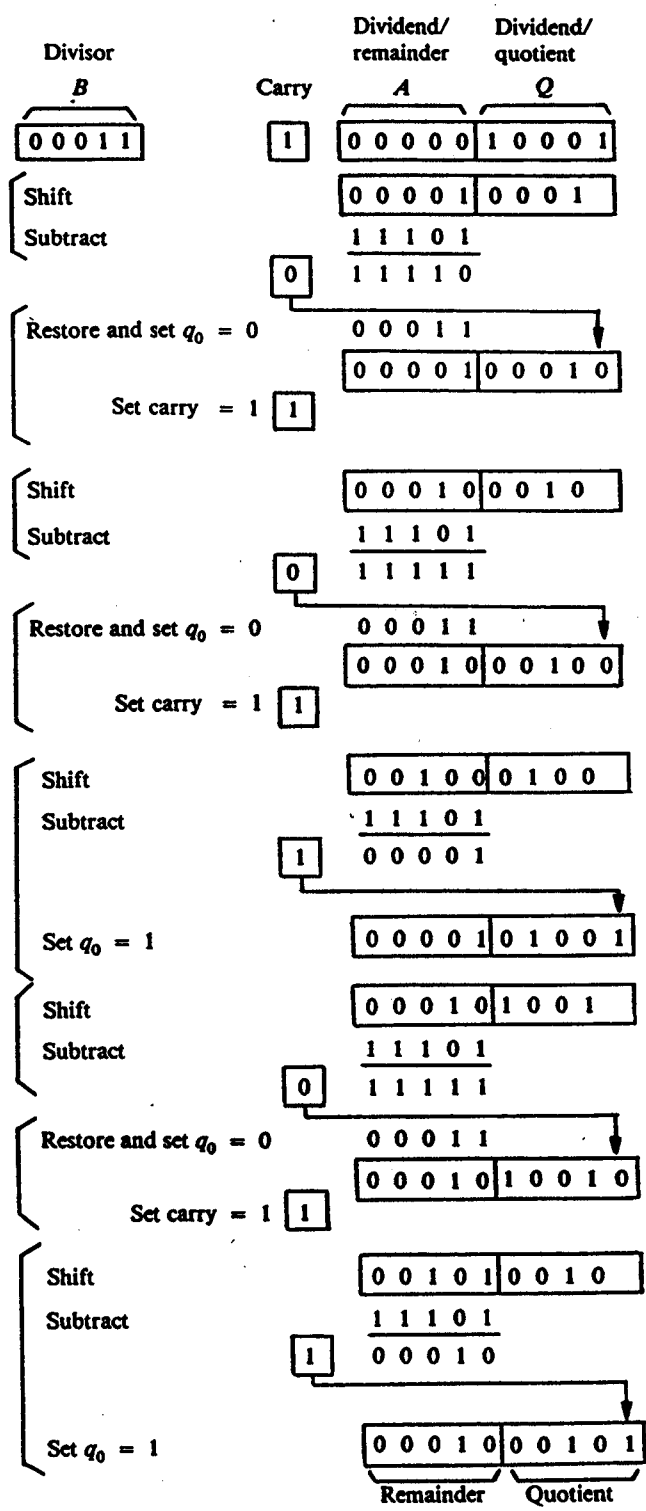


Figure 4.4 Hardware algorithm example with carry FF and separate restore cycle;

102

$A \cdot Q = 0000010001$ (+17)
 $B = 00011$ (+3)
 $\bar{B} + 1 = 11101$ (-3)
 $Q = 00101$ (+5)
 $R = 00010$ (+2)

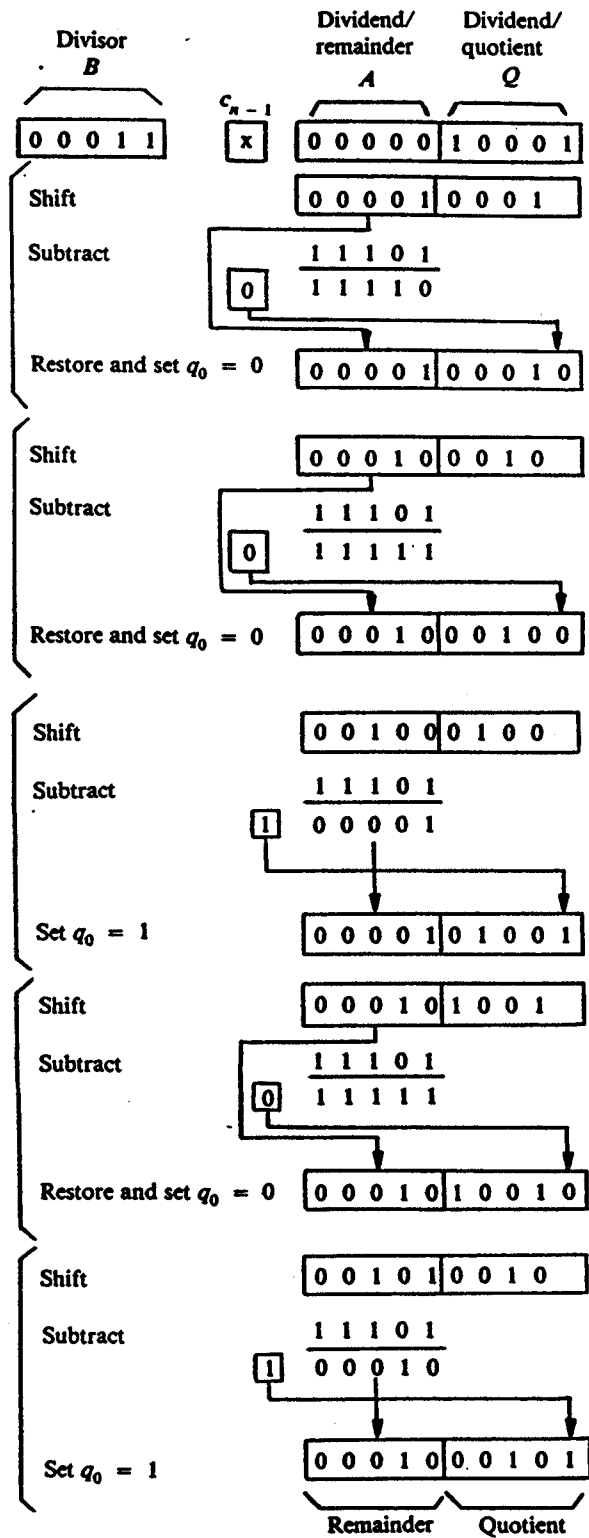
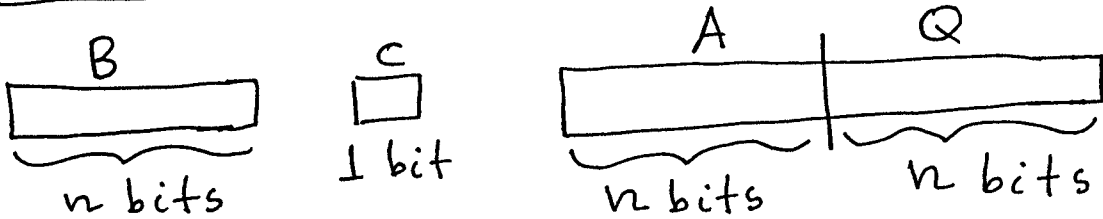


Figure 4.9 Example of restore division without the restoration addition cycle.

Sequential Nonrestoring Division

$A = 2n$ -bit dividend; $B = n$ -bit divisor;
 $A > 0, B > 0$ (or $a_{2n-1} = b_{n-1} = 0$).

Fields:



The sequential nonrestoring division algorithm follows:

- Initialization: $B \leftarrow$ divisor; $A, Q \leftarrow$ dividend
 $c \leftarrow 0$ or 1 (doesn't matter).
- The algorithm: Perform n cycles as

follows:

For 1st cycle

- ① Shift A, Q one bit to the left
- ② Subtract B from A . Place difference in field A and carry out in c and the rightmost position of field Q

For cycles 2, 3, 4, ..., n

- ① Shift A, Q one bit to the left.
 - ② If previous cycle gave a negative result ($c=0$) then add B to the field A . Place the summation in field A and the carry out in c and the rightmost location of field Q . Else if previous cycle gave a non-negative result ($c=1$), then subtract B from A , place difference in field A and carry out in c and the rightmost position of field Q .
- After the completion of the n -th cycle, restore the remainder if the remainder is negative (else don't restore it). This means that if the carry out of the n -th cycle is $c=0$ then add B to field A and place result in A . Else if $c=1$ the remainder doesn't need to be restored.

The algorithm returns the remainder in field A and the quotient in field Q .

(13) *h*

$A \cdot Q = 0000001101 (+13)$

$B = 00101 (+5)$

$\bar{B} + 1 = 11011 (-5)$

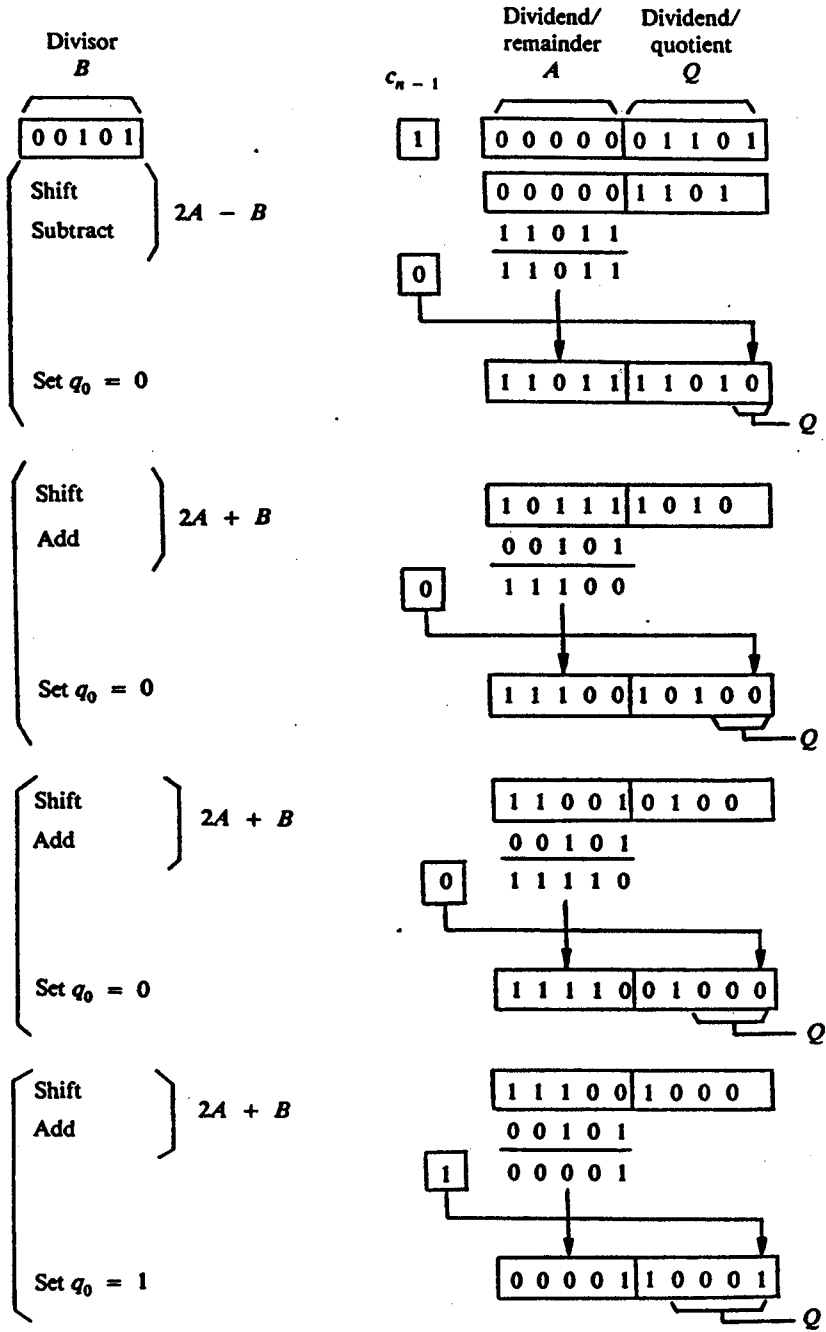


Figure 4.10 Example of nonrestoring division with a final restore cycle.

Continues on next page

14 h

FIXED-POINT DIVISION 257

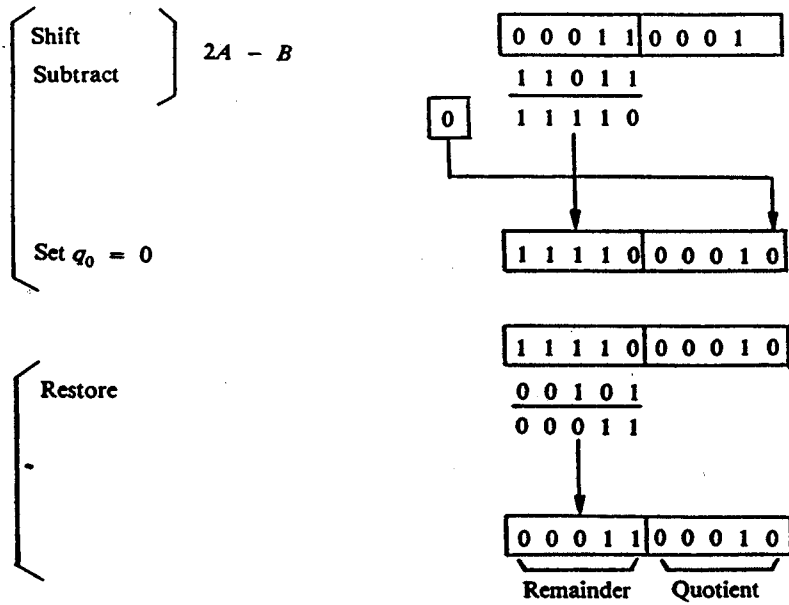


Figure 4.10 (Continued)

(15) n

$A \cdot Q = 0000010001(+17)$

$B = 00011 (+3)$

$\bar{B} + 1 = 11101 (-3)$

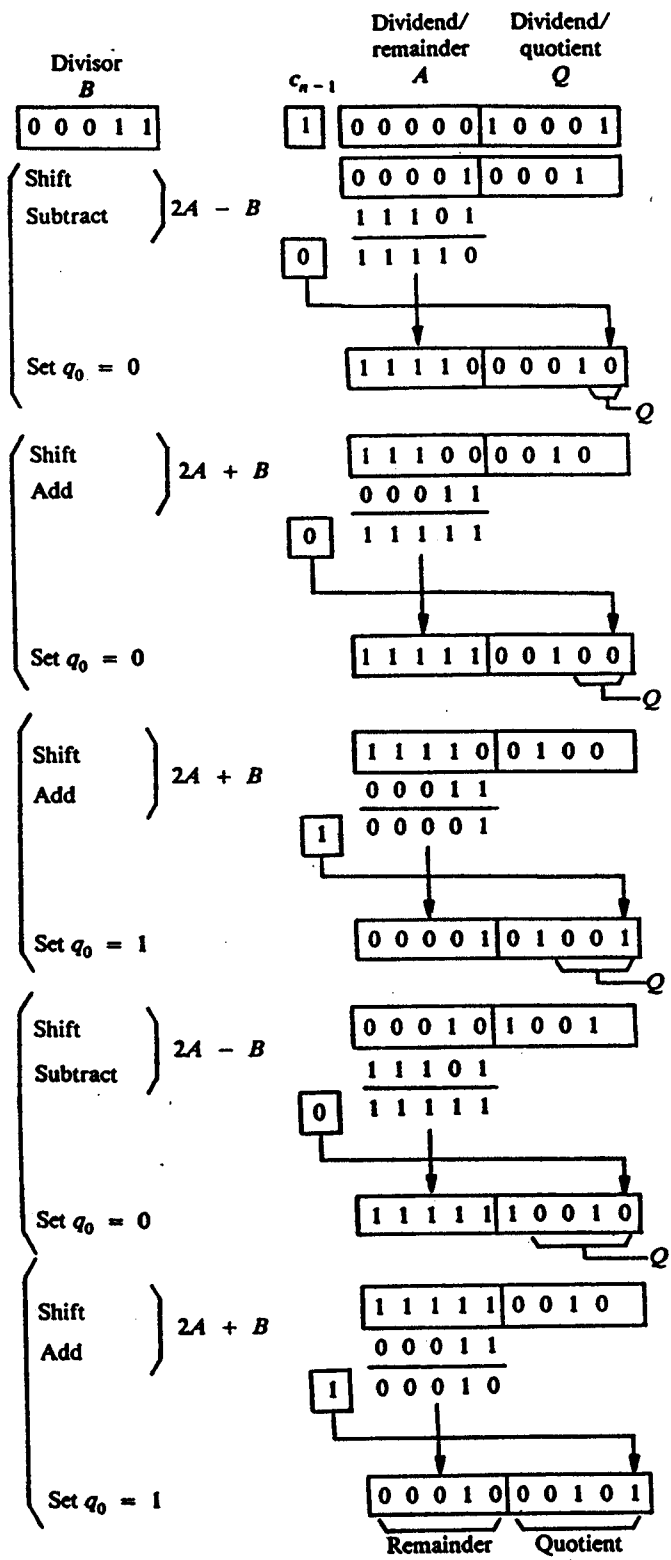
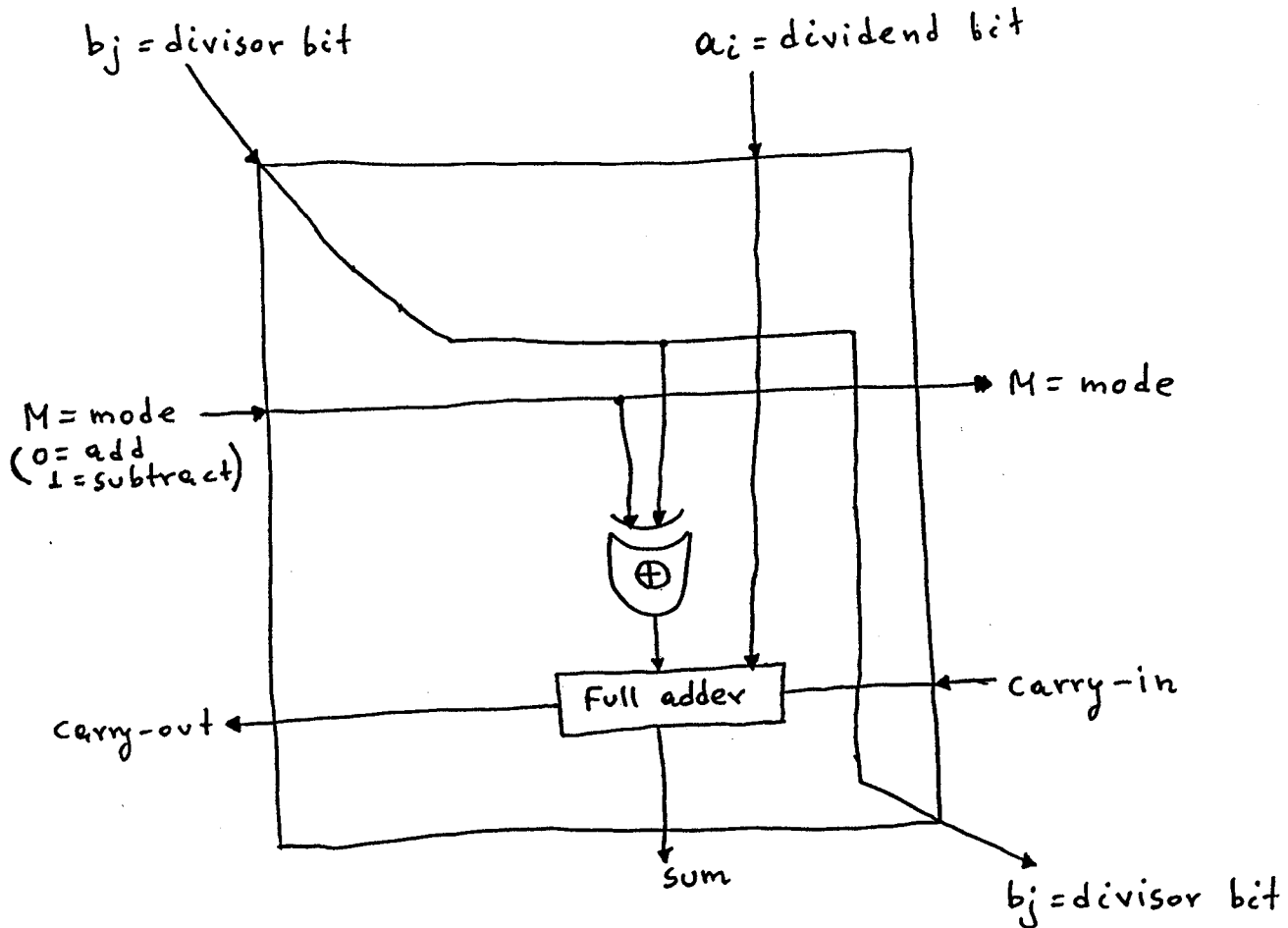


Figure 4.11 Example of nonrestoring division without a final restore cycle.

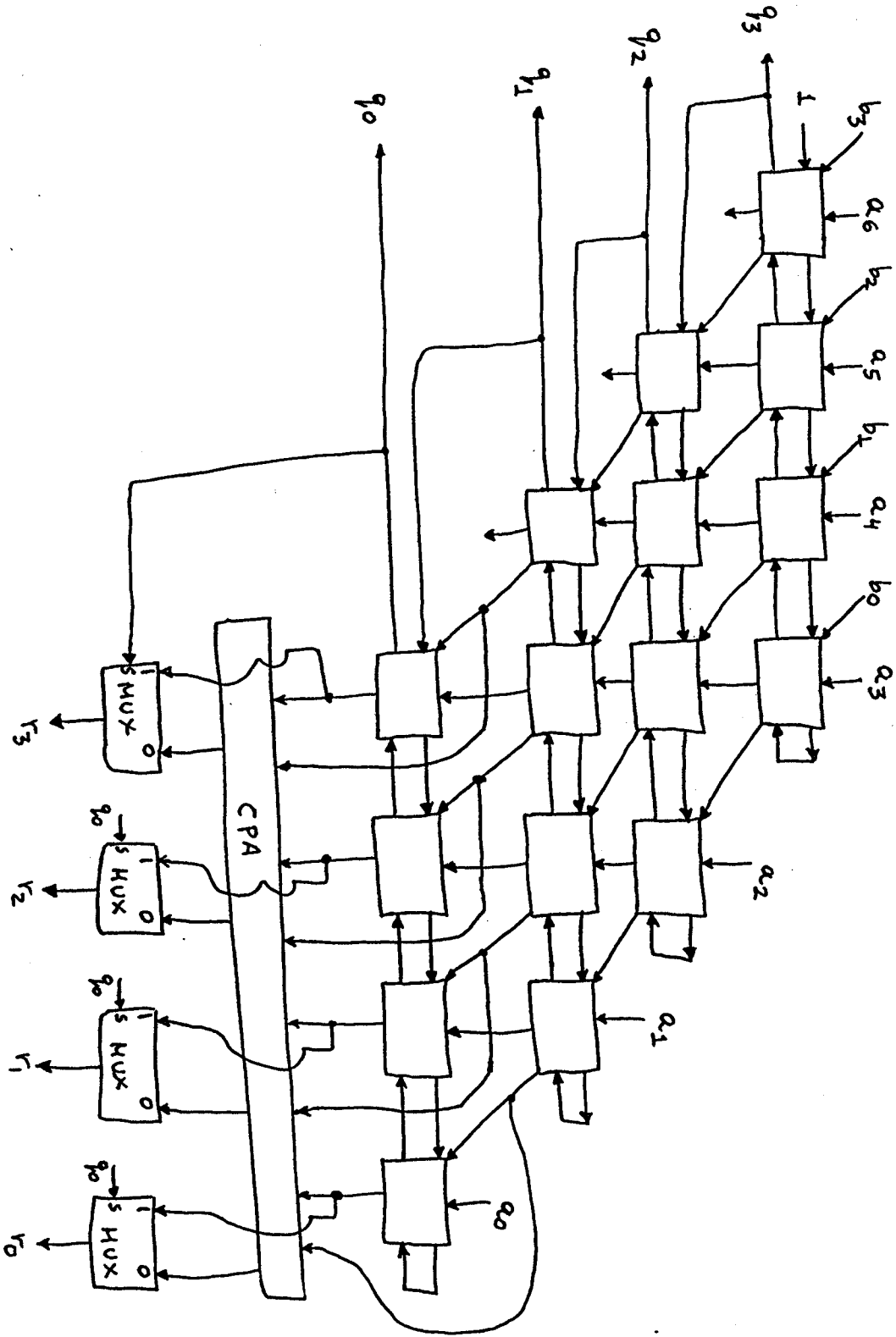
Nonrestoring array (combinational) dividers



The cell for the nonrestoring array divider

Note: If $M=0$ then $a_i + b_j + \text{carry-in} = (\text{sum}, \text{carry-out})$
 If $M=1$ then $a_i + \bar{b}_j + \text{carry-in} = (\text{sum}, \text{carry-out})$.

A 4-by-4 non-restoring array divider. Here dividend $A = 0a_6 a_5 \dots a_0$, divisor $B = b_3 b_2 b_1 b_0$, quotient $Q = q_3 q_2 q_1 q_0$, remainder $R = r_3 r_2 r_1 r_0$.



Multiplicative Division Technique

The Problem: $A = \text{dividend}$; $B = \text{divisor}$.

We want to get an approximation of the quotient Q where $Q \cong \frac{A}{B}$.

- Here A, B are n -bit positive fractions.
- $B = \text{normalized fraction} = \cdot 1xx \dots xx$.

If B is not normalized then both A and B must be adjusted (ie; $\frac{A}{B} = \frac{\cdot 01010}{\cdot 01110} = \frac{\cdot 10100}{\cdot 11100}$).

The main concept: Find a factor F such that $B \times F \cong 1$. Then $Q = \frac{A}{B} = \frac{A \times F}{B \times F} \cong A \times F$

or $\boxed{Q \cong A \times F}$

The factor F is going to be the result of several iterations ($F = F_1 \times F_2 \times F_3 \times \dots \times F_k$)

or

$$Q = \frac{A}{B} = \frac{A \times F_1}{B \times F_1} = \frac{(A \times F_1) \times F_2}{(B \times F_1) \times F_2} = \frac{(A \times F_1 \times F_2) \times F_3}{(B \times F_1 \times F_2) \times F_3} =$$

$$= \dots = \frac{(A \times F_1 \times F_2 \times \dots \times F_{k-1}) \times F_k}{(B \times F_1 \times F_2 \times \dots \times F_{k-1}) \times F_k}$$

(2)0

For some value of k , $B \times \underbrace{F_1 \times F_2 \times \dots \times F_k}_F = \underbrace{\| \dots \|}_{n \text{ ones}} \rightarrow 1$

and thus $A \times \underbrace{F_1 \times F_2 \times \dots \times F_k}_F \rightarrow Q$. Therefore,

the technique then stops.

The various iterations give:

Iteration 1: $Q_1 = \frac{A \times F_1}{B \times F_1} = \frac{A_1}{B_1}$ or

$B_1 = B \times F_1$
 $A_1 = A \times F_1$

Iteration 2: $Q_2 = \frac{A_1 \times F_2}{B_1 \times F_2} = \frac{A_2}{B_2}$ or

$B_2 = B_1 \times F_2$
 $A_2 = A_1 \times F_2$

Iteration 3: $Q_3 = \frac{A_2 \times F_3}{B_2 \times F_3} = \frac{A_3}{B_3}$ or

$B_3 = B_2 \times F_3$
 $A_3 = A_2 \times F_3$

⋮

⋮

⋮

Iteration k: $Q_k = \frac{A_{k-1} \times F_k}{B_{k-1} \times F_k} = \frac{A_k}{B_k}$ or

$B_k = B_{k-1} \times F_k$
 $A_k = A_{k-1} \times F_k$

In the above, the sequence B, B_1, B_2, \dots, B_k must be such that $B < B_1 < B_2 < B_3 \dots < B_k$, (or in general $B_{i-1} < B_i$). Also, $B_k \rightarrow 1$; (the system's precision dictates how close is B_k to 1).

(3) 0

Question: How do we choose the factors $F_1, F_2, F_3, \dots, F_k$ so that $B \times F \rightarrow 1$; ($F = F_1 \times F_2 \times \dots \times F_k$)?

Answer: $B = \text{normalized fraction} = 0.1xx\dots xx$
or $\frac{1}{2} \leq B < 1$. Thus $B = 1 - \delta$ where $0 < \delta \leq \frac{1}{2}$

Iteration 1: Choose $F_1 = 1 + \delta$. Then

$$A_1 = A \times F_1 = A(1 + \delta) \quad \text{and} \quad B_1 = B \times F_1 = (1 - \delta)(1 + \delta) = 1 - \delta^2$$

Since $\delta^2 < \delta$ then $B < B_1$. Observe that $0 < \delta^2 \leq \frac{1}{4}$ and thus $B_1 = 1 - \delta^2 \geq \frac{3}{4}$ or

$B_1 = 0.111xx\dots xx$; B_1 has at least two leading ones.

Iteration 2: Next choose $F_2 = 1 + \delta^2$. Then

$$A_2 = A_1 \times F_2 = A_1 \times (1 + \delta^2) = A \times (1 + \delta) \times (1 + \delta^2) \quad \text{and}$$

$$B_2 = B_1 \times F_2 = (1 - \delta^2)(1 + \delta^2) = 1 - \delta^4$$

Since $\delta^4 < \delta^2$, (or $1 - \delta^2 < 1 - \delta^4$), it is implied that $B_1 < B_2$. Observe that $0 < \delta^4 \leq \frac{1}{2^4}$ and thus $B_2 = 1 - \delta^4 \geq 1 - \frac{1}{2^4} = \frac{2^4 - 1}{2^4} = 0.1111$ or

$B_2 = 0.11111xx\dots xx$; B_2 has at least four leading ~~ones~~ ones.

(4) 0

Iteration 3: Next choose $F_3 = 1 + \delta^4$. Then

$$A_3 = A_2 \times F_3 = A(1 + \delta)(1 + \delta^2)(1 + \delta^4) \text{ and}$$

$$B_3 = B_2 \times F_3 = (1 - \delta^4)(1 + \delta^4) = 1 - \delta^8$$

Obviously $\delta^8 < \delta^4$ and thus $1 - \delta^4 < 1 - \delta^8$ or $B_2 < B_3$. Observe that $0 < \delta^8 \leq \frac{1}{2^8}$ and thus

$$B_3 = 1 - \delta^8 \geq 1 - \frac{1}{2^8} = \frac{2^8 - 1}{2^8} = \underbrace{\cdot 11111111}_{\text{eight ones}} \text{ or}$$

$$B_3 = \underbrace{\cdot 11111111}_{\text{eight ones}} \times x \dots \times x$$

; B_3 has at least eight leading ones.

Iteration 4: The factor here is

$$F_4 = 1 + \delta^8 \text{ etc, } \dots$$

* If the hardware allows precision of n fractional bits, (fractions A, B are n -bit long) the technique stops whenever

$$B_k = \underbrace{\cdot 111 \dots 111}_n \text{ ones}$$

⑤0

Problem: The presented technique requires computing $1+\delta$ given that we have $B=1-\delta$; computing $1+\delta^2$ after we get $B_1=1-\delta^2$; computing $1+\delta^4$ after we get $B_2=1-\delta^4$; computing $1+\delta^8$ " " " $B_3=1-\delta^8$; etc, etc ...

Question: How do we get these $1+\delta$, $1+\delta^2$, $1+\delta^4$, $1+\delta^8$, etc ...?

Answer:

The problem here is: "given $1-x$ being a positive fraction, compute x or $1+x$ ".

Let $1-x$ be $1-x = (\cdot y_{n-1} y_{n-2} \dots y_0)_2 \neq 0$

Then $x = (2^s \text{ complement of } (1-x)) = (\cdot z_{n-1} \dots z_0)_2$

and (of course) $1+x = 1 \cdot z_{n-1} \dots z_1 z_0$

(6) 0

Proof:

$$\boxed{1-x+x=1} \quad (1)$$

$$\begin{aligned} 1-x + 2^s \text{ compl. of } (1-x) &= \begin{array}{r} \cdot y_{n-1} y_{n-2} \cdots y_1 y_0 \\ \cdot \overline{y_{n-1}} \overline{y_{n-2}} \cdots \overline{y_1} \overline{y_0} \\ +) \phantom{\cdot y_{n-1} y_{n-2} \cdots y_1 y_0} \\ \hline (1.00 \cdots 00)_2 \end{array} \end{aligned}$$

or

$$\boxed{1-x + (2^s \text{ compl. of } (1-x)) = 1} \quad (2)$$

Eqs. (1), (2) imply

$$\boxed{x = 2^s \text{ complement of } (1-x)}$$

Problem: Consider the multiplicative division technique for computing $Q = \frac{A}{B}$. Here A, B are n -bit positive fractions with B being normalized. If the hardware allows precision of 32 fractional bits, what is the maximum number of iterations that need to be performed before the technique stops? Justify your answer. What is the overall factor F in this case?

(70)

Solution: The maximum # of iterations to be performed (before the technique stops) is five.

Since B is normalized fraction, then $\frac{1}{2} \leq B < 1$ and therefore $B = 1 - \delta$ where $0 < \delta \leq \frac{1}{2}$. The factors involved are $F_1 = 1 + \delta$, $F_2 = 1 + \delta^2$, $F_3 = 1 + \delta^4$, $F_4 = 1 + \delta^8$, $F_5 = 1 + \delta^{16}$.

$$\begin{aligned} 1^{\text{st}} \text{ iteration gives } B_1 &= B \times F_1 = (1 - \delta)(1 + \delta) = 1 - \delta^2 \\ 2^{\text{nd}} \text{ " " " } B_2 &= B_1 \times F_2 = (1 - \delta^2)(1 + \delta^2) = 1 - \delta^4 \\ 3^{\text{rd}} \text{ " " " } B_3 &= B_2 \times F_3 = (1 - \delta^4)(1 + \delta^4) = 1 - \delta^8 \\ 4^{\text{th}} \text{ " " " } B_4 &= B_3 \times F_4 = (1 - \delta^8)(1 + \delta^8) = 1 - \delta^{16} \\ 5^{\text{th}} \text{ " " " } B_5 &= B_4 \times F_5 = (1 - \delta^{16})(1 + \delta^{16}) = 1 - \delta^{32} \end{aligned}$$

Since $0 < \delta \leq \frac{1}{2}$ then $0 < \delta^{32} \leq \frac{1}{2^{32}}$ and

$$\text{thus } B_5 = 1 - \delta^{32} \geq 1 - \frac{1}{2^{32}} = \frac{2^{32} - 1}{2^{32}} = \underbrace{.111 \dots 111}_{32 \text{ ones.}}$$

Therefore, after at most five iterations the technique stops. The overall factor F is

$$F = F_1 \times F_2 \times F_3 \times F_4 \times F_5 = (1 + \delta)(1 + \delta^2)(1 + \delta^4)(1 + \delta^8)(1 + \delta^{16})$$

and $Q \cong A \times F$.