

COMP2611: Computer Organization

Booth Algorithm and Division

Booth Algorithm and Division

Introduction of Booth algorithm

- Examples

Division

- Examples

Exercises

- ❑ If the multiplicand or multiplier is negative, we first negate it to get a positive number
- ❑ Use any one of the existing methods to compute the product of two positive numbers
- ❑ The product should be negated if the original signs of the operands disagree
- ❑ **Booth's algorithm**: a more efficient and elegant algorithm for the multiplication of signed numbers

Motivation behind Booth Algorithm

- Let's consider multiplying 0010_2 and 0110_2

	Convention		Booth	
Multiplicand		0010		0010
Multiplier	x	0110		0110
		<hr/>		
	+	0000	+	0000
	+	0010	-	0010
	+	0010	+	0000
	+	0000	+	0010
	<hr/>			
Product	=	0001100	=	0001100

shift
subtract
shift
add

Idea of Booth Algorithm

- Looks at two bits of multiplier at a time from right to left
- Assume that shifts are much faster than adds
- Basic idea to speed up the calculation: **avoid unnecessary additions**

Example to Explain the Math

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□ Multiplier = 00111100

○ i.e. $i_1 = 2$, $i_2 = 5$

$$\begin{aligned}\square M \times 00111100 &= 2^2 * M + 2^3 * M + 2^4 * M + 2^5 * M \\ &= 2^2 * (2^0 + 2^1 + 2^2 + 2^3) * M \\ &= 2^2 * (2^4 - 1) * M \\ &= (2^6 - 2^2) * M\end{aligned}$$

□ Running the Booth's algorithm by scanning multiplier from right to left

○ Iteration 0, pattern = 00

○ Iteration 1, pattern = 00

○ Iteration 2, pattern = 10

○ Iteration 3, pattern = 11

○ Iteration 4, pattern = 11

○ Iteration 5, pattern = 11

○ Iteration 6, pattern = 01

To find out why, do the math:

- ❑ Consider a series of ones in the multiplier (from bit i_1 to bit i_2)
- ❑ M : multiplicand; multiplying M with this series of ones results in

$$\begin{aligned}\text{Prod} &= (2^{i_1}) * M + (2^{i_1+1}) * M + \dots + (2^{i_2}) * M \\ &= (2^{i_2+1} - 2^{i_1}) * M\end{aligned}$$

- ❑ Thus, $(i_2 - i_1)$ adds in revised algorithm \Rightarrow one add and one subtract

Detailed algorithm:

- ❑ We look at 2 bits at a time (current bit and previous one):
 - 00: middle of a string of 0's; no arithmetic operation
 - 01: end of a string of 1's; add M to the left half of product
 - 10: start of a string of 1's; subtract M from the left half of product
 - 11: middle of a string of 1's- no arithmetic operations
- ❑ Previous bit is set to 0 for the first iteration to form a two-bit pattern

- Multiply 14 with -5 using 5-bit numbers (10-bit result)

Booth's Algorithm for Binary Multiplication Example

Multiply 14 times -5 using 5-bit numbers (10-bit result).

14 in binary: 01110

-14 in binary: 10010 (so we can add when we need to subtract the multiplicand)

-5 in binary: 11011

Expected result: -70 in binary: 11101 11010

Booth's Algorithm: Example

Multiply 14 with -5 using 5-bit numbers (10-bit result)

Step	Multiplicand	Action	Multiplier upper 5-bits 0, lower 5-bits multiplier, 1 "Booth bit" initially 0
0	01110	Initialization	00000 11011 0
1	01110	10: Subtract Multiplicand	00000+10010=10010 10010 11011 0
		Shift Right Arithmetic	11001 01101 1
2	01110	11: No-op	11001 01101 1
		Shift Right Arithmetic	11100 10110 1
3	01110	01: Add Multiplicand (Carry ignored because adding a positive and negative number cannot overflow.)	11100+01110=01010 01010 10110 1
		Shift Right Arithmetic	00101 01011 0
4	01110	10: Subtract Multiplicand	00101+10010=10111 10111 01011 0
		Shift Right Arithmetic	11011 10101 1
5	01110	11: No-op	11011 10101 1
		Shift Right Arithmetic	11101 11010 1

Booth Algorithm and Division

Review of Booth algorithm

- Examples

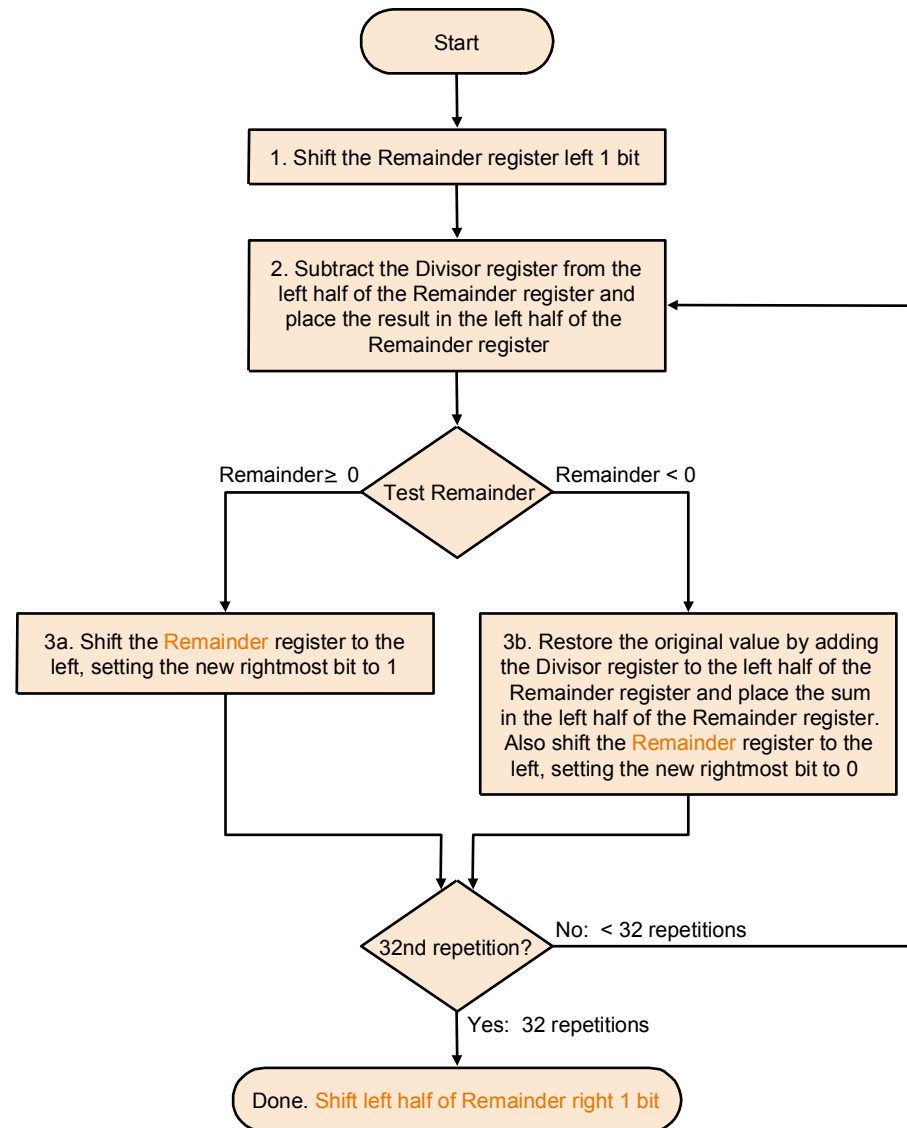
Division

- **Examples**

Exercises

Division Algorithm – Improved Version

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Answer the following in binary form (numbers are in base 10 , convert to 4-bit binary numbers)

□ Divide 10 by 3 => 1010 by 0011

□ Divide 5 by 7 => 0101 by 0111

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Exercises

Answer the following in binary form (numbers are in base 10 , convert to 4-bit binary numbers)

Multiply -2 by -7 (result in 8-bit binary numbers)

Multiply -8 by 4 (result in 8-bit binary numbers)

Divide -7 by 2

Divide -8 by -2