Part IV
Division

<table>
<thead>
<tr>
<th>Parts</th>
<th>Chapters</th>
</tr>
</thead>
<tbody>
<tr>
<td>I. Number Representation</td>
<td>1. Numbers and Arithmetic</td>
</tr>
<tr>
<td></td>
<td>2. Representing Signed Numbers</td>
</tr>
<tr>
<td></td>
<td>3. Redundant Number Systems</td>
</tr>
<tr>
<td></td>
<td>4. Residue Number Systems</td>
</tr>
<tr>
<td>II. Addition / Subtraction</td>
<td>5. Basic Addition and Counting</td>
</tr>
<tr>
<td></td>
<td>6. Carry-Lookahead Adders</td>
</tr>
<tr>
<td></td>
<td>7. Variations in Fast Adders</td>
</tr>
<tr>
<td></td>
<td>8. Multioperand Addition</td>
</tr>
<tr>
<td>III. Multiplication</td>
<td>9. Basic Multiplication Schemes</td>
</tr>
<tr>
<td></td>
<td>10. High-Radix Multipliers</td>
</tr>
<tr>
<td></td>
<td>11. Tree and Array Multipliers</td>
</tr>
<tr>
<td></td>
<td>12. Variations in Multipliers</td>
</tr>
<tr>
<td>IV. Division</td>
<td>13. Basic Division Schemes</td>
</tr>
<tr>
<td></td>
<td>14. High-Radix Dividers</td>
</tr>
<tr>
<td></td>
<td>15. Variations in Dividers</td>
</tr>
<tr>
<td></td>
<td>16. Division by Convergence</td>
</tr>
<tr>
<td>V. Real Arithmetic</td>
<td>17. Floating-Point Representations</td>
</tr>
<tr>
<td></td>
<td>18. Floating-Point Operations</td>
</tr>
<tr>
<td></td>
<td>19. Errors and Error Control</td>
</tr>
<tr>
<td></td>
<td>20. Precise and Certifiable Arithmetic</td>
</tr>
<tr>
<td>VI. Function Evaluation</td>
<td>21. Square-Rooting Methods</td>
</tr>
<tr>
<td></td>
<td>22. The CORDIC Algorithms</td>
</tr>
<tr>
<td></td>
<td>23. Variations in Function Evaluation</td>
</tr>
<tr>
<td></td>
<td>24. Arithmetic by Table Lookup</td>
</tr>
<tr>
<td>VII. Implementation Topics</td>
<td>25. High-Throughput Arithmetic</td>
</tr>
<tr>
<td></td>
<td>26. Low-Power Arithmetic</td>
</tr>
<tr>
<td></td>
<td>27. Fault-Tolerant Arithmetic</td>
</tr>
<tr>
<td></td>
<td>28. Reconfigurable Arithmetic</td>
</tr>
</tbody>
</table>

Appendix: Past, Present, and Future
### About This Presentation

This presentation is intended to support the use of the textbook *Computer Arithmetic: Algorithms and Hardware Designs* (Oxford U. Press, 2nd ed., 2010, ISBN 978-0-19-532848-6). It is updated regularly by the author as part of his teaching of the graduate course ECE 252B, Computer Arithmetic, at the University of California, Santa Barbara. Instructors can use these slides freely in classroom teaching and for other educational purposes. Unauthorized uses are strictly prohibited. © Behrooz Parhami

<table>
<thead>
<tr>
<th>Edition</th>
<th>Released</th>
<th>Revised</th>
<th>Revised</th>
<th>Revised</th>
<th>Revised</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>May 2008</td>
<td>May 2009</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
IV Division

Review Division schemes and various speedup methods
- Hardest basic operation (fortunately, also the rarest)
- Division speedup methods: high-radix, array, . . .
- Combined multiplication/division hardware
- Digit-recurrence vs convergence division schemes

<table>
<thead>
<tr>
<th>Topics in This Part</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chapter 13  Basic Division Schemes</td>
</tr>
<tr>
<td>Chapter 14  High-Radix Dividers</td>
</tr>
<tr>
<td>Chapter 15  Variations in Dividers</td>
</tr>
<tr>
<td>Chapter 16  Division by Convergence</td>
</tr>
</tbody>
</table>
I’m appalled at what they’ll put on television nowadays... it’s nothing but senseless viruses and gratuitous dividing!

Be fruitful and multiply . . .

Now, divide.
13 Basic Division Schemes

Chapter Goals

Study shift/subtract or bit-at-a-time dividers and set the stage for faster methods and variations to be covered in Chapters 14-16

Chapter Highlights

Shift/subtract divide vs shift/add multiply
Hardware, firmware, software algorithms
Dividing 2’s-complement numbers
The special case of a constant divisor
### Basic Division Schemes: Topics

<table>
<thead>
<tr>
<th>Topics in This Chapter</th>
</tr>
</thead>
<tbody>
<tr>
<td>13.1 Shift/Subtract Division Algorithms</td>
</tr>
<tr>
<td>13.2 Programmed Division</td>
</tr>
<tr>
<td>13.3 Restoring Hardware Dividers</td>
</tr>
<tr>
<td>13.4 Nonrestoring and Signed Division</td>
</tr>
<tr>
<td>13.5 Division by Constants</td>
</tr>
<tr>
<td>13.6 Radix-2 SRT Division</td>
</tr>
</tbody>
</table>
13.1 Shift/Subtract Division Algorithms

Notation for our discussion of division algorithms:

- **z**: Dividend \( z_{2k-1}z_{2k-2} \ldots z_3z_2z_1z_0 \)
- **d**: Divisor \( d_{k-1}d_{k-2} \ldots d_1d_0 \)
- **q**: Quotient \( q_{k-1}q_{k-2} \ldots q_1q_0 \)
- **s**: Remainder, \( z - (d \times q) \) \( s_{k-1}s_{k-2} \ldots s_1s_0 \)

Initially, we assume unsigned operands.

![Diagram of division of an 8-bit number by a 4-bit number in dot notation.](image)

**Fig. 13.1** Division of an 8-bit number by a 4-bit number in dot notation.
Division versus Multiplication

Division is more complex than multiplication:
Need for quotient digit selection or estimation

Overflow possibility: the high-order $k$ bits of $z$
must be strictly less than $d$; this overflow check
also detects the divide-by-zero condition.

Pentium III latencies

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Latency</th>
<th>Cycles/Issue</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load / Store</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Integer Multiply</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Integer Divide</td>
<td>36</td>
<td>36</td>
</tr>
<tr>
<td>Double/Single FP Multiply</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Double/Single FP Add</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Double/Single FP Divide</td>
<td>38</td>
<td>38</td>
</tr>
</tbody>
</table>

The ratios haven’t changed much in later Pentiums, Atom, or AMD products*

Division Recurrence

Division with left shifts

\[ s^{(j)} = 2s^{(j-1)} - q_{k-j}(2^k d) \]

\[ \text{with } s^{(0)} = z \text{ and } s^{(k)} = 2^k s \]

Integer division is characterized by \( z = d \times q + s \)

\[ 2^{-2k} z = (2^{-k} d) \times (2^{-k} q) + 2^{-2k} s \]

\[ z_{\text{frac}} = d_{\text{frac}} \times q_{\text{frac}} + 2^{-k} s_{\text{frac}} \]

Divide fractions like integers; adjust the remainder

No-overflow condition for fractions is:

\[ z_{\text{frac}} < d_{\text{frac}} \]
### Examples of Basic Division

#### Integer division

<table>
<thead>
<tr>
<th>$z$</th>
<th>$117$</th>
<th>$01110101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2^4 d$</td>
<td>$10$</td>
<td>$1010$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(0)}$</th>
<th>$01110101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(0)}$</td>
<td>$01110101$</td>
</tr>
<tr>
<td>$-q_3 2^4 d$</td>
<td>$1010$ ${q_3 = 1}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(1)}$</th>
<th>$0100101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(1)}$</td>
<td>$0100101$</td>
</tr>
<tr>
<td>$-q_2 2^4 d$</td>
<td>$0000$ ${q_2 = 0}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(2)}$</th>
<th>$100101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(2)}$</td>
<td>$100101$</td>
</tr>
<tr>
<td>$-q_1 2^4 d$</td>
<td>$1010$ ${q_1 = 1}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(3)}$</th>
<th>$10001$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(3)}$</td>
<td>$10001$</td>
</tr>
<tr>
<td>$-q_0 2^4 d$</td>
<td>$1010$ ${q_0 = 1}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(4)}$</th>
<th>$0111$</th>
</tr>
</thead>
</table>

$s$ | 7 | 0111 |
$q$ | 11 | 1011 |

#### Fractional division

<table>
<thead>
<tr>
<th>$z_{frac}$</th>
<th>$01110101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$d_{frac}$</td>
<td>$1010$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(0)}$</th>
<th>$01110101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(0)}$</td>
<td>$0.1110101$</td>
</tr>
<tr>
<td>$-q_{-1} d$</td>
<td>$1010$ ${q_{-1}=1}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(1)}$</th>
<th>$0100101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(1)}$</td>
<td>$0.100101$</td>
</tr>
<tr>
<td>$-q_{-2} d$</td>
<td>$0000$ ${q_{-2}=0}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(2)}$</th>
<th>$100101$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(2)}$</td>
<td>$1.00101$</td>
</tr>
<tr>
<td>$-q_{-3} d$</td>
<td>$1010$ ${q_{-3}=1}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(3)}$</th>
<th>$10001$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(3)}$</td>
<td>$1.0001$</td>
</tr>
<tr>
<td>$-q_{-4} d$</td>
<td>$1010$ ${q_{-4}=1}$</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(4)}$</th>
<th>$0111$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$s_{frac}$</td>
<td>$000000111$</td>
</tr>
<tr>
<td>$q_{frac}$</td>
<td>$1011$</td>
</tr>
</tbody>
</table>

---

**Fig. 13.2 Examples of sequential division with integer and fractional operands.**
13.2 Programmed Division

Fig. 13.3 Register usage for programmed division.
Assembly Language Program for Division

{Using left shifts, divide unsigned 2k-bit dividend, z_high|z_low, storing the k-bit quotient and remainder.

Registers: R0 holds 0 for counter
Rd for divisor
Rs for z_high & remainder
Rq for z_low & quotient

{Load operands into registers Rd, Rs, and Rq}

div: load Rd with divisor
load Rs with z_high
load Rq with z_low

{Check for exceptions}
branch d_by_0 if Rd = R0
branch d_ovfl if Rs > Rd

{Initialize counter}
load k into Rc

{Begin division loop}
d_loop: shift Rq left 1 {zero to LSB, MSB to carry}
rotate Rs left 1 {carry to LSB, MSB to carry}
skip if carry = 1
branch no_sub if Rs < Rd
sub Rd from Rs
incr Rq {set quotient digit to 1}

no_sub: decre Rc {decrement counter by 1}
branch d_loop if Rc ≠ 0

{Store the quotient and remainder}
store Rq into quotient
store Rs into remainder

d_by_0: ...
d_ovfl: ...
d_done: ...

Fig. 13.3
Register usage for programmed division.

Fig. 13.4
Programmed division using left shifts.
Time Complexity of Programmed Division

Assume $k$-bit words

$k$ iterations of the main loop
6-8 instructions per iteration, depending on the quotient bit

Thus, $6k + 3$ to $8k + 3$ machine instructions, ignoring operand loads and result store

$k = 32$ implies $220^+$ instructions on average

This is too slow for many modern applications!

Microprogrammed division would be somewhat better
13.3 Restoring Hardware Dividers

In 2’s-complement arithmetic, adding a negative value to a positive value produces \( c_{\text{out}} = 1 \) if the result is positive.

Fig. 13.5  Shift/subtract sequential restoring divider.
Example of Restoring Unsigned Division

No overflow, because \((0111)_{two} < (1010)_{two}\)

Positive, so set \(q_3 = 1\)

Negative, so set \(q_2 = 0\) and restore

Positive, so set \(q_1 = 1\)

Positive, so set \(q_0 = 1\)

Fig. 13.6 Example of restoring unsigned division.
Indirect Signed Division

In division with signed operands, $q$ and $s$ are defined by

$$z = d \times q + s \quad \text{sign}(s) = \text{sign}(z) \quad |s| < |d|$$

Examples of division with signed operands

- $z = 5 \quad d = 3 \quad \Rightarrow \quad q = 1 \quad s = 2$
- $z = 5 \quad d = -3 \quad \Rightarrow \quad q = -1 \quad s = 2 \quad (\text{not } q = -2, \ s = -1)$
- $z = -5 \quad d = 3 \quad \Rightarrow \quad q = -1 \quad s = -2$
- $z = -5 \quad d = -3 \quad \Rightarrow \quad q = 1 \quad s = -2$

Magnitudes of $q$ and $s$ are unaffected by input signs
Signs of $q$ and $s$ are derivable from signs of $z$ and $d$

Will discuss direct signed division later
13.4 Nonrestoring and Signed Division

The cycle time in restoring division must accommodate:

- Shifting the registers
- Allowing signals to propagate through the adder
- Determining and storing the next quotient digit
- Storing the trial difference, if required

Later events depend on earlier ones in the same cycle, causing a lengthening of the clock cycle.

Nonrestoring division to the rescue!

Assume $q_{k-j} = 1$ and subtract
Store the result as the new PR
(the partial remainder can become incorrect, hence the name “nonrestoring”)
Justification for Nonrestoring Division

Why it is acceptable to store an incorrect value in the partial-remainder register?

Shifted partial remainder at start of the cycle is \( u \)

Suppose subtraction yields the negative result \( u - 2^k d \)

Option 1: Restore the partial remainder to correct value \( u \), shift left, and subtract to get \( 2u - 2^k d \)

Option 2: Keep the incorrect partial remainder \( u - 2^k d \), shift left, and add to get \( 2(u - 2^k d) + 2^k d = 2u - 2^k d \)
Example of Nonrestoring Unsigned Division

Decimal

<table>
<thead>
<tr>
<th>z</th>
<th>0111</th>
<th>0101</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2^4d$</td>
<td>0101</td>
<td>1010</td>
</tr>
<tr>
<td>$-2^4d$</td>
<td>1011</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(0)}$</th>
<th>00111</th>
<th>0101</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(0)}$</td>
<td>01110</td>
<td>101</td>
</tr>
<tr>
<td>$+(-2^4d)$</td>
<td>10110</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(1)}$</th>
<th>00100</th>
<th>101</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(1)}$</td>
<td>01001</td>
<td>01</td>
</tr>
<tr>
<td>$+(-2^4d)$</td>
<td>10110</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(2)}$</th>
<th>11110</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(2)}$</td>
<td>11110</td>
<td>1</td>
</tr>
<tr>
<td>$+2^4d$</td>
<td>01010</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(3)}$</th>
<th>01000</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2s^{(3)}$</td>
<td>10001</td>
<td></td>
</tr>
<tr>
<td>$+(-2^4d)$</td>
<td>10110</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>$s^{(4)}$</th>
<th>0011</th>
</tr>
</thead>
<tbody>
<tr>
<td>$s$</td>
<td>0111</td>
</tr>
<tr>
<td>$q$</td>
<td>1011</td>
</tr>
</tbody>
</table>

Fig. 13.7 Example of nonrestoring unsigned division.

No overflow: $(0111)_2 < (1010)_2$

Positive, so subtract

Positive, so set $q_3 = 1$

and subtract

Negative, so set $q_2 = 0$

and add

Positive, so set $q_1 = 1$

and subtract

Positive, so set $q_0 = 1$
Graphical Depiction of Nonrestoring Division

Example

(0 1 1 1 0 1 0 1)_two / (1 0 1 0)_two

(117)_{ten} / (10)_{ten}

Fig. 13.8  Partial remainder variations for restoring and nonrestoring division.
Convergence of the Partial Quotient to $q$

Example

$$(01110101)_\text{two} / (1010)_\text{two}$$

$$(117)_\text{ten} / (10)_\text{ten} = (11)_\text{ten} = (1011)_\text{two}$$

In restoring division, the partial quotient converges to $q$ from below

In nonrestoring division, the partial quotient may overshoot $q$, but converges to it after some oscillations
Nonrestoring Division with Signed Operands

Restoring division

$q_{k-j} = 0$ means no subtraction (or subtraction of 0)
$q_{k-j} = 1$ means subtraction of $d$

Nonrestoring division

We always subtract or add
It is as if quotient digits are selected from the set \{1, −1\}:

1 corresponds to subtraction
−1 corresponds to addition

Our goal is to end up with a remainder that matches the sign of the dividend

This idea of trying to match the sign of $s$ with the sign of $z$, leads to a direct signed division algorithm

if sign($s$) = sign($d$) then $q_{k-j} = 1$ else $q_{k-j} = −1$

Example:

$q = \ldots 0 0 0 1 \ldots \rightarrow \ldots 1 −1 −1 −1 \ldots$
Quotient Conversion and Final Correction

Partial remainder variation and selected quotient digits during nonrestoring division with $d > 0$

Quotient with digits $-1$ and $1$

Replace $-1$s with $0$s

Shift left, complement MSB, and set LSB to 1 to get the 2’s-complement quotient

Check: $-32 + 16 - 8 - 4 + 2 + 1 = -25 = -64 + 32 + 4 + 2 + 1$

Final correction step if $\text{sign}(s) \neq \text{sign}(z)$:
Add $d$ to, or subtract $d$ from, $s$; subtract 1 from, or add 1 to, $q$
Example of Nonrestoring Signed Division

z  0 0 1 0 0 0 0 1
2^4d  1 1 0 0 1
–2^4d  0 0 1 1 1

s^(0)  0 0 0 1 0 0 0 1
2s^(0)  0 0 1 0 0 0 1
+2^4d  1 1 0 0 1

s^(1)  1 1 1 0 1 0 0 1
2s^(1)  1 1 0 1 0 1 1
+(–2^4d)  0 0 1 1 1

s^(2)  0 0 1 0 0 1 0 1
2s^(2)  0 0 1 0 0 1 0 1
+2^4d  1 1 0 0 1

s^(3)  1 1 0 1 1 1
2s^(3)  1 0 1 1 1
+(–2^4d)  0 0 1 1 1

s^(4)  1 1 1 1 0
+(–2^4d)  0 0 1 1 1

s^(4)  0 0 1 0 1

p = 0 1 0 1 1

Shift, compl MSB

Add 1 to correct

Check: 33/(–7) = –4
Nonrestoring Hardware Divider

Fig. 13.10 Shift-subtract sequential nonrestoring divider.

MSB of $2^s(j-1)$

Quotient

Partial Remainder

Divisor

Complement

k-bit adder

$\overline{add/sub}$

Complement of Partial Remainder Sign

$q_{k-j}$

$\overline{c_{out}}$

$c_{in}$

$2^s(j-1)$MSB of Divisor Sign
13.5 Division by Constants

Software and hardware aspects:

As was the case for multiplications by constants, optimizing compilers may replace some divisions by shifts/adds/subs; likewise, in custom VLSI circuits, hardware dividers may be replaced by simpler adders.

**Method 1:** Find the reciprocal of the constant and multiply (particularly efficient if several numbers must be divided by the same divisor).

**Method 2:** Use the property that for each odd integer $d$, there exists an odd integer $m$ such that $d \times m = 2^n - 1$; hence, $d = (2^n - 1)/m$ and

\[
\frac{z}{d} = \frac{zm}{2^n - 1} = \frac{zm}{2^n(1-2^{-n})} = \frac{zm}{2^n} (1 + 2^{-n}) (1 + 2^{-2n}) (1 + 2^{-4n}) \ldots
\]

Number of shift-adds required is proportional to $\log k$.
Example Division by a Constant

Example: Dividing the number $z$ by 5, assuming 24 bits of precision.
We have $d = 5$, $m = 3$, $n = 4$; $5 \times 3 = 2^4 - 1$

\[
\frac{z}{d} = \frac{zm}{2^n - 1} = \frac{zm}{2^n (1 - 2^{-n})} = \frac{zm}{2^n} (1 + 2^{-n})(1 + 2^{-2n})(1 + 2^{-4n})\ldots
\]

\[
\frac{z}{5} = \frac{3z}{2^4 - 1} = \frac{3z}{2^4 (1 - 2^{-4})} = \frac{3z}{16} (1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16})\ldots
\]

Instruction sequence for division by 5

\[
\begin{align*}
q & \leftarrow z + z \text{ shift-left 1} & \{3z \text{ computed}\} \\
q & \leftarrow q + q \text{ shift-right 4} & \{3z(1 + 2^{-4}) \text{ computed}\} \\
q & \leftarrow q + q \text{ shift-right 8} & \{3z(1 + 2^{-4})(1 + 2^{-8}) \text{ computed}\} \\
q & \leftarrow q + q \text{ shift-right 16} & \{3z(1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16}) \text{ computed}\} \\
q & \leftarrow q \text{ shift-right 4} & \{3z(1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16})/16 \text{ computed}\}
\end{align*}
\]
Numerical Examples for Division by 5

Instruction sequence for division by 5

\[ q \leftarrow z + z \text{ shift-left 1} \quad \{3z \text{ computed}\} \]
\[ q \leftarrow q + q \text{ shift-right 4} \quad \{3z(1 + 2^{-4}) \text{ computed}\} \]
\[ q \leftarrow q + q \text{ shift-right 8} \quad \{3z(1 + 2^{-4})(1 + 2^{-8}) \text{ computed}\} \]
\[ q \leftarrow q + q \text{ shift-right 16} \quad \{3z(1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16}) \text{ computed}\} \]
\[ q \leftarrow q \text{ shift-right 4} \quad \{3z(1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16})/16 \text{ computed}\} \]

Computing 29 \div 5 \ (z = 29, \ d = 5)

\[ 87 \leftarrow 29 + 29 \text{ shift-left 1} \quad \{3z \text{ computed}\} \]
\[ 92 \leftarrow 87 + 87 \text{ shift-right 4} \quad \{3z(1 + 2^{-4}) \text{ computed}\} \]
\[ 92 \leftarrow 92 + 92 \text{ shift-right 8} \quad \{3z(1 + 2^{-4})(1 + 2^{-8}) \text{ computed}\} \]
\[ 92 \leftarrow 92 + 92 \text{ shift-right 16} \quad \{3z(1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16}) \text{ computed}\} \]
\[ 5 \leftarrow 92 \text{ shift-right 4} \quad \{3z(1 + 2^{-4})(1 + 2^{-8})(1 + 2^{-16})/16 \text{ computed}\} \]

Repeat the process for computing 30 \div 5 and comment on the outcome
13.6 Radix-2 SRT Division

SRT division takes its name from Sweeney, Robertson, and Tocher, who independently discovered the method

\[ s^{(j)} = 2s^{(j-1)} - q_{-j} d \]
with
\[ s^{(0)} = z \]
\[ s^{(k)} = 2^k s \]
\[ q_{-j} \in \{-1, 1\} \]

Fig. 13.11  The new partial remainder, \( s^{(j)} \), as a function of the shifted old partial remainder, \( 2s^{(j-1)} \), in radix-2 nonrestoring division.
Allowing 0 as a Quotient Digit in Nonrestoring Division

This method was useful in early computers, because the choice \( q_{-j} = 0 \) requires shifting only, which was faster than shift-and-subtract.

\[
s^{(j)} = 2s^{(j-1)} - q_{-j}d
\]

with
\[
s^{(0)} = z
\]
\[
s^{(k)} = 2^k s
\]
\[q_{-j} \in \{-1, 0, 1\}\]

Fig. 13.12   The new partial remainder, \( s^{(j)} \), as a function of the shifted old partial remainder, \( 2s^{(j-1)} \), with \( q_{-j} \) in \( \{-1, 0, 1\} \).
The Radix-2 SRT Division Algorithm

We use the comparison constants $-\frac{1}{2}$ and $\frac{1}{2}$ for quotient digit selection:

- $2s \geq +\frac{1}{2}$ means $2s = (0.1xxxxxxx)_{2's-compl}$
- $2s < -\frac{1}{2}$ means $2s = (1.0xxxxxxx)_{2's-compl}$

$$s^{(j)} = 2s^{(j-1)} - q_{-j}d$$
$$s^{(0)} = z$$
$$s^{(k)} = 2^k s$$
$$s^{(j)} \in [-\frac{1}{2}, \frac{1}{2})$$
$$q_{-j} \in \{-1, 0, 1\}$$

Fig. 13.13  The relationship between new and old partial remainders in radix-2 SRT division.
Radix-2 SRT Division with Variable Shifts

We use the comparison constants $-\frac{1}{2}$ and $\frac{1}{2}$ for quotient digit selection.

For $2s \geq +\frac{1}{2}$ or $2s = (0.1xxxxxxx)_{2's-compl}$ choose $q_{-j} = 1$

For $2s < -\frac{1}{2}$ or $2s = (1.0xxxxxxx)_{2's-compl}$ choose $q_{-j} = -1$

Choose $q_{-j} = 0$ in other cases, that is, for:

- $0 \leq 2s < +\frac{1}{2}$ or $2s = (0.0xxxxxxx)_{2's-compl}$
- $-\frac{1}{2} \leq 2s < 0$ or $2s = (1.1xxxxxxx)_{2's-compl}$

Observation: What happens when the magnitude of $2s$ is fairly small?

- $2s = (0.00001xxxx)_{2's-compl}$ Choosing $q_{-j} = 0$ would lead to the same condition in the next step; generate 5 quotient digits 0 0 0 0 1

- $2s = (1.1110xxxxx)_{2's-compl}$ Generate 4 quotient digits 0 0 0 0 1

Use leading 0s or leading 1s detection circuit to determine how many quotient digits can be spewed out at once.
Statistically, the average skipping distance will be 2.67 bits.
Example Unsigned Radix-2 SRT Division

\[
\begin{array}{c|c|c|c}
\text{s} & \text{d} & \text{q} & \text{ulp} \\
\hline
0.1000 & 0.1010 & 0.1 & 1 \\
1.0110 & & & \\
\hline
0.1100 & 0.1000 & 1.0 & 0 \\
1.0110 & & & \\
\hline
1.1110 & 1.1000 & 0.0 & 0 \\
1.1001 & & & \\
\hline
1.1111 & 1.0100 & -1 & \\
\hline
0.1001 & & & \\
\hline
0.0000 & 0.1001 & & \\
\hline
0.1000 & 0.0110 & & \\
\end{array}
\]

In \([-\frac{1}{2}, \frac{1}{2})\), so okay

\[\geq \frac{1}{2}, \text{ so set } q_{-1} = 1 \]

and subtract

In \([-\frac{1}{2}, \frac{1}{2}), \text{ so set } q_{-2} = 0 \]

In \([-\frac{1}{2}, \frac{1}{2}), \text{ so set } q_{-3} = 0 \]

\(< -\frac{1}{2}, \text{ so set } q_{-4} = -1 \]

and add

Negative, so add to correct

Uncorrected BSD quotient

Convert and subtract \(ulp\)

Fig. 13.14 Example of unsigned radix-2 SRT division.
Like multiplication, division is multioperand addition
Thus, there are but two ways to speed it up:
   a. Reducing the number of operands (divide in a higher radix)
   b. Adding them faster (keep partial remainder in carry-save form)

There is one complication that makes division inherently more difficult:
The terms to be subtracted from (added to) the dividend are not
known a priori but become known as quotient digits are computed;
quotient digits in turn depend on partial remainders
14 High-Radix Dividers

Chapter Goals

Study techniques that allow us to obtain more than one quotient bit in each cycle (two bits in radix 4, three in radix 8, . . .)

Chapter Highlights

Radix > 2 ⇒ quotient digit selection harder
Remedy: redundant quotient representation
Carry-save addition reduces cycle time
Quotient digit selection
Implementation methods and tradeoffs
# High-Radix Dividers: Topics

<table>
<thead>
<tr>
<th>Topics in This Chapter</th>
</tr>
</thead>
<tbody>
<tr>
<td>14.1 Basics of High-Radix Division</td>
</tr>
<tr>
<td>14.2 Using Carry-Save Adders</td>
</tr>
<tr>
<td>14.3 Radix-4 SRT Division</td>
</tr>
<tr>
<td>14.4 General High-Radix Dividers</td>
</tr>
<tr>
<td>14.5 Quotient Digit Selection</td>
</tr>
<tr>
<td>14.6 Using $p-d$ Plots in Practice</td>
</tr>
</tbody>
</table>
14.1 Basics of High-Radix Division

Radices of practical interest are powers of 2, and perhaps 10

Division with left shifts

\[ s^{(j)} = rs^{(j-1)} - q_{k-j}(r^k d) \hspace{1cm} \text{with} \hspace{1cm} s^{(0)} = z \text{ and } s^{(k)} = r^k s \]

\[ \begin{array}{ccc}
  d & \text{Divisor} & \begin{array}{c}
    \bullet \bullet \bullet \bullet \bullet \\
    \bullet \bullet \bullet \bullet \bullet \\
    \bullet \bullet \bullet \bullet \bullet \\
    \bullet \bullet \bullet \bullet \bullet \\
    \bullet \bullet \bullet \bullet \bullet
  \end{array} \\
  q & \text{Quotient} & \begin{array}{c}
    q_3 \quad q_2 \quad q_1 \quad q_0 \\
    \text{two} \quad \text{two} \quad \text{two} \quad \text{two}
  \end{array} \\
  z & \text{Dividend} & -q_3 q_2 \text{two} d 4^1 \\
  & & -q_1 q_0 \text{two} d 4^0 \\
  s & \text{Remainder} & \bullet \bullet \bullet \bullet \bullet
\end{array} \]

Fig. 14.1 Radix-4 division in dot notation
Difficulty of Quotient Digit Selection

What is the first quotient digit in the following radix-10 division?

\[
\begin{array}{c|cccccc}
2043 & 12 & 2 & 5 & 7 & 9 & 6 & 8 \\
\hline
\end{array}
\]

- \(12 / 2 = 6\)
- \(122 / 20 = 6\)
- \(1225 / 204 = 6\)
- \(12257 / 2043 = 5\)

The problem with the pencil-and-paper division algorithm is that there is no room for error in choosing the next quotient digit.

In the worst case, all \(k\) digits of the divisor and \(k + 1\) digits in the partial remainder are needed to make a correct choice.

Suppose we used the redundant signed digit set \([-9, 9]\) in radix 10.

Then, we could choose 6 as the next quotient digit, knowing that we can recover from an incorrect choice by using negative digits: \(5 - 9 = 6 - 1\)
Examples of High-Radix Division

<table>
<thead>
<tr>
<th>Radix-4 integer division</th>
<th>Radix-10 fractional division</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>z</strong></td>
<td><strong>z</strong>&lt;sub&gt;frac&lt;/sub&gt; .7 0 0 3</td>
</tr>
<tr>
<td>4&lt;sup&gt;4&lt;/sup&gt;&lt;sub&gt;d&lt;/sub&gt;</td>
<td><strong>d</strong>&lt;sub&gt;frac&lt;/sub&gt; .9 9</td>
</tr>
<tr>
<td><strong>s</strong>&lt;sup&gt;(0)&lt;/sup&gt;</td>
<td><strong>s</strong>&lt;sup&gt;(0)&lt;/sup&gt; .7 0 0 3</td>
</tr>
<tr>
<td>4&lt;s&gt;&lt;sup&gt;(0)&lt;/sup&gt;s&lt;&gt;&lt;/sup&gt;</td>
<td>10&lt;s&gt;&lt;sup&gt;(0)&lt;/sup&gt;s&lt;&gt;&lt;/sup&gt; 7 .0 0 3</td>
</tr>
<tr>
<td>−&lt;sup&gt;q&lt;/sup&gt;3 4&lt;sup&gt;4&lt;/sup&gt;&lt;sub&gt;d&lt;/sub&gt;</td>
<td>−&lt;sup&gt;q&lt;/sup&gt;−1 &lt;sup&gt;d&lt;/sup&gt; 6 .9 3 {&lt;sup&gt;q&lt;/sup&gt;−1 = 7}</td>
</tr>
<tr>
<td><strong>s</strong>&lt;sup&gt;(1)&lt;/sup&gt;</td>
<td><strong>s</strong>&lt;sup&gt;(1)&lt;/sup&gt; .0 7 3</td>
</tr>
<tr>
<td>4&lt;s&gt;&lt;sup&gt;(1)&lt;/sup&gt;s&lt;&gt;&lt;/sup&gt;</td>
<td>10&lt;s&gt;&lt;sup&gt;(1)&lt;/sup&gt;s&lt;&gt;&lt;/sup&gt; 0 .7 3</td>
</tr>
<tr>
<td>−&lt;sup&gt;q&lt;/sup&gt;2 4&lt;sup&gt;4&lt;/sup&gt;&lt;sub&gt;d&lt;/sub&gt;</td>
<td>−&lt;sup&gt;q&lt;/sup&gt;−2 &lt;sup&gt;d&lt;/sup&gt; 0 .0 0 {&lt;sup&gt;q&lt;/sup&gt;−2 = 0}</td>
</tr>
<tr>
<td><strong>s</strong>&lt;sup&gt;(2)&lt;/sup&gt;</td>
<td><strong>s</strong>&lt;sup&gt;(2)&lt;/sup&gt; .7 3</td>
</tr>
<tr>
<td>4&lt;s&gt;&lt;sup&gt;(2)&lt;/sup&gt;s&lt;&gt;&lt;/sup&gt;</td>
<td><strong>s</strong>&lt;sub&gt;frac&lt;/sub&gt; .0 0 7 3</td>
</tr>
<tr>
<td>−&lt;sup&gt;q&lt;/sup&gt;1 4&lt;sup&gt;4&lt;/sup&gt;&lt;sub&gt;d&lt;/sub&gt;</td>
<td><strong>q</strong>&lt;sub&gt;frac&lt;/sub&gt; .7 0</td>
</tr>
<tr>
<td><strong>s</strong>&lt;sup&gt;(3)&lt;/sup&gt;</td>
<td></td>
</tr>
<tr>
<td>4&lt;s&gt;&lt;sup&gt;(3)&lt;/sup&gt;s&lt;&gt;&lt;/sup&gt;</td>
<td></td>
</tr>
<tr>
<td>−&lt;sup&gt;q&lt;/sup&gt;0 4&lt;sup&gt;4&lt;/sup&gt;&lt;sub&gt;d&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td><strong>s</strong>&lt;sup&gt;(4)&lt;/sup&gt;</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Fig. 14.2  Examples of high-radix division with integer and fractional operands.
14.2 Using Carry-Save Adders

Fig. 14.3 Constant thresholds used for quotient digit selection in radix-2 division with \( q_{k-j} \) in \{-1, 0, 1\}.
Quotient Digit Selection Based on Truncated PR

Fig. 14.3

\[ t := u_{[-2,1]} + v_{[-2,1]} \]
if \( t < -\frac{1}{2} \)
then \( q_j = -1 \)
else if \( t \geq 0 \)
then \( q_j = 1 \)
else \( q_j = 0 \)
endif
endif

Max error in approximation
\(< \frac{1}{4} + \frac{1}{4} = \frac{1}{2} \)
Error in \([0, \frac{1}{2})\)

Sum part of \(2s^{(j-1)}\):
\[ u = (u_1u_0 \cdot u_{-1}u_{-2} \cdots)_{2\text{'s-compl}} \]

Carry part of \(2s^{(j-1)}\):
\[ v = (v_1v_0 \cdot v_{-1}v_{-2} \cdots)_{2\text{'s-compl}} \]

Approximation to the partial remainder:
\[ t = u_{[-2,1]} + v_{[-2,1]} \quad \{\text{Add the 4 MSBs of } u \text{ and } v\} \]
Divider with Partial Remainder in Carry-Save Form

Fig. 14.4 Block diagram of a radix-2 divider with partial remainder in stored-carry form.
Why We Cannot Use Carry-Save PR with SRT Division

Fig. 14.5 Overlap regions in radix-2 SRT division.
14.4 Choosing the Quotient Digits

Fig. 14.6  A $p$-$d$ plot for radix-2 division with $d \in [1/2, 1)$, partial remainder in $[-d, d)$, and quotient digits in $[-1, 1]$. 
Design of the Quotient Digit Selection Logic

\[
\text{Shifted sum} = (u_1 u_0 \cdot u_{-1} u_{-2} \ldots)_{2\text{'s-compl}}
\]

\[
\text{Shifted carry} = (v_1 v_0 \cdot v_{-1} v_{-2} \ldots)_{2\text{'s-compl}}
\]

\[
t := u_{[-2,1]} + v_{[-2,1]}
\]

\[
\text{if } t < -\frac{1}{2} \text{ then } q_{-j} = -1 \text{ else if } t \geq 0 \text{ then } q_{-j} = 1 \text{ else } q_{-j} = 0\]

\[
\text{Approx shifted PR} = (t_1 t_0 \cdot t_{-1} t_{-2})_{2\text{'s-compl}}
\]

\[
\text{Non0} = t_1' \lor t_0' \lor t_{-1}' = (t_1 t_0 t_{-1})'
\]

\[
\text{Sign} = t_1 (t_0' \lor t_{-1}')
\]
14.3 Radix-4 SRT Division

Radix-4 fractional division with left shifts and $q_{-j} \in [-3, 3]$

$$s(j) = 4s^{(j-1)} - q_{-j}d$$

with $s^{(0)} = z$ and $s^{(k)} = 4^k s$

Two difficulties:

How do you choose from among the 7 possible values for $q_{-j}$?

If the choice is +3 or −3, how do you form $3d$?
Building the $p$-$d$ Plot for Radix-4 Division

Fig. 14.8  A $p$-$d$ plot for radix-4 SRT division with quotient digit set $[-3, 3]$.
Restricting the Quotient Digit Set in Radix 4

Radix-4 fractional division with left shifts and $q_{-j} \in [-2, 2]$

\[ s(j) = 4s^{(j-1)} - q_{-j}d \quad \text{with} \quad s^{(0)} = z \quad \text{and} \quad s^{(k)} = 4^k s \]

For this restriction to be feasible, we must have:

\[ s \in [-hd, hd) \text{ for some } h < 1, \text{ and } 4hd - 2d \leq hd \]

This yields $h \leq 2/3$ (choose $h = 2/3$ to minimize the restriction)
Building the $p-d$ Plot with Restricted Radix-4 Digit Set

Fig. 14.10  A $p-d$ plot for radix-4 SRT division with quotient digit set $[-2, 2]$. 
14.4 General High-Radix Dividers

Process to derive the details:
Radix $r$
Digit set $[-\alpha, \alpha]$ for $q_{-j}$
Number of bits of $p$ ($v$ and $u$) and $d$ to be inspected
Quotient digit selection unit (table or logic)
Multiple generation/selection scheme
Conversion of redundant $q$ to 2’s complement

Fig. 14.11 Block diagram of radix-$r$ divider with partial remainder in stored-carry form.
Multiple Generation for High-Radix Division

Example: Digit set [-6, 6] for \( r = 8 \)

Option 1: precompute 3\( a \) and 5\( a \)

Option 2: generate a multiple \(|q_j|a\) as a set of two numbers, one chosen from \{0, a, 2a\} and another from \{0, a, 4a\}
14.5 Quotient Digit Selection

Radix-$r$ division with quotient digit set $[-\alpha, \alpha]$, $\alpha < r - 1$
Restrict the partial remainder range, say to $[-hd, hd)$
From the solid rectangle in Fig. 15.1, we get $rhd - \alpha d \leq hd$ or $h \leq \alpha/(r - 1)$
To minimize the range restriction, we choose $h = \alpha/(r - 1)$

Example: $r = 4$, $\alpha = 2 \rightarrow h = 2/3$

Fig. 14.12 The relationship between new and shifted old partial remainders in radix-$r$ division with quotient digits in $[-\alpha, +\alpha]$. 
Why Using Truncated $p$ and $d$ Values Is Acceptable

Fig. 14.13 A part of $p$-$d$ plot showing the overlap region for choosing the quotient digit value $\beta$ or $\beta+1$ in radix-$r$ division with quotient digit set $[-\alpha, \alpha]$.

$p$

$\beta + 1$

$h + \beta + 1)d$

$h + \beta)d$

$-h + \beta + 1)d$

$-h + \beta)d$

4 bits of $p$

3 bits of $d$

3 bits of $p$

4 bits of $d$

Choose $\beta$

Overlap region

4 bits of $p$

3 bits of $d$

Choose $\beta + 1$

$h = \alpha / (r - 1)$

Note:

Standard $p$

$xx.xxxxx$

Carry-save $p$

$xx.xxxxxx$

$xx.xxxxxx$

$h$

$\alpha / (r - 1)$
Table Entries in the Quotient Digit Selection Logic

Fig. 14.14  A part of \( p-d \) plot showing an overlap region and its staircase-like selection boundary.

\[
\begin{align*}
\beta + 1 & \\
\beta + 1 & \\
\beta + 1 & \\
\beta + 1 & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
\beta & \\
14.6 Using $p$-$d$ Plots in Practice

Fig. 14.15 Establishing upper bounds on the dimensions of uncertainty rectangles.

Choose $\alpha$

Choose $\alpha - 1$

Smallest $\Delta d$ occurs for the overlap region of $\alpha$ and $\alpha - 1$

$$\Delta d = d_{\text{min}} \frac{2h - 1}{-h + \alpha}$$

$$\Delta p = d_{\text{min}} (2h - 1)$$
Example: Lower Bounds on Precision

\[ \Delta d = d_{\text{min}}^{\text{min}} \frac{2h - 1}{-h + \alpha} \]

\[ \Delta p = d_{\text{min}}^{\text{min}} (2h - 1) \]

For \( r = 4 \), divisor range \([0.5, 1)\),
digit set \([-2, 2]\), we have \( \alpha = 2 \),
\( d_{\text{min}}^{\text{min}} = 1/2 \), \( h = \alpha/(r - 1) = 2/3 \)

\[ \Delta d = (1/2) \frac{4/3 - 1}{-2/3 + 2} = 1/8 \]

\[ \Delta p = (1/2)(4/3 - 1) = 1/6 \]

Because \( 1/8 = 2^{-3} \) and \( 2^{-3} \leq 1/6 < 2^{-2} \), we must inspect at least 3 bits of \( d \) (2, given its leading 1) and 3 bits of \( p \).
These are lower bounds and may prove inadequate.
In fact, 3 bits of \( p \) and 4 (3) bits of \( d \) are required.
With \( p \) in carry-save form, 4 bits of each component must be inspected.
Upper Bounds for Precision

Theorem: Once lower bounds on precision are determined based on $\Delta d$ and $\Delta p$, one more bit of precision in each direction is always adequate.

Proof: Let $w$ be the spacing of vertical grid lines.

$w \leq \Delta d / 2 \quad \Rightarrow \quad v \leq \Delta p / 2 \quad \Rightarrow \quad u \geq \Delta p / 2$
Some Implementation Details

Fig. 14.16  The asymmetry of quotient digit selection process.

Fig. 14.17  Example of $p$-$d$ plot allowing larger uncertainty rectangles, if the 4 cases marked with asterisks are handled as exceptions.
A Complete $p$-$d$ Plot

Radix $r = 4$
$q_{-j}$ in $[-2, 2]$
$d$ in $[1/2, 1)$
$p$ in $[-8/3, 8/3]$

Explanation of the Pentium division bug
15 Variations in Dividers

**Chapter Goals**
Discuss some variations in implementing division schemes and cover combinational, modular, and merged hardware dividers

**Chapter Highlights**
Prescaling simplifies $q$ digit selection
Overlapped $q$ digit selection
Parallel hardware (array) dividers
Shared hardware in multipliers/dividers
Square-rooting not special case of division
# Variations in Dividers: Topics

## Topics in This Chapter

<table>
<thead>
<tr>
<th>Section</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>15.1</td>
<td>Division with Prescaling</td>
</tr>
<tr>
<td>15.2</td>
<td>Overlapped Quotient Digit Selection</td>
</tr>
<tr>
<td>15.3</td>
<td>Combinational and Array Dividers</td>
</tr>
<tr>
<td>15.4</td>
<td>Modular Dividers andReducers</td>
</tr>
<tr>
<td>15.5</td>
<td>The Special Case of Reciprocation</td>
</tr>
<tr>
<td>15.6</td>
<td>Combined Multiply/Divide Units</td>
</tr>
</tbody>
</table>
15.1 Division with Prescaling

Overlap regions of a $p$-$d$ plot are wider toward the high end of the divisor range.

If we can restrict the magnitude of the divisor to an interval close to $d_{\text{max}}$ (say $1 - \varepsilon < d < 1 + \delta$, when $d_{\text{max}} = 1$), quotient digit selection may become simpler.

Thus, we perform the division $(zm)/(dm)$ for a suitably chosen scale factor $m$ ($m > 1$).

*Prescaling* (multiplying $z$ and $d$ by $m$) should be done without real multiplications.

Restricting the divisor to the shaded area simplifies quotient digit selection.
Examples of Prescaling

Example 1: Unsigned divisor $d$ in $[1/2, 1)$
    When $d \in [1/2, 3/4)$, multiply by $1\frac{1}{2}$ [$d$ begins $0.10…$]
The prescaled divisor will be in $[1 – 1/4, 1 + 1/8)$

Example 2: Unsigned divisor $d$ in $[1/2, 1)$
    Case $d \in$
    $[1/2, 9/16)$, it begins with $0.1000…$, multiply by $2$
    $[9/16, 5/8)$, it begins with $0.1001…$, multiply by $1 + 1/2$
    $[5/8, 3/4)$, it begins with $0.101…$, multiply by $1 + 1/2$
    $[3/4, 1)$, it begins with $0.11…$, multiply by $1 + 1/8$

$[1/2, 9/16) \times 2 = [1, 1 + 1/8)$
$[9/16, 5/8) \times (1 + 1/2) = [1 – 5/32, 1 – 1/16)$
$[5/8, 3/4) \times (1 + 1/2) = [1 – 1/16, 1 + 1/8)$
$[3/4, 1) \times (1 + 1/8) = [1 – 5/32, 1 + 1/8)$
The prescaled divisor will be in $[1 – 5/32, 1 + 1/8)$
15.2 Overlapped Quotient Digit Selection

Alternative to high-radix design when $q$ digit selection is too complex

Compute the next partial remainder and resulting $q$ digit for all possible choices of the current $q$ digit

This is the same idea as carry-select addition

Speculative computation (throw transistors at the delay problem) is common in modern systems

Fig. 15.1 Overlapped radix-2 quotient digit selection for radix-4 division. A dashed line represents a signal pair that denotes a quotient digit value in $[-1, 1]$. 
15.3 Combinational and Array Dividers

Can take the notion of overlapped $q$ digit selection to the extreme of selecting all $q$ digits at once $\rightarrow$ Exponential complexity

By contrast, a fully combinational tree multiplier has $O(\log k)$ latency and $O(k^2)$ cost $\rightarrow O(k \log k)$ conjectured

Can we do as well as multipliers, or at least better than exponential cost, for logarithmic-time dividers?

Complexity theory results: It is possible to design dividers

with $O(\log k)$ latency and $O(k^4)$ cost

with $O(\log k \log \log k)$ latency and $O(k^2)$ cost

These theoretical constructions have not led to practical designs
Restoring Array Divider

Fig. 15.7  Restoring array divider composed of controlled subtractor cells.

Dividend  \( z = .z_1 \ z_2 \ z_3 \ z_4 \ z_5 \ z_6 \)
Divisor   \( d = .d_1 \ d_2 \ d_3 \)
Quotient  \( q = .q_1 \ q_2 \ q_3 \)
Remainder \( s = .0 \ 0 \ 0 \ s_4 \ s_5 \ s_6 \)
Nonrestoring Array Divider

Fig. 15.8  Nonrestoring array divider built of controlled add/subtract cells.

Similarity to array multiplier is deceiving

Dividend \( z = z_0 z_{-1} z_{-2} z_{-3} z_{-4} z_{-5} z_{-6} \)
Divisor \( d = d_0 d_{-1} d_{-2} d_{-3} \)
Quotient \( q = q_0 q_{-1} q_{-2} q_{-3} \)
Remainder \( s = 0 s_{-1} s_{-2} s_{-3} s_{-4} s_{-5} s_{-6} \)
Speedup Methods for Array Dividers

Idea: Pass the partial remainder downward in carry-save form to speed up the operation of each row.

However, we still need to know the carry/borrow-out from each row.
Solution: Insert a carry-lookahead circuit between successive rows.
Not very cost-effective; thus not used in practice.
15.4 Modular Dividers and Reducers

Given dividend $z$ and divisor $d$, with $d \geq 0$, a modular divider computes

$$q = \left\lfloor \frac{z}{d} \right\rfloor \quad \text{and} \quad s = z \mod d = \langle z \rangle_d$$

The quotient $q$ is, by definition, an integer but the inputs $z$ and $d$ do not have to be integers; the modular remainder is always positive.

Example:

$$\left\lfloor \frac{-3.76}{1.23} \right\rfloor = -4 \quad \text{and} \quad \langle -3.76 \rangle_{1.23} = 1.16$$

The quotient and remainder of ordinary division are $-3$ and $-0.07$.

A modular reducer computes only the modular remainder and is in many cases simpler than a full-blown divider.
Montgomery Modular Reduction

Very efficient for reducing large numbers (100s of bits wide)
The radix-2 version below is suitable for low-cost hardware realization
Software versions are based on radix $2^{32}$ or $2^{64}$ (1 word = 1 digit)

Problem: Compute $q = ax \mod m$, where $m < 2^k$

Straightforward solution: Compute $ax$ as usual; then reduce mod $m$
Incremental reduction after adding each partial product is more efficient

Assume $a$, $x$, $q$, and other values are $k$-bit pseudoresidues (can be $> m$)
Pick $R$ such that $R = 1 \mod m$
Montgomery multiplication computes $axR^{-1} \mod m$, instead of $ax \mod m$
Represent any number $y$ as $yR \mod m$ (known as the M-code for $y$)
$R = 1 \mod m$ ensures that numbers in $[0, m - 1]$ have distinct M-codes

Multiplication: $t = (aR)(xR)R^{-1} \mod m = (ax)R \mod m = \text{M-code for } ax$
Initial conversion: Find $yR$ by applying Montgomery’s method to $y$ and $R^2$
Final reconversion: Find $y$ from $t = yR$ by M-multiplying 1 and $t$
### Example Montgomery Modular Multiplication

|   |   |   |   |  
|---|---|---|---|---|
| $a$ | 1 | 0 | 1 | 0  
| $2^4 x$ | 1 | 0 | 1 | 1  

| $p(0)$ | 0 | 0 | 0 | 0  
| $+ x_0 a$ | 1 | 0 | 1 | 0  

| $2p(1)$ | 0 | 1 | 0 | 1 | 0  
| $p(1)$ | 0 | 1 | 0 | 1 | 0  
| $+ x_1 a$ | 1 | 0 | 1 | 0  

| $2p(2)$ | 0 | 1 | 1 | 1 | 0  
| $p(2)$ | 0 | 1 | 1 | 1 | 0  
| $+ x_2 a$ | 0 | 0 | 0 | 0  

| $2p(3)$ | 0 | 0 | 1 | 1 | 1 | 0  
| $p(3)$ | 0 | 0 | 1 | 1 | 1 | 0  
| $+ x_3 a$ | 1 | 0 | 1 | 0  

| $2p(4)$ | 0 | 1 | 1 | 0 | 1 | 1 | 0  
| $p(4)$ | 0 | 1 | 1 | 0 | 1 | 1 | 0  

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th>Fig. 15.4</th>
</tr>
</thead>
</table>
| $a$ | 1 | 0 | 1 | 0  
| $x$ | 1 | 0 | 1 | 1  

| $p(0)$ | 0 | 0 | 0 | 0  
| $+ x_0 a$ | 1 | 0 | 1 | 0  

| $2p(1)$ | 0 | 1 | 0 | 1 | 0  
| $p(1)$ | 0 | 1 | 0 | 1 | 0  
| $+ x_1 a$ | 1 | 0 | 1 | 0  

| $2p(2)$ | 0 | 1 | 1 | 1 | 1 | 0  
| $p(2)$ | 0 | 1 | 1 | 1 | 1 | 0  
| $+ x_2 a$ | 0 | 0 | 0 | 0  

| $2p(3)$ | 0 | 0 | 1 | 1 | 1 | 1 | 0  
| $p(3)$ | 0 | 0 | 1 | 1 | 1 | 1 | 0  
| $+ x_3 a$ | 1 | 0 | 1 | 0  

| $2p(4)$ | 0 | 1 | 1 | 0 | 1 | 1 | 0 |  
| $p(4)$ | 0 | 1 | 1 | 0 | 1 | 1 | 0 |  

(a) Ordinary

**Example:**  
$r = 2; \quad m = 13;\quad R = 16 = r^4; \quad R^{-1} = 9 \mod 13 \quad \text{(because } 16 \times 9 = 1 \mod 13)\quad$
Advantages of Montgomery’s Method

Standard reduction is based on subtracting a multiple of $m$ from the result depending on the most significant bit(s)

However, MSBs are not readily known if we use carry-save numbers

In Montgomery reduction, the decision is based on LSB(s), thus allowing the use of carry-save arithmetic as well as parallel processing
15.5 The Special Case of Reciprocation

(a) Squaring

Multiplier

\[ p = ax \]

\[ y^2 \]

(b) Square-rooting?

Divider

\[ q = z / d \]

\[ \sqrt{y} \]

(c) Reciprocation

Divider

\[ q = z / d \]

\[ 1 / y \]

Fig. 15.5 Square-rooting is not a special case of division, but reciprocation is.

Key question: Is reciprocation any faster than division?
Answer: Not if a conventional digit recurrence algorithm is used.
Doubling the Speed of Reciprocation

\[ Q \approx 1/d \text{ with error } \leq 2^{-k/2} \]
\[ t = Q(2 - Qd) \approx 1/d; \text{ error } \leq 2^{-k} \]

\[ s^{(j+1)} = 2s^{(j)} - q_j d, \quad \text{with } 2s^{(0)} = 1 \]
\[ t^{(j+1)} = 4t^{(j)} + q_j (4s^{(j)} - q_j d), \quad \text{with } t^{(0)} = 0 \]

Fig. 15.6 Hybrid evaluation of the reciprocal $1/d$ by an approximate reciprocation stage and a refinement stage that operate concurrently.

A: Digit-recurrence reciprocation to obtain $Q \approx 1/d$

B: Digit-recurrence refinement to obtain $q = Q(2 - Qd)$
15.6 Combined Multiply/Divide Units

Similarity of blocks in multipliers and dividers (only shift direction is different)

Fig. 9.4

Fig. 13.10
Single Unit for Sequential Multiplication and Division

The control unit proceeds through necessary steps for multiplication or division (including using the appropriate shift direction).

The slight speed penalty owing to a more complex control unit is insignificant.

Fig. 15.9  Sequential radix-2 multiply/divide unit.
Similarities of Array Multipliers and Array Dividers

Dividend \( z = z_7 \ldots z_1 z_0 \)

Divisor \( d = d_7 \ldots d_1 d_0 \)

Quotient \( q = q_7 \ldots q_1 q_0 \)

Remainder \( s = s_7 \ldots s_1 s_0 \)

Fig. 11.4

Fig. 15.8

\[
\begin{align*}
\text{Dividend:} & \quad z = \cdots z_7 z_6 z_5 z_4 z_3 z_2 z_1 z_0 \\
\text{Divisor:} & \quad d = \cdots d_7 d_6 d_5 d_4 d_3 d_2 d_1 d_0 \\
\text{Quotient:} & \quad q = \cdots q_7 q_6 q_5 q_4 q_3 q_2 q_1 q_0 \\
\text{Remainder:} & \quad s = \cdots s_7 s_6 s_5 s_4 s_3 s_2 s_1 s_0
\end{align*}
\]
Single Unit for Array Multiplication and Division

Each cell within the array can act as a modified adder or modified subtractor based on control input values.

In some designs, squaring and square-rooting functions are also included within the same array.

Fig. 15.10 I/O specification of a universal circuit that can act as an array multiplier or array divider.
16 Division by Convergence

Chapter Goals

Show how by using multiplication as the basic operation in each division step, the number of iterations can be reduced.

Chapter Highlights

Digit-recurrence as convergence method
Convergence by Newton-Raphson iteration
Computing the reciprocal of a number
Hardware implementation and fine tuning
# Division by Convergence: Topics

## Topics in This Chapter

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>16.1</td>
<td>General Convergence Methods</td>
</tr>
<tr>
<td>16.2</td>
<td>Division by Repeated Multiplications</td>
</tr>
<tr>
<td>16.3</td>
<td>Division by Reciprocation</td>
</tr>
<tr>
<td>16.4</td>
<td>Speedup of Convergence Division</td>
</tr>
<tr>
<td>16.5</td>
<td>Hardware Implementation</td>
</tr>
<tr>
<td>16.6</td>
<td>Analysis of Lookup Table Size</td>
</tr>
</tbody>
</table>
16.1 General Convergence Methods

Sequential digit-at-a-time (binary or high-radix) division can be viewed as a convergence scheme.

As each new digit of $q = z / d$ is determined, the quotient value is refined, until it reaches the final correct value.

Convergence is from below in restoring division and oscillating in nonrestoring division.

Meanwhile, the remainder $s = z - q \times d$ approaches 0; the scaled remainder is kept in a certain range, such as $[-d, d)$. 

![Graph showing convergence of a division algorithm](image-url)
Elaboration on Scaled Remainder in Division

The partial remainder $s^{(j)}$ in division recurrence isn’t the true remainder but a version scaled by $2^j$

Division with left shifts

$$s^{(j)} = 2s^{(j-1)} - q_{k-j}(2^kd)$$

with $s^{(0)} = z$ and $s^{(k)} = 2^ks$

Quotient digit selection keeps the scaled remainder bounded (say, in the range $-d$ to $d$) to ensure the convergence of the true remainder to 0
Recurrence Formulas for Convergence Methods

\[ u^{(i+1)} = f(u^{(i)}, v^{(i)}) \quad \text{Constant} \]
\[ v^{(i+1)} = g(u^{(i)}, v^{(i)}) \quad \text{Desired Function} \]
\[ w^{(i+1)} = h(u^{(i)}, v^{(i)}, w^{(i)}) \]

Guide the iteration such that one of the values converges to a constant (usually 0 or 1).

The other value then converges to the desired function.

The complexity of this method depends on two factors:

a. Ease of evaluating \( f \) and \( g \) (and \( h \))

b. Rate of convergence (number of iterations needed)
16.2 Division by Repeated Multiplications

**Motivation:** Suppose add takes 1 clock and multiply 3 clocks; 64-bit divide takes 64 clocks in radix 2, 32 in radix 4

→ Divide via multiplications faster if 10 or fewer needed

**Idea:**

\[
q = \frac{z}{d} = \frac{z x^{(0)} x^{(1)} \ldots x^{(m-1)}}{d x^{(0)} x^{(1)} \ldots x^{(m-1)}} \rightarrow \text{Converges to } q
\]

\[
q = \frac{z}{d} = \frac{z x^{(0)} x^{(1)} \ldots x^{(m-1)}}{d x^{(0)} x^{(1)} \ldots x^{(m-1)}} \rightarrow \text{Force to } 1
\]

Remainder often not needed, but can be obtained by another multiplication if desired: \( s = z - qd \)

To turn the identity into a division algorithm, we face three questions:

1. How to select the multipliers \( x^{(i)} \)?
2. How many iterations (pairs of multiplications)?
3. How to implement in hardware?
Formulation as a Convergence Computation

Idea:

\[
q = \frac{z}{d} = \frac{zx^{(0)}x^{(1)} \ldots x^{(m-1)}}{dx^{(0)}x^{(1)} \ldots x^{(m-1)}} \quad \text{Converges to } q
\]

\[
\begin{align*}
    d^{(i+1)} &= d^{(i)} x^{(i)} & \text{Set } d^{(0)} = d; \text{ make } d^{(m)} \text{ converge to 1} \\
    z^{(i+1)} &= z^{(i)} x^{(i)} & \text{Set } z^{(0)} = z; \text{ obtain } z/d = q \approx z^{(m)}
\end{align*}
\]

Question 1: How to select the multipliers \(x^{(i)}\)? \(x^{(i)} = 2 - d^{(i)}\)

This choice transforms the recurrence equations into:

\[
\begin{align*}
    d^{(i+1)} &= d^{(i)} (2 - d^{(i)}) & \text{Set } d^{(0)} = d; \text{ iterate until } d^{(m)} \approx 1 \\
    z^{(i+1)} &= z^{(i)} (2 - d^{(i)}) & \text{Set } z^{(0)} = z; \text{ obtain } z/d = q \approx z^{(m)}
\end{align*}
\]

\[
\begin{align*}
    u^{(i+1)} &= f(u^{(i)}, v^{(i)}) \\
    v^{(i+1)} &= g(u^{(i)}, v^{(i)})
\end{align*}
\]

Fits the general form
Determining the Rate of Convergence

$$d^{(i+1)} = d^{(i)} (2 - d^{(i)}) \quad \text{Set } d^{(0)} = d; \text{ make } d^{(m)} \text{ converge to 1}$$

$$z^{(i+1)} = z^{(i)} (2 - d^{(i)}) \quad \text{Set } z^{(0)} = z; \text{ obtain } z/d = q \simeq z^{(m)}$$

Question 2: How quickly does $d^{(i)}$ converge to 1?

We can relate the error in step $i + 1$ to the error in step $i$:

$$d^{(i+1)} = d^{(i)} (2 - d^{(i)}) = 1 - (1 - d^{(i)})^2$$

$$1 - d^{(i+1)} = (1 - d^{(i)})^2$$

For $1 - d^{(i)} \leq \varepsilon$, we get $1 - d^{(i+1)} \leq \varepsilon^2$: Quadratic convergence

In general, for $k$-bit operands, we need

$$2m - 1 \text{ multiplications and } m \text{ 2’s complementations}$$

where $m = \lceil \log_2 k \rceil$
Quadratic Convergence

Table 16.1 Quadratic convergence in computing $z/d$ by repeated multiplications, where $1/2 \leq d = 1 - y < 1$

<table>
<thead>
<tr>
<th>$i$</th>
<th>$d^{(i)} = d^{(i-1)} x^{(i-1)}$, with $d^{(0)} = d$</th>
<th>$x^{(i)} = 2 - d^{(i)}$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>$1 - y$ = (.1xxx xxxx xxxx xxxx)_{two} $\geq 1/2$</td>
<td>1 + $y$</td>
</tr>
<tr>
<td>1</td>
<td>$1 - y^2$ = (.11xx xxxx xxxx xxxx)_{two} $\geq 3/4$</td>
<td>1 + $y^2$</td>
</tr>
<tr>
<td>2</td>
<td>$1 - y^4$ = (.1111 xxxx xxxx xxxx)_{two} $\geq 15/16$</td>
<td>1 + $y^4$</td>
</tr>
<tr>
<td>3</td>
<td>$1 - y^8$ = (.1111 1111 xxxx xxxx)_{two} $\geq 255/256$</td>
<td>1 + $y^8$</td>
</tr>
<tr>
<td>4</td>
<td>$1 - y^{16}$ = (.1111 1111 1111 1111)_{two} = 1 – ulp</td>
<td></td>
</tr>
</tbody>
</table>

Each iteration doubles the number of guaranteed leading 1s (convergence to 1 is from below)

Beginning with a single 1 ($d \geq 1/2$), after $\log_2 k$ iterations we get as close to 1 as is possible in a fractional representation.
Graphical Depiction of Convergence to $q$

Fig. 16.1 Graphical representation of convergence in division by repeated multiplications.

Question 3 (implementation in hardware) to be discussed later
16.3 Division by Reciprocation

The Newton-Raphson method can be used for finding a root of \( f(x) = 0 \)

Start with an initial estimate \( x^{(0)} \) for the root

Iteratively refine the estimate via the recurrence

\[
x^{(i+1)} = x^{(i)} - \frac{f(x^{(i)})}{f'(x^{(i)})}
\]

Justification:

\[
\tan \alpha^{(i)} = f'(x^{(i)}) = \frac{f(x^{(i)})}{x^{(i)} - x^{(i+1)}}
\]

Fig. 16.2 Convergence to a root of \( f(x) = 0 \) in the Newton-Raphson method.
Computing $1/d$ by Convergence

$1/d$ is the root of $f(x) = 1/x - d$

$f'(x) = -1/x^2$

Substitute in the Newton-Raphson recurrence $x^{(i+1)} = x^{(i)} - f(x^{(i)}) / f'(x^{(i)})$ to get:

$$x^{(i+1)} = x^{(i)} (2 - x^{(i)} d)$$

One iteration = Two multiplications + One 2’s complementation

Error analysis: Let $\delta^{(i)} = 1/d - x^{(i)}$ be the error at the $i$th iteration

$$\delta^{(i+1)} = 1/d - x^{(i+1)} = 1/d - x^{(i)} (2 - x^{(i)} d) = d (1/d - x^{(i)})^2 = d (\delta^{(i)})^2$$

Because $d < 1$, we have $\delta^{(i+1)} < (\delta^{(i)})^2$
Choosing the Initial Approximation to $1/d$

With $x^{(0)}$ in the range $0 < x^{(0)} < 2/d$, convergence is guaranteed.

Justification: $|\delta^{(0)}| = |x^{(0)} - 1/d| < 1/d$

\[ \delta^{(1)} = |x^{(1)} - 1/d| = d(\delta^{(0)})^2 = (d\delta^{(0)})\delta^{(0)} < \delta^{(0)} \]

For $d$ in $[1/2, 1)$:

- Simple choice $x^{(0)} = 1.5$
  Max error $= 0.5 < 1/d$

- Better approx. $x^{(0)} = 4(\sqrt{3} - 1) - 2d$
  $= 2.9282 - 2d$
  Max error $\approx 0.1$
16.4 Speedup of Convergence Division

Division can be performed via $2\lceil \log_2 k \rceil - 1$ multiplications

This is not yet very impressive

64-bit numbers, 3-ns multiplier $\Rightarrow$ 33-ns division

Three types of speedup are possible:

- Fewer multiplications (reduce $m$)
- Narrower multiplications (reduce the width of some $x^{(i)}$s)
- Faster multiplications

Compute $y = 1/d$
Do the multiplication $yz$
Initial Approximation via Table Lookup

Convergence is slow in the beginning: it takes 6 multiplications to get 8 bits of convergence and another 5 to go from 8 bits to 64 bits.

Better approx

Approx to $1/d$

$$d \times x^{(0)} \times x^{(1)} \times x^{(2)} = (0.1111 \ 1111 \ldots)_{two}$$

Read this value, $x^{(0+)}$, directly from a table, thereby reducing 6 multiplications to 2.

A $2^w \times w$ lookup table is necessary and sufficient for $w$ bits of convergence after 2 multiplications.

**Example with 4-bit lookup:**

$d = 0.1011 \ 	ext{xxxx} \ldots \ (11/16 \leq d < 12/16)$

Inverses of the two extremes are $16/11 \approx 1.0111$ and $16/12 \approx 1.0101$

So, 1.0110 is a good estimate for $1/d$

$$1.0110 \times 0.1011 = (11/8) \times (11/16) = 121/128 = 0.1111001$$

$$1.0110 \times 0.1100 = (11/8) \times (3/4) = 33/32 = 1.000010$$
Visualizing the Convergence with Table Lookup

Fig. 16.3 Convergence in division by repeated multiplications with initial table lookup.

After table lookup and 1st pair of multiplications, replacing several iterations

After the 2nd pair of multiplications

Iterations
Fig. 16.4 Convergence in division by repeated multiplications with initial table lookup and the use of truncated multiplicative factors.
Using Truncated Multiplicative Factors

Problem 16.9a
A truncated denominator \(d^{(i)}\), with \(a\) identical leading bits and \(b\) extra bits \((b \leq a)\), leads to a new denominator \(d^{(i+1)}\) with \(a + b\) identical leading bits.

Example (64-bit multiplication)
Initial step: Table of size \(256 \times 8 = 2K\) bits
Middle steps: Multiplication pairs, with 9-, 17-, and 33-bit multipliers
Final step: Full 64 \(\times\) 64 multiplication

Fig. 16.4 One step in convergence division with truncated multiplicative factors.
16.5 Hardware Implementation

Repeated multiplications: Each pair of ops involves the same multiplier

\[ d^{(i+1)} = d^{(i)} (2 - d^{(i)}) \]
\[ z^{(i+1)} = z^{(i)} (2 - d^{(i)}) \]

Set \( d^{(0)} = d \); iterate until \( d^{(m)} \approx 1 \)

Set \( z^{(0)} = z \); obtain \( z/d = q \approx z^{(m)} \)

Fig. 16.6 Two multiplications fully overlapped in a 2-stage pipelined multiplier.
Implementing Division with Reciprocation

Reciprocation: Multiplication pairs are data-dependent, so they cannot be pipelined or performed in parallel

\[ x^{(i+1)} = x^{(i)} (2 - x^{(i)}d) \]

Options for speedup via a better initial approximation

Consult a larger table
Resort to a bipartite or multipartite table (see Chapter 24)
Use table lookup, followed with interpolation
Compute the approximation via multioperand addition

Unless several multiplications by the same multiplier are needed, division by repeated multiplications is more efficient

However, given a fast method for reciprocation (see Section 24.6), using a reciprocation unit with a standard multiplier is often preferred
16.6 Analysis of Lookup Table Size

Table 16.2  Sample entries in the lookup table replacing the first four multiplications in division by repeated multiplications

<table>
<thead>
<tr>
<th>Address</th>
<th>( d = 0.1 \text{ xxxx xxxx} )</th>
<th>( x^{(0+)} = 1. \text{ xxxx xxxx} )</th>
</tr>
</thead>
<tbody>
<tr>
<td>55</td>
<td>0011 0111</td>
<td>1010 0101</td>
</tr>
<tr>
<td>64</td>
<td>0100 0000</td>
<td>1001 1001</td>
</tr>
</tbody>
</table>

Example: Table entry at address 55  \((311/512 \leq d < 312/512)\)

For 8 bits of convergence, the table entry \( f \) must satisfy

\[
\frac{311}{512}(1 + .f) \geq 1 - 2^{-8} \quad \text{and} \quad \frac{312}{512}(1 + .f) \leq 1 + 2^{-8}
\]

\[
199/311 \leq .f \leq 101/156
\]

\[
163.81 \leq f = 256 \times .f \leq 165.74
\]

Two choices: \(164 = (1010 0100)_{\text{two}}\) or \(165 = (1010 0101)_{\text{two}}\)
A General Result for Table Size

**Theorem 16.1:** To get $w \geq 5$ bits of convergence after the first iteration of division by repeated multiplications, $w$ bits of $d$ (beyond the mandatory 1) must be inspected. The factor $x^{(0+)}$ read out from table is of the form $(1.xxx\ldots xxx)_{\text{two}}$, with $w$ bits after the radix point.

**Proof strategy for sufficiency:** Represent the table entry $1.f$ as the integer $v = 2^w \times .f$ and derive upper/lower bound expressions for it. Then, show that at least one integer exists between $v_{\text{lb}}$ and $v_{\text{ub}}$.

**Proof strategy for necessity:** Show that derived conditions cannot be met if the table is of size $2^{k-1}$ (no matter how wide) or if it is of width $k - 1$ (no matter how large).

**Excluded cases, $w < 5$:** Practically uninteresting (allow smaller table).

**General radix $r$:** Same analysis method, and results, apply.